



## STRONGHOLDS: TRADERS & MERCHANTS

### STRONGHOLD BUILDING EXPANSION

With a filled keg over each arm, a male dwarf trudges away from the snowy peaks of his homeland, a similarly-laden mule following in his footsteps. Though the dwarf knows the closest town is weeks away, he has full confidence in the quality of his wares. Smelling profits on the wind, he ventures ever forward, seeking riches and glory for his clan.

In the midst of a bustling market, a mousy female halfling with round, thick glasses scribbles away within a tome. Beside her lies a pile of her completed works, finely bound, proclaiming their titles in bold lettering. Concerned only with her writing, the halfling pays no heed to attracting customers, trusting that her books and reputation will be more than enough to entice passersby.

Set against the edge of an alleyway, a male kobold clad only in a burlap sack waves his arms and chitters frantically, attempting to attract buyers. The kobold eventually gives up, sighing, glancing over towards his nearby pile of identical burlap sacks, complete with arm and head holes. No buyers today - but tomorrow, who knows?

Though few of their ilk consider it, adventurers are far from being the only individuals enterprising and foolhardy enough to journey the wider world in search of fortune and glory. Merchants travel far and wide, often

finding themselves at bustling hubs of business, such as port towns, trade hubs, and the more mercantile strongholds that pepper the disparate reaches of the world. Each merchant has their own motivations for and methods of pursuing free enterprise, and for every merchant just trying to get by, there's at least one more with fervent dreams of someday, somehow, making it big and retiring to comfort and fortune.

Included here are sample merchant inventories for the merchants that visit and take up residence at player-owned strongholds. This expansion is designed to work with the core Fortresses, Temples, & Strongholds option available at Walrock Homebrew, though these merchants can function equally well when found throughout the wider world.

## MERCHANT CHARACTERISTICS

Much like adventurers themselves, merchants often have hopes, dreams, and fatal flaws of their own. If you wish to characterize a merchant for roleplaying purposes, roll on or choose from the following tables.

### d8 Personality Trait

- 1 I greet absolutely everyone with a warm hug.
- 2 I have a much better head for numbers than people.
- 3 I'm often more willing to barter in favors than coin.
- 4 I don't trust adventurers, not even a little bit.
- 5 It's all business with me, no need to be personable.
- 6 Repeat customers are my best friends.
- 7 I'll haggle all day, until your ears fall off.
- 8 I'm convinced my natural showmanship is what earns me customers.

### d6 Ideal

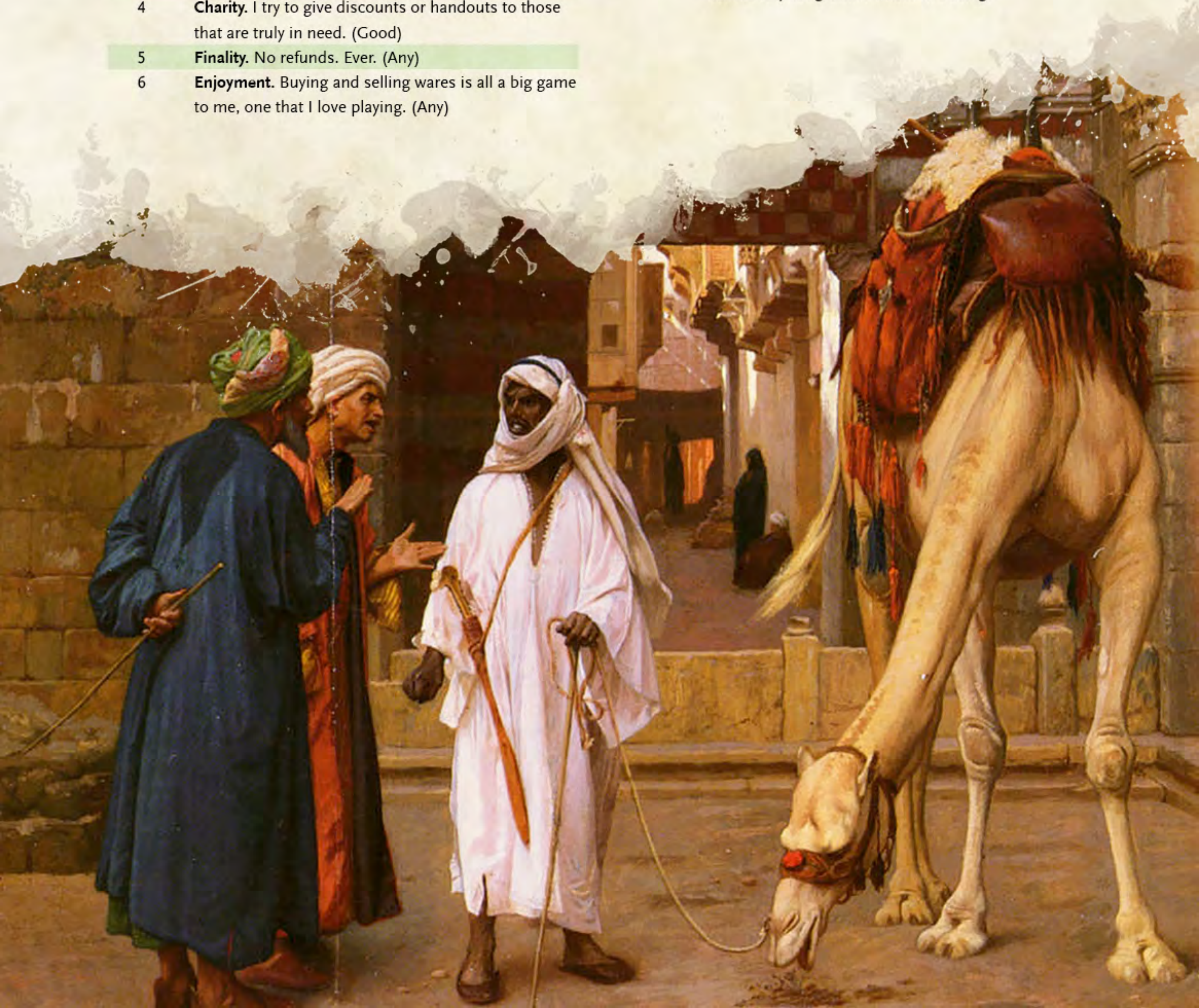
- 1 **Commerce.** Free exchange is the world's greatest equalizer. (Lawful)
- 2 **Monopoly.** Undercutting my rivals and price gouging are the only ways to get ahead. (Evil)
- 3 **Salesmanship.** I'll sell absolutely anything. My horse, my mother, everything has a price. (Chaotic)
- 4 **Charity.** I try to give discounts or handouts to those that are truly in need. (Good)
- 5 **Finality.** No refunds. Ever. (Any)
- 6 **Enjoyment.** Buying and selling wares is all a big game to me, one that I love playing. (Any)

### d6 Bond

- 1 I have a sick relative that my business supports.
- 2 I owe a lot of money to organized crime, and they're threatening to collect. Violently.
- 3 I'm counting down the days to a peaceful retirement with my spouse or loved ones.
- 4 I hope to earn enough money to be able to pursue my true love, who is well above my station.
- 5 I'm on the run from the law, and plan to leave town before they finally recognize me.
- 6 A large portion of my money is spent atoning for my shameful past.

### d6 Flaw

- 1 Most of my money is spent every night in the tavern.
- 2 I have no real faith in the quality of my merchandise, whether or not it is actually good.
- 3 If someone undercuts my prices, I'll cut their throat.
- 4 I counterfeit currency on the side, and slip it in with the change I give customers.
- 5 I never, ever, ever know when to quit, and I refuse to lose a sale.
- 6 It's hard for me to respect someone who doesn't know everything about what I'm selling.



## MERCHANT INVENTORIES

Merchants come from distant lands bearing exotic wares, and have wildly different specialties. Even within a specialty, merchants are of dramatically different quality depending on the materials they can acquire, and their skill at the art of commerce.

When you require a merchant, you may create one by rolling on the tables in the Merchants and Traders section of FORTRESSES, TEMPLES, AND STRONGHOLDS, or by rolling on the expanded table presented here:

d100	Merchants
1-6	Alcohol and refreshment
7-10	Animals (mounts and pets)
11-15	Books and maps (mundane)
16-19	Flowers and seeds
20-25	Food and animal parts
26-29	Furniture and interior decor
30-34	High fashion
35-38	Jewelry and gems
39-43	Knick-knacks
44-48	Leatherworking
49-52	Mechanical contraptions
53-57	Medium and heavy armor (and shields)
58-61	Potions, poisons, and herbs
62-66	Religious idols and blessings
67-71	Songs and instruments
72-75	Spell tomes and scrolls
76-80	Thieving supplies
81-86	Tools
87-91	Vehicles and transportation
92-96	Weapons
97-100	Legendary merchant (roll once on the Legendary Merchants table)

### SUBJECT TO AVAILABILITY

Many different types of merchants are listed here, and not all merchants are appropriate to every setting. A magic items merchant might be illogical for a setting where magic items are too rare to be sold, or a mechanical contraptions merchant may be at odds with a setting that has yet to discover clockwork.

If a thematically inappropriate merchant is rolled (or chosen) on these tables, simply reroll (or choose again) until a more appropriate merchant is selected. In the case of legendary merchants, roll again on the legendary merchants table, unless none of the available legendary merchants would be thematically acceptable.

Magic items exist in the inventories of many merchants, especially legendary or excellent merchants. If magic items are not sold in your world, ignore the presence of these items.

If a Legendary Merchant is rolled on the Merchants table, roll once on the following table to determine which Legendary Merchant your players encounter:

d20	Legendary Merchants
1-2	Astral traveler
3-6	Enchantments
7	Fey bargins
8-11	Magic items
12-14	Magical creatures
15-18	Necromancy
19	Needful things
20	Time-lost

Whenever you roll or choose a merchant, roll on the Quality table, below, to determine the quality of their goods. Legendary merchants do not exist below medium quality, and their quality should be rerolled until it is medium or higher.

d20	Quality	Currency On-Hand
1-2	Atrocious	1d10 x 20 gp
3-6	Poor	1d10 x 50 gp
7-12	Medium	1d10 x 100 gp
13-17	Good	1d10 x 250 gp
18-20	Excellent	1d10 x 500 gp

Merchants carry goods on their respective list that belong to their quality or lesser. This means that a medium Jewelry merchant would be able to dispense items available to a poor or atrocious Jewelry merchant, but a good High Fashion merchant would be unable to dispense excellent quality items on their inventory list.

Merchants may be willing to buy items the players are selling, usually those that are of and good make and similar enough to the items they already carry. Merchants often are willing to pay half the ordinary price for wares the players are selling, excepting magic items, which obey their own special rules (found on pages 129-130 of the *Dungeon Master's Guide*). Currency carried by merchants for such purposes is typically kept in a secure location, such as a trapped lockbox.

### THE INVISIBLE HAND AT WORK

Some areas are exceptionally good (or poor) locations in which to find merchants. The intersection of two major trade routes can yield merchants of a much higher quality than a forgotten outpost deep in the borderlands.

If an area is exceptionally good for trade, your DM may choose to roll twice on the Quality table, and use the best result. If an area is ill-suited to commerce, however, the DM may likewise decide to roll twice and use the worst result, instead.



## ALCOHOL AND REFRESHMENT

A dusky tavern reverberates with raucous laughter and the clink of mugs raised in a toast. A stoic female dragon-born tavernkeep looks on, polishing an obligatory mug, her eyes searching for signs of trouble.

Nearby ale barrels stacked higher than herself, a female dwarf tends to a roadside stall, cleaning her countertop with a grungy dishrag. Colorful flags flap aimlessly in the breeze as she awaits weary, thirsty travelers.

A staple of civilization, some theorize that alcohol is what motivated early societies to pursue large-scale agriculture. Merchants that deal in alcohol and other beverages continue this proud tradition, crafting personalized brews for discerning palates.

Most merchants with this specialization carry all items listed for their given quality and below, though some beverages may be omitted due to geography, availability, or the merchant's own predilections. As examples, coffee or rum may not exist without a tropical region to foster their creation, or a trade route to the same. Similarly, a dwarven brewer may not be willing to carry fancy, fine wines, while a high elf wine aficionado may turn up their nose at the thought of selling ale. Some merchants of this specialization even eschew selling alcohol entirely, focusing on the other forms of refreshment listed here. In most cases, merchants with this specialization of medium quality and above refuse to sell inferior ale, considering the substance to be below their standards.



### ALCOHOL AND REFRESHMENT MERCHANT

Quality	Items	Price	Quantity	Page	Notes	
Atrocious	Ale, inferior	2 cp / mug	1d4 x 100 mugs	–	Flavor will not leave mouth until next short rest	
	Ale, non-alcoholic	2 cp / mug	1d4 x 100 mugs	–	–	
	Water	1 cp / cup	1d4 x 100 cups	–	Clean and pure	
Poor	Ale	4 sp / mug	1d4 x 100 mugs	<i>PHB 158</i>	–	
	Flask or tankard	2 cp	1d4 x 15	<i>PHB 150</i>	Made of either pewter or treated wood	
	Tea, green	5 cp / cup	1d4 x 10 cups	–	–	
Medium	Brewer's supplies	20 gp	1d4	<i>PHB 154</i>	–	
	Cider	8 cp / mug	1d4 x 100 mugs	–	Either apple, pear, pineapple, peach, or berry	
	Juice, fruit	3 cp / cup	1d4 x 25 cups	–	Of any variety	
	Milk	1 sp / bottle	1d4 x 5 bottles	–	Goat, cow, or other	
	Moonshine	3 sp / bottle	1d4 x 5 bottles	–	Disadv. on saves to avoid intoxication	
	Tea, black	6 cp / cup	1d4 x 10 cups	–	–	
	Yeast	4 cp / lb.	1d4 x 2 lbs.	–	–	
	Good	Brandy	5 gp / bottle	1d4 x 2 bottles	–	–
		Coffee	1 sp / cup	1d4 x 10 cups	–	–
		Hot chocolate	1 sp / cup	1d4 x 10 cups	–	–
Mead		1 sp / mug	1d4 x 100 mugs	–	–	
Rum		8 gp / bottle	1d4 x 2 bottles	–	–	
Tequila		8 gp / bottle	1d4 x 2 bottles	–	–	
Vodka		8 gp / bottle	1d4 x 3 bottles	–	–	
Whiskey		5 sp / bottle	1d4 x 4 bottles	–	–	
Wine, common		5 sp / bottle	1d4 x 5 bottles	<i>PHB 158</i>	–	
Wine, fine		10 gp / bottle	1d4 x 4 bottles	<i>PHB 158</i>	–	
Excellent	Ale, dwarven	25 gp / mug	1d4 x 10 mugs	–	Drink a mug: facial hair grows perceptibly	
	Coffee, dwarven	15 gp / cup	1d4 x 2 cups	–	Drink a cup: immune to sleep for 8 hours	
	<i>Decanter of endless water</i>	500 gp	Only 1, ever	<i>DMG 161</i>	–	
	Tea, portentous	20 gp / cup	1d4 x 2 cups	–	The leaves in the cup's bottom hint at the future	
	Wine, elven	25 gp / cup	1d4 x 2 cups	–	Drink a cup: cures the poisoned condition	

## ANIMALS

Sweeping up straw and other leavings, a male forest gnome tends to the cleanliness of a musty stable. Though a casual onlooker would never guess, the gnome holds a calm confidence that his horses are of the highest caliber.

Cages and crates punctured with small holes line a wood elf's stand on a busy market street. An imposing hawk on his arm, passers-by can barely hear the soft cheeping of hawk chicks over the roar of the marketplace.

Animal merchants specialize in selling mounts and companions from near and far. Usually, no more than three types of animals from each applicable quality are present at any one merchant's place of business, and no merchants aside from those of atrocious quality are willing to sell a dead animal.

Sold animals are usually tame, but may not be, if



marked otherwise. Untamed animals may require Animal Handling checks to interact with them favorably, usually with a DC of 10 or 15 depending on the task demanded of them. These animals may become tamed over time, at your DM's discretion.

### ANIMALS MERCHANT

Quality	Items	Price	Quantity	Page	Notes	
Atrocious	Parrot, dead	1 cp	Only 1, ever	–	Deceased	
Poor	Bat	2 cp	1d4 – 1	MM 318	–	
	Cat	2 sp	1d4 – 1	MM 320	–	
	Chicken	2 cp	1d4 x 2	PHB 157	May instead be a rooster	
	Feed, animal	5 cp / day	1d4 x 30 days	PHB 157	–	
	Frog	1 cp	1d4 – 1	MM 322	May instead be a toad	
	Goat	2 gp	1d4 x 2	MM 330	May instead be a sheep	
	Lizard	1 cp	1d4 – 1	MM 332	–	
	Pig	3 gp	1d4 x 2	PHB 157	–	
	Rat	1 cp	1d4	MM 335	–	
	Misc. CR 0 beasts	2 cp - 1 gp	1d4	–	May be untamed	
	Medium	Badger	5 sp	1d4 – 1	MM 318	Untamed
		Cow	10 gp	1d4 x 2	PHB 157	May instead be a bull, steer, or a cow variant
		Draft horse	50 gp	1d4	MM 321	–
Mule		8 gp	1d4	MM 333	May instead be a donkey	
Ox		15 gp	1d4	PHB 157	–	
Pony		30 gp	1d4	MM 335	–	
Raven		10 gp	1d4 – 1	MM 335	–	
Weasel		5 sp	1d4 – 1	MM 340	–	
Misc. CR 1/8 beasts		1 gp - 10 gp	1d4	–	May be untamed	
Misc. CR 1/4 beasts		5 gp - 25 gp	1d4 – 1	–	May be untamed	
Good	Camel	50 gp	1d4	MM 320	–	
	Eagle	20 gp	1d4 – 2	MM 322	–	
	Hawk	15 gp	1d4 – 2	MM 330	–	
	Lion	200 gp	1d4 – 2	MM 331	Untamed	
	Mastiff	25 gp	1d4	MM 332	Full-grown or pups	
	Monkey	25 gp	1d4 – 2	–	–	
	Owl	20 gp	1d4 – 1	MM 333	–	
	Riding horse	75 gp	1d4	MM 336	–	
	Parrot, live	20 gp	1d4 – 1	–	–	
	Panther	150 gp	1d4 – 2	MM 333	Untamed	
	Tiger	200 gp	1d4 – 2	MM 339	Untamed	
	Warhorse	400 gp	1d4	MM 340	–	
	Wolf	50 gp	1d4 – 1	MM 341	–	
	Misc. CR 1/2 beasts	20 gp - 50 gp	1d4 – 1	–	May be untamed	
	Excellent	Brown bear	300 gp	1d4 – 1	MM 319	Untamed; full-grown or cubs
Elephant		600 gp	1d4 – 2	MM 322	–	
Mammoth		1,200 gp	1d4 – 2	MM 332	–	
Rhinoceros		500 gp	1d4 – 2	MM 336	Untamed	
Ring of animal influence		5,000 gp	Only 1, ever	DMG 189	–	
Misc. CR 1 beasts		50 gp - 300 gp	1d4 – 2	–	May be untamed	

## BOOKS AND MAPS

Shelves upon shelves of tomes line the walls of an old wooden scriptorium, and in the center of it all sits an improbably calm half-orc. As the aged scriptorium door creaks open, the half-orc adjusts his spectacles, staring into the bright daylight at those entering his shop.

With maps rolled and scrolled bristling from her backpack, a half-elf smiles cheerfully as she waves down travelers. One of the best cartographers in the land, she strides forward full of confidence, knowing that no matter where they are headed, anyone passing this busy crossroad could use one of her maps.

Not all books are magical, and indeed most are not. Books are always valuable, however, signifying a substantial amount of effort on the part of authors and transcribers across multiple ages. The same holds true for maps, and both are effective tools to ensure that the vital knowledge and stories of the past are never forgotten.

Merchants with this specialization usually have every item of their quality or lesser in stock, though some do distribute maps or books exclusively. Often, these merchants are authors, cartographers, scribes or transcribers themselves, and turn to selling their wares personally as a method of building reputation and fame within their craft.

The prices listed here assume the merchant exists in a world where wide-spread use of such technologies as the printing press and movable type do not exist. Should the merchant and others have access to a printing press, your DM may decide to reduce the prices of applicable items (such as books or maps) by half, signifying the relative ease of use of these technologies, and their impact on production and distribution. Your DM may also decide that newspapers cannot exist in settings without a printing press or equivalent technology, and thus cannot be for sale.

**Guidebook.** These lightweight books contain information on a specific geographic area, such as a city or a forest, or on a specific type of monster found nearby,

such as beasts, fey, or aberrants. Whatever the book's subject, those that read it gain advantage on knowledge checks about the subject or creature type to which it pertains. For example, a guidebook for a local desert could confer advantage on a Survival check to find food in that region, or a Nature check to tell if a type of cactus is poisonous. Likewise, a guidebook detailing the anatomy and culture of dragons might grant advantage on Arcana or History checks concerning them, or even Persuasion checks dealing sufficiently with the dragon's culture. These books are always tied to an area or a creature type within an area, and become less useful the further one travels from its intended region.

### BOOKS AND MAPS MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Treasure map, fake	1 sp	Only 1, ever	–	A DC 10 Investigation check discovers it is fake
Poor	Ink	10 gp / ounce	1d4 x 10 ounces	PHB 150	–
	Ink pen	2 cp	1d4 x 2	PHB 150	–
	Paper	2 sp / sheet	1d4 x 20 sheets	PHB 150	–
	Parchment	1 sp / sheet	1d4 x 20 sheets	PHB 150	–
Medium	Book, blank	25 gp	1d4 x 2	PHB 150	–
	Book, tawdry	25 gp	1d4 x 2	PHB 150	Example title: "My Midnight Tiefling"
	Case, map or scroll	1 gp	1d4 x 5	PHB 150	–
	Guidebook, area	50 gp	1d4 – 1	–	Pertains to a nearby specific city or location
Good	Map, accurate	25 gp	1d4 – 1	–	Portrays an important area within 7 days' travel
	Newspaper	2 sp	1d4 x 3	–	Printed with the weekly news from a nearby city
	Atlas, known world	500 gp	1d4 – 2	–	Very accurate, but not overly detailed
	Book, classic	100 gp	1d4	–	Example title: "Adventures of Sherlock Gnomes"
	Book, novel	50 gp	1d4	–	Example title: "The Drow in the High Castle"
	Calligrapher's supplies	10 gp	1d4	PHB 154	–
	Cartographer's tools	15 gp	1d4	PHB 154	–
	Guidebook, monster	125 gp	1d4 – 1	–	Pertains to a specific monster type found nearby
Excellent	Book, forgotten	500 gp	Only 1, ever	–	Example title: "The Call of Y'chak"
	Map, planar	1,000 gp	Only 1, ever	–	Accurately depicts a significant planar location
	Treasure map, real	1,000 gp	Only 1, ever	–	Depicts an area within 7 days' travel



## FLOWERS AND SEEDS

Footsteps clattering against cobbled stone, a female human wearing an airy pink dress walks slowly through the dingy city streets, attempting to be seen. In the crook of her arm lies a basket of fresh-picked wildflowers, a small taste of country living that she sells for but a few pieces of copper.

A male dragonborn, dark in scale and countenance, levels his draconic glare at those avoiding his flower shop. Surrounded by bushels of colorful flowers arranged in hanging woven baskets, the dragonborn scowls, wondering why sales have been so surprisingly abysmal.

Flowers represent light, life, and love in a variety of cultures, and merchants across many lands sell beautiful floral arrangements symbolizing anything from a new, springtime romance to a loss most solemn and tragic. Many of these merchants dabble (or fully specialize) in other botanicals, such as trees or crops, and carry with them precious seeds used to grow all manner of plants. Merchants with this specialty typically carry everything available to their quality and below.

**Dragon Lilly.** These beautiful lillies grow in the slow moving water found in shallow ponds and streams, and consume the impurities found in their natural environment. Though they naturally go through this process gradually, once picked a dragon lilly goes into a shock of sorts, seeking additional nutrition to heal. Placed in up to 10 gallons of water, a picked dragon lilly will instantly consume any impurities within once before fully dying, rendering the water safe to drink.

**Phoenixbloom.** Burning softly and emitting a gentle fragrance like incense, phoenixbloom flowers burn eternally, giving off bright light in a radius of 20 feet, and dim light for 20 feet after that. Any creature that comes into contact with the flaming blossoms, either through an attack or by failing a Dexterity saving throw when walking through a grove of phoenixbloom, takes 1d4 fire damage.

### FLOWERS AND SEEDS MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Mixed flowers, dead	1 cp / dozen	1d4 x 2 dozen	–	Wilted and slightly browned
Poor	Mistletoe	1 gp / sprig	1d4 x 5 sprigs	PHB 150	Counts as a druidic focus
	Mixed flowers	1 cp / dozen	1d4 x 5 dozen	–	A low-quality bouquet of common flowers
	Seeds, crop	1 cp / handful	1d4 x 20 handfuls	–	Grows 10 lbs. of a staple, like rice or wheat
	Seeds, wildflower	4 cp / handful	1d4 x 10 handfuls	–	Grows up to 60 wildflowers
	Wildflowers	2 cp / dozen	1d4 x 5 dozen	–	A fresh bouquet of naturally local flowers
Medium	Flowers, fine	4 cp / dozen	1d4 x 5 dozen	–	Roses, lavender, tulips, or similar
	Herbalism kit	5 gp	1d4 – 1	PHB 154	–
	Seeds, fine flower	8 cp / handful	1d4 x 10 handfuls	–	Grows a group of up to 120 fine flowers
	Seeds, tree	5 cp / handful	1d4 x 10 handfuls	–	Grows up to 25 trees; oak, birch, pine, or similar
Good	Glowblossom	1 sp / dozen	1d4 x 3 dozen	–	Emits dim light in a 10 foot radius
	Phoenixbloom	1 gp / dozen	1d4 x 3 dozen	–	Burns as a torch, can set objects on fire
	Seeds, fruit tree	3 sp / handful	1d4 x 10 handfuls	–	Grows up to 25 fruit trees; apple, pear, or similar
	Seeds, glowblossom	2 sp / handful	1d4 x 2 handfuls	–	Grows up to 60 glowblossom flowers
	Seeds, phoenixbloom	2 gp / handful	1d4 x 2 handfuls	–	Grows up to 60 phoenixbloom flowers
	Seeds, whistleweed	2 sp / handful	1d4 x 5 handfuls	–	Grows up to 60 whistleweed stalks
	Whistleweed	1 sp / dozen	1d4 x 4 dozen	–	Whistles loudly when brushed against
Excellent	Dragon lilly	5 gp / dozen	1d4 dozen	–	Contact instantly purifies up to 10 gal. of water
	Quaal's feather token, tree	5,000 gp	Only 1, ever	DMG 188	–
	Seeds, dragon lilly	10 gp / handful	1d4 handfuls	–	Grows up to 60 dragon lillies in a shallow pond



**Seeds.** Found in various shapes and sizes, these seeds require fertile land to grow, and your DM is the ultimate source on whether or not a plot of land can sustain plant life. Crop and flower seeds require 100 consecutive days of maintenance to mature fully, while trees require 1,800 days to begin producing seeds and fruit. A handful of crop or flower seeds can fill four 5-foot by 5-foot squares with their associated plant. The space a tree takes up varies greatly, depending on the type of tree and its age.

**Whistleweed.** This long, foxtail-like grass sings out a high-pitched tone when even a small amount of wind brushes it. Often, small bunches of this weed are dried and hung in caves or hallways to provide an early warning of intruders. Creatures attempting a Dexterity (Stealth) check while brushing against whistleweed do so with disadvantage.

## FOOD AND ANIMAL PARTS

Sharpening a large and rather imposing cleaver, a human adorned with a white, puffy hat turns toward a hunk of beastflesh resting on a wooden board. With a series of repetitive strikes, he brings the cleaver down, slicing the meat with an exquisite thinness, beginning to prepare a meal.

Warming herself near a roadside campfire, a halfling clad in leathers carefully lowers a pot onto the flame. As it rises to a rolling boil, she adds a handful of foraged spices before tossing in a chunk of venison, caught by one of her traps. As the meat stews, she keeps a wary eye for travelers, especially those willing to exchange coin for food.

Merchants of this specialty often either make their food themselves, or sell food prepared by another chef in their employ. Highly likely to further specialize in making specific types or cultures of food, these merchants, when good quality or higher, tend to perceive their craft as an art form. As such, if the merchant is of a high enough quality, they are unwilling to sell meals inferior to the best that they can make, and typically refuse to sell all but the rarest animal byproducts.



### FOOD AND ANIMAL PARTS MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Dung	1 cp / lb.	1d4 x 25 lbs.	–	–
	Lard	2 cp / lb	1d4 x 25 lbs.	–	–
	Meal, squalid	3 cp / day	1d4 x 20 days	PHB 158	Ripe, rancid, and the wrong kind of chewy
	Teeth	1 cp / each	1d4 x 30	–	Either animal or (possibly) human
Poor	Bread	2 cp / loaf	1d4 x 10 loaves	PHB 158	–
	Butter	3 cp / stick	1d4 x 10 sticks	–	–
	Cheese	1 sp / hunk	1d4 x 20 hunks	PHB 158	–
	Eggs	1 sp / dozen	1d4 x 5 dozen	–	Chicken, duck, or similar
	Flour	2 cp / lb.	1d4 x 10 lbs.	PHB 157	–
	Fruit	1 cp / each	1d4 x 20	–	Apples, plums, or similar; can also be vegetables
	Meal, poor	6 cp / day	1d4 x 20 days	PHB 158	Gruel and greasy bits, smells like regret
	Milk	1 sp / bottle	1d4 x 5 bottles	–	–
	Wheat	1 cp / lb.	1d4 x 25 lbs.	PHB 157	–
Medium	Bones	5 gp / set	1d4 sets	–	Good for soup and maybe even necromancy
	Hunting trap	5 gp	1d4 x 2	PHB 150	–
	Meal, modest	3 sp / day	1d4 x 20 days	PHB 158	A hearty broth with real vegetables
	Meat	3 sp / chunk	1d4 x 15 chunks	PHB 158	Beef, pork, chicken, venison or similar
	Mess kit	2 sp	1d4 x 2	PHB 150	–
	Pot, iron	2 gp	1d4	PHB 150	–
	Rations	5 sp / day	1d4 x 15 days	PHB 150	–
	Salt	5 cp / lb.	1d4 x 10 lbs.	PHB 157	–
	Soap	2 cp	1d4 x 5	PHB 150	–
	Good	Cake	5 gp	1d4	–
Cook's utensils		1 gp	1d4 x 2	PHB 154	–
Fishing tackle		1 gp	1d4 x 2	PHB 150	–
Ginger		1 gp / lb.	1d4 x 10 lbs.	PHB 157	–
Hat, chef		3 gp	Only 1, ever	–	–
Meal, comfortable		5 sp / day	1d4 x 20 days	PHB 158	Lightly spiced meat served with a side dish
Meal, wealthy		8 sp / day	1d4 x 20 days	PHB 158	Well-prepared prime cut of meat, and dessert
Pie		1 gp	1d4 x 2	–	Sweet or savory, feeds 1-2
Saffron		15 gp / lb.	1d4 lbs.	PHB 157	–
Spices		2 gp / lb.	1d4 x 5 lbs.	PHB 157	Pepper, cinnamon, or similar
Excellent	Bones, dragon	50 gp / lb.	1d4 x 5 lbs.	–	–
	Horn, unicorn	1,000 gp	1d4 – 2	–	–
	<i>loun stone</i> , sustenance	5,000 gp	Only 1, ever	DMG 176	–
	Meal, aristocratic	2 gp / day	1d4 x 20 days	PHB 158	A most succulet cut of magical beast



## FURNITURE AND INTERIOR DECOR

A high elf sits in front of a canvas, pondering, paint brush resting on her lower lip. Inspiration strikes and she raises the brush, applying paint to canvas, sculpting a pastoral scene in the feywild to add to the staggering collection of art adorning the walls of her shop.

In a black, tight-fitted tunic and wearing eccentric angular glasses, a mustachioed gnome observes the space before him. It takes him but a moment to conclude as to what this area needs to make it whole and vibrant. Now, he thinks, to sell its owners on the idea of an indoor fountain.

Artists, designers, and art-sellers, these merchants are often artisans of their given trade. Each work that passes through their hands is personal, in a way, and these merchants would be more than happy to inform buyers of the history and work that goes into what they're buying.

Merchants in this speciality either offer all of what's available to their quality, or sell one particular type of item. Some items (such as fountains, custom-made banners, and tapestries) must be made rather than sold outright, and are often constructed (for pay) from materials on-site by either the merchant or an artist in their employ. The items are made to order, and are labelled as such, though a merchant may have older, uncustomized versions of these items in their shops either for sale or for demonstration purposes. Any item that is made to



order takes a number of days to complete equal to its gold cost divided by 10, at which point it is either ready to be picked up or is delivered to a place agreed upon at the time of the item's sale.

### FURNITURE AND INTERIOR DECOR MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Barrel	2 gp	1d4 x 5	PHB 150	–
	Basket	4 sp	1d4 x 5	PHB 150	–
Poor	Bookcase	2 gp	1d4 x 3	–	5 feet x 1 foot, 4 feet tall, holds approx 60 books
	Chest, medium	5 gp	1d4 x 2	PHB 150	6 feet x 2 feet, 1 foot tall, holds approx 300 lbs.
	Doghouse, large	3 gp	1d4 – 2	–	Capable of holding a dog or other large creature
	Furnace, coal	8 gp	1d4	–	Can burn 1 lb. of coal per day
	Table, wood	3 gp	1d4 x 2	–	4 feet x 8 feet, 2.5 feet tall
Medium	Chest, large	10 gp	1d4 x 2	–	6 feet x 3 feet, 2 feet tall, holds approx 900 lbs.
	Jug or pitcher	2 cp	1d4 x 4	PHB 150	–
	Painting, medium	10 gp	Made to order	–	Example: Depicts a gnome & her pet giant bee
	Rug, large	12 gp	1d4	–	10 feet x 50 feet, really ties a room together
	Wardrobe, wood	10 gp	1d4	–	4 feet x 1.5 feet, 6 feet tall, holds approx 900 lbs.
Good	Altar	20 gp	Made to order	–	Contains holy symbols and space for rituals
	Armchair	12 gp	1d4 – 1	–	Leather, well-stuffed, highly comfortable
	Banner or flag	30 gp	Made to order	–	3 feet x 10 feet, comes with custom design
	Bathtub, ornate	25 gp	1d4 – 1	–	Example: Worked steel with dragon-headed taps
	Bed, four-poster	75 gp	1d4 – 1	–	8 feet x 6 feet, filled with owlbear down
	Desk, ornate	15 gp	1d4 – 2	–	Example: Intricate vines carved in smooth wood
	Fountain	750 gp	Made to order	–	6 feet x 6 feet, 4 feet tall, marble or similar
	Lamp, magic	100 gp	1d4 – 1	–	Turns off and on, triggered by a single clap
	Mosaic, large	600 gp	Made to order	–	Example: Water elementals crashing on a coast
	Painting, huge	550 gp	Made to order	–	Example: The artist's depiction of the Dawn War
	Painting, large	50 gp	Made to order	–	Example: A courtly dragonborn and her consort
	Statue, metal	1,000 gp	Made to order	–	Example: A brass statue of the goddess Avandra
	Excellent	Chandelier, huge	1,500 gp	Made to order	–
<i>Mirror of life trapping</i>		50,000 gp	Only 1, ever	DMG 181	–
Statue, precious		2,000 gp	Made to order	–	Example: An enormous adamantite dragon
	Tapestry	1,500 gp	Made to order	–	Example: Adventurers thwarting an ancient evil

## HIGH FASHION

Engrossed in her work, a stern halfling wearing half-moon spectacles carefully sews two pieces of a dress form together, her eyes squinting in the low light of her dress shop. Around her are mannequins clothed in all manner of finery, domestic and exotic, showing visitors the range and scope of the halfling's talents.

Pulling a soft rabbit-hide off the drying rack, a male wood elf selects a shining pair of silver shears and begins to cut the pelt down to size. As he works with scissor, fur, needle and thread, his deft fingers gradually form a warm winter hat, suitable for the most refined of lords seeking to hunt or journey in the snow.

Creating and selling clothes fit for all levels of society, merchants with this specialty usually sell most of the items available to their quality. Merchants in this specialization often consider themselves artisans (regardless of their actual skill level), however, and may decline selling articles that they think are below them, or that do not go along with their cultural perspective. A haughty tiefling socialite, for example, would consider the selling of commoner's clothes to depreciate her esteemed reputation, while a down-to-earth dwarven hatmaker might see aristocratic finery as frivolous and functionless.



### HIGH FASHION MERCHANT

Quality	Items	Price	Quantity	Page	Notes	
Atrocious	Sack, wearable	1 cp	1d4 x 5	PHB 150	Almost waterproof	
Poor	Cap, leather	5 sp	1d4 x 2	–	A sturdy, if ugly, way to keep your head dry	
	Cap, bonnet	5 sp	1d4 x 2	–	A working woman's hat	
	Cap, stocking	4 sp	1d4 x 2	–	A long, conical cap for a cold winter's night	
	Clothes, common	5 sp	1d4 x 5	PHB 150	Worn and patched, made of rough materials	
	Clothes, traveler's	2 gp	1d4 x 5	PHB 150	Durable and well-made, but not exactly fancy	
Medium	Robes	1 gp	1d4 x 2	PHB 150	Simple, smooth, and clean, with many pockets	
	Clothes, costume	5 gp	1d4 x 2	PHB 150	A finely made costume for a jester or actor	
	Cobbler's tools	5 gp	1d4	PHB 154	–	
	Hat, bowler	2 gp	1d4 x 2	–	A rounded hat with a short brim	
	Hood	5 sp	1d4 x 2	–	–	
	Perfume	5 gp / vial	1d4 x 2 vials	PHB 150	A faint floral aroma for the discerning nose	
	Weaver's tools	1 gp	1d4	PHB 154	–	
	Wig	2 gp	1d4 x 2	–	Beautiful or austere, good at hiding baldness	
	Good	Bow or bowtie	12 gp	1d4 x 3	–	Soft silken cloth, plain or with festive pattern
		Clothes, aristocratic	50 gp	1d4 x 5	–	The bleeding edge of modern fashion
Clothes, fine		15 gp	1d4 x 5	PHB 150	Refined noble clothes, very fashionable	
Cowl		2 gp	1d4 x 2	–	A face-wrap favored by vigilantes and assassins	
Goggles		10 gp	1d4	–	Leather and glass, perfect for keeping eyes safe	
Hat, adventurer's		15 gp	1d4	–	A wide-brimmed leather hat favored by explorers	
Hat, beret		3 gp	1d4 x 2	–	A simple circular hat, a staple of artists	
Hat, fez		5 gp	1d4 x 2	–	Worn by distinguished individuals in arid lands	
Hat, sea captain		20 gp	1d4	–	A nautical cap that demands a crew's respect	
Hat, ushanka		3 gp	1d4 x 2	–	A soft, warm hat, ideal for freezing conditions	
Hat, wizard		25 gp	1d4	–	The conical, wide-brimmed hat of a true wizard	
Mask		5 gp	1d4 x 2	–	Secretive or festive, good for crimes and parties	
Shaded glasses		350 gp	1d4	–	Negates disadvantage from Sunlight Sensitivity	
Excellent	<i>Boots of the winterlands</i>	500 gp	Only 1, ever	DMG 156	–	
	Clothes, superior	150 gp	Only 1, ever	–	Enchanted, always the finest clothes in the room	
	Hat, superior	100 gp	Only 1, ever	–	Enchanted, always the finest hat in the room	
	<i>Robe of scintillating colors</i>	50,000 gp	Only 1, ever	DMG 192	–	
	<i>Slippers of spider climbing</i>	500 gp	Only 1, ever	DMG 200	–	

## JEWELRY AND GEMS

A shining glass jeweler's loupe set against his eye, a male rock gnome wearing shoddy overalls inspects the quality of a gemstone held in one of his leather-gloved hands. Though large, the gem is nevertheless found to be of inferior quality. Sighing and setting it aside, the gnome continues to inventory his gemstones, which cover every available surface in his shop.

Her pock-marked stone tabletop cluttered with grindstones, small hammers, and even a tiny anvil, a female dwarf covered in dust and grime casts a small melting pot of steel into a circular mold, setting it shut. As the ring she is molding begins to cool, she hums an old drinking song, ignoring the cluster of children around her stall, watching her work, as she looks for properly interested adults to buy her wares.

Merchants with this specialty craft and sell ornamental pieces of metalwork, as well as the gems such jewelry often includes. These merchants most often sell all items available to their quality or below, but may occasionally further specialize into selling either only gems and raw materials, or only crafted jewelry.

These merchants may also custom-make jewelry for your character, built to your specifications. Such jewelry takes a number of days equal to its cost in gp divided by 10 to be fully crafted, whereupon the merchant will either have it ready for your character to pick up, or, if they are good quality or above, be willing to deliver it to a location of your character's choosing.



### JEWELRY AND GEMS MERCHANT

Quality	Items	Price	Quantity	Page	Notes	
Atrocious	Geode, fake	2 sp	1d4 x 2	–	No crystals within this rock. Only more rock.	
Poor	Copper	5 sp / lb.	1d4 x 2 lbs.	PHB 157	–	
	Earring, simple	5 gp	1d4 x 5	–	Small stud or ring of semi-precious metal	
	Gems, common	10 gp / ea.	1d4 x 4	DMG 134	Examples: agate, lapis lazuli, malachite, tiger eye	
	Iron	1 sp / lb.	1d4 x 5 lbs.	PHB 157	–	
	Locket, brass	4 sp	1d4 x 3	–	–	
	Pick, miner's	4 gp	1d4	PHB 150	–	
	Magnifying glass	100 gp	1d4 x 2	PHB 150	–	
	Ring, simple	5 gp	1d4 x 4	–	A small circle of polished semi-precious metal	
	Medium	Gems, uncommon	50 gp / ea.	1d4 x 5	DMG 134	Examples: citrine, jasper, moonstone, quartz
		Jeweler's tools	25 gp	1d4	PHB 154	–
Necklace		150 gp	1d4 x 3	–	Braided metal, including pendant with a gem	
Signet ring		5 gp	1d4	PHB 150	–	
Silver		5 gp / lb.	1d4 lbs.	PHB 157	–	
Good		<i>Brooch of shielding</i>	500 gp	Only 1, ever	DMG 156	–
		Crown	750 gp	1d4 – 1	–	Precious metal circlet inset with gemstones
		Earring, elegant	200 gp	1d4 x 2	–	Ostentatiously gemmed stud or metal ring
		Gems, exceptional	100 gp / ea.	1d4 x 4	DMG 134	Examples: amber, amethyst, garnet, jade, pearl
		<i>Gem of brightness</i>	500 gp	Only 1, ever	DMG 171	–
	Gems, rare	500 gp / ea.	1d4 x 3	DMG 134	Examples: alexandrite, peridot, topaz	
	Gems, very rare	1,000 gp / ea.	1d4 x 2	DMG 134	Examples: emerald, opal, sapphire, ruby	
	Gold	50 gp / lb.	1d4 lbs.	PHB 157	–	
	<i>Medallion of thoughts</i>	500 gp	Only 1, ever	DMG 181	–	
	Ring, elegant	250 gp	1d4 x 2	–	Tooled metal band inset with precious gems	
Excellent	<i>Elemental gem</i>	500 gp	Only 1, ever	DMG 167	–	
	Gems, legendary	5,000 gp / ea.	1d4	DMG 134	Examples: black sapphire, diamond, jacinth	
	Platinum	500 gp / lb.	1d4 lbs.	PHB 157	–	
	<i>Ring of protection</i>	5,000 gp	Only 1, ever	DMG 191	–	
	<i>Ring of telekinesis</i>	50,000 gp	Only 1, ever	DMG 193	–	

## KNICK-KNACKS

Toting an overstuffed backpack, a goblin walks down a major trade route, waving down travellers, adventurers, and other merchants. Like others of her kin, the goblin scrounges for whatever she needs to survive. Unlike the others, however, she often finds it preferable to use passers-by to turn a tidy profit through honest trade, rather than using them as a target for banditry.

Sitting on a stool amidst the heaps of junk cluttering his shop, a half-orc clad in slacks and a vest waits patiently. He never knows just exactly what he'll sell to those who walk through his door, but he greets any opportunity to part with a piece of the detritus with an almost disarming enthusiasm.

Merchants dealing in knick-knacks sell odd collections of goods not available elsewhere. A knick-knack merchant can truly have anything, and often have all items available to their quality or lesser in addition to several items not listed here.



### KNICK-KNACKS MERCHANT

Quality	Items	Price	Quantity	Page	Notes	
Atrocious	Pole (10-foot)	5 cp	1d4 x 4	PHB 150	–	
Poor	Blanket	5 sp	1d4 x 3	PHB 150	–	
	Block and tackle	1 gp	1d4 x 2	PHB 150	–	
	Bucket	5 cp	1d4 x 4	PHB 150	–	
	Candle	1 cp	1d4 x 10	PHB 150	–	
	Chalk	1 cp / piece	1d4 x 5 pieces	PHB 150	Comes in a variety of colors	
	Dice set	1 sp	1d4 x 3	PHB 154	–	
	Flask or tankard	2 cp	1d4 x 5	PHB 150	Made of either pewter or treated wood	
	Playing card set	5 sp	1d4 x 3	PHB 154	–	
	Signal whistle	5 cp	1d4 x 2	PHB 150	–	
	Tinderbox	5 sp	1d4 x 3	PHB 150	–	
	Medium	Amulet	5 gp	1d4	PHB 150	Counts as a holy symbol
		Ball bearings	1 gp / 1,000	1d4 x 2,000	PHB 150	–
		Cart	15 gp	1d4 – 1	PHB 157	–
Chain		5 gp / 10 feet	1d4 x 20 feet	PHB 150	–	
Climber's kit		25 gp	1d4	PHB 150	–	
Hourglass		25 gp	1d4	PHB 150	–	
Lamp		5 sp	1d4	PHB 150	–	
Lantern, bullseye		10 gp	1d4	PHB 150	–	
Lantern, hooded		5 gp	1d4	PHB 150	–	
Rope, hempen		1 gp / 50 feet	1d4 x 50 feet	PHB 150	–	
Rowboat		50 gp	1d4 – 2	PHB 157	–	
Scale, merchant's		5 gp	1d4	PHB 150	–	
Tarokka deck		10 gp	1d4 – 1	CoS 243	–	
Good		Alchemy jug	500 gp	Only 1, ever	DMG 150	–
		Artisan's tools	*varies	1d4 + 2 sets	PHB 154	Prices are as listed in the PHB
	Bell	1 gp	1d4 + 1	PHB 150	–	
	Caltrops	1 gp / 20	1d4 x 40	PHB 150	–	
	Dragonchess set	1 gp	1d4	PHB 154	–	
	Grappling hook	2 gp	1d4	PHB 150	–	
	Lantern of revealing	500 gp	Only 1, ever	DMG 179	–	
	Three-Dragon Ante set	1 gp	1d4	PHB 154	–	
	Spyglass	1,000 gp	1d4 – 1	PHB 150	–	
	Excellent	Sovereign glue	50,000 gp	Only 1, ever	DMG 200	–
Universal solvent		50,000 gp	Only 1, ever	DMG 209	–	

## LEATHERWORKING

Pulling a smooth, wood-tipped arrow from the hide of a fallen elk, a wood elf slicks back her hair in the same practiced motion as she unsheathes a curved obsidian knife. Taking great care to properly skin the beast, she then hauls the large, steaming hide back to her village. Travelers always appreciate the craftsmanship of her goods, and the gold this hide will provide, once cured and crafted, should feed her family all through the winter.

His hands threading a needle with expert precision, a tiefling begins to sew ornamental strips of cut leather onto an unfinished saddle. His shop smelling of deep, comfortable musk from the assembled rows of finished leather goods, the tiefling has no doubt that his current work should be done before the end of the week.

Leatherworkers sell leather armor, bags, saddles, and other goods to those that require them. Merchants with this specialization usually are able to sell everything available to their quality or lower, and rarely further specialize into selling only a specific type of item.



### LEATHERWORKING MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Leather, cured	5 gp / sq. yd.	1d4 x 4 sq. yds.	–	–
Poor	Bit and bridle	2 gp	1d4 x 2	PHB 157	–
	Cap, leather	5 sp	1d4 x 2	–	A sturdy way to keep your head dry
	Meat	3 sp / chunk	1d4 x 5 chunks	PHB 158	–
	Padded armor	5 gp	1d4 x 2	PHB 145	–
	Pouch	5 sp	1d4 x 4	PHB 150	–
	Saddle, pack	5 gp	1d4	PHB 157	–
	Waterskin	2 sp	1d4 x 3	PHB 150	–
Medium	Backpack	2 gp	1d4 x 3	PHB 150	–
	Clothes, traveler's	2 gp	1d4	PHB 150	Durable and well-made, stands punishment
	Hunting trap	5 gp	1d4	PHB 150	–
	Leather armor	10 gp	1d4 x 2	PHB 145	–
	Leatherworker's tools	25 gp	1d4	PHB 154	–
	Oil	1 sp / flask	1d4 x 2 flasks	PHB 150	–
	Quiver	1 gp	1d4	PHB 150	–
	Saddle, riding	10 gp	1d4	PHB 157	–
Good	Bagpipes	30 gp	1d4 – 1	PHB 154	–
	<i>Bag of holding</i>	500 gp	Only 1d4, ever	DMG 153	–
	<i>Boots of elvenkind</i>	500 gp	Only 1, ever	DMG 155	–
	<i>Boots of the winterlands</i>	500 gp	Only 1, ever	DMG 156	–
	Drum	6 gp	1d4	PHB 154	–
	Hat, adventurer's	15 gp	1d4	–	A wide-brimmed leather hat favored by explorers
	Hide armor	10 gp	1d4	PHB 145	–
	Saddlebags	4 gp	1d4 x 2	PHB 157	–
	Saddle, exotic	60 gp	1d4 – 1	PHB 157	–
	Saddle, military	20 gp	1d4	PHB 157	–
	Studded leather armor	45 gp	1d4 – 1	PHB 145	–
Excellent	<i>Belt of dwarvenkind</i>	5,000 gp	Only 1, ever	DMG 155	–
	<i>Dragon scale mail, red</i>	50,000 gp	Only 1, ever	DMG 165	–
	<i>Glamoured studded leather</i>	5,000 gp	Only 1, ever	DMG 172	–
	<i>Saddle of the cavalier</i>	500 gp	Only 1, ever	DMG 199	–

## MECHANICAL CONTRAPTIONS

Up to her elbows in cogs and covered in grease, a rock gnome tirelessly fiddles with the intricate metal creation in front of her. Pulling out a key from one of her apron's many pockets, she winds the contraption up, before setting it upright on the table. The hand-sized mechanical dragon at once whirs, roars, and belches a gout of flame that sets the gnome's wooden tabletop alight. The gnome cheers gleefully, and applauds her latest work.

Trudging along a dusty forest trail, a kobold weighed down by several heavy hunting traps on his belt drags an equally-heavy satchel over his back. Every step causes clanks and clatters, but the kobold pays them no mind. He finds a simple satisfaction in selling his work, as, in his opinion, the world could always use more traps.

Merchants that sell mechanical contraptions are tinkers, dabbling in the bleeding edge of clockwork technology. These merchants are more than happy to sell anything available to their quality or lower, and will give (overly) detailed instructions on the proper use of their wares.

Clockwork contraptions sold by this merchant must be wound with an object interaction to be used. All such clockwork items (excepting the mount and sled) are small enough to hold in one or two hands. Wound clockwork items run for a minute, or four hours in the case of the mount.



**Clockwork Mount.** This mechanical horse uses the statistics of a riding horse, but is a construct without the need to eat, sleep, or breathe.

**Clockwork Rocket Sled.** A reinforced metal sled with a rocket engine on the back. When ignited, the sled travels 60 feet per round straight in one direction until it stops after a minute, and cannot be steered or directed.

### MECHANICAL CONTRAPTIONS MERCHANT

Quality	Items	Price	Quantity	Page	Notes	
Atrocious	Hoop and stick	2 cp	1d4 x 3	–	A pass-time from a simpler time	
Poor	Abacus	2 gp	1d4 x 2	PHB 150	–	
	Ball bearings	1 gp / 1,000	1d4 x 2,000	PHB 150	–	
	Block and tackle	1 gp	1d4 x 2	PHB 150	–	
	Cogs	1 sp / handful	1d4 x 5 handfuls	–	–	
	Oil	1 sp / flask	1d4 x 5 flasks	PHB 150	–	
	Medium	Barrel organ	30 gp	1d4	–	Musical instrument; turn the crank to play
Bomb		150 gp	1d4 x 4	DMG 267	May not exist in settings w/o gunpowder	
Clockwork dog		5 gp	1d4	–	When wound up, walks forward, barks, and flips	
Clockwork dragonchess set		20 gp	1d4	–	Automatically plays dragonchess against you	
Gunpowder, horn		35 gp	1d4 x 4	DMG 267	May not exist in settings w/o gunpowder	
Hunting trap		5 gp	1d4 x 3	PHB 150	–	
Lock		10 gp	1d4 x 5	PHB 150	–	
Good		Clockwork dragon	25 gp	1d4	–	May breathe fire that can set objects alight
		Clockwork mount	250 gp	1d4 – 1	MM 336	Has the same statistics as a riding horse
		Clockwork songbird	12 gp	1d4	–	Sings 1 of 3 songs on command; flightless
	Dynamite	200 gp / stick	1d4 x 4 sticks	DMG 267	May not exist in settings w/o gunpowder	
	Goggles of night	500 gp	Only 1, ever	DMG 172	–	
	Gunpowder, keg	250 gp	1d4 – 1	DMG 267	May not exist in settings w/o gunpowder	
	Pocketwatch	10 gp	1d4 x 2	–	When wound, reliably tells the time of day	
	Tinker's tools	50 gp	1d4 + 1	PHB 154	–	
Excellent	Clockwork rocket sled	2,500 gp	1d4 – 1	–	Moves 60 feet / round in one direction for 1 min	
	Iron bands of Bilarro	5,000 gp	Only 1, ever	DMG 177	–	
	Manual of golems, iron	25,000 gp	Only 1, ever	DMG 180	–	
	Wand of lightning bolts	5,000 gp	Only 1, ever	DMG 211	–	
	Winged boots	500 gp	Only 1, ever	DMG 214	–	

## MEDIUM AND HEAVY ARMOR

Holding a hammer as large and heavy as his fist, a dwarf pounds sheets of metal into protective shapes against a pitch-black anvil. His shop only lit by the dim light of molten slag from his forge, he nevertheless looks over his work with a keen eye, studying it closely for any weaknesses or imperfections.

Riding an enormous warhorse laden with heavy saddlebags, an armored half-orc rides the trade routes with an eye out for customers. All must learn of her mastery of armorkraft, she thinks, and she will travel the world until her name is held in great reknown.

Merchants that deal in armor are typically blacksmiths themselves, forging their wares and selling them off to those that need them. Most of these merchants sell everything on this list available to their quality or below, though atrocious items are very rarely sold as actual armor by anyone outside merchants of that quality.

These merchants may have a specific predilection that prohibits them from selling certain items, however. A dwarven armor merchant, for example, would be unlikely to sell elven chain, while an elf would be just as unlikely to craft or sell a set of dwarven plate, each considering the other's craft to be the height of distaste. Similarly, some merchants may trend more towards selling heavy armor, medium armor, or shields, but all tend to have at least a few token offerings of goods outside their particular focus.



### MEDIUM AND HEAVY ARMOR MERCHANT

Quality	Items	Price	Quantity	Page	Notes	
Atrocious	Barrel, wearable	2 gp	1d4 x 2	PHB 150	Includes straps; does not include bottom	
	Bucket	5 cp	1d4 x 2	PHB 150	Anything is armor if you're foolhardy enough	
Poor	Chain mail	75 gp	1d4 x 3	PHB 145	–	
	Chain shirt	50 gp	1d4 x 4	PHB 145	–	
	Copper	5 sp / lb.	1d4 x 2 lbs.	PHB 157	–	
	Iron	1 sp / lb.	1d4 x 5 lbs.	PHB 157	–	
	Ring mail	30 gp	1d4 x 4	PHB 145	–	
	Scale mail	50 gp	1d4 x 3	PHB 145	–	
	Shield	10 gp	1d4 x 3	PHB 145	–	
	Medium	Anvil	75 gp	1d4 – 1	–	–
	Barding	*varies	1d4 x 3	PHB 157	Prices are as listed in the PHB	
	Breastplate	400 gp	1d4 + 4	PHB 145	–	
	Helm, horned	25 gp	1d4	–	While imposing, it is hard to get through doors	
	Smith's tools	20 gp	1d4	PHB 154	–	
	Splint	200 gp	1d4 + 4	PHB 145	–	
Good	Adamantine armor, any	500 gp*	Only 1d4 – 1, ever	DMG 150	Must also pay the cost of the base armor	
	Armor, +1	5,000 gp*	Only 1d4 – 1, ever	DMG 152	Must also pay the cost of the base armor	
	Half plate	750 gp	1d4 + 3	PHB 145	–	
	Helm, winged	50 gp	1d4	–	Gallant and flamboyant	
	Mithral armor, any	500 gp*	Only 1d4 – 1, ever	DMG 182	Must also pay the cost of the base armor	
	Plate	1,500 gp	1d4 + 2	PHB 145	–	
	Shield, +1	500 gp	Only 1d4 – 1, ever	DMG 200	–	
	Silver	5 gp / lb.	1d4 x 2 lbs.	PHB 157	–	
	Excellent	Arrow-catching shield	5,000 gp	Only 1, ever	DMG 152	–
		Armor, +2	50,000 gp*	Only 1d4 – 2, ever	DMG 152	Must also pay the cost of the base armor
	Dwarven plate	50,000 gp	Only 1, ever	DMG 167	–	
	Elven chain	5,000 gp	Only 1, ever	DMG 168	–	
	Helm of teleportation	5,000 gp	Only 1, ever	DMG 174	–	
	Shield, +2	5,000 gp	Only 1d4 – 2, ever	DMG 200	–	

## POTIONS, POISONS, AND HERBS

Grinding together her mortar and pestle, a halfling reduces a handful of herbs to powder. As her cauldron begins to boil, smoke pours out the smokestack of her underhill shop, a sign to her loyal customers that new potions are brewing.

Dressed in a grey cloak with a bandolier of potions about his waist, a half-elf occupies a corner at a roadside inn, fiddling with an alembic set up on a stone table. The townsfolk know to find him here, and direct adventurous travelers to seek his services.

Naturalists or alchemists, these merchants sell potions, poisons, and the supplies to brew them. The potions these merchants have rotate, and most in this trade only offer up to four potions or poisons per quality category. The potions these merchants create replenish after the merchant has had 30 days to craft new ones.

Merchants of this trade are likely to further specialize, as many are especially adept at brewing poisons, while others have ethical qualms about creating them.



### POTIONS, POISONS, AND HERBS MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Water	1 cp / cup	1d4 x 100 cups	–	An effective base for most potions
Poor	Herbalism kit	5 gp	1d4	PHB 154	–
	Herbs, common	5 sp / lb.	1d4 x 10 lbs.	–	Ex: Mint, sage; often used in common potions
	Herbs, uncommon	5 gp / lb.	1d4 x 5 lbs.	–	Ex: Horsetail, comfrey; for uncommon potions
	Poison, basic	100 gp / vial	1d4 x 2 vials	PHB 150	Injury; can inflict 1d4 poison damage
Medium	<i>Potion of climbing</i>	50 gp	1d4 x 2	DMG 187	Grants a climbing speed for 1 hour
	<i>Potion of healing</i>	50 gp	1d4 x 3	PHB 150	Regains 2d4 + 2 hit points
	Alchemist's supplies	50 gp	1d4	PHB 154	–
	Assassin's blood	150 gp / dose	1d4 + 1 doses	DMG 257	Injected; can inflict 1d12 poison damage
	<i>Oil of slipperiness</i>	250 gp	1d4 + 2	DMG 184	Grants either <i>freedom of movement</i> or <i>grease</i>
	<i>Philiter of love</i>	250 gp	1d4 + 1	DMG 184	Charms the drinker for up to an hour
	Poisoner's kit	50 gp	1d4	PHB 154	–
	<i>Potion of fire breath</i>	250 gp	1d4 + 2	DMG 187	Allows you to exhale fire, dealing 4d6 damage
	<i>Potion of greater healing</i>	250 gp	1d4 x 2	DMG 187	Regains 4d4 + 4 hit points
	<i>Potion of water breathing</i>	250 gp	1d4 x 2	DMG 188	Allows you to breathe water for up to an hour
Good	Truth serum	150 gp / dose	1d4 + 1 doses	DMG 258	Injected; target cannot knowingly speak a lie
	Drow poison	200 gp / dose	1d4 doses	DMG 258	Injury; can render target unconscious
	<i>Elixir of health</i>	2,500 gp	1d4 + 1	DMG 168	Curse disease, blind, deaf, paralyze, and poison
	Herbs, rare	50 gp / lb.	1d4 x 4 lbs.	–	Ex: Devilroot, embertear; for rare potions
	Herbs, very rare	500 gp / lb.	1d4 x 2 lbs.	–	Ex: Starspine, voidweave; for very rare potions
	<i>Potion of clairvoyance</i>	2,500 gp	1d4 + 1	DMG 187	Grants the effect of the <i>clairvoyance</i> spell
	<i>Potion of diminution</i>	2,500 gp	1d4 + 1	DMG 187	Drink to be shrunk as if by <i>enlarge/reduce</i>
	<i>Potion of heroism</i>	2,500 gp	1d4	DMG 188	Grants <i>bless</i> and 10 temporary hit points
	<i>Potion of mind reading</i>	2,500 gp	1d4	DMG 188	Grants the effects of the <i>detect thoughts</i> spell
	<i>Potion of superior healing</i>	2,500 gp	1d4 + 1	DMG 188	Regains 8d4 + 8 hit points
Excellent	Serpent venom	200 gp / dose	1d4 doses	DMG 258	Injury; can inflict 3d6 poison damage
	Burnt othur fumes	500 gp / dose	1d4 – 1 doses	DMG 258	Inhaled; can inflict persistent poison damage
	Malice	250 gp / dose	1d4 – 1 doses	DMG 258	Inhaled; can blind affected creatures
	<i>Oil of sharpness</i>	25,000 gp	1d4 – 1	DMG 184	Grants an item +3 to attack and damage
	<i>Potion of invisibility</i>	25,000 gp	1d4 – 1	DMG 188	Grants invisibility for up to an hour
	<i>Potion of invulnerability</i>	2,500 gp	1d4 – 1	DMG 188	Grants resistance to all damage
	<i>Potion of longevity</i>	25,000 gp	1d4 – 1	DMG 188	Reduces your age by 1d6 + 6 years, usually
	<i>Potion of supreme healing</i>	25,000 gp	1d4	DMG 187	Regains 10d4 + 20 hit points
	<i>Potion of vitality</i>	25,000 gp	1d4 – 1	DMG 188	Cures exhaustion, disease, and poison



## RELIGIOUS IDOLS AND BLESSINGS

A tiefling with short horns and a modest robe lights a handful of incense in a ceremonial brazier. As she tends to her ritual duties in service to her god, she routinely checks on visiting parishioners, making sure their needs are met. The acylothes of her temple are more than happy to share what they have with pilgrims, asking only a modest donation in return.

Rapier slung at her side, a cheerful gnome paladin travels between distant cities, dispensing justice and doing good deeds all along the way. Always overjoyed to meet fellow travelers, she sells supplies sacred to her goddess of journeys, making sure no wanderer goes unprotected.

Almost always men and women of the cloth (or hucksters pretending at being such), these merchants bolster their respective faiths by dispensing holy wares to those in need. Most items listed here are sold by all merchants with this specialty and the appropriate quality, though merchants of different faiths offer markedly different-looking wares. For example, a candle sold by a priest of Pelor would look different in obvious ways from a candle sold by an (undoubtedly secret) adherent of Vecna.

Most merchants of this trade are able to cast spells for your benefit, with a donation in proportion to the magnitude of the spell cast. Spells the merchants are willing to cast are listed alongside the goods they sell, below. Any specific merchant is only able to cast 3 spells per day, regardless of their spell level.



### RELIGIOUS IDOLS AND BLESSINGS MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Candle	1 cp	1d4 x 10	PHB 150	Comes in a variety of colors
Poor	Book, holy	5 gp	1d4 x 10	PHB 150	From one of a variety of faiths
	Chalk	1 cp / piece	1d4 x 10 pieces	PHB 150	Comes in a variety of colors
	Dagger, ritual	2 gp	1d4 x 2	PHB 148	Has an oddly curved design
	Holy symbol	*varies	1d4 x 20	PHB 150	Prices are as listed in the PHB
	Incense	1 sp / block	1d4 x 20 blocks	–	Thick, musky, and pungent
	<i>Spell: Cure wounds</i>	10 gp	3 spells / day	PHB 230	Cast at 1st level; heals 1d8 + 3 hit points
	<i>Spell: Identify</i>	20 gp	3 spells / day	PHB 252	Tells you the properties of a magic item
Medium	Druidic focus	*varies	1d4 x 10	PHB 150	Prices are as listed in the PHB
	Healer's kit	5 gp	1d4 x 2	PHB 150	–
	Holy water	25 gp / flask	1d4 x 5 flasks	PHB 150	–
	Quarterstaff	2 sp	1d4 x 2	PHB 148	–
	Robes	1 gp	1d4 x 2	PHB 150	–
	<i>Spell: Lesser restoration</i>	40 gp	3 spells / day	PHB 255	Cures blind, deaf, paralyze, or poison
	<i>Spell: Prayer of healing</i>	40 gp	3 spells / day	PHB 267	Cast at 2nd level; heals 2d8 + 3 hit points
Good	Thurible	55 gp	1d4 + 2	–	A gilded censer for burning incense
	<i>Keoghtom's ointment</i>	250 gp	1d4 – 2	PHB 179	–
	<i>Spell: Divination</i>	210 gp	3 spells / day	PHB 234	Grants guidance on a course of action
	<i>Spell: Remove curse</i>	90 gp	3 spells / day	PHB 271	Lifts curse or attunement to cursed item
	<i>Spell: Speak with dead</i>	90 gp	3 spells / day	PHB 277	Allows you to speak to one non-undead corpse
	<i>Staff of the Python</i>	500 gp	Only 1, ever	DMG 204	–
Excellent	<i>Candle of invocation</i>	50,000 gp	Only 1, ever	DMG 157	–
	<i>Spell: Greater restoration</i>	450 gp	3 spells / day	PHB 246	Reduces exhaustion, removes charm, petrify, curse, or ability/hp reduction
	<i>Spell: Raise dead</i>	1,250 gp	3 spells / day	PHB 270	Returns a dead corpse to life

## SONGS AND INSTRUMENTS

Boxes of whittled wooden instruments at his feet, a brightly-clothed half-orc plays proudly on his bagpipes in the center of a crowded market. Though he knows his business isn't presently booming, he takes comfort that, at the very least, none in the market can possibly ignore him.

Sitting in a surprisingly cheerful store, a graceful drow carefully strings a lyre with treated spider silk. Though the silk no longer adheres forcefully to what it touches, it is no less durable, making it ideal for its purpose. The drow slowly plucks the lyre's new strings, filling her shop with a beautiful, mournful tune.

Whether they are bards or craftsmen, merchants of this specialty deal in musical instruments and written songs for musicians. Many of these merchants offer all wares available to their quality or lesser here, though some do specialize in selling one particular type of instrument along with their written songs, usually one of cultural significance to the merchant and their people.



### SONGS AND INSTRUMENTS MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Written song, terrible	1 cp	1d4 copies	–	Example: "Freeform Jazz Odyssey No. 12"
Poor	Bell	1 gp	1d4 x 3	PHB 150	–
	Drum	6 gp	1d4 x 4	PHB 154	–
	Horn	3 gp	1d4 x 3	PHB 154	–
	Shawm	2 gp	1d4 x 4	PHB 154	–
	Written song, derivative	5 cp	1d4 copies	–	Example: "The Dwarf Lass's Beard"
Medium	Bagpipes	30 gp	1d4 x 2	PHB 154	–
	Chalumeau	15 gp	1d4 x 3	–	Straight, wooden musical instrument, with reed
	Cymbals	20 gp / set	1d4 x 3 sets	–	–
	Flute	2 gp	1d4 x 4	PHB 154	–
	Lyre	30 gp	1d4 x 4	PHB 154	–
	Pan flute	12 gp	1d4 x 4	PHB 154	–
	Strings	2 sp / 5 strings	1d4 x 5 strings	–	Good for restringing an instrument
	Timbrel	13 gp	1d4 x 2	–	A circular wood instrument with brass discs
	Written song, catchy	5 sp	1d4	–	Example: "A Tiefling Went Down to Cormyr"
	Good	Adufe	10 gp	1d4 x 2	–
Dulcimer		25 gp	1d4 x 3	PHB 154	–
Glockenspiel		35 gp	1d4 x 2	–	Instrument of metal bars, struck with mallets
Instrument of the bards, Doss lute		500 gp	Only 1, ever	DMG 176	–
Lute		35 gp	1d4 x 3	PHB 154	–
Pipes of haunting		500 gp	Only 1, ever	DMG 185	–
Pipes of the sewers		500 gp	Only 1, ever	DMG 185	–
Rebab		32 gp	1d4 x 2	–	Long-necked wooden string instrument
Viol		30 gp	1d4 x 3	PHB 154	–
Written song, classic		5 gp	1d4 copies	–	Example: "Ghost Azers in the Sky"
Excellent	Written song, inspired	50 gp	1d4 copies	–	Example: "4'33"
	Chime of opening	2,500 gp	Only 1, ever	DMG 158	–
	Gnomish saxophone	250 gp	1d4 – 1	–	A brass musical instrument, covered in keys
	Instrument of the bards, Canaith mandolin	5,000 gp	Only 1, ever	DMG 176	–
	Instrument of the bards, Cli lyre	5,000 gp	Only 1, ever	DMG 176	–
Written song, epic	500 gp	Only 1 copy, ever	–	Example: "Faerûnian Rhapsody"	

## SPELL TOMES AND SCROLLS

Seated adjacent to a near-perfect pyramid of stacked scrolls, a high elf dips his quill in ink and begins to write a new scroll in fluid elvish script. His shop utterly quiet save for the scratching of his pen on parchment, the florid script begins to glow ever so slightly in the dim afternoon light.

A male tiefling clad in a large coat and a dusty wizard's hat stands in a busy marketplace next to a pile of books nearly as tall as he is. The tiefling yells out attempting to attract buyers, but a closer inspection reveals many of the tomes to be chained shut, murmuring worryingly to each other.

Selling magical spells is not for the faint of heart, but merchants with this specialty make it a way of life. The tomes and scrolls sold by these merchants each contain a specific spell, and a merchant with this specialty rarely has more than one tome or scroll that casts the same spell. These merchants usually have all wares of their quality or lesser that are listed here, in one form or another.

Unlike most magic items, scrolls and ritual books sold by these merchants are eventually restocked after 30 days have passed. Scrolls may be used if the spell they hold is on your class spell list, and require a check if the spell is of a higher level than what you could normally cast. Complete rules for spell scrolls are found in the *Dungeon Master's Guide* on page 200.

Characters that are able to transcribe spells into a tome for ritual casting can copy spells out of spell scrolls and ritual books. Wizard characters may also copy into



their spellbook non-ritual spells of a level that they can cast from spell scrolls. Regardless, copying a spell from a spell scroll requires a check detailed in the spell scroll's rules section, while copying a ritual spell from a ritual book requires no such check. Copying a spell from either source still requires an expenditure of time and wealth detailed in features that grant ritual casting, and copying a spell into a spellbook erases it from a ritual book or spell scroll.

### SPELL TOMES AND SCROLLS MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Spell scroll, fake	25 sp	1d4	–	A DC 10 Investigation check reveals it is fake
Poor	Calligrapher's supplies	10 gp	1d4 x 2	PHB 154	–
	Case, scroll	1 gp	1d4 x 5	PHB 150	–
	Ink	10 gp / ounce	1d4 x 10 ounces	PHB 150	–
	Ink pen	2 cp	1d4 x 5	PHB 150	–
	Parchment	1 sp / sheet	1d4 x 20 sheets	PHB 150	–
Medium	Spellbook, blank	50 gp	1d4 x 5	PHB 150	–
	Ritual book, 1st level	100 gp	1d4	–	Contains a 1st-level ritual spell; can be copied
	Ritual book, 2nd level	100 gp	1d4	–	Contains a 2nd-level ritual spell; can be copied
	Ritual book, 3rd level	500 gp	1d4	–	Contains a 3rd-level ritual spell; can be copied
	Scroll, cantrip	50 gp	1d4 x 5	DMG 200	–
	Scroll, 1st level	50 gp	1d4 x 4	DMG 200	–
	Scroll, 2nd level	250 gp	1d4 x 4	DMG 200	–
	Scroll, 3rd level	250 gp	1d4 x 3	DMG 200	–
	Spell: Identify	20 gp	3 spells / day	PHB 252	Tells you the properties of a magic item
	Good	Ritual book, 4th level	5,000 gp	1d4 – 1	–
Ritual book, 5th level		5,000 gp	1d4 – 1	–	Contains a 5th-level ritual spell; can be copied
Ritual book, 6th level		50,000 gp	1d4 – 2	–	Contains a 6th-level ritual spell; can be copied
Scroll, 4th level		2,500 gp	1d4 x 3	DMG 200	–
Scroll, 5th level		2,500 gp	1d4 x 2	DMG 200	–
Scroll, 6th level		25,000 gp	1d4 x 2	DMG 200	–
Scroll of protection, any		2,500 gp	1d4 x 3	DMG 199	This scroll can be used by anyone, and protects against a specific creature type
Excellent	Spellbook, backup	5,000 gp	1d4 – 1	–	Touched to a spellbook: instantly copies it once
	Manual of golems, clay	25,000 gp	Only 1, ever	DMG 180	–
	Scroll, 7th level	25,000 gp	1d4 – 1	DMG 200	–
	Scroll, 8th level	25,000 gp	1d4 – 2	DMG 200	–

## THEIVING SUPPLIES

Standing grey as dusk against the dim light at the end of a back alley, a cloaked human awaits approaching buyers. She trusts her contacts on the street to bring those interested to her, and, so far, that trust has yet to fail her. Hearing a knocking in thieves' cant reverberate from the mouth of the alley, she knocks out the counter-sign, and unrolls her bundle of wares onto the ground.

A halfling with an eyepatch hums to himself as he sets up his wares on the walls of the inside of an open wine barrel in the back of a bar. Satisfied at the items' arrangement, he takes a seat nearby, pulling a hidden lever. Groaning, the wine barrel mechanically closes its front, appearing whole to the untrained eye. The halfling sips a cup of tea, and awaits customers.

Though their business may not (necessarily) be illegal, these merchants work tirelessly to enable criminals, spies, and assassins. Merchants with this specialty usually have at least four types of items from each applicable quality, and (most often) do not attempt to directly swindle customers unless the merchant is of atrocious quality. All merchants value repeat buyers, thieving supplies merchants being no exception, and any merchant knows the surest way to make enemies and lose business is to swindle those who will likely have even more coin for you to earn in the future.



### THEIVING SUPPLIES MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Book, "How to Steal"	25 gp	Only 1, ever	PHB 150	The outside is locked, and the inside is blank
Poor	Climber's kit	25 gp	1d4 + 2	PHB 150	–
	Grappling hook	2 gp	1d4 + 2	PHB 150	–
	Ladder, 10-foot	1 sp	1d4	PHB 150	–
	Rope, hempen	1 gp / 50 ft.	1d4 x 50 feet	PHB 150	–
	Sack	1 cp	1d4 x 5	PHB 150	–
	Torch	1 cp	1d4 x 5	PHB 150	–
	Medium	Ammunition	*varies	1d4 x 50 pieces	PHB 150
Good	Crowbar	2 gp	1d4 x 3	PHB 150	–
	Caltrops	1 gp / 20	1d4 x 40	PHB 150	–
	Dagger	2 gp	1d4 x 4	PHB 149	–
	Disguise kit	25 gp	1d4 x 2	PHB 154	–
	Poison, basic	100 gp / vial	1d4 x 2 vials	PHB 150	Injury; can inflict 1d4 poison damage
	Poisoner's kit	50 gp	1d4	PHB 154	–
	Shortbow	25 gp	1d4 x 2	PHB 149	–
	Signal whistle	5 cp	1d4 x 2	PHB 150	–
	Thieves' tools	25 gp	1d4 x 2	PHB 154	–
	Crossbow, hand	75 gp	1d4 x 3	PHB 149	–
	Dice set	1 sp	1d4 x 2	PHB 154	Also available weighted, for triple price
	Drow poison	200 gp / dose	1d4 – 1 doses	DMG 258	Injury; can render target unconscious
	Eversmoking bottle	500 gp	Only 1, ever	DMG 168	–
	Forgery kit	15 gp	1d4	PHB 154	–
	Hat of disguise	500 gp	Only 1, ever	DMG 173	–
Playing card set	5 sp	1d4 x 3	PHB 154	Also available marked, for double price	
Rapier	25 gp	1d4	PHB 150	–	
Shortsword	10 gp	1d4	PHB 150	–	
Serpent venom	200 gp / dose	1d4 – 1 doses	DMG 258	Injury; can inflict 3d6 poison damage	
Spyglass	1,000 gp	1d4 x 2	PHB 150	–	
Excellent	Cloak of elvenkind	500 gp	Only 1, ever	DMG 158	–
	Dagger of venom	5,000 gp	Only 1, ever	DMG 161	–
	Gloves of thievery	500 gp	Only 1, ever	DMG 172	–
	Wyvern poison	1,200 gp / dose	1d4 – 2 doses	DMG 258	Injury; can inflict 7d6 poison damage

## TOOLS

Slouched over a wooden countertop, a lanky wood elf stands in front of rows upon rows of tools, each hanging from a special set of pegs on the wall behind him. The shop smells comfortably of fresh cut lumber. The wood elf yawns, waiting for customers to arrive.

A female dwarf, pack mule and wagon in tow, strides casually into town, a pickaxe and shovel over each shoulder, a lit lantern resting near the head of the pick. The laborers of this hamlet sent out a request for more tools a week back, and the dwarf responded, always ready to earn coin.

Craftspeople or mere traders, merchants of this specialty sell tools for all professions along their trade routes. Merchants that sell tools may choose to deal in exclusively tools appropriate for their environment. However, most of these merchants are fully willing to sell everything available to their quality or lower, providing working implements to any who require them.



### TOOLS MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Bucket	5 cp	1d4 x 2	PHB 150	–
	Shovel	2 gp	1d4 x 2	PHB 150	–
Poor	Block and tackle	1 gp	1d4 x 2	PHB 150	–
	Dagger	2 gp	1d4	PHB 149	–
	Hammer	1 gp	1d4 x 2	PHB 150	–
	Ladder, 10-foot	1 sp	1d4 x 2	PHB 150	–
	Lamp	1 cp	1d4 x 2	PHB 150	–
	Pick, miner's	2 gp	1d4 x 2	PHB 150	–
	Pole, 10-foot	5 cp	1d4 x 2	PHB 150	–
	Spikes, iron	1 gp / 10	1d4 x 40	PHB 150	–
	Torch	5 sp	1d4 x 4	PHB 150	–
	Wood	1 cp / plank	1d4 x 15 planks	–	Planks measure 2 in. x 4 in. x 5 ft. each
	Medium	Abacus	2 gp	1d4 x 2	PHB 150
Carpenter's tools		8 gp	1d4 x 2	PHB 154	–
Cook's utensils		1 gp	1d4 x 2	PHB 154	–
Fishing tackle		1 gp	1d4 x 2	PHB 150	–
Hammer, sledge		2 gp	1d4 x 2	PHB 150	–
Handaxe		5 gp	1d4 x 2	PHB 149	–
Lantern, bullseye		10 gp	1d4	PHB 150	–
Lantern, hooded		5 gp	1d4	PHB 150	–
Mason's tools		10 gp	1d4 x 2	PHB 154	–
Mirror, steel		5 gp	1d4 – 1	PHB 150	–
Potter's tools		10 gp	1d4 x 2	PHB 154	–
Tinderbox		5 sp	1d4 x 2	PHB 150	–
Weaver's tools		1 gp	1d4 x 2	PHB 154	–
Woodcarver's tools		1 gp	1d4 x 2	PHB 154	–
Good		Alchemist's supplies	50 gp	1d4	PHB 154
	Cobbler's tools	5 gp	1d4 x 2	PHB 154	–
	Crowbar	2 gp	1d4	PHB 150	–
	Glassblower's tools	30 gp	1d4	PHB 154	–
	Herbalism kit	5 gp	1d4 x 2	PHB 154	–
	Magnifying glass	100 gp	1d4 – 1	PHB 150	–
	Navigator's tools	25 gp	1d4	PHB 154	–
	Painter's supplies	10 gp	1d4 x 2	PHB 154	–
	Smith's tools	20 gp	1d4 x 2	PHB 154	–
	Tinker's tools	50 gp	1d4	PHB 154	–
Excellent	Gnomish army knife	100 gp	1d4	–	Unfolds into up to 5 artisan's tools (you pick)
	Gnomish tinderbox	50 gp	1d4	–	Can instantly set alight small flammable objects

## VEHICLES AND TRANSPORTATION

Sitting at a table in a dimly-lit wagonhouse, a dwarf with a beard full of sawdust waits patiently for customers to trail in. The smells of horses, hay, and fresh-cut wood waft through his shop, full of carriages and carts, both humble and ornately gilded.

The crashing of waves and the squawking of gulls periodically interrupted by the percussive strikes of his hammer, a half-elf in an airy, billowing shirt pounds nails through planks, securing together the hull of a mighty ship. When completed, this vessel will be one of the fleetest to ever sail the seas, a fact the half-elf relentlessly informs any that will listen.

Craftsmen and women who specialize in transportation, these merchants churn out boats and wheeled vehicles to keep the world in motion. Many of these merchants also offer courier services and transportation for hire, and keep a small staff of hirelings to aid with these endeavors. Vehicle and transportation merchants are also very likely to further specialize, and may eschew selling wagons and horses entirely in favor of shipcraft, or dedicate themselves entirely to land transportation, especially if there are no large bodies of water nearby.



### VEHICLES AND TRANSPORTATION MERCHANT

Quality	Items	Price	Quantity	Page	Notes	
Atrocious	Nag horse	5 cp	1d4	–	Has 8 Strength and a movement speed of 20 ft.	
Poor	Bit and bridle	2 gp	1d4 x 2	PHB 157	–	
	Cart	15 gp	1d4 – 1	PHB 157	–	
	Coach cab, ride	*varies	–	PHB 159	Within a city: 1 cp; between towns: 3 cp / mile	
	Feed, animal	5 cp / day	1d4 x 30 days	PHB 157	–	
	Messenger service	2 cp / mile	–	PHB 159	–	
	Mule	8 gp	1d4 x 2	MM 333	May instead be a donkey	
	Ox	15 gp	1d4 x 2	PHB 157	–	
	Pony	30 gp	1d4 x 2	MM 335	–	
	Saddle, pack	5 gp	1d4	PHB 157	–	
	Sled	20 gp	1d4 – 1	PHB 157	–	
Medium	Backpack	2 gp	1d4 x 2	PHB 150	–	
	Bedroll	1 gp	1d4 x 2	PHB 150	–	
	Carpenter's tools	8 gp	1d4	PHB 154	–	
	Cartographer's tools	15 gp	1d4	PHB 154	–	
	Draft horse	50 gp	1d4	MM 321	–	
	Rowboat	50 gp	1d4	PHB 157	Only sold if adjacent to a body of water	
	Saddle, riding	10 gp	1d4	PHB 157	–	
	Saddlebags	4 gp	1d4	PHB 157	–	
	Ship's passage, ride	1 sp / mile	–	PHB 159	Only sold if adjacent to a body of water	
	Wagon	35 gp	1d4 – 1	PHB 157	–	
Good	Woodcarver's tools	1 gp	1d4	PHB 154	–	
	Camel	50 gp	1d4	MM 320	–	
	<i>Folding boat</i>	5,000 gp	Only 1, ever	DMG 170	–	
	Keelboat	3,000 gp	1d4 – 1	PHB 157	Only sold if adjacent to a body of water	
	Navigator's tools	25 gp	1d4	PHB 154	Only sold if adjacent to a body of water	
	Riding horse	75 gp	1d4	MM 336	–	
	Saddle, military	20 gp	1d4	PHB 157	–	
	Excellent	<i>Carpet of flying</i>	50,000 gp	Only 1, ever	DMG 157	Size of the carpet is determined by the DM
		Carriage	100 gp	1d4 – 1	PHB 157	–
		Chariot	250 gp	1d4 – 1	PHB 157	–
Longship		10,000 gp	1d4 – 2	PHB 157	Only sold if adjacent to a body of water	
Sailing ship		10,000 gp	1d4 – 2	PHB 157	Only sold if adjacent to a body of water	
	Warhorse	400 gp	1d4	MM 340	–	

## WEAPONS

An impossibly burly, scarred halfling presides over a remarkably odd shop. Weapon racks line the periphery, circling entirely around a large ring of honor carved into the center of the floor. The halfling proprietor encourages customers to test the products first-hand, sparring or squaring off against wooden training dummies.

Two long steel swords slung across her back, a red-scaled dragonborn boldly challenges all comers to combat in her corner of the marketplace. Exhibiting the prowess and power of her weapons, she earns both customers and a fan following through her practical demonstrations.

Fighters or forgemasters, merchants of this specialty sell weapons of great offensive power. Some of these merchants seek to profit from the necessities of war, while others are idealists, promoting peace through protection. Still others are retired adventurers, knowing the hardships and threats that exist in the wider world all too well, and providing reliable protection against the dangers other adventurers may encounter. Many weapon merchants sell all inventory that would be available to their quality or lower, but some further specialize, focusing on a particular type of weaponry such as bows or axes.



### WEAPONS MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Atrocious	Hammer	1 gp	1d4 x 2	PHB 150	–
	Pole, 10-foot	5 cp	1d4 x 2	PHB 150	–
Poor	Ammunition	*varies	1d4 x 40	PHB 150	Prices are as listed in the PHB
	Simple melee weapons	*varies	1d4 x 15	PHB 149	Prices are as listed in the PHB
	Simple ranged weapons	*varies	1d4 x 15	PHB 149	Prices are as listed in the PHB
	Whetstone	1 cp	1d4 x 10	PHB 150	–
Medium	Martial melee weapons	*varies	1d4 x 10	PHB 149	Prices are as listed in the PHB
	Quiver	1 gp	1d4 x 2	PHB 150	–
	Smith's tools	20 gp	1d4	PHB 154	–
Good	Ammunition, +1	500 gp* / 20	1d4 x 20	DMG 150	Must also pay the cost of the base ammunition
	Javelin of lightning	500 gp	Only 1, ever	DMG 178	–
	Martial ranged weapons	*varies	1d4 x 10	PHB 149	Prices are as listed in the PHB
	Quiver of Ehlonna	500 gp	Only 1, ever	DMG 189	–
	Ram, portable	4 gp	1d4	PHB 150	–
	Sheath	8 gp	1d4 x 2	–	Ornate leather holster for a dagger or sword
	Shield	10 gp	1d4 x 2	PHB 145	–
	Weapon, +1	500 gp*	Only 1d4, ever	DMG 213	Must also pay the cost of the base weapon
Excellent	Weapon of warning, any	500 gp*	Only 1, ever	DMG 213	Must also pay the cost of the base weapon
	Ammunition, +2	5,000 gp* / 20	1d4 x 10	DMG 150	Must also pay the cost of the base ammunition
	Flame tongue, any	5,000 gp*	Only 1, ever	DMG 170	Must also pay the cost of the base weapon
	Frost brand, any	50,000 gp*	Only 1, ever	DMG 171	Must also pay the cost of the base weapon
	Oathbow	50,000 gp	Only 1, ever	DMG 183	–
	Sword of sharpness, any	50,000 gp*	Only 1, ever	DMG 206	Must also pay the cost of the base weapon
	Vicious weapon, any	5,000 gp*	Only 1, ever	DMG 209	Must also pay the cost of the base weapon
	Weapon, +2	5,000 gp*	Only 1d4 – 1, ever	DMG 213	Must also pay the cost of the base weapon

# LEGENDARY MERCHANTS

The following merchants are only available by rolling them on the Legendary Merchants table. Any Stronghold ability that would allow you to select a merchant may not be used to select a legendary merchant.

## ASTRAL TRAVELER

An old magus with a trailing grey beard sits at a crossroads, smoke curling from a long-stemmed pipe. He watches passers-by with eyes bluer than blue, sparkling with a deep, inner magic. Those that look closely with the right kind of sight can see subtle tears in reality around him, a distortion of light and being marking him as here, yet *not*. When held to any kind of scrutiny, the magus ignores it and blows a perfect cube of pipe-smoke.

An astral traveler has seen more than most beings will in several lifetimes. They have tasted pains and delights belonging to realities far removed from the Prime Material, and have set foot where both celestials and fiends fear to find themselves. Naturally, an astral traveler has come across plenty of souvenirs in their journeying, and are willing to part with a few of them for the right amount of coin.



### ASTRAL TRAVELER LEGENDARY MERCHANT

Quality	Items	Price	Quantity	Page	Notes	
Medium	Astral diamond	10,000 gp / ea.	Unlimited	–	May be used as a valid form of currency	
	Bag of holding	500 gp	Only 1d4, ever	DMG 153	–	
	Elemental compass	500 gp	Only 1, ever	–	Points to nearest portal to an elemental plane	
	Everbountiful soup kettle	500 gp	1d4 – 1	–	Once per day: turns 2 gal. of water into enough soup to feed 6 people	
	Hourglass	25 gp	1d4 x 2	PHB 150	–	
	Jar of preserving	500 gp	1d4 – 1	–	Anything in jar does not age or require food/air	
	Mirror, steel	5 gp	1d4	PHB 150	–	
	Obsidian mortar and pestle	250 gp	1d4 – 1	–	Can grind any non-magical item to powder in 1d4 rounds	
	Oil of etherealness	2,500 gp	1d4 – 1	DMG 183	Confers the effects of the <i>etherealness</i> spell	
	Potion of gaseous form	2,500 gp	1d4 – 1	DMG 187	Confers the effects of the <i>gaseous form</i> spell	
	Potion of water breathing	250 gp	1d4	DMG 188	Allows you to breathe water for up to an hour	
	Spell: Teleport	490 gp	3 spells / day	PHB 281	Teleports to a location on the same plane	
	Spell: Teleportation circle	350 gp	3 spells / day	PHB 281	Paying 20 times the cost allows you to create a permanent teleportation circle at your location	
	Good	Amulet of the planes	50,000 gp	Only 1, ever	DMG 150	–
		Cube of force	5,000 gp	Only 1, ever	DMG 159	–
Disintegration chamber		5,000 gp	Only 1, ever	–	Anything fully within this 1 ft. x 1 ft. x 1 ft. box is affected by a casting of the spell <i>disintegrate</i>	
Gem of seeing		5,000 gp	Only 1, ever	DMG 172	–	
Portable hole		5,000 gp	Only 1d4 – 1, ever	DMG 185	–	
Spell: Control weather		640 gp	3 spells / day	PHB 228	Changes the weather to conditions you dictate	
Spell: Planar ally		360 gp	3 spells / day	PHB 265	Summoned creature is free to act as it pleases	
Spell: Plane shift		515 gp	3 spells / day	PHB 266	Teleports to a location on a different plane	
Excellent	Cubic gate	500,000 gp	Only 1, ever	DMG 160	–	
	Iron flask	500,000 gp	Only 1, ever	DMG 178	Your DM decides what is within the iron flask	
	Spell: Astral projection	3,010 gp*	3 spells / day	PHB 215	Add 2,200 gp to the cost for each creature this spell affects after the first, besides the caster	
	Spell: Gate	1,310 gp	3 spells / day	PHB 244	Opens a stable portal to another plane	
	Well of many worlds	500,000 gp	Only 1, ever	DMG 213	–	



## ENCHANTMENTS

Clothed in a cowl and long, flowing robes, a female human focuses her will, bending innate magic around her and focusing it into a single, cohesive thought-form. Glowing placidly, the thought-form floats before her, ready to be bound into a weapon, empowering it permanently with a figment of her magical will. As she works, a cluster of astounded village children and skeptical elders crowd around her roadside stall, but the human is either deep in thought or pretending not to notice.

A scruffy male gnome, beard and hair frizzed out in every direction, attends with his set of tinker's tools to a battle axe laid out before him. His immense scientific mind calculates the energy flow intrinsic to the powerful weapon, and devises the particular method required for generating a self-sustaining magical current within it. Wiring up the axe to an etheric battery of his own design, the gnome activates it, and the axe begins to hum with a distinctly magical vibration.

Legendary merchants that deal in enchantments are by definition a rarity, but a welcome sight in any town they visit. Enchantments these merchants apply may be bound to any non-magical or magical item, and a non-magical item affected by an enchantment becomes magical and requires attunement. An item can have a maximum of one enchantment from each of the three categories, and no more than three enchantments total at any time. Applying a new enchantment in the same category overrides the previous enchantment.



### ENCHANTMENTS LEGENDARY MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Medium	Random minor enchantment	100 gp	3 enchants / day	–	Rolled on the table below
	Random major enchantment	500 gp	3 enchants / day	–	Rolled on the table below
Good	Chosen minor enchantment	300 gp	3 enchants / day	–	Chosen on the table below
	Chosen major enchantment	1,500 gp	3 enchants / day	–	Chosen on the table below
	Random legendary enchantment	5,000 gp	3 enchants / day	–	Rolled on the table below
Excellent	Chosen legendary enchantment	15,000 gp	3 enchants / day	–	Chosen on the table below

#### d8 Minor Enchantments

- Beacon.** Bonus action: Item sheds bright light in 10-foot radius, dim light for additional 10 feet. May extinguish with another bonus action.
- Compass.** Action: Learn which way is north.
- Gleaming.** This item never gets dirty.
- Guardian.** Grants a +2 bonus to initiative.
- Language.** This item grants knowledge of a specific language chosen by the DM.
- Sentinel.** Item glows when within 120 feet of a specific type of creature chosen by the DM.
- Unbreakable.** This item can only be broken by special means.
- Waterborne.** Item can float in liquid, grants Advantage on checks to swim.

#### Major Enchantments

- Transforming.** Action: Item changes into another item of the same type. A sword may turn into a different sword, or a pair of boots may turn into shoes.
- Spider-Touched.** Grants a climb speed equal to your movement speed.
- Unseen.** Item is permanently invisible.
- Fleet.** Grants a +10 foot bonus to movement speed.
- Flight.** Action: Gain a flight speed equal to your movement speed until the end of your turn.
- Glibness.** Action: Gain advantage on all Charisma checks made within the next minute. Refreshes with long rest.
- Night-Eye.** Grants darkvision out to 60 feet, or increases it by 60 feet.
- Warding.** Reaction: Gain advantage on a saving throw. Short rest refresh.

#### Legendary Enchantments

- Fearful.** Bonus action: Adjacent creature must make a DC 15 Wisdom saving throw or be frightened of you until the end of your next turn. Short rest refresh.
- Teleport.** Bonus action: Teleport up to 15 feet in any direction.
- Silent.** Grants a +10 bonus to Stealth.
- Lucky.** Can add 1d10 to any check, save, or attack. Short rest refresh.
- Wall-Walker.** Bonus action: Can pass through solid objects until end of turn, which ejects you. Short rest refresh.
- Vitality.** Grants immunity to disease, poisons, and poison damage.
- True-Seeing.** Grants truesight out to 60 feet, or increases it by 60 feet.
- Fortitude.** Increases your hit point maximum by 15.

## FEY BARGAINS

Sitting on a worn stump in a clear grove, a faun with large, pronounced, pronged horns plays an ephemeral tune on a hollow wooden pipe. In this place, sacred to the fey, the faun waits for the occasional adventurous wanderer, hunter, or forager delving too deep into the woods. The faun has wares he would trade, and many simple favors he would ask.

Wearing a cloak of leaves that sweeps the ground as she walks, a female eladrin has a motley collection of wares spread wide across her wooden tabletop at a local market. She smiles at all who approach, and is quick to inform those who visit of her no-currency policy. It is only when her customers are deep into negotiations that her eyes sparkle with a hidden malice, and those bartering may begin to suspect she is more than she seems.

Holding little interest in coin, the fey prefer to trade in favors, sealed by a *geas* spell, to compell their customers to act in certain ways. As such, fey bargains have no currency cost, but have an associated price in geases, rolled randomly on the Geas tables below. If a geas would not apply for whatever reason, reroll until you receive a geas that does. These geases must be known by the customer before they are agreed upon and, though the fey may not lie, they may attempt to egregiously mislead those with which they deal. Fey merchants will only typically trade one item per person for geases, considering overburdening their customers with geases to be impractical.



### FEY BARGAINS LEGENDARY MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Medium	<i>Bag of tricks, rust</i>	1 geas	Only 1, ever	DMG 154	–
	<i>Boots of elvenkind</i>	1 geas	Only 1, ever	DMG 155	–
	<i>Bracers of archery</i>	1 geas	Only 1, ever	DMG 156	–
	<i>Cloak of elvenkind</i>	1 geas	Only 1, ever	DMG 158	–
	<i>Gloves of thievery</i>	1 geas	Only 1, ever	DMG 172	–
	<i>Quiver of Ehlonna</i>	1 geas	Only 1, ever	DMG 189	–
	<i>Sentinel shield</i>	1 geas	Only 1, ever	DMG 199	–
Good	<i>Cloak of displacement</i>	2 geases	Only 1, ever	DMG 158	–
	<i>Glamored studded leather</i>	2 geases	Only 1, ever	DMG 172	–
	<i>Ring of animal influence</i>	2 geases	Only 1, ever	DMG 189	–
	<i>Rod of the pact keeper +2</i>	2 geases	Only 1, ever	DMG 197	–
	Warlock pact	3 geases	Unlimited	PHB 105	Grants 1st level of warlock class, Archfey patron
Excellent	<i>Instrument of the bards, Anstruth harp</i>	2 geases	Only 1, ever	DMG 176	–
	<i>Oathbow</i>	2 geases	Only 1, ever	DMG 183	–
	<i>Ring of invisibility</i>	3 geases	Only 1, ever	DMG 191	–
	<i>Scimitar of speed</i>	2 geases	Only 1, ever	DMG 199	–
	<i>Vorpal sword, any</i>	3 geases	Only 1, ever	DMG 209	–

d20

Geas

- 1 Give your first-born child to the merchant.
- 2 Slay a particular fey, bring the merchant their head.
- 3 Play a harmless trick on a specific powerful ruler.
- 4 Fake your own death, and assume a new identity.
- 5 Give the merchant 1d4 of your happiest memories.
- 6 Steal a specific powerful item for the merchant.
- 7 Give the merchant a syllable of your name.
- 8 Never touch iron, or take 10d10 radiant damage.
- 9 Live as a fey hunting-dog for seven days.
- 10 Become permanently charmed by the merchant.

d20

Geas

- 11 Trade the merchant a simple lock of your hair.
- 12 Bring the merchant a specific child, not your own.
- 13 Tell the merchant your single darkest secret.
- 14 Betray your friends in a specific way.
- 15 Drink a mysterious potion the merchant offers you.
- 16 You can speak only in rhyme for the next seven days.
- 17 Lose proficiency in one instrument or artisan's tools.
- 18 Trade an aspect of your beauty to the merchant.
- 19 Lose a specific, unmentioned, item on your person.
- 20 If you use a specific word, a nearby object breaks.

## MAGIC ITEMS

Stroking the end of his long, white, curled beard, a gnome wearing a pointy hat sits at the open back end of his caravan wagon. Painted above him is a rough wooden sign advertising his wagon-based shop, and the noise of magical shimmering from errant enchantments cascades gently through the wagon behind him.

Placing a gentle hand upon a silver ring, a high elf concentrates her magical energies on the runed circle in which the ring resides. Using her other hand to sprinkle residuum around the edges, the circle suddenly ignites in a bright flash of arcane power, leaving her shop smelling faintly of ozone. Removing her hand, she smiles as she observes the ring, now shimmering and pulsing with a subtle eldritch resonance.

A rarity in many worlds, merchants with this specialty are often highly sought after. Magic items are always hard to make, and a merchant selling magical items may not carry the full list of items displayed here, occasionally having on-hand five or six items from each quality that is available to them.



### MAGIC ITEMS LEGENDARY MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Medium	<i>Bag of tricks, grey</i>	500 gp	Only 1, ever	DMG 154	–
	<i>Dust of dryness</i>	250 gp	Only 1d4, ever	DMG 166	–
	<i>Figurine of wondrous power, silver raven</i>	500 gp	Only 1, ever	DMG 170	–
	<i>Immovable rod</i>	500 gp	Only 1, ever	DMG 175	–
	<i>Ring of mind shielding</i>	500 gp	Only 1, ever	DMG 191	–
	<i>Robe of useful items</i>	500 gp	Only 1, ever	DMG 195	–
	<i>Rope of climbing</i>	500 gp	Only 1, ever	DMG 197	–
	<i>Sending stones</i>	500 gp	Only 1 set, ever	DMG 199	–
	<i>Wind fan</i>	500 gp	Only 1, ever	DMG 213	–
		Additional items	*varies	–	DMG 146
Good	<i>Bag of beans</i>	5,000 gp	Only 1, ever	DMG 152	–
	<i>Broom of flying</i>	500 gp	Only 1, ever	DMG 156	–
	<i>Crystal ball</i>	50,000 gp	Only 1, ever	DMG 159	–
	<i>Deck of illusions</i>	500 gp	Only 1 set, ever	DMG 161	–
	<i>Figurine of wondrous power, ivory goats</i>	5,000 gp	Only 1 set, ever	DMG 169	–
	<i>Figurine of wondrous power, onyx dog</i>	5,000 gp	Only 1, ever	DMG 170	–
	<i>Portable hole</i>	5,000 gp	Only 1d4 – 1, ever	DMG 185	–
	<i>Ring of feather falling</i>	500 gp	Only 1, ever	DMG 193	–
	<i>Ring of free action</i>	5,000 gp	Only 1, ever	DMG 191	–
	<i>Ring of the ram</i>	5,000 gp	Only 1, ever	DMG 191	–
	<i>Staff of charming</i>	5,000 gp	Only 1, ever	DMG 201	–
	<i>Wand of magic missiles</i>	5,000 gp	Only 1, ever	DMG 211	–
	<i>Wand of wonder</i>	5,000 gp	Only 1, ever	DMG 212	–
	Additional items	*varies	–	DMG 147	Up to 5 items found on Magic Item Table G
Excellent	<i>Animated shield</i>	50,000 gp	Only 1, ever	DMG 151	–
	<i>Cloak of arachnida</i>	50,000 gp	Only 1, ever	DMG 158	–
	<i>Dancing sword, any</i>	50,000 gp	Only 1, ever	DMG 161	–
	<i>Nolzur's marvelous pigments</i>	50,000 gp	Only 1, ever	DMG 183	–
	<i>Staff of fire</i>	50,000 gp	Only 1, ever	DMG 201	–
	<i>Wand of the war mage +3</i>	50,000 gp	Only 1, ever	DMG 212	–
		Additional items	*varies	–	DMG 148

## MAGICAL CREATURES

A jovial male human, old and wizened, wears a roped turban and pipes a jaunty tune in the far corner of an open marketplace. Before him dances a lithe, golden flying serpent, which twists and coils in response to the man's music.

Sitting at the open end of her wagon, a female copper-scaled dragonborn watches the crowds pass her by. She waits patiently, attempting not to attract too much or too little notice, as her cargo of vibrantly-glimmering dragon eggs shimmers gently in the covered wagon's soft light.

Magical beasts are, by their nature, hard to control or tame, and only a select few individuals have the ability to coax such creatures into following and listening to them. Of these, fewer still have the predilection to sell such creatures, but merchants of magical creatures are highly sought-after wherever they may find themselves. These merchants usually don't have the full inventory listed here, and most often only have up to three creatures available per quality category.

Sold creatures are usually tame, but may not be, if marked otherwise. Untamed magical creatures may require Animal Handling checks to interact with them favorably, usually with a DC of 15 or 20 depending on the task demanded of them. These creatures may become tamed over time, at your DM's discretion.



### MAGICAL CREATURES LEGENDARY MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Medium	Bit and bridle	2 gp	1d4 x 2	PHB 157	–
	Dire wolf	450 gp	1d4	MM 321	–
	Elk	60 gp	1d4	MM 322	–
	Feed, animal	5 cp / day	1d4 x 30 days	PHB 157	–
	Flying snake	2 gp	1d4	MM 322	–
	Giant fire beetle	2 gp	1d4 x 2	MM 325	–
	Giant goat	300 gp	1d4	MM 326	–
	Giant lizard	350 gp	1d4	MM 326	–
	Giant wolf spider	400 gp	1d4 – 1	MM 330	–
	Saddle, exotic	60 gp	1d4 + 1	PHB 157	–
Good	Awakened shrub	25 gp	1d4	MM 317	–
	Blink dog	250 gp	1d4 – 1	MM 318	–
	Cockatrice	650 gp	1d4 – 1	MM 42	Untamed
	Dragon egg	750 gp	1d4 – 1	–	Hatches with proper care after 90 days
	Gelatinous cube	300 gp	1d4 – 1	MM 242	Untamed
	Giant bat	250 gp	1d4 – 1	MM 323	–
	Giant eagle	500 gp	1d4 – 1	MM 324	–
	Giant sea horse	500 gp	1d4 – 1	MM 328	Only sold if adjacent to a body of water
	Griffon	750 gp	1d4 – 1	MM 174	–
	Owlbear	750 gp	1d4 – 1	MM 249	Untamed
	Pegasus	750 gp	1d4 – 1	MM 250	–
	Pseudodragon	175 gp	1d4 – 1	MM 254	–
	Worg	300 gp	1d4 – 1	MM 341	–
Excellent	Basilisk	1,000 gp	1d4 – 1	MM 24	Untamed
	Bulette	1,500 gp	1d4 – 1	MM 34	Untamed
	Carrion crawler	800 gp	1d4 – 1	MM 37	Untamed
	Death dog	800 gp	1d4 – 1	MM 321	Untamed
	Displacer beast	1,250 gp	1d4 – 1	MM 81	Untamed
	Dragon wyrmling	2,500 gp	1d4 – 2	MM 88-118	Untamed; may be of any color
	Gorgon	1,500 gp	1d4 – 2	MM 171	Untamed
	Manticore	1,000 gp	1d4 – 2	MM 213	Untamed
	Mimic	800 gp	1d4	MM 220	Untamed
	Otyugh	1,250 gp	1d4 – 1	MM 248	Untamed
	Rust monster	800 gp	1d4 – 1	MM 262	Untamed
	Unicorn	1,750 gp	1d4 – 2	MM 294	Untamed, except to those pure of heart

## NECROMANCY

Seated atop a large burial mound, a young male human wears a skeletal mask with his hair tied back. Every night finds him here, waiting for either the call of the spirits, or for interested customers to seek his wares.

After slumbering in near-death for centuries, a lich awoke to find a city had been built on top of his ancient dungeon. Rather than vow revenge against the living, however, the lich was of a more practical mind, building his dungeon into a shop for all comers, to finance the dread experiments that are no doubt taking place below.

The relationship between necromancers and wider society is often troubled, at best, but that doesn't stop an enterprising few from building a niche market among the grave-minded. Both the dead and the living have needs, after all, and the exchange of coin facilitates everyone's needs being met. Depending on location and the area's dominant moral set, the exchange of necromantic goods and services may be illegal, merely frowned upon, or a normal and accepted part of everyday life.



### NECROMANCY LEGENDARY MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Medium	Acid	25 gp / vial	1d4 x 5 vials	PHB 150	–
	Arcane focus	*varies	1d4	PHB 150	Prices are as listed in the PHB
	<i>Dust of dryness</i>	250 gp	Only 1d4, ever	DMG 166	–
	Candle	1 cp	1d4 x 10	PHB 150	Comes in black, grey, white, or red
	Chain	5 gp / 10 feet	1d4 x 20 feet	PHB 150	–
	Chalk	1 cp / piece	1d4 x 10 pieces	PHB 150	Comes in black, grey, white, or red
	Component pouch	25 gp	1d4	PHB 150	–
	Corpse, dead	4 gp	1d4 x 4	–	An intact corpse perfect for necromancy
	Dagger, ritual	2 gp	1d4 x 2	PHB 148	Has an oddly curved design
	Flesh	1 sp / lb.	1d4 x 20 lbs.	–	Best not to ask...
	Holy symbol	*varies	1d4	PHB 150	Prices are as listed in the PHB
	Hourglass	25 gp	1d4 x 2	PHB 150	–
	Incense	1 sp / block	1d4 x 20 blocks	–	Thick, musky, and pungent
	Lock	10 gp	1d4	PHB 150	–
	Manacles	2 gp	1d4 x 2	PHB 150	–
	Poison, basic	100 gp / vial	1d4 vials	PHB 150	Injury; can inflict 1d4 poison damage
	Shovel	2 gp	1d4 x 2	PHB 150	–
	<i>Spell: Animate dead</i>	90 gp	3 spells / day	PHB 212	3rd level; dead follow your commands for a day
	<i>Spell: Gentle repose</i>	40 gp	3 spells / day	PHB 245	Stops decay in a corpse, prevents undeath
	<i>Spell: Raise dead</i>	1,250 gp	3 spells / day	PHB 270	Returns a dead corpse to life
	<i>Spell: Speak with dead</i>	90 gp	3 spells / day	PHB 277	Allows you to speak to one non-undead corpse
	Spellbook, blank	50 gp	1d4	PHB 150	–
	Weaver's tools	1 gp	1d4	PHB 154	–
Good	<i>Amulet of health</i>	5,000 gp	Only 1, ever	DMG 150	–
	<i>Cloak of the bat</i>	5,000 gp	Only 1, ever	DMG 159	–
	Bottomless bag of bones	500 gp	Only 1, ever	–	Contains an unlimited number of corpses only for use as raised minions in necromancy spells
	Mask, plague doctor	50 gp	1d4 – 1	–	Durable leather, with a long beak
	Mask, skull	45 gp	1d4 – 1	–	Made of actual bone
	<i>Pipes of haunting</i>	500 gp	Only 1, ever	DMG 185	–
	<i>Spell: Create undead</i>	1,260 gp	3 spells / day	PHB 229	6th level; dead follow your commands for a day
	<i>Spell: Resurrection</i>	2,490 gp	3 spells / day	PHB 272	More potent way of restoring the dead to life
	<i>Wand of fear</i>	5,000 gp	Only 1, ever	DMG 210	–
	Excellent	<i>Manual of golems, flesh</i>	50,000 gp	Only 1, ever	DMG 180
<i>Potion of longevity</i>		25,000 gp	Only 1d4, ever	DMG 188	Reduces your age by 1d6 + 6 years, usually
<i>Spell: Clone</i>		2,840 gp	3 spells / day	PHB 222	Safeguards against death after 120 days

## NEEDFUL THINGS

A handsome young high elf stands amongst his wares in a brand-new stall, recently opened within the marketplace. Though new to town, he has already acquired a reputation for outlandish deals, coupled with strange requests, and only the most perceptive among the locals have noticed a hint of brimstone to the incense that burns within his shop.

Seated on a stool at a crossroads, an impeccably dressed gentleman holds a wooden case in his lap. Surprisingly, its contents always seem to be exactly what his customers desire, and he's more than willing to part with it for a fair price, and the smallest of favors.

The fiends of Hell are no strangers to business, and occasionally take part in the financial dealings of the mortal world to spread discord and their own influence. Money, however, is not an object to these disguised merchants from down below, and they will gladly offer a discount if the purchaser agrees to perform a favor or two that will further the many agendas of Hell.

If a player is willing to undertake favors for this merchant, roll for random favors on the Inconsequential Favors tables, below. This merchant automatically knows when favors have been completed, and will reduce the price of one item the player desires by half. An item avail-



able to a medium quality merchant requires only one favor to achieve this discount, while items in the good merchant quality category require two favors, and excellent merchant items require three favors. The merchants of Hell will also only discount one item per buyer per day, preferring to string along prospective buyers into long campaigns of imperceptibly evil actions.

### NEEDFUL THINGS LEGENDARY MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Medium	<i>Bag of holding</i>	500 gp	Only 1d4, ever	DMG 153	–
	<i>Bag of tricks, tan</i>	500 gp	Only 1, ever	DMG 154	–
	<i>Daern's instant fortress</i>	5,000 gp	Only 1, ever	DMG 160	–
	<i>Iron bands of Bilarro</i>	5,000 gp	Only 1, ever	DMG 177	–
	<i>Mace of terror</i>	5,000 gp	Only 1, ever	DMG 180	–
	<i>Rod of rulership</i>	5,000 gp	Only 1, ever	DMG 197	–
	<i>Sword of life stealing</i>	5,000 gp	Only 1, ever	DMG 206	–
	<i>Wand of fireballs</i>	5,000 gp	Only 1, ever	DMG 210	–
	Any desired item	*varies	1d4 add. items	–	Item quality no greater than rare
Good	<i>Belt of giant strength, fire</i>	50,000 gp	Only 1, ever	DMG 155	–
	<i>Demon armor</i>	50,000 gp	Only 1, ever	DMG 167	–
	<i>Figurine of wondrous power, obsidian steed</i>	50,000 gp	Only 1, ever	DMG 170	–
	<i>loun stone, intellect</i>	50,000 gp	Only 1, ever	DMG 176	–
	Any desired item	*varies	1d4 add. items	–	Item quality no greater than very rare
	Warlock pact	50,000 gp	Unlimited	PHB 105	Grants 1st level of warlock class, Fiend patron
Excellent	<i>Instrument of the bards, ollamh harp</i>	500,000 gp	Only 1, ever	DMG 176	–
	<i>Iron flask</i>	500,000 gp	Only 1, ever	DMG 178	Your DM decides what is within the iron flask
	<i>Talisman of ultimate evil</i>	500,000 gp	Only 1, ever	DMG 207	–
	Any desired item	*varies	1d4 add. items	–	Whatever the purchaser desires, of any quality

#### d20 Inconsequential Favors

- 1 Dump a suspicious vial in a nearby well.
- 2 Smear a pentagram of blood at a specific holy site.
- 3 Loosen the wheels on a nearby wagon.
- 4 Convince a child a prize awaits in the wilderness.
- 5 Remove the head and hands of a specific statue.
- 6 Toss a bag of mice into the local mill.
- 7 Coat the inn's woodpile in lamp oil.
- 8 Leave a slaughtered black goat in the town square.
- 9 Publicly accuse a priest of practicing dark magic.
- 10 Spread rumors of a married couple's infidelity.

#### d20 Inconsequential Favors

- 11 Eat whole a buzzing, wriggling, live horsefly.
- 12 Say a specific fiend's name into the mirror, thrice.
- 13 Kill a noble's pet, leave it where it will be found.
- 14 Publicly set alight a specific holy book.
- 15 Steal a local relic, leave it in a feed trough.
- 16 Instigate a bloody fight between complete strangers.
- 17 Set a specific bridge on fire.
- 18 Dig up a specific corpse, hide its parts around town.
- 19 Steal food from a specific poor family, throw it away.
- 20 Roll twice again, disregarding 20. Favor involves both.

## TIME-LOST

Wandering a long, winding road, an armored human male with a tiny dragonling upon his shoulder clutches a small, colored rectangle of strange material, staring at it intently. Briefly he holds it aloft, waves it slowly around, and then shakes it violently before sighing and placing it in a pouch at his side. As he opens the pouch, a careful onlooker could spot a wealth of similar strange creations and contraptions, before the human quickly and carefully ties his pouch shut.

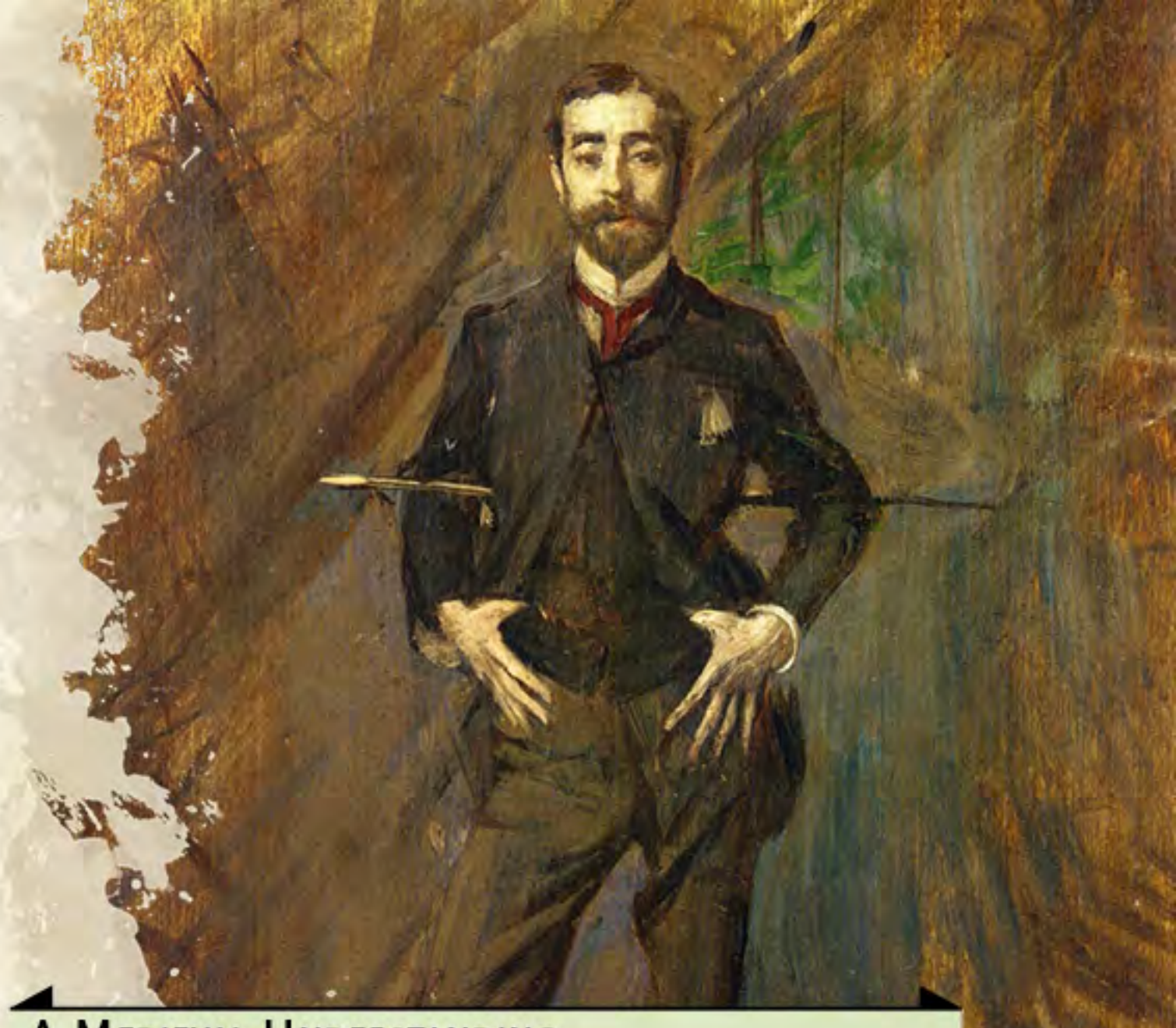
Set up adjacent to an inn, a man with tossed hair and a surprisingly vivid bow-tie has a collection of odd wares spread across a ramshackle wooden table that appears inexpertly cobbled together. Behind the man lies, on its side, an oblong and smoldering blue box, into which he reaches periodically to retrieve new goods, appraising each in turn before shrugging and placing them upon his slapshod table.

As some arcanists and scholars of the immaterial know, planar travel is not the only method for exploring the multiverse. Through either a quirk of reality or their own design, few denizens of a future time may stumble into the past. These individuals almost always have returning to their native time as their driving goal, and may be willing to trade away some of their foreign resources to gain the currency they need to achieve this end.

**Electric Torch.** When activated, casts bright light in a 120-foot cone, and dim light 120 feet after that. Comes with an energy cell, and can run for 12 hours continuously before requiring the cell replaced to function.

**Entertainment Pad.** This small, smooth rectangle has a panel that lights up and responds to touch. When activated, it can play one of 5d10 outlandish songs and contains 1d10 different types of games or distractions. Comes with an energy cell, and can run for 6 hours continuously before requiring the cell replaced to function.

**Jetpack.** When activated as a bonus action, you fly a



### A MEDIEVAL UNDERSTANDING


While undoubtedly players will grasp the general idea behind the items listed here, their characters are a different story. It's thus highly recommended that you use the Figuring Out Alien Technology table and associated rules on page 268 of the *Dungeon Master's Guide* to illustrate this disconnect for any item labeled as "tech." The number rating associated with tech represents the successes needed to figure out an item, and more difficult technology requires more successes.

Understanding how an item works is the first step to gaining proficiency with it. To acquire proficiency, you must train with the item for 250 days, spending 1 gp on training costs per day. Refer to the Training downtime activity on page 187 of the *Player's Handbook* for any further specifics.

distance equal to 2d10 x 5 feet in a direction you choose. Unless you have a fly speed or this item is activated again immediately, you will begin to fall at the start of your next turn. Comes with an energy cell, and can be used 10 times before requiring the cell replaced to function.

### TIME-LOST LEGENDARY MERCHANT

Quality	Items	Price	Quantity	Page	Notes
Medium	Calculator	60 gp	1d4 – 1	–	Tech (2); performs mathematical functions
	Electric torch	50 gp	1d4 – 1	–	Tech (1)
	Entertainment pad	150 gp	1d4 – 1	–	Tech (3)
	Energy cell	15 gp / each	1d4 x 4	DMG 268	–
	Sending stones	500 gp	Only 1 set, ever	DMG 199	Made of a strange, smooth, colored substance
Good	Wristwatch	55 gp	Only 1, ever	–	Reliably tells the time of day, runs on motion
	Bead of force	5,000 gp / 6	Only 6, ever	DMG 154	–
	Boots of levitation	5,000 gp	Only 1 set, ever	DMG 155	–
	Cube of force	5,000 gp	Only 1, ever	DMG 151	–
	Goggles of night	5,000 gp	Only 1, ever	DMG 172	–
	Grenade, fragmentation	300 gp / each	1d4 x 2	DMG 268	Tech (2)
	Grenade, smoke	250 gp / each	1d4 x 2	DMG 268	Tech (2)
	Jetpack	3,500 gp	Only 1, ever	–	Tech (4)
	Laser pistol	3,000 gp	Only 1, ever	DMG 268	Tech (4)
	Laser rifle	4,500 gp	Only 1, ever	DMG 268	Tech (4)
Excellent	Antimatter rifle	6,500 gp	Only 1, ever	DMG 268	Tech (4)
	Apparatus of Kwalish	500,000 gp	Only 1, ever	DMG 159	–
	Cloak of invisibility	500,000 gp	Only 1, ever	DMG 158	–
	Grenade launcher	5,500 gp	Only 1, ever	DMG 268	Tech (4)
	Screwdriver, acoustic	1,250 gp	Only 1, ever	–	Tech (3); Grants adv. on thieves' tools checks
	Tome of clear thought	50,000 gp	Only 1, ever	DMG 208	Title: "Introduction to Quantum Physics"
	Tome of understanding	50,000 gp	Only 1, ever	DMG 209	Title: "Farmer's Almanac"



## CREDITS:

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