

THE STORES HANDBOOK



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THE STORES HANDBOOK

**EXTRA RESOURCES FOR 5TH EDITION DUNGEON
MASTERS**

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1. SAMSON'S

Description: A well-built stone building. This is a larger store in a busy settlement. Samson is the owner and has five employees. The store is orderly and the atmosphere is relaxed and welcoming. The staff are friendly and non-threatening, except for Brie. She is an evil rogue who secretly works for the local Thieves' Guild. The employees speak a number of different languages.

Staff:

Samson, **2nd level fighter**, lawful neutral

Brie, **2nd level rogue**, neutral evil

Vonna, gnome **commoner**, neutral

Braeden, **commoner**, chaotic good

Branson, **commoner**, lawful good

Murdak, **commoner**, lawful neutral

Languages spoken: common, gnomish, halfling, Thieves' cant

Customers: acolytes, adventurers, city guards, explorers, hunters, nobles, peasants, pilgrims, soldiers, travelers, wizards

Acid (vial)	25gp
Alchemist's fire (flask)	50gp
Backpack	2gp
Bedroll	1gp
Blanket	5sp
Caltrops (bag of 20)	1gp
Candle	1cp
Component pouch	25gp
Dice set	1sp
Dragonchess set	1gp
Fishing tackle	1gp
Hammer	1gp
Healer's kit	5gp
Hunting trap	5gp
Lantern, bullseye	10gp
Map, local	10gp
Net	1gp
Oil (flask)	1sp
Playing card set	5sp
Pot, iron	2gp
Potion of healing	50gp
Rations (1 day)	5sp
Robes	1gp
Rope, hempen (50 ft.)	1gp
Tent, two-person	2gp
Tinderbox	5sp
Torch	1cp
Waterskin	2sp

2. THE GOODS

Description: A large wooden building in the center of a sizeable settlement. The Goods is a busy store and the staff are quite knowledgeable. It has one long counter where purchases for larger goods happen and many high shelves fill the rest of the store. The wealthy owner, Gen, is often at the store helping customers. Four armed guards stand at the entrance.

Staff:

Gen, **noble**, lawful good

Roland, half-elf **1st level bard**, chaotic good

Rowan, half-elf **commoner**, lawful good

Aaron, **commoner**, neutral

Ivan, **commoner**, lawful neutral

Trish, **commoner**, lawful good

Four **guards**

Languages spoken: common, dwarvish, elvish

Customers: adventurers, acolytes, alchemists, city guards, entertainers, explorers, hunters, nobles, peasants, priests, sages, soldiers, stewards, travelers

Acid (vial)	25gp
Backpack	2gp
Bedroll	1gp
Blanket	5sp
Caltrops (bag of 20)	1gp
Component pouch	25gp
Diplomat's pack	39gp
Dragonchess set	1gp
Dungeoneers' pack	12gp
Entertainer's pack	40gp
Explorer's pack	10gp
Hammer	1gp
Healer's kit	5gp
Hunting trap	5gp
Map, local	15gp
Net	1gp
Oil (flask)	1sp
Playing card set	5sp
Pot, iron	2gp
Priest's pack	19gp
Rations (1 day)	5sp
Rope, hempen (50 ft.)	1gp
Scholar's pack	40gp
Tent, two-person	2gp
Three-Dragon Ante set	1gp
Tinderbox	5sp
Torch	1cp
Waterskin	2sp

3. ENID'S

Description: An average-sized building hidden on the far side of a sleepy settlement. Enid's is wedged between two large warehouses.

There's not a huge amount of traffic through these doors. The staff are not very friendly, but more because they're so introverted than anything. However, they do have a decent assortment of goods and can help the more patient of customers. A number of visitors from out of town find their way to Enid's.

Staff:

Enid, **1st level bard**, neutral

Matthew, **1st level fighter**, neutral good

Connor, **1st level fighter**, lawful good

Sam, **commoner**, lawful good

Maximillian, **commoner**, neutral good

Languages spoken: common

Customers: adventurers, alchemists, city guards, explorers, hunters, merchants, peasants, soldiers

Alchemist's fire (flask)	50gp
Arrows (20)	1gp
Backpack	2gp
Barrel	2gp
Basket	5sp
Bedroll	1gp
Bottle, glass	2gp
Candle	1cp
Chain (10 ft.)	5gp
Crossbow bolts (20)	1gp
Crowbar	2gp
Disguise kit	25gp
Dungeoneer's pack	12gp
Explorer's pack	10gp
Hourglass	25gp
Hunting trap	5gp
Lamp	5sp
Lantern, hooded	5gp
Manacles	2gp
Mirror, steel	5gp
Pole (10 ft.)	5cp
Quiver	1gp
Rations (1 day)	5sp
Scale, merchant's	5gp
Soap	2cp
Tent, two-person	2gp
Torch	1cp

4. CROSSROADS

Description: A large white stone building on a busy street. It's usually so crowded at Crossroads you can't see ten feet in front of you. The store is known for its large amount of goods. They rarely run out of any of their products. Jeremiah and his staff are friendly, helpful, and knowledgeable. The owner is human and the rest of the staff are halflings. These humorous employees always joke they are 'short' on a few items.

Staff:

Jeremiah, **2nd level fighter**, lawful good

Talia, halfling **commoner**, lawful good

Wendell, halfling **commoner**, neutral good

Jordy, halfling **commoner**, neutral

Gabs, halfling **commoner**, neutral

Tunny, halfling **commoner**, neutral

Languages spoken: common, halfling

Customers: adventurers, fishermen, hunters, nobles, the Thieves' Guild, soldiers, travelers

Arrows (20)	1gp
Backpack	2gp
Bedroll	1gp
Blanket	5sp
Block and tackle	1gp
Case, crossbow bolt	1gp
Case, map or scroll	1gp
Climber's kit	25gp
Component pouch	25gp
Crossbow bolts (20)	1gp
Fishing tackle	1gp
Healer's kit	5gp
Hunting trap	5gp
Ladder (10 ft.)	1sp
Lantern, hooded	5gp
Lock	10gp
Manacles	2gp
Map, local	10gp
Mess kit	2sp
Oil (flask)	1sp
Pot, iron	2gp
Potion of healing	50gp
Quiver	1gp
Rations (1 day)	5sp
Rope (50 ft.)	1gp
Tent, two-person	2gp
Tinderbox	5sp
Torch	1cp

5. ALVAR'S

Description: Alvar's is located in a large wooden building near the main gate of a sizeable city. The atmosphere is hectic and the staff are so overwhelmed they're usually quite short and rude. The staff are also evil and many will try and rob any customer they can, or at least cheat them on a sale. Their most expensive products are vials of poison they keep hidden in a back room.

Staff:

Alvar, **1st level fighter**, neutral evil

Karl, **commoner**, neutral

Dan, **commoner**, neutral evil

Meg, **commoner**, chaotic evil

Hammond, **commoner**, chaotic evil

Gil, **commoner**, neutral evil

Four **thugs**

Languages spoken: common

Customers: adventurers, alchemists, city guards, fishermen, nobles, rogues, soldiers, the Thieves' Guild, travelers

Acid (vial)	25gp
Backpack	2gp
Bedroll	1gp
Block and tackle	1gp
Burglar's pack	16gp
Case, map or scroll	1gp
Chain (10ft.)	5gp
Component pouch	25gp
Fishing tackle	1gp
Flask	2cp
Forgery kit	15gp
Hammer, sledge	2gp
Healer's kit	5gp
Hunting trap	5gp
Ink (1 ounce bottle)	10gp
Ink pen	2cp
Lantern, hooded	5gp
Manacles	2gp
Map, local	10gp
Net	1gp
Parchment (one sheet)	1sp
Poison, basic (vial)	100gp
Potion of healing	50gp
Rations (1 day)	5sp
Rope, hempen (50 ft.)	1gp
Spikes, iron (10)	1gp
Tent, two-person	2gp
Torch	1cp

6. BENJAMIN'S

Description: A medium-sized building in a famous settlement. The building is made of beautiful hardwood and has a front and back door. Benjamin is a good man and looks after his customers very well. Unlike most stores, Benjamin's will offer full value for items purchased from their customers. Usually stores will only give half the value of products when purchasing them.

Staff:

Benjamin, **1st level bard**, lawful good

Abraham, **3rd level fighter**, lawful good

Franklin, **commoner**, neutral good

Gerald, **commoner**, lawful good

Jack, **commoner**, lawful good

Two **guards**

Languages spoken: common, dwarvish

Customers: adventurers, alchemists, city guard, explorers, fishermen, miners, nobles, soldiers

Backpack	2gp
Ball bearings (1000)	1gp
Bedroll	1gp
Blanket	5sp
Block and tackle	1gp
Caltrops (bag of 20)	1gp
Candle	1cp
Chalk (1 piece)	1cp
Dice set	1sp
Disguise kit	25gp
Explorer's pack	10gp
Fishing tackle	1gp
Healer's kit	5gp
Holy water (flask)	25gp
Hunting trap	5gp
Ladder (10 ft.)	1sp
Lantern, hooded	5gp
Lock	10gp
Manacles	2gp
Mirror, steel	5gp
Pick, miner's	2gp
Poison, basic (vial)	100gp
Pole (10 ft.)	5cp
Pot, iron	2gp
Rations (1 day)	5sp
Sack	1cp
Sealing wax	5sp
Torch	1cp

7. THE TREK

Description: A long, gray building near the docks in a large city. The Trek is a well-made structure, made of thick timber. The store is well-known throughout the region. However, what isn't known is the staff are entirely evil. They use the store to operate a number of illegal businesses. The Trek has a good selection of products. Potions of Healing and vials of antitoxin are their most expensive items. It has a large amount of traffic come through its doors which helps cover up the nefarious activities.

Staff:

Phairos, tiefling **2nd level warlock**, neutral evil

Farrack, half-orc **2nd level barbarian**, chaotic evil

Yolda, **commoner**, neutral evil

Yanni, **commoner**, lawful evil

Borne, **commoner**, neutral evil

Zorba, **commoner**, neutral evil

Two thugs

Languages spoken: common, infernal, orc

Customers: alchemists, hunters, nobles, sailors, the Thieves' Guild, travelers

Abacus	2gp
Acid (vial)	25gp
Antitoxin (vial)	50gp
Backpack	2gp
Barrel	2gp
Basket	4sp
Bedroll	1gp
Bell	1gp
Bottle, glass	2gp
Burglar's pack	16gp
Candle	1cp
Case, map or scroll	1gp
Chest	5gp
Climber's kit	25gp
Crowbar	2gp
Disguise kit	25gp
Healer's kit	5gp
Hunting trap	5gp
Manacles	2gp
Map, local	10gp
Pot, iron	2gp
Potion of healing	50gp
Pouch	5sp
Ram, portable	4gp
Rations (1 day)	5sp
Rope, hempen (50 ft.)	1gp
Shovel	2gp
Soap	2cp



1. SPIKES AND PIKES

Description: An older stone building on a crowded street full of stores. Most inhabitants in the area highly recommend the store. Stuart is a law abiding citizen and treats his staff and customers very well. Spikes and Pikes is always well stocked with a wide selection of weapons. They are known to carry the best quality spears, pikes, and halberds for miles around. The store also carries a number of ranged weapons.

Staff:

Stuart, **2nd level fighter**, lawful neutral

Trimble, gnome **commoner**, lawful good

Lance, **commoner**, lawful neutral

Norma, **commoner**, lawful good

Languages spoken: common, gnomish, halfling

Services: fix weapons, make weapons

Customers: adventurers, city guards, monks, soldiers, veterans

Arrows (20)	1gp
Battleaxe	10gp
Caltrops (bag of 20)	1gp
Case, crossbow bolt	1gp
Crossbow, hand	75gp
Crossbow, heavy	50gp
Crossbow, light	25gp
Crossbow bolts (20)	1gp
Dagger	2gp
Glaive	20gp
Greataxe	30gp
Greatsword	50gp
Halberd	20gp
Handaxe	5gp
Lance	10gp
Light hammer	2gp
Longbow	50gp
Longsword	15gp
Pike	5gp
Quarterstaff	2sp
Rapier	25gp
Shortbow	25gp
Shortsword	10gp
Spear	1gp
Spikes, iron (10)	1gp
Trident	5gp
War pick	5gp
Whip	2gp

2. BROKEN ARROW

Description: An old wooden building adjacent to a busy market. The Broken Arrow is well-known for having a great selection of weapons. The longbow is the most expensive item sold here. The Broken Arrow is usually quite crowded and offers a few services as well. Randall the blacksmith is quite talented and can fix or make a number of weapons. Christian and Traevan have been on a few adventures and would be happy to give the PCs some help. They might even accompany the party on an adventure or two.

Staff:

Christian, **1st level rogue**, chaotic good

Traevan, half-elf **1st level fighter**, neutral

Slater, **commoner**, chaotic neutral

Randall, **commoner (blacksmith)**, neutral

Two **guards**

Languages spoken: common, dwarvish, elvish

Services: fix weapons, make weapons

Customers: adventurers, the Thieves' Guild, travelers, veterans

Arrows (20)	1gp
Battleaxe	10gp
Blowgun	10gp
Dagger	2gp
Dart	5cp
Flail	10gp
Glaive	20gp
Greataxe	30gp
Handaxe	5gp
Longbow	50gp
Longsword	15gp
Mace	5gp
Morningstar	15gp
Net	1gp
Quarterstaff	2sp
Quiver	1gp
Shortbow	25gp
Shortsword	10gp
Sickle	1gp
Sling	1sp
Spear	1gp
Warhammer	15gp
War pick	5gp
Whip	2gp

3. BOLTS AND ARROWS

Description: A two-storey stone building in a large city. This store is known to carry almost every kind of ranged weapon one could imagine. Kubrick is the owner and will attempt to rob or at the very least cheat most of the customers. However, if the PCs attempt to intimidate or persuade the staff they might just get a decent deal without any trouble.

Staff:

Kubrick, **1st level bard**, neutral evil

Hitchcock, **commoner**, neutral good

Stanley, **commoner**, chaotic good

Alfred, **commoner**, neutral

Andersen, **commoner**, neutral

Wes, **commoner**, neutral

Three **guards**

Languages spoken: common

Services: fix weapons, make weapons

Customers: adventurers, city guards, the Fighters' Guild, knights, nobles, soldiers, the Thieves' Guild, travelers, veterans

Arrows (20)	1gp
Case, crossbow bolt	1gp
Club	1sp
Crossbow, hand	75gp
Crossbow, heavy	50gp
Crossbow, light	25gp
Crossbow bolts (20)	1gp
Dagger	2gp
Dart	5cp
Handaxe	5gp
Longbow	50gp
Morningstar	15gp
Net	1gp
Quiver	1gp
Rapier	25gp
Shortbow	25gp
Sling	1sp
Sling bullets (20)	4cp
Spear	1gp

4. SAWYER'S BLADES

Description: Sawyer's Blades is a small store in a large village. The building is made of mud and straw. All the staff got lost and ended up in the village years ago. There are usually few customers and the quality is not very high (If a PC rolls a '1' with one of the weapons there's always a chance it will break). The staff are also known to get into arguments with their customers. Even worse, Sawyer will often send Kate and Mikael to rob the customers after a sale.

Staff:

Sawyer, **2nd level fighter**, neutral evil

Kate, **2nd level rogue**, neutral evil

Ana, **commoner**, neutral

Mikael, **commoner**, neutral evil

Walt, **commoner**, neutral, Mikael's son

Languages spoken: common

Services: fix weapons

Customers: adventurers, soldiers, the Thieves' Guild, veterans

Arrows (20)	1gp
Dagger	2gp
Glaive	20gp
Greatsword	50gp
Halberd	20gp
Longbow	50gp
Longsword	15gp
Quiver	1gp
Rapier	25gp
Scimitar	25gp
Shortbow	25gp
Shortsword	10gp
Spear	1gp

5. THE AXEMEN

Description: A large wooden building in the middle of a city. The barbarians who run the store are known for having high quality axes. The Axemen also has a number of other weapons and the staff boast a wealth of experience. The men have done their fair share of adventuring and will be happy to assist their customers.

Staff:

Os, **3rd level barbarian**, chaotic neutral

Jannie, **3rd level barbarian**, neutral

The Beast, hill dwarf **2nd level barbarian**, neutral

Bismark, **2nd level barbarian**, chaotic neutral

3 thugs

Languages spoken: common, dwarvish

Services: fix weapons, make weapons

Customers: adventurers, barbarians, city guards, soldiers, travelers, veterans

Arrows (20)	1gp
Battleaxe	10gp
Dagger	2gp
Glaive	20gp
Greataxe	30gp
Halberd	20gp
Handaxe	5gp
Lance	10gp
Longbow	50gp
Longsword	15gp
Quiver	1gp
Shortbow	25gp
Shortsword	10gp
Spear	1gp
Whip	2gp

6. HAL'S HALBERDS

Description: A tall building built of stone near an immense forest. The settlement is quite large and there are always customers buying and selling weapons. A few of the customers hail from the woods as well. Hal will attempt to purchase weapons for the lowest possible price and sell for the highest price. He will also make sure Samuel and Uther are pickpocketing anyone in the store.

Staff:

Hal, **1st level fighter**, neutral evil

Samuel, **2nd level rogue**, chaotic evil

Uther, **1st level rogue**, neutral evil

Rachelle, **commoner**, neutral evil

Helga, **commoner**, neutral

Two **thugs**

Languages spoken: common, elvish, Thieves' cant, sylvan

Services: fix weapons

Customers: fey, the Fighters' Guild, the Thieves' Guild, travelers, veterans

Arrows (20)	1gp
Club	1sp
Dart	5cp
Glaive	10gp
Greataxe	30gp
Greatsword	50gp
Halberd	20gp
Lance	10gp
Longsword	15gp
Maul	10gp
Quiver	1gp
Shortsword	10gp
Sickle	1gp
Spear	1gp
Trident	5gp
Warhammer	15gp

7. NOBLE BLADES

Description: A long wooden building surrounded by many other stores. Noble Blades has a great reputation in the region. This establishment has garnered a great deal of trust from the community. Four siblings run the store and are known for their prompt service and fair prices. They are also adventurers and know a great deal about the local politics and legends.

Staff:

Peter, **4th level paladin**, lawful good

Susan, **4th level ranger**, lawful good

Edmund, **3rd level fighter**, chaotic good

Lucy, **3rd level cleric**, lawful good

Five **guards**

Languages spoken: common

Services: fix weapons

Customers: city guards, the Fighters' Guild, knights, nobles, soldiers, veterans

Arrows (20)	1gp
Case, crossbow bolt	1gp
Crossbow, hand	75gp
Crossbow, heavy	50gp
Crossbow, light	25gp
Crossbow bolts (20)	1gp
Dagger	2gp
Longbow	50gp
Longsword	15gp
Net	1gp
Quiver	1gp
Rapier	25gp
Scimitar	25gp
Shortbow	25gp
Shortsword	10gp
Whip	2gp



1. DARK HELMET

Description: A sturdy stone building in a highly populated city. The store is open almost every hour of the day. It is also very busy all times of the day. The owner will offer fair deals and has a friendly group of employees. The Dark Helmet is known to have a good selection of armor. Its name seems to rub some people the wrong way. Barnaby the blacksmith will repair armor and make armor for a price.

Staff:

Jasper, **2nd level fighter**, lawful neutral

Barnaby, **commoner (blacksmith)**, lawful good

Tanis, **commoner**, lawful good

Marvello, **commoner**, neutral evil

3 veterans

Languages spoken: common

Services: fix armor, make armor

Customers: city guards, the Fighters' Guild, soldiers, veterans

Breastplate	400gp
Chain mail	75gp
Chain shirt	50gp
Hide	10gp
Leather	10gp
Padded	5gp
Plate	1,500gp
Ring mail	30gp
Scale mail	50gp
Shield	10gp
Splint	200gp
Studded Leather	45gp

2. THE SENTINEL

Description: This store is in a long wooden hall, formerly used as the city hall. A dwarf and his sister run the Sentinel. They have four berserkers hired to guard their establishment. Thorunn and his sister Kathra do business with many evil warriors and are a dangerous pair. Karl the blacksmith is not very pleased to be ordered around by a couple of dwarves.

Staff:

Thorunn, hill dwarf **4th level fighter**, neutral evil

Kathra, hill dwarf **4th level warlock**, neutral evil

Karl, **commoner (blacksmith)**, neutral evil

Four **berserkers**

Languages spoken: common, dwarvish, halfling

Services: fix armor, make armor

Customers: soldiers, the Thieves' Guild, veterans

Breastplate	400gp
Chain mail	75gp
Chain shirt	50gp
Half plate	750gp
Hide	10gp
Leather	10gp
Padded	5gp
Plate	1,500gp
Scale mail	50gp
Shield	2gp
Splint	200gp
Studded leather	45gp

3. THE IRON GAUNTLET

Description: The Iron Gauntlet is a stone building surrounded by a black iron fence. The local authorities are not happy with the presence of the two dire wolves outside the building. However, everyone is too scared to do anything about it. Falgok and his friend Fump run the armor store and don't care who they do business with. They just want to make as much gold as they can. Their plate armor is highly sought after in the region.

Staff:

Falgok, half-orc **4th level barbarian**, chaotic evil

Fump, half-orc **4th level barbarian**, chaotic evil

Ten **guards**

Two **dire wolves**

Languages spoken: common, orc

Services: fix armor, make armor

Customers: adventurers, veterans

Breastplate	400gp
Chain mail	75gp
Chain shirt	50gp
Half plate	750gp
Leather	10gp
Padded	5gp
Plate	1,500 gp
Ring mail	30gp
Scale mail	50gp
Shield	10gp
Splint	200gp
Studded leather	45gp

4. THE SHIELD MAIDEN

Description: The Shield Maiden is a decrepit, old building that barely stands. A very dangerous and charming vampire named Grimspoken runs this hidden store. He is worshipped by his companions; Gronna his consort, and Kaan his servant. The vampire will attempt to persuade the party into selling their armor and ask for outrageous sums for his. The evil trio will track down the PCs and kill them after any sale. Grimspoken's vanity has no limits.

Staff:

Grimspoken, **vampire**, lawful evil

Gronna, **vampire spawn**, neutral evil

Kaan, **vampire spawn**, neutral evil

Languages spoken: common, elvish

Services: possibly be turned into a vampire spawn!

Customers: The most foolish and foul

Breastplate	800gp
Chain mail	120gp
Chain shirt	400gp
Half plate	1,200gp
Hide	100gp
Leather	100gp
Padded	50gp
Plate	4,000gp
Scale mail	300gp
Shield	50gp
Splint	400gp
Studded leather	175gp

5. THE BLACK KNIGHT

Description: This store is housed inside a small keep in a noisy city. The Black Knight is on the second level of the keep. Hamish runs the place and has a good selection of armor. He is a good man is and is very well liked by the local population. Cassie the ranger and a number of guards provide protection for the store.

Staff:

Hamish, **3rd level fighter**, lawful good

Cassie, **3rd level ranger**, neutral good

Dolan, **commoner**, lawful neutral

Finnegan, **commoner**, lawful good

Seven **guards**

Languages spoken: common

Services: make armor

Customers: adventurers, city guards, soldiers, veterans

Breastplate	400gp
Chain mail	75gp
Chain shirt	50gp
Half plate	750gp
Hide	10gp
Leather	10gp
Padded	5gp
Plate	1,500gp
Scale mail	50gp
Shield	10gp
Splint	200gp
Studded leather	45gp

6. THE WALL

Description: A non-descript gray stone building in an average-sized settlement. A couple of paladins run this armor store. Vincent and Vyson are very uptight and will only deal with customers they feel are worthy. Derek is the store's blacksmith and can fix armor for a price.

Staff:

Vincent, **3rd level paladin**, lawful good

Vyson, **3rd level paladin**, lawful good

Derek, **commoner (blacksmith)**, lawful good

Nils, **commoner**, lawful good

Eight **guards**

Languages spoken: common, dwarvish

Services: fix armor

Customers: adventurers, city guards, knights, soldiers, veterans

Breastplate	400gp
Chain mail	75gp
Chain shirt	50gp
Half plate	750gp
Hide	10gp
Leather	10gp
Padded	5gp
Plate	1,500gp
Scale mail	50gp
Shield	10gp
Splint	200gp
Studded leather	45gp

7. LEATHER AND IRON

Description: Leather and Iron is located in a dark stone building in a large village. This store is known to have a wide selection of armor from padded to plate. The staff are a bit rude but are also quite knowledgeable. Even folk from the nearby cities come to Leather and Iron because there is a good selection and the staff know what they're talking about. The three half-orcs are brothers and will do business with anyone but dwarves. They loathe dwarves and will attack them on sight.

Staff:

Shump, half-orc **3rd level fighter**, neutral evil

Henk, half-orc **2nd level barbarian**, neutral evil

Kolg, half-orc **2nd level fighter**, chaotic evil

Four **berserkers**

Languages spoken: common, goblin, orc

Services: fix armor

Customers: adventurers, city guards, soldiers, veterans

Breastplate	400gp
Chain mail	75gp
Chain shirt	50gp
Half plate	750gp
Hide	10gp
Leather	10gp
Padded	5gp
Plate	1,500gp
Scale mail	50gp
Shield	10gp
Splint	200gp
Studded leather	45gp



WINKER THE TINKER

Description: This tinker is known to be the most skilled in the region. Winker makes a number of unique items and he makes a good profit from his store. Sharhun has been hired to protect the store but he dislikes Winker. Some of the regular customers are worried that the big dragonborn might lose his temper with his boss.

Staff:

Winker, gnome **2nd level wizard**, neutral

Sharhun, dragonborn **3rd level fighter**, neutral

Languages spoken: common, draconic, gnomish

Services: fix tools, make tools

Customers: adventurers, blacksmiths, brewers, calligraphers, carpenters, cartographers, cobblers, cooks, glassblowers, jewelers, leatherworkers, masons, navigators, potters, sailors, scholars, the Thieves' Guild, veterans, weavers, woodcarvers

Brewer's supplies	20gp
Calligrapher's supplies	10gp
Carpenter's tools	8gp
Cartographer's tools	15gp
Cobbler's tools	5gp
Cook's utensils	1gp
Glassblower's tools	30gp
Jeweler's tools	25gp
Leatherworker's tools	5gp
Mason's tools	10gp
Navigator's tools	25gp
Potter's tools	10gp
Smith's tools	20gp
Thieves' tools	25gp
Tinker's tools	50gp
Weaver's tools	1gp
Woodcarver's tools	1gp



1. CARTWRIGHT'S

Description: A couple of large wooden buildings near the main gate of a city. Cartwright's has been around for a long time and has a good reputation with the locals. It has been a family business for years. The Cartwrights also own a large ranch out in the country. They are known to be good people and will help out the community without a second thought.

Staff:

Goodkey, **2nd level fighter**, lawful good

Linden, **2nd level fighter**, lawful good

Bran, **commoner (blacksmith)**, lawful good

Fern, **commoner**, lawful good

Elsa, **commoner**, lawful good

Jemma, **commoner**, lawful good

Three **veterans**

Languages spoken: common, dwarvish

Services: make barding, stabling 5sp/day

Customers: adventurers, city guards, explorers, the Fighters' Guild, soldiers, veterans

Barding – chain mail	300gp
Barding – chain shirt	200gp
Barding – half plate	3,000gp
Barding – hide	40gp
Barding – leather	40gp
Barding – padded	20gp
Barding – plate	6,000gp
Barding – ring mail	120gp
Barding – scale mail	200gp
Barding – splint mail	800gp
Barding – stud. leather	180gp
Bit and bridle	2gp
Carriage	100gp
Cart	15gp
Donkey or mule	8gp
Feed (per day)	5sp
Horse, draft	50gp
Horse, riding	75gp
Mastiff	25gp
Pony	30gp
Saddle, fine	25gp
Saddle, military	20gp
Saddle, pack	5gp
Saddle, riding	10gp
Saddlebags	4gp
Wagon	35gp
Warhorse	400gp

2. GOOD BREEDS

Description: The main building is a long stone building in a bustling city. There are a couple of smaller buildings and a paddock as well. Good Breeds is known for their knowledgeable staff and decent prices. Their horses are in good condition and are often sold to the local city guards or soldiers. They often run out of their expensive barding.

Staff:

Clyde, **2nd level ranger**, chaotic good

Dale, **commoner (blacksmith)**, lawful neutral

Edward, **commoner**, neutral

Silver, gnome **commoner**, neutral good

Three **veterans**

Languages spoken: common, elvish, gnomish, halfling

Services: build wagons, stabling 5sp/day

Customers: adventurers, city guards, the Fighters' Guild, soldiers, veterans

Barding – chain mail	300gp
Barding – chain shirt	200gp
Barding – half plate	3,000gp
Barding – hide	40gp
Barding – leather	40gp
Barding – padded	20gp
Barding – plate	6,000gp
Barding – ring mail	120gp
Barding – scale mail	200gp
Barding – splint mail	800gp
Barding – stud. leather	180gp
Bit and bridle	2gp
Carriage	100gp
Cart	15gp
Feed (per day)	5sp
Horse, draft	50gp
Horse, riding	75gp
Mastiff	25gp
Saddle, fine	25gp
Saddle, military	20gp
Saddle, pack	5gp
Saddle, riding	10gp
Saddlebags	4gp
Sled	20gp
Wagon	35gp
Warhorse	400gp

3. STALLIONS

Description: Stallions is a huge stone complex in the middle of a busy settlement. They offer a wide range of mounts and vehicles. However, they are known to drive a hard bargain and often get in heated arguments with their customers. There is lots of room for horses to be stabled here. This costs a few silver pieces a day. Stallions will also do business with anyone, good or evil.

Staff:

Nathan, **2nd level fighter**, neutral evil

Ernest, **commoner (blacksmith)**, lawful evil

Priscilla, **commoner**, lawful evil

Sandy, **commoner**, neutral evil

Oliver, **commoner**, neutral evil

Four **thugs**

Languages spoken: common

Services: fix carts and wagons, stabling 5sp/day

Customers: adventurers, city guards, the Fighters' Guild, soldiers, veterans

Barding – chain mail	300gp
Barding – chain shirt	200gp
Barding – half plate	3,000gp
Barding – hide	40gp
Barding – leather	40gp
Barding – padded	20gp
Barding – plate	6,000gp
Barding – ring mail	120gp
Barding – scale mail	200gp
Barding – splint mail	800gp
Barding – stud. leather	180gp
Bit and bridle	2gp
Carriage	100gp
Cart	15gp
Donkey or mule	8gp
Feed (per day)	5sp
Horse, draft	50gp
Horse, riding	75gp
Pony	30gp
Saddle, fine	25gp
Saddle, military	20gp
Saddle, pack	5gp
Saddle, riding	10gp
Saddlebags	4gp
Sled	20gp
Wagon	35gp
Warhorse	400gp



1. ARCANA ARCANA

Description: A long wooden building on the far side of a large city. Three guards are always on duty at the front door. Elon is a friendly, young noble who owns the place. He spends more time at his lavish manor than at his store. Alfred is the wise, old sorcerer who works the front counter at Arcana Arcana. This old man also makes magic items for a price. A trio of guards are stationed at the front door.

Staff:

Alfred, **3rd level sorcerer**, chaotic good

Elon, **noble**, chaotic good

Leonardo, **commoner**, chaotic neutral

Isaac, **commoner**, lawful neutral

Thomas, **commoner**, lawful good

Alexander, **commoner**, chaotic good

Three **guards**

Languages spoken: common, elvish

Services: crafting magic items (DMG p.129)

Customers: adventurers, nobles, wizards

*Treasure Hoard: Challenge 0-4

Bag of beans	2,500gp
Bag of holding	250gp
Cap of water breathing	250gp
Chime of opening	2,500gp
Crystal ball, basic	10gp
Driftglobe	250gp
Dust of disappearance	250gp
Horseshoes of speed	2,500gp
Keoghtom's ointment	250gp
Philter of love	250gp
Potion of animal friendship	250gp
Potion of climbing	50gp
Potion of greater healing	250gp
Potion of healing	50gp
Quaal's feather token	2,500gp
Rod of the pact keeper +2	2,500gp
Rope of climbing	250gp
Spell scroll – disguise self	250gp
Spell scroll – feather fall	250gp
Spell scroll - light	50gp
Spell scroll – mage hand	50gp
Wand of magic detection	250gp
Wand of secrets	250gp

2. GREENWOODS

Description: A beautiful stone building in the wealthier part of a great city. Several knights and nobles own and run this magic store. The store is usually busy with many kinds of people from all over the city. A number of armed guards keep a close eye on the customers. The ghost of a young princess haunts the store at night. She died a tragic death and everyone in the city still talks about her.

Staff:

William, **knight**, lawful good

Harold, **knight**, chaotic good

Philip, **knight**, chaotic good

Camilla, **noble**, neutral

George, **noble**, lawful good

Charlotte, **noble**, lawful good

Katherine, **noble**, lawful good

Six **guards**

One **ghost**

Languages spoken: common, dwarvish, elvish

Customers: adventurers, fortune tellers, the Mage Guild, sorcerers, wizards

*Treasure Hoard: Challenge 0-4

Alchemy jug	250gp
Bag of holding	250gp
Bead of force	2,500gp
Bracers of archery	250gp
Cloak of the manta ray	250gp
Crystal ball, basic	10gp
Deck of illusions	250gp
Driftglobe	250gp
Elemental gem	250gp
Keoghtom's ointment	250gp
Lantern of revealing	250gp
Periapt of health	250gp
Potion of acid resistance	250gp
Potion of growth	250gp
Potion of healing	50gp
Robe of useful items	250gp
Rod of the pact keeper +2	2,500gp
Spell scroll - fireball	500gp
Spell scroll - identify	250gp
Spell scroll – minor illusion	50gp
Spell scroll – ray of frost	50gp
Sprig of mistletoe	1gp
Wand of magic detection	250gp
Wooden staff	5gp

3. ENCHANTED

Description: A small stone building hidden away in the dark corners of a busy city. The owner, Kristy, is thoroughly evil and will attempt to overpower, kill, and rob anyone she thinks she can. Otherwise she'll have the invisible stalker follow the group and assassinate them after their purchase. Kristy is a master at manipulation and will stop at nothing to gain more powerful magic. She will attempt to sell the Bag of Devouring and Berserker Axe as very useful magical items.

Staff:

Kristy, **8th level sorcerer**, neutral evil

Clark, **5th level sorcerer**, chaotic evil

Moira, **5th level sorcerer**, neutral evil

Suzanne, **4th level rogue**, neutral evil

Antonia, **1st level sorcerer**, neutral evil

One **invisible stalker**

Languages spoken: common, elvish, infernal, Thieves' cant

Customers: the Mage Guild, sorcerers, warlocks, witches, wizards

*Treasure Hoard: Challenge 5-10

Arrow +1	250gp
Bag of devouring	25,000gp
Berserker axe	2,500gp
Crossbow bolt +1	250gp
Dagger +1	250gp
Folding boat	2,500gp
Gem of brightness	250gp
Keoghtom's ointment	250gp
Lantern of revealing	250gp
Leather +1	2,500gp
Longsword +1	400gp
Nolzur's marvelous pigments	25,000gp
Oil of sharpness	25,000gp
Oil of slipperiness	250gp
Potion of greater healing	250gp
Potion of speed	25,000gp
Ring of swimming	250gp
Ring of warmth	250gp
Robe of useful items	250gp
Saddle of the cavalier	250gp
Shield +1	300gp
Shortbow +1	300gp
Spell scroll – blight	2,500gp
Spell scroll – cloudkill	2,500gp
Spell scroll – passwall	2,500gp
Spell scroll – polymorph	2,500gp

4. ANIMATED OBJECTS

Description: A quaint little store in the wealthiest part of a large settlement. Four brothers run this profitable establishment. They appear to be four ordinary men. However, they have a secret...they're all werewolves! They sell a wide range of very useful magic items. The brothers will also create unique magic items, although it costs a great deal of gold. A number of dangerous humans and monsters frequent the store.

Staff:

Balkan, **werewolf**, chaotic evil

Jaiden, **werewolf**, chaotic evil

Kylan, **werewolf**, chaotic evil

Nolan, **werewolf**, chaotic evil

Languages spoken: common

Services: crafting magic items (DMG p.129)

Customers: adventurers, fiends, lycanthropes, nobles, travelers, wizards

*Treasure Hoard: Challenge 5-10

Arrow +2	2,500gp
Bag of tricks (rust)	250gp
Boots of speed	2,500gp
Cap of water breathing	250gp
Chain mail +1	2,500gp
Cloak of the manta ray	250gp
Crossbow bolt +2	2,500gp
Lantern of revealing	250gp
Mariner's armor	250gp
Necklace of adaptation	250gp
Philter of love	250gp
Potion of greater healing	250gp
Potion of growth	250gp
Potion of healing	50gp
Potion of poison	250gp
Ring of feather falling	2,500gp
Ring of jumping	250gp
Rope of climbing	250gp
Shield +1	250gp
Spell scroll – arcane eye	2,500gp
Spell scroll – bigby's hand	2,500gp
Spell scroll – confusion	2,500gp
Spell scroll – ice storm	2,500gp
Spell scroll – telekinesis	2,500gp
Wand of magic detection	250gp
Wand of magic missiles	250gp

5. JUPITER RISING

Description: Jupiter Rising is hidden in the back of a warehouse in a quiet part of the city. The store is not well-known and a password must be given to one of the thugs at the door. Two identical twin gnome wizards run the store. The mages are quite crazy and sometimes make mistakes when selling and buying magic items. The employees are unaware they have Dust of Sneezing and Choking. The staff believes it is another pouch of Dust of Disappearance.

Staff:

Nimby, gnome **7th level wizard**, chaotic neutral

Nomby, gnome **3rd level wizard**, neutral

Lawrence, **commoner**, neutral

Zachary, **commoner**, neutral

Nicholas, **commoner**, neutral

One **homunculus**

Four **guards**

Languages spoken: common, gnomish, halfling

Customers: adventurers, the Mage Guild, sorcerers, warlocks, wizards

Treasure Hoard: Challenge 5-10

Arrow +1	250gp
Bag of beans	2,500gp
Circlet of blasting	250gp
Dust of disappearance	250gp
Dust of sneezing and choking	250gp
Elemental gem	250gp
Eversmoking bottle	250gp
Folding boat	2,500gp
Helm of comprehending languages	250gp
Medallion of thoughts	250gp
Philter of love	250gp
Potion of fire breath	250gp
Potion of greater healing	250gp
Potion of hill giant strength	250gp
Ring of spell storing	2,500gp
Ring of warmth	250gp
Rope of entanglement	2,500gp
Spell Scroll – banishment	2,500gp
Spell Scroll – mislead	2,500gp
Spell Scroll – wall of fire	2,500gp
Spell Scroll – wall of force	2,500gp
Wand of paralysis	2,500gp

6. BEWITCHED

Description: A small magic items store in a little village. It is made of dark wood and has a hidden room beneath the store. Nobody would expect this humble place could house powerful magical items. Samantha and her small family run the store. Richard takes care of the advertising for the modest establishment. Samantha is a powerful magic-user but will only use her magic for good. Her daughter is much more unpredictable.

Staff:

Samantha, **12th level sorcerer**, chaotic good

Tabitha, **5th level sorcerer**, chaotic neutral

Richard, **commoner**, lawful good

Languages spoken: common, elvish, sylvan

Services: crafting magic items (DMG p.129)

Customers: adventurers, knights, the Mage Guild, sorcerers, warlocks, witches

*Treasure Hoard: Challenge 11-16

Alchemy jug	250gp
Bag of holding	250gp
Candle of invocation	25,000gp
Chain mail +2	25,000gp
Driftglobe	250gp
Iron flask	50,000gp
Keoghtom's ointment	250gp
Longsword +2	4,000gp
Mithral armor	250gp
Potion of animal friendship	250gp
Potion of poison	250gp
Potion of superior healing	2,500gp
Ring of swimming	250gp
Ring of water elemental control	50,000gp
Shortbow +2	3,000gp
Spell Scroll – arcane gate	25,000gp
Spell Scroll – forcecage	25,000gp
Spell Scroll – magic jar	25,000gp
Spell Scroll – maze	25,000gp
Spell Scroll – teleport	25,000gp
Staff of frost	25,000gp
Studded leather +1	2,500gp
Wand of secrets	250gp

7. WILDEST DREAMS

Description: Wildest Dreams is housed in an old building in a very poor part of a town. Looking at the structure, it seems it might fall down at any moment. An evil warlock named Wesley runs the establishment. He has a number of guards protecting his business. A number of unsavory customers frequent this establishment. The warlock will buy and sell merchandise from anyone.

Staff:

Wesley, **12th level warlock**, lawful evil

Elizabeth, **commoner**, neutral evil

Paula, **commoner**, lawful evil

Four **berserkers**

Eight **guards**

Languages: common, elvish, infernal

Customers: adventurers, hags, the Thieves' Guild, thugs, vampires, warlocks, wizards

*Treasure Hoard: Challenge 11-16

Arrow +3	25,000gp
Bag of beans	2,500gp
Bracers of defense	2,500gp
Cloak of the manta ray	250gp
Crossbow bolt +3	25,000gp
Elixir of health	2,500gp
Folding boat	2,500gp
Heavy crossbow +1	250gp
Horseshoes of speed	2,500gp
Mariner's armor	250gp
Necklace of fireballs	2,500gp
Pipers of the sewers	250gp
Potion of heroism	2,500gp
Potion of stone giant strength	2,500gp
Potion of superior healing	2,500gp
Quaal's feather token	2,500gp
Sending stones	250gp
Spell scroll – antimagic field	25,000gp
Spell scroll – chain lightning	25,000gp
Spell scroll – etherealness	25,000gp
Spell scroll – guards and wards	25,000gp
Spell scroll – mass suggestion	25,000gp
Spell scroll – mind blank	25,000gp
Spell scroll – mirage arcane	25,000gp
Spell scroll – project image	25,000gp

8. HAROLD AND MAUDE'S

Description: An average-sized store near a busy market in a diverse settlement. An old couple run the magic items store and have help from a number of halflings. The halflings aren't treated very well by the couple but they all need the jobs. Denny and Kenny are very knowledgeable about the merchandise. The four gargoyles on the roof are actually under the old couples command. If the store needs protection the gargoyles will sense the danger and immediately come to the owners' aid.

Staff:

Harold, **15th level warlock**, chaotic evil

Maude, **9th level sorcerer**, chaotic evil

Denny, halfling **commoner**, chaotic neutral

Kenny, halfling **commoner**, chaotic neutral

Henny, halfling **commoner**, neutral

Wenny, halfling **commoner**, chaotic neutral

Four **gargoyles**

Languages spoken: abyssal, common, dwarvish, halfling

Customers: adventurers, fiends, hags, nobles, the Thieves' Guild, vampires, wizards

*Treasure Hoard: Challenge 17+

Animated shield	25,000gp
Bead of force	2,500gp
Dancing sword	25,000gp
Leather +3	50,000gp
Manual of golems	25,000gp
Nolzur's marvelous pigments	25,000gp
Oil of etherealness	2,500gp
Plate +1	5,000gp
Potion of superior healing	2,500gp
Potion of vitality	25,000gp
Ring of air elemental command	50,000gp
Ring of animal influence	2,500gp
Robe of eyes	2,500gp
Rod of alertness	25,000gp
Shield +2	2,500gp
Sovereign glue	50,000gp
Spell scroll – gate	50,000gp
Spell scroll – imprisonment	50,000gp
Spell scroll – meteor storm	50,000gp
Spell scroll – time stop	50,000gp
Spell scroll – weird	50,000gp
Staff of charming	2,500gp
Sword of answering	50,000gp
Talisman of the sphere	50,000gp
Tome of clear thought	25,000gp
Wand of binding	2,500gp

9. FANTASTICA

Description: This store is located inside an old tower in a dark corner of a large settlement. Homer works in his study at the very top of the tower. He is an extremely powerful, but dimwitted wizard. His troublemaker of a son works at the store counter on the main floor. The items for sale are displayed on a number of floors in the stone tower. Homer will often just appear out of thin air on other floors and surprise the patrons. The dungeon is filled with a large number of animated objects.

Staff:

Homer, **15th level wizard**, chaotic neutral

Bartholomew, **5th level rogue**, chaotic neutral

Two **animated armors**

Four **flying swords**

Eight **imps**

Languages spoken: common, Thieves' cant

Customers: apprentices, bards, the Mage Guild, nobles, sorcerers, the Thieves' Guild, warlocks, wizards

*Treasure Hoard: Challenge 17+

Breastplate +2	40,000gp
Cloak of the bat	2,500gp
Crystal ball of true seeing	50,000gp
Decanter of endless water	2,500gp
Dwarven plate	35,000gp
Elven chain	2,500gp
Ioun stone (mastery)	50,000gp
Manual of gainful exercise	25,000gp
Necklace of fireballs	2,500gp
Potion of diminution	2,500gp
Potion of invulnerability	2,500gp
Potion of superior healing	2,500gp
Potion of supreme healing	25,000gp
Ring of evasion	2,500gp
Ring of the ram	2,500gp
Splint +3	50,000gp
Staff of fire	25,000gp
Staff of healing	2,500gp
Talisman of pure good	50,000gp
Tome of the skilled tongue	50,000gp
Tome of understanding	25,000gp
Universal solvent	50,000gp
Wand of fear	2,500gp
Wand of wonder	2,500gp



1. BRIGHTSTONES

Description: A grimy, old store with a few gemstones and jewelry items. It has prices on the lower end of the jewelry scale so the store is usually quite busy. The staff are friendly and fairly knowledgeable. Julian and his siblings have owned the store for many years. Brightstones buys and sells a number of products. Timothy the mastiff is always on guard near the main door.

Staff:

Julian, **3rd level ranger**, lawful good

Anne, **2nd level ranger**, lawful good

Georgina, **2nd level rogue**, chaotic good

Richards, **1st level ranger**, lawful good

Timothy, **mastiff**

Languages spoken: common, dwarvish, gnomish

Customers: adventurers, jewelers, nobles, travelers

*Treasure Hoard: Challenge 0-4

Azurite	10gp
Banded agate	10gp
Bloodstone	50gp
Eye agate	10gp
Hematite	10gp
Jasper	50gp
Jeweler's tools	25gp
Lapis lazuli	10gp
Moonstone	50gp
Moss agate	10gp
Obsidian	10gp
Onyx	50gp
Star rose quartz	50gp
Tiger eye	10gp

2. HARD ROCK

Description: A small store which sells precious stones in a quiet town. Wendy is the owner, Frederick and two thugs work for her. The two thugs are hired to guard the gemstones. Wendy will use her magic at the drop of the hat to defend her store or rob the PCs if she feels like she could get away with it.

Staff:

Wendy, **1st level sorcerer**, neutral evil

Fredrick, **commoner**, neutral evil

Two **thugs**

Languages spoken: common, dwarvish, infernal

Customers: alchemists, jewelers, nobles, sorcerers, wizards

*Treasure Hoard: Challenge 0-4

Bloodstone	50gp
Blue quartz	10gp
Carnelian	50gp
Chrysoprase	50gp
Eye agate	10gp
Jeweler's tools	25gp
Hematite	10gp
Malachite	10gp
Moss agate	10gp
Obsidian	10gp
Onyx	50gp
Star rose quartz	50gp

3. MUMFORD'S

Description: This store is located in a gray stone building near one of the city's main gates.

Mumford and his two sons run this small little business. They will try and cheat any customer they can. Garrison is the most dangerous of the trio. He wouldn't think twice about attacking someone and robbing them.

Staff:

Mumford, **5th level wizard**, neutral evil

Maloney, **6th level fighter**, neutral evil

Garrison, **3rd level fighter**, chaotic evil

Two guards

Languages spoken: common, dwarvish, gnomish

Customers: nobles, travelers, wizards

*Treasure Hoard: Challenge 5-10

Amber	100gp
Amethyst	100gp
Blue quartz	10gp
Carnelian	50gp
Citrine	50gp
Eye agate	10gp
Garnet	100gp
Hematite	10gp
Jade	100gp
Malachite	10gp
Obsidian	10gp
Pearl	100gp
Spinel	100gp
Star rose quartz	50gp
Zircon	50gp

4. DEEP CUTS

Description: A new wooden building in a densely populated settlement. Deep Cuts just relocated from a small hut in a local village.

Hannah and her three sisters run the store. The sisters are very friendly and will offer fair prices when buying and selling merchandise. They are also knowledgeable about the area and would be happy to help any adventuring party.

Staff:

Hannah, **4th level bard**, chaotic good

Farrah, **commoner**, neutral good

Darraah, **commoner**, chaotic good

Zarraah, **commoner**, chaotic good

Four **guards**

Languages spoken: common, dwarvish, elvish

Customers: adventurers, alchemists, nobles, sorcerers, travelers, wizards

*Treasure Hoard: Challenge 5-10

Amber	100gp
Blue quartz	10gp
Carnelian	50gp
Chrysoprase	50gp
Eye agate	10gp
Garnet	100gp
Hematite	10gp
Jasper	50gp
Jet	100gp
Jeweler's tools	25gp
Lapis lazuli	10gp
Malachite	10gp
Obsidian	10gp
Onyx	50gp
Pearl	100gp
Star rose quartz	50gp
Zircon	50gp

5. ESMERALDA'S

Description: An old stone building near the city docks. A renowned ranger named Esmeralda runs this popular store. Many nobles shop at Esmeralda's on a regular basis. A number of visitors from nearby towns and villages also frequent the establishment. Esmeralda has Lindsay and Christopher watching her store at all times. All the staff are also known as talented storytellers and will entertain anyone who is interested.

Staff:

Esmeralda, **6th level ranger**, chaotic good

Lindsay, **4th level rogue**, neutral good

Christopher, **4th level fighter**, chaotic good

Perkins, **commoner**, neutral good

Eight guards

Languages spoken: common, dwarvish, elvish

Customers: jewelers, nobles, travelers, wizards

*Treasure Hoard: Challenge 11-16

Alexandrite	500gp
Black opal	1,000gp
Black pearl	500gp
Blue sapphire	1,000gp
Blue spinel	500gp
Emerald	1,000gp
Opal	1,000gp
Peridot	500gp
Star ruby	1,000gp
Star sapphire	1,000gp
Topaz	500gp
Yellow sapphire	1,000gp

6. GLADSTONE

Description: An underground store hidden down in the sewer system. The store's name betrays its true nature. It is part of a dark and dirty dungeon complex under a busy city. Two thugs guard the large red front door. Customers must pay a hundred gold pieces just to get inside the store. Lynne is an evil old woman who will buy and sell from anyone. Jon and Gormak are cowardly, inept men.

Staff:

Lynne, **9th level sorcerer**, neutral evil

Jon, **4th level rogue**, neutral evil

Greene, **4th level fighter**, neutral evil

Gormak, **3rd level fighter**, chaotic evil

Two **thugs**

Languages spoken: common, halfling, Thieves' cant

Customers: alchemists, jewelers, the Mage Guild, nobles, sorcerers, the Thieves' Guild, warlocks, wizards

*Treasure Hoard: Challenge 11-16

Alexandrite	500gp
Aquamarine	500gp
Black opal	1,000gp
Black pearl	500gp
Blue sapphire	1,000gp
Blue spinel	500gp
Emerald	1,000gp
Fire opal	1,000gp
Jeweler's tools	25gp
Opal	1,000gp
Peridot	500gp
Star rose quartz	500gp
Star ruby	1,000gp
Star sapphire	1,000gp
Topaz	500gp
Yellow sapphire	1,000gp
Zircon	500gp

7. SHINY

Description: Shiny is located in a two-storey building. The atmosphere inside is warm and friendly. In the colder months, a roaring fire keeps the happy customers even warmer. The staff aren't actually paid that well and the store's poor state doesn't concern them. Any of the gold goes towards Malcolm's massive gambling debts.

Staff:

Malcolm, **8th level fighter**, neutral good

Zoa, **6th level fighter**, chaotic good

Jaene, **6th level barbarian**, neutral

Kaylie, **3rd level ranger**, chaotic good

Languages spoken: common, dwarvish, gnomish

Customers: jewelers, nobles

Treasure Hoard: Challenge 17+

Black opal	1,000gp
Black sapphire	5,000gp
Blue sapphire	1,000gp
Diamond	5,000gp
Emerald	1,000gp
Fire opal	1,000gp
Jacinth	5,000gp
Opal	1,000gp
Ruby	5,000gp
Star ruby	1,000gp
Star sapphire	1,000gp
Yellow sapphire	1,000gp



1. FULL VIAL ALCHEMIST

Description: A tall wooden building next to an enormous castle. Full Vial Alchemist is known to have a good selection of potions and other items for magic-users. Erevan and his staff seem rather helpful and have a wealth of knowledge. However, they are secretly part of a plot to overthrow the local government. A quartet of large mastiffs guard the front door.

Staff:

Erevan, half-elf **2nd level fighter**, neutral evil

Immerian, half-elf **commoner**, chaotic evil

Reyleth, half-elf **commoner**, neutral evil

Araemas, half-elf **commoner**, neutral evil

Four **mastiffs**

Languages spoken: common, dwarvish, elvish

Customers: fiends, the Mage Guild, sorcerers, the Thieves' Guild, warlocks, witches, wizards

¹Poisons are detailed on pg.257-258 in the DMG

Acid (vial)	25gp
Alchemist's fire (flask)	50gp
Alchemist's supplies	50gp
Antitoxin (vial)	50gp
Assassin's blood ¹	150gp
Crystal ball, basic	10gp
Drow poison ¹	200gp
Herbalism kit	5gp
Malice ¹	250gp
Oil (flask)	1sp
Oil of taggit ¹	400gp
Poison, basic (vial)	100gp
Potion of acid resistance	250gp
Potion of animal friendship	250gp
Potion of force resistance	250gp
Potion of growth	250gp
Potion of healing	50gp
Potion of hill giant strength	250gp
Potion of water breathing	250gp
Purple worm tincture ¹	2,000gp
Spellbook	50gp
Sprig of mistletoe	1gp
Torpor ¹	600gp
Wand, yew	10gp
Waterskin	2sp
Wooden staff	5gp
Wyvern poison ¹	1,200gp

2. AISLES OF VIALS

Description: A newly constructed stone building on the lakefront is home to this store. Aisles of Vials is known to have an incredible selection of potions and they always seem to be fully stocked. A happy hill dwarf named Murin is the owner and can usually be found helping customers in the spacious store. There are beautiful views of the gorgeous lake from many parts of the establishment. A nosy pseudodragon flies around the store and watches the action.

Staff:

Murin, **4th level wizard**, hill dwarf, lawful good

Yappy, **3rd level wizard**, gnome, neutral

One **pseudodragon**

Three **guards**

Languages spoken: common, dwarvish, gnomish

Customers: adventurers, druids, nobles, sorcerers, warlocks, wizards

Alchemist's fire (flask)	50gp
Alchemist's supplies	50gp
Antitoxin (vial)	50gp
Crystal ball, basic	10gp
Elixir of health	2,500gp
Herbalism kit	5gp
Oil (flask)	1sp
Orb	20gp
Philter of love	250gp
Potion of animal friendship	2,500gp
Potion of clairvoyance	2,500gp
Potion of climbing	50gp
Potion of fire breath	250gp
Potion of fire giant strength	2,500gp
Potion of greater healing	250gp
Potion of healing	50gp
Potion of heroism	2,500gp
Potion of hill giant strength	250gp
Potion of invulnerability	2,500gp
Potion of mind reading	2,500gp
Potion of poison	250gp
Potion of stone giant strength	2,500gp
Rod	10gp
Spellbook	50gp
Totem	1gp
Vial	1gp
Wand, yew	10gp
Wooden staff	5gp

3. MAB'S MIXTURES

Description: Mab's Mixtures is found in a hut on the edge of a large village. An enormous forest is just a stone's throw from this establishment. Mab is the insane old mage who runs the store. She has been known to accidentally blow up her store from time to time. Her staff are scared of her and know each day working for her could be their last. Dunrik the dwarf and four soldiers help the sorcerer protect the store.

Staff:

Mab, **7th level sorcerer**, chaotic neutral

Dunrik, mountain dwarf **4th level fighter**, neutral

Muriel, **commoner**, neutral evil

Mavis, **commoner**, neutral

Four **veterans**

Languages spoken: common, dwarvish, abyssal, infernal

Customers: druids, fiends, the Thieves' Guild, warlocks, witches, wizards

¹Poisons are detailed on pg.257-258 in the DMG

Alchemist's fire (flask)	50gp
Burnt othur fumes ¹	500gp
Carrion crawler mucus ¹	200gp
Crystal ball, basic	10gp
Essence of ether ¹	300gp
Herbalism kit	5gp
Midnight tears ¹	1,500gp
Oil (flask)	1sp
Oil of slipperiness	250gp
Pale tincture ¹	250gp
Poison, basic (vial)	100gp
Poisoner's kit ¹	50gp
Potion of clairvoyance	2,500gp
Potion of diminution	2,500gp
Potion of fire giant strength	2,500gp
Potion of greater healing	250gp
Potion of healing	50gp
Potion of heroism	2,500gp
Potion of speed	25,000gp
Potion of superior healing	2,500gp
Potion of vitality	25,000gp
Rod	10gp
Serpent venom ¹	200gp
Spellbook	50gp
Sprig of mistletoe	1gp
Truth serum ¹	150gp
Wand, yew	10gp
Wooden staff	5gp

4. SMALL FAVORS

Description: Small Favors is located on the first floor of a large stone building. The other floors are home to other businesses. A quartet of high elves run this alchemy store. Mindarian is the leader and the most knowledgeable. Small Favours has a good selection of potions. The more expensive potions have forced Mindarian to add some extra protection. He has two invisible shield guardians hiding in the store.

Staff:

Mindarian, high elf **11th level sorcerer**, chaotic neutral

Theren, high elf **8th level druid**, chaotic neutral

Tharamil, high elf **commoner**, chaotic good

Beren, high elf **commoner**, chaotic good

Two **shield guardians** (invisible before taking any action)

Languages spoken: common, elvish, sylvan

Customers: druids, the Mage Guild, nobles, sorcerers, wizards

Alchemist's fire (flask)	50gp
Alchemy jug	250gp
Crystal ball, basic	10gp
Decanter of endless water	250gp
Dust of disappearance	250gp
Dust of dryness	250gp
Elixir of health	2,500gp
Eversmoking bottle	250gp
Keoghtom's ointment	250gp
Nolzur's marvelous pigments	25,000gp
Oil of etherealness	2,500gp
Oil of sharpness	25,000gp
Potion of clairvoyance	2,500gp
Potion of cloud giant strength	25,000gp
Potion of flying	25,000gp
Potion of growth	50gp
Potion of invisibility	25,000gp
Potion of invulnerability	2,500gp
Potion of longevity	25,000gp
Potion of speed	25,000gp
Potion of superior healing	2,500gp
Potion of supreme healing	25,000gp
Potion of vitality	25,000gp
Potion of water breathing	250gp
Sovereign glue	75,000gp
Spellbook	50gp
Wand, yew	10gp
Wooden staff	5gp



1. GREENFIELD'S

Description: A well-built wooden building contains this large food store. Snow is the beautiful owner and has seven dwarves working for her. The dwarves are hard workers and very loyal to their employer. Greenfield's is usually filled with a crowd of eager customers.

Staff:

Snow, **3rd level ranger**, lawful good

Borin, hill dwarf **commoner**, lawful good

Fargun, hill dwarf **commoner**, lawful good

Furin, hill dwarf **commoner**, lawful good

Thordal, hill dwarf, **commoner**, lawful good

Morgran, hill dwarf, **commoner**, lawful good

Darbek, hill dwarf, **commoner**, lawful good

Morbek, hill dwarf, **commoner**, lawful good

Languages spoken: common, dwarvish, gnomish

Customers; adventurers, city guards, dwarves, monks, nobles, peasants, pilgrims, travelers

Apples (6)	1cp
Bread, common (loaf)	2cp
Cheese, wheel	1gp
Chicken	2cp
Cinnamon, 1 lb.	2gp
Cloves, 1 lb.	3gp
Cook's utensils	1gp
Cow	10gp
Flour, 1 lb.	2cp
Ginger, 1 lb.	1gp
Goat	1gp
Ox	15gp
Pepper, 1 lb.	2gp
Pig	3gp
Potatoes (6)	1cp
Pumpkin	1cp
Saffron, 1 sq. yd.	15gp
Salt, 1 lb.	5cp
Sheep	2gp
Wheat, 1 lb.	1cp

2. THE BOUNTY

Description: This food store is run by a group of evil halflings. They use the business as a cover for their illegal activities. The stone building is also home to a number of criminals. These rogues live above the store and come to the halflings aid if needed. The halflings rob the nearby mansions, can be hired to kill, and help others hide their ill-gotten gains. The Bounty has a good selection of goods and is usually rather busy.

Staff:

Dobbin, halfling **1st level fighter**, neutral evil

Cade, halfling **3rd level rogue**, neutral evil

Molly, halfling **1st level rogue**, neutral evil

Wobby, halfling **1st level rogue**, neutral evil

Yobby, halfling **1st level rogue**, neutral evil

Two thugs

Languages spoken: common, dwarvish, halfling

Customers: adventurers, criminals, peasants, rogues, travelers

Apples (6)	1cp
Barley, 1 lb.	2cp
Bread, common (loaf)	2cp
Cheese, wheel	1gp
Chicken	2cp
Cinnamon, 1 lb.	2gp
Cloves, 1 lb.	3gp
Cook's utensils	1gp
Cow	10gp
Flour, 1 lb.	2cp
Ginger, 1 lb.	1gp
Ox	15gp
Pepper, 1 lb.	2gp
Pig	3gp
Potatoes (6)	1cp
Pumpkin	2cp
Saffron, 1 sq. yd.	15gp
Salt, 1 lb.	5cp
Sheep	2gp
Wheat, 1 lb.	1cp

3. PETE'S

Description: Pete's has a great reputation in the city. This is a large store in a newly built wooden building. Pete's old store was destroyed in a devastating fire but the community helped him rebuild. There is a warm, friendly atmosphere in the store and many, many customers. Pete's is known to have a good selection of items. The staff are outgoing and knowledgeable.

Staff:

Pete, **commoner**, lawful good

Chase, **commoner**, lawful good

Margaret, **commoner**, lawful good

Rhonda, **commoner**, lawful good

Adriana, **commoner**, lawful good

Henna, **commoner**, lawful good

Verna, **commoner**, lawful good

Languages spoken: common, dwarvish

Customers: adventurers, dwarves, nobles, peasants, pilgrims, travelers

Apples (6)	1cp
Barley, 1 lb.	2cp
Bread, common (loaf)	2cp
Cheese, wheel	1gp
Chicken	2cp
Cinnamon, 1 lb.	2gp
Cloves, 1 lb.	3gp
Cook's utensils	1gp
Cow	10gp
Flour, 1 lb.	2cp
Ginger, 1 lb.	1gp
Goat	1gp
Ox	15gp
Pepper, 1 lb.	2gp
Pig	3gp
Potatoes (6)	1cp
Pumpkin	2cp
Saffron, 1 sq. yd.	15gp
Salt, 1 lb.	5cp
Sheep	2gp
Wheat, 1 lb.	1cp



REALLY BAKED

Description: The bottom floor of a large stone building is home to this large bakery. Ewan is the owner and is very welcoming to the many customers. However, his staff are rude, abrasive, and dangerous. The owner is unaware of how awful and evil his employees are. Really Baked is known to have the most delicious baked goods for miles around. Many people say the food is worth twice the price.

Staff:

Ewan, **noble**, chaotic good

Midge, **commoner**, neutral evil

Doris, **commoner**, neutral evil

Basil, **commoner**, neutral evil

Iris, **commoner**, neutral evil

Languages spoken: common, halfling

Customers: adventurers, city guards, nobles, peasants, travelers

Apple crumble	2sp
Apple pie	2sp
Blueberry pie	3sp
Bread, common (loaf)	2cp
Bread, flatbread	4cp
Bread, sweetbread	5cp
Cherry pie	3sp
Cook's utensils	1gp
Cranberry pie	3sp
Fruitcake	1sp
Meat pie	5sp
Pumpkin pie	1sp
Sweet roll	5cp
Treacle	1sp
Turkey pie	6sp



DEEP BLUE

Description: A smelly old building on the edge of the docks is home to Deep Blue. The quality of the seafood is good, but a nasty group of people run this popular store. Customers who argue with the employees are known to disappear. Rumor has it a few are 'sleeping with the fish'. However, the customers don't care because there's no store with the same selection. Daria is in charge and everyone but Wyatt listens to her.

Staff:

Daria, **1st level fighter**, lawful evil

Wyatt, **1st level barbarian**, chaotic evil

Hansen, **commoner**, lawful evil

Joanna, **commoner**, lawful evil

Ed, **commoner**, lawful evil

Two **thugs**

Languages spoken: common, elvish, halfling

Customers: nobles, peasants, travelers

Clams (20)	1cp
Cod	1cp
Crab	3cp
Halibut	3cp
Lobster	5cp
Oysters (10)	1cp
Perch	1cp
Pike	2cp
Salmon	3cp
Salmon, smoked	6cp
Snapper	1cp
Trout	1cp
Tuna	2cp



1. CHARLOTTE'S

Description: A dark stone building on a bustling street. The building is quite old and doesn't look very inviting. However, Charlotte's is usually a good place to buy as everyone knows the owner is a reputable woman. Compared to other art stores, the quality is quite high. The other staff are very welcoming but not as knowledgeable as Charlotte.

Staff:

Charlotte, **2nd level fighter**, lawful neutral

Lisette, **commoner**, lawful good

Smythe, **commoner**, neutral

Henley, **commoner**, neutral good

Four **guards**

Languages spoken: common, dwarvish, elvish

Customers: nobles, travelers

*Treasure Hoard: Challenge 0-10

Black velvet mask	25gp
Brass mug	250gp
Bronze crown	250gp
Carved bone statuette	25gp
Carved ivory statuette	250gp
Cloth-of-gold vestments	25gp
Copper chalice	25gp
Embroidered handkerchief	25gp
Engraved bone dice	25gp
Gold bird cage	250gp
Gold bracelet, large	25gp
Gold bracelet, small	250gp
Gold locket with portrait	25gp
Gold ring	250gp
Painter's supplies	10gp
Silk robe	250gp
Silver ewer	25gp
Silver necklace	250gp
Small mirror	25gp
Tapestry	250gp
Turquoise animal figurines	250gp

2. THE DARK ARTS

Description: A poorly built wooden building in a crowded city. Three nasty old hags run this business. Real hags... The adventurers are taking their lives into their hands if they step inside this store. The hags will take other guises and manipulate and try to rob anyone who comes inside. However, if the adventurers are intimidating or very persuasive, they might escape with a purchase or two.

Staff:

Magda, **night hag**, neutral evil

Agatha, **night hag**, neutral evil

Bathilda, **night hag**, neutral evil

Languages spoken: common, abyssal, primordial

Customers: adventurers, fools, hags, nobles, travelers, warlocks, witches

Bottle stopper cork, ornamental	750gp
Box of animal figurines	250gp
Brass mug with jade inlay	250gp
Carved harp of exotic wood	750gp
Carved ivory statuette	250gp
Gold bird cage	250gp
Gold dragon comb	750gp
Gold ring set with bloodstones	250gp
Large gold bracelet	250gp
Large tapestry	250gp
Obsidian statuette	750gp
Painted gold war mask	750gp
Painter's supplies	10gp
Silver and gold brooch	750gp
Silver chalice with moonstones	750gp
Silver necklace with gemstone	250gp
Silver-plated longsword	750gp
Small gold idol	750gp

3. THE BEHOLDER'S EYE

Description: Hidden far inside a massive city's shopping district is this shady establishment. Kaz is the utterly corrupt owner of The Beholder's Eye. He will try and persuade any customer to buy the most expensive of his merchandise. Kaz will also discern whether or not his men should track the customers and hunt them down. Four surly half-ogres watch the store and provide extra protection for the expensive items.

Staff:

Kaz, **4th level fighter**, neutral evil

Ethan, **4th level ranger**, neutral evil

Keenlan, **4th level rogue**, chaotic evil

Graeme, **4th level rogue**, neutral evil

Four **half-ogres**

Languages spoken: common, dwarvish, elvish

Customers: nobles, warlocks, witches

Bejeweled ivory drinking horn	7,500gp
Embroidered glove set with jewels	2,500gp
Embroidered silk mantle set	2,500gp
Eye patch with blue sapphire	2,500gp
Fine gold chain with fire opal	2,500gp
Gold and platinum jewelry box	7,500gp
Gold circlet set with aquamarines	2,500gp
Gold cup set with emeralds	7,500gp
Gold music box	2,500gp
Jade game board with gold pieces	7,500gp
Jeweled anklet	2,500gp
Jeweled gold crown	7,500gp
Jeweled platinum ring	7,500gp
Old masterpiece painting	2,500gp
Painted gold child's sarcophagus	7,500gp
Painter's supplies	10gp
Pink pearl necklace	2,500gp
Platinum bracelet set	2,500gp
Small gold statuette set with rubies	7,500gp



RED'S THREADS

Description: An old mud hut on the outskirts of a large city. This establishment doesn't look like much but it is home to a very skilled tailor. His three beautiful daughters help him run the store. All the daughters dream of the day they can move away to the city. Three former soldiers have been hired to guard the small store.

Staff:

Red, **commoner (tailor)**, chaotic neutral

Brenna, **commoner**, chaotic good

Brianna, **commoner**, neutral good

Brenda, **commoner**, neutral good

Three **veterans**

Languages spoken: common, gnomish, halfling

Services: mend clothes, make clothes

Customers: adventurers, city guards, the Fighters' Guild, nobles, soldiers, travelers, veterans

Blanket	5sp
Boots, common	1sp
Boots, costume	2sp
Boots, fine	3sp
Boots, traveler's	2sp
Cloak, common	1gp
Cloak, fine	8gp
Cloak, traveler's	3gp
Clothes, common	5sp
Clothes, costume	5gp
Clothes, fine	15gp
Clothes, traveler's	2gp
Corset	5gp
Dress, common	3gp
Dress, fine	20gp
Hat, common	1sp
Hat, costume	2sp
Hat, fine	3sp
Hat, traveler's	2sp
Robes	1gp



TALL SAILS

Description: Tall Sails is a sizeable complex on the edge of a large body of water. Several piers are also part of the complex. It is made of the finest wood and has many different buildings. Armed guards patrol the area with large mastiffs. A number of skilled and unskilled workers are found here. Aidan is the wealthy noble who owns the business and lives nearby. Denton and Toller are in charge of protecting the property and the vessels in port.

Staff:

Aidan, **noble**, lawful neutral

Denton, **8th level fighter**, lawful good

Toller, **7th level fighter**, lawful good

Messam, **commoner**, neutral good

Jaiden, **commoner**, neutral good

Kylan, **commoner**, neutral

Nolan, **commoner**, neutral good

Fifty unskilled labourers, **commoners**

Thirty **guards**

Eight **mastiffs**

Languages spoken: common, elvish, halfling

Services: fix ships, build ships

Customers: nobles, ship captains

Galley (4 mph)	30,000gp
Galley, flagship (5 mph)	50,000gp
Keelboat (1 mph)	3,000gp
Keelboat, armed (1 mph)	4,000gp
Keelboat, covered (1 mph)	3,500gp
Longship (3 mph)	10,000gp
Navigator's tools	25gp
Rowboat (1 ½ mph)	50gp
Sailing Ship (2 mph)	10,000gp
Spyglass	1,000gp
Warship (2 ½ mph)	25,000gp



PENNER'S

Description: This small music shop sells a wide range of instruments. The shop is on the top floor of a three-storey building. A loving family runs this small establishment. Penner and Susan are also talented bards with a wealth of experience. Their two young sons help out in the store when they're not studying at the local bard college. Instruments can also be fixed or custom built at this store.

Staff:

Penner, **4th level bard**, chaotic good

Susan, **4th level bard**, chaotic good

Hugh, **1st level bard**, chaotic good

Orson, **1st level bard**, chaotic good

Docker, **mastiff**

Languages spoken: common, elvish, halfling

Services: fix instruments, make instruments, lessons, performances (especially for weddings)

Customers: adventurers, bards, entertainers, jesters, musicians, nobles, travelers, veterans

Bagpipes	30gp
Drum	6gp
Drum, military	8gp
Dulcimer	25gp
Entertainer's pack	40gp
Flute	2gp
Harp	50gp
Horn	3gp
Lute	35gp
Lyre	30gp
Pan flute	12gp
Shawm	2gp
Viol	30gp

