



Blacksmith/Armory

Hard Sell (daily) at 1000 gp (Cheap: 750 gp, Expensive: 1500)
Selling Cap (daily) at 2000 gp (Cheap: 1500 gp, Expensive: 3000 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Armor]							
<i>Light Armor</i>							
Studded Leather	45 gp	33 gp	68 gp				X
<i>Medium Armor</i>							
Chain Shirt	50 gp	38 gp	75 gp	X	X	X	X
Scale Mail	50 gp	38 gp	75 gp			X	X
Breastplate	400 gp	300 gp	600 gp	X	X	X	X
Half Plate	750 gp	562 gp	1125 gp				X
<i>Heavy Armor</i>							
Ring Mail	30 gp	22 gp	45 gp		X	X	X
Chain Mail	75 gp	56 gp	113 gp	X	X	X	X
Splint	200 gp	150 gp	300 gp			X	X
Plate	1500 gp	1125 gp	2250 gp				X
<i>Shield</i>							
Shield	10 gp	7 gp	15 gp	X	X	X	X
[Weapons]							
<i>Simple Melee Weapons</i>							
Dagger	2 gp	1 gp	3 gp	X	X	X	X
Handaxe	5 gp	3 gp	8 gp	X	X	X	X
Javelin	5 gp	3 gp	8 gp			X	X
Light Hammer	2 gp	1 gp	3 gp			X	X
Mace	5 gp	3 gp	8 gp		X	X	X
Sickle	1 gp	7 sp	2 gp			X	X
Spear	1 gp	7 sp	2 gp	X	X	X	X
<i>Martial Melee Weapons</i>							
Battleaxe	10 gp	7 gp	15 gp	X	X	X	X
Flail	10 gp	7 gp	15 gp			X	X
Glaive	20 gp	15 gp	30 gp			X	X
Greataxe	30 gp	22 gp	45 gp		X	X	X
Greatsword	50 gp	38 gp	75 gp	X	X	X	X
Halberd	20 gp	15 gp	30 gp			X	X
Lance	10 gp	7 gp	15 gp				X
Longsword	15 gp	11 gp	22 gp	X	X	X	X
Maul	10 gp	7 gp	15 gp			X	X
Morningstar	15 gp	11 gp	22 gp			X	X
Pike	5 gp	3 gp	8 gp		X	X	X
Rapier	25 gp	18 gp	38 gp				X
Scimitar	25 gp	18 gp	38 gp			X	X
Shortsword	10 gp	7 gp	15 gp	X	X	X	X
Trident	5 gp	3 gp	8 gp				X
War Pick	5 gp	3 gp	8 gp			X	X
Warhammer	15 gp	11 gp	22 gp		X	X	X
[Adventuring Gear]							
Ball Bearings (bag of 1,000)	1 gp	7 sp	2 gp		X	X	X
Bell	1 gp	7 sp	2 gp		X	X	X
Block and Tackle	1 gp	7 sp	2 gp			X	X
Chain (10 feet)	5 gp	3 gp	8 gp	X	X	X	X
Crowbar	2 gp	1 gp	3 gp	X	X	X	X
Grappling Hook	2 gp	1 gp	3 gp			X	X
Hammer	1 gp	7 sp	2 gp	X	X	X	X
Hammer, Sledge	2 gp	1 gp	3 gp		X	X	X
Hunting Trap	5 gp	3 gp	8 gp		X	X	X
Lamp	5 sp	3 sp	8 sp		X	X	X
Lantern, Bullseye	10 gp	7 gp	15 gp				X
Lantern, Hooded	5 gp	3 gp	8 gp			X	X
Lock	10 gp	7 gp	15 gp		X	X	X
Manacles	2 gp	1 gp	3 gp			X	X
Mirror, Steel	5 gp	3 gp	8 gp			X	X

Continued from "Blacksmith/Armory" section...

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
Pick, Miner's	2 gp	1 gp	3 gp			X	X
Piton	5 cp	3 cp	8 cp		X	X	X
Pot, Iron	2 gp	1 gp	3 gp		X	X	
Spikes, Iron	1 gp	7 sp	2 gp			X	X
Whetstone	1 cp	1 cp	2 cp	X	X	X	X
[Tools]							
<i>Artisan's Tools</i>							
Carpenter's Tools	8 gp	6 gp	12 gp		X	X	X
Mason's Tools	10 gp	7 gp	15 gp			X	X
Smith's Tools	20 gp	15 gp	30 gp	X	X	X	X
Tinker's Tools	50 gp	38 gp	75 gp				X
<i>Musical Instrument</i>							
Horn	3 gp	2 gp	5 gp				X



Fletcher/Bowyer

Hard Sell (daily) at 500 gp (Cheap: 375 gp, Expensive: 750)
Selling Cap (daily) at 1000 gp (Cheap: 750 gp, Expensive: 1500 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Weapons]							
<i>Simple Ranged Weapons</i>							
Crossbow, Light	25 gp	18 gp	38 gp		X	X	X
Shortbow	25 gp	18 gp	38 gp	X	X	X	X
<i>Martial Ranged Weapons</i>							
Crossbow, Hand	75 gp	56 gp	113 gp			X	X
Crossbow, Heavy	50 gp	38 gp	75 gp		X	X	X
Longbow	50 gp	38 gp	75 gp	X	X	X	X
[Adventuring Gear]							
<i>Ammunition</i>							
Arrows (20)	1 gp	7 sp	2 gp	X	X	X	X
Crossbow Bolts (20)	1 gp	7 sp	2 gp		X	X	X
Bowstring (5)	2 gp	1 gp	3 gp	X	X	X	X
Case, Crossbow Bolt	1 gp	7 sp	2 gp		X	X	X
Quiver	1 gp	7 sp	2 gp	X	X	X	X



Leatherworker

Hard Sell (daily) at 500 gp (Cheap: 375 gp, Expensive: 750)
Selling Cap (daily) at 1000 gp (Cheap: 750 gp, Expensive: 1500 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Armor]							
<i>Light Armor</i>							
Leather	10 gp	7 gp	15 gp	X	X	X	X
Studded Leather	45 gp	33 gp	68 gp		X	X	X
<i>Medium Armor</i>							
Hide	10 gp	7 gp	15 gp	X	X	X	X
<i>Shield</i>							
Shield	10 gp	7 gp	15 gp			X	X
[Weapons]							
<i>Simple Ranged Weapons</i>							
Sling	1 sp	7 cp	2 sp		X	X	X
[Adventuring Gear]							
Waterskin	2 sp	1 sp	3 sp	X	X	X	X
[Tools]							
<i>Artisan's Tools</i>							
Cobbler's Tools	5 gp	3 gp	8 gp		X	X	X
Leatherworker's Tools	5 gp	3 gp	8 gp	X	X	X	X
<i>Musical Instrument</i>							
Bagpipes	30 gp	22 gp	45 gp				X
Drum	6 gp	4 gp	9 gp			X	X

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Adventuring Gear]							
Alms Box	5 gp	3 gp	8 gp		O	O	O
Bell	1 gp	7 sp	2 gp			X	X
Blanket	5 sp	3 sp	8 sp		X	X	X
Book, Scripture	25 gp	18 gp	38 gp	X	X	X	X
Candle	1 cp	1 cp	2 cp	X	X	X	X
Case, Map or Scroll	1 gp	7 sp	2 gp			X	X
Censer	5 gp	3 gp	8 gp		O	O	O
Chalk (1 piece)	1 cp	1 cp	2 cp		X	X	X
Flask	2 cp	1 cp	3 cp	X	X	X	X
Healer's Kit	5 gp	3 gp	8 gp			X	X
<i>Holy Symbol</i>							
Amulet	5 gp	3 gp	8 gp	X	X	X	X
Emblem	5 gp	3 gp	8 gp	X	X	X	X
Reliquary	5 gp	3 gp	8 gp	X	X	X	X
Holy Water (flask)	25 gp	18 gp	38 gp	X	X	X	X
Incense (1 block)	1 cp	1 cp	2 cp		O	O	O
Ink (1 ounce bottle)	10 gp	7 gp	15 gp			X	X
Ink Pen (Fountain)	3 gp	2 gp	5 gp			X	X
Lamp	5 sp	3 sp	8 sp		X	X	X
Lantern, Hooded	5 gp	3 sp	8 sp				X
Oil (flask)	1 sp	7 cp	2 sp	X	X	X	X
Paper (one sheet)	2 sp	1 sp	3 sp				X
Parchment (one sheet)	1 sp	7 cp	2 sp			X	
Perfume (vial)	5 gp	3 gp	8 gp				X
Potion of Healing	50 gp	38 gp	75 gp				X
Rations (1 day)	5 sp	3 sp	8 sp		X	X	X
Torch	1 cp	1 cp	2 cp	X	X	X	X
Vial	1 gp	7 sp	2 gp	X	X	X	X
Waterskin	2 sp	1 sp	3 sp		X	X	X
[Tools]							
<i>Artisan's Tools</i>							
Calligrapher's Supplies	10 gp	7 gp	15 gp			O	O
Herbalism Kit	5 gp	3 gp	8 gp			X	X
<i>Musical Instrument</i>							
Flute	2 gp	1 gp	3 gp				O
Lyre	30 gp	22 gp	45 gp				O
Horn	3 gp	2 gp	5 gp				O
[Services]							
<i>Spellcasting</i>							
Cure Wounds (lvl 1)	10 gp	7 gp	15 gp	X	X	X	X
Gentle Repose (lvl 2)	50 gp	38 gp	75 gp		X	X	X
Lesser Restoration (lvl 2)	50 gp	38 gp	75 gp	X	X	X	X
Remove Curse (lvl 3)	100 gp	75 gp	150 gp		X	X	X
Revivify (lvl 3)	400 gp	375 gp	450 gp		X	X	X
Raise Dead (lvl 5)	1000 gp	875 gp	1250 gp		X	X	X

Spellcaster Availability

An "O" instead of an "X" indicates only clergy and proven devout members of their associated religion may purchase these items

Locale	Available Spellcasters
Limited	1 Acolyte. No expendable components available, subtract costs of materials if provided. Roll d%; 1-15 is a Commoner (either a pious merchant, or a charlatan posing as a healer) instead of an Acolyte; 80-100 is a Priest instead of an Acolyte, with additional hit dice and caster level equal to 1d4-1.
Rural	1d4 Acolytes, and 1 Priest with additional hit dice and caster level equal to 1d4-1. Expendable components available at a 25% chance, subtract costs of materials if provided.
Urban	2d8+3 Acolytes, and 1d2 Priest with additional hit dice and caster level equal to 1d6-1. Expendable components available at a 55% chance, subtract costs of materials if provided.
Premium	3d10+2 Acolytes, and 1d4 Priests with additional hit dice and caster level equal to 1d6-1. Expendable components available at a 75% chance, subtract costs of materials if provided.

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
Common, Soft Bound	8 gp	6 gp	12 gp	X	X	X	
Common, Hard Bound	10 gp	7 gp	15 gp	X	X	X	X
Uncommon, Soft Bound	15 gp	11 gp	23 gp	X		X	X
Uncommon, Hard Bound	20 gp	14 sp	30 gp	X		X	X
Rare, Soft Bound	30 gp	22 gp	45 gp	X			X
Rare, Hard Bound	50 gp	38 gp	75 gp	X			X

Hard Sell (daily) at 375 gp (Cheap: 281 gp, Expensive: 500)
 Selling Cap (daily) at 750 gp (Cheap: 562 gp, Expensive: 1000 gp)
 Trade goods accepted.



General Store

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Adventuring Gear]							
Abacus	2 gp	1 gp	3 gp			X	X
Barrel	2 gp	1 gp	3 gp		X	X	X
Blanket	5 sp	3 sp	8 sp	X	X	X	X
Bottle, glass	2 gp	1 gp	3 gp		X	X	X
Bucket	5 cp	3 cp	8 cp		X	X	X
Candle	1 cp	1 cp	2 cp	X	X	X	X
Chest	5 gp	3 gp	8 gp			X	X
Clothes, Common	5 sp	3 sp	8 sp		X	X	X
Clothes, Fine	15 gp	11 gp	23 gp				X
Flask or Tankard	2 cp	1 cp	3 cp	X	X	X	X
Ink (1 ounce bottle)	10 gp	7 gp	15 gp	X	X	X	X
Ink Pen (Fountain)	3 gp	2 gp	5 gp			X	X
Journal, Soft Bound, 25 Sheets	7 gp	5 gp	11 gp		X	X	X
Jug or Pitcher	2 cp	1 cp	3 cp	X	X	X	X
Ladder (10-foot)	1 sp	7 cp	2 sp		X	X	X
Lantern, Hooded	5 gp	3 gp	8 gp			X	X
Lamp	5 sp	3 sp	8 sp		X	X	X
Lock	10 gp	7 gp	15 gp			X	X
Mess Kit	2 sp	1 sp	3 sp		X	X	X
Mirror, Steel	5 gp	3 gp	8 gp		X	X	X
Paper (one sheet)	2 sp	1 sp	3 sp			X	X
Parchment (one sheet)	1 sp	7 cp	2 sp	X	X	X	
Pick, Miner's	2 gp	1 gp	3 gp		X	X	X
Pot, Iron	2 gp	1 gp	3 gp	X	X	X	X
Pouch	5 sp	3 sp	8 sp		X	X	X
Rope, Hempen (50 feet)	1 gp	7 sp	2 gp		X	X	X
Rope, Silk (50 feet)	10 gp	7 gp	15 gp				X
Sack	1 cp	1 cp	2 cp	X	X	X	X
Scale, Merchant's	5 gp	3 gp	8 gp			X	X
Shovel	2 gp	1 gp	3 gp		X	X	X
Signet Ring	5 gp	3 gp	8 gp			X	X
Soap	2 cp	1 cp	3 cp			X	X
Vial	1 gp	7 sp	2 gp			X	X
[Tools]							
<i>Artisan's Tools</i>							
Carpenter's Tools	8 gp	6 gp	12 gp	X	X	X	X
Cobbler's Tools	5 gp	3 gp	8 gp		X	X	X
Cook's Utensils	1 gp	7 sp	2 gp	X	X	X	X
Glassblower's Tools	30 gp	22 gp	45 gp				X
Leatherworker's Tools	5 gp	3 gp	8 gp			X	X
Mason's Tools	10 gp	7 gp	15 gp	X	X	X	X
Potter's Tools	10 gp	7 gp	15 gp		X	X	X
Smith's Tools	20 gp	15 gp	30 gp				X
Weaver's Tools	1 gp	7 sp	2 gp		X	X	X
Woodcarver's Tools	1 gp	7 sp	2 gp	X	X	X	X



Adventuring Supplies

Hard Sell (daily) at 750 gp (Cheap: 562 gp, Expensive: 1125)
 Selling Cap (daily) at 1500 gp (Cheap: 1125 gp, Expensive: 2260 gp)
 Trade goods accepted.

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Armor]							
<i>Light Armor</i>							
Padded	5 gp	3 gp	8 gp			X	X
Leather	10 gp	7 gp	15 gp			X	X
Studded Leather	45 gp	33 gp	68 gp				X
<i>Medium Armor</i>							
Hide	10 gp	7 gp	15 gp		X	X	X
[Weapons]							
<i>Simple Melee Weapons</i>							
Club	1 sp	7 cp	2 sp		X		
Dagger	2 gp	1 gp	3 gp	X	X	X	X
Greatclub	2 sp	1 sp	3 sp		X	X	
Handaxe	5 gp	3 gp	8 gp	X	X	X	X
Light Hammer	2 gp	1 gp	3 gp		X	X	X
Quarterstaff	2 sp	1 sp	3 sp		X	X	
<i>Simple Ranged Weapons</i>							
Crossbow, Light	25 gp	18 gp	38 gp			X	X
Dart	5 cp	3 cp	8 cp		X	X	X
Shortbow	25 gp	18 gp	38 gp	X	X	X	X
Sling	1 sp	7 cp	2 sp		X	X	
<i>Martial Melee Weapons</i>							
Whip	2 gp	1 gp	3 gp		X	X	X
<i>Martial Ranged Weapons</i>							
Blowgun	10 gp	7 gp	15 gp		X		
Crossbow, hand	75 gp	56 gp	113 gp			X	X
Crossbow, heavy	50 gp	38 gp	75 gp				X
Longbow	50 gp	38 gp	75 gp	X	X	X	X
[Adventuring Gear]							
<i>Ammunition</i>							
Arrows (20)	1 gp	7 sp	2 gp	X	X	X	X
Blowgun Needles (50)	1 gp	7 sp	2 gp		X		
Crossbow Bolts (20)	1 gp	7 sp	2 gp	X		X	X
Sling Bullets (20)	4 cp	3 cp	6 cp		X	X	
Backpack	2 gp	1 gp	3 gp	X	X	X	X
Bedroll	1 gp	7 sp	2 gp	X	X	X	X
Blanket	5 sp	3 sp	8 sp	X	X	X	X
Block and Tackle	1 gp	7 sp	2 gp			X	X
Bottle, glass	2 gp	1 gp	3 gp	X	X	X	X
Candle	1 cp	1 cp	2 cp			X	X
Case, Crossbow Bolt	1 gp	7 sp	2 gp			X	X
Case, Map or Scroll	1 gp	7 sp	2 gp		X	X	X
Chain (10 feet)	5 gp	3 gp	8 gp			X	X
Chest	5 gp	3 gp	8 gp		X	X	X
Climber's Kit	25 gp	18 gp	38 gp			X	X
Clothes, Traveler's	2 gp	1 gp	3 gp	X	X	X	X
Crowbar	2 gp	1 gp	3 gp	X	X	X	X
Flask or Tankard	2 cp	1 cp	3 cp	X	X	X	X
Grappling Hook	2 gp	1 gp	3 gp	X		X	X
Hammer	1 gp	7 sp	2 gp	X	X	X	X
Healer's Kit	5 gp	3 gp	8 gp				X
Hourglass	25 gp	18 gp	38 gp				X
Hunting Trap	5 gp	3 gp	8 gp		X	X	X
Ink (1 ounce bottle)	10 gp	7 gp	15 gp				X
Ink Pen (Fountain)	3 gp	2 gp	5 gp			X	X
Jug or Pitcher	2 cp	1 cp	3 cp	X	X	X	X
Ladder (10-foot)	1 sp	7 cp	2 sp			X	X
Lantern, Bullseye	10 gp	7 gp	15 gp			X	X
Lantern, Hooded	5 gp	3 gp	8 gp	X	X	X	X

Continued from "Adventuring Supplies" section...

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
Lock	10 gp	7 gp	15 gp				X
Mess Kit	2 sp	1 sp	3 sp			X	X
Mirror, Steel	5 gp	3 gp	8 gp			X	X
Paper (one sheet)	2 sp	1 sp	3 sp				X
Parchment (one sheet)	1 sp	7 cp	2 sp		X	X	
Pick, Miner's	2 gp	1 gp	3 gp		X	X	X
Piton	5 cp	3 cp	8 cp		X	X	X
Pole (10-foot)	5 cp	3 cp	8 cp		X	X	X
Pot, Iron	2 gp	1 gp	3 gp	X	X	X	X
Pouch	5 sp	3 sp	8 sp	X	X	X	X
Quiver	1 gp	7 sp	2 gp	X	X	X	X
Rations (1 day)	5 sp	3 sp	8 sp			X	X
Rope, Hempen (50 feet)	1 gp	7 sp	2 gp	X	X	X	X
Rope, Silk (50 feet)	10 gp	7 gp	15 gp				X
Sack	1 cp	1 cp	2 cp	X	X	X	X
Shovel	2 gp	1 gp	3 gp	X	X	X	X
Signal Whistle	5 cp	3 cp	8 cp			X	X
Signet Ring	5 gp	3 gp	8 gp				X
Spyglass	1000 gp	750 gp	1500 gp			X	X
Tent, Two-person	2 gp	1 gp	3 gp	X	X	X	X
Tinderbox	5 sp	3 sp	8 sp	X	X	X	X
Torch	1 cp	1 cp	2 cp	X	X	X	X
Vial	1 gp	7 sp	2 gp	X	X	X	X
Waterskin	2 sp	1 sp	3 sp	X	X	X	X
[Tools]							
<i>Artisan's Tools</i>							
Cartographer's Tools	15 gp	11 gp	23 gp			X	X
Jeweler's Tools	25 gp	18 gp	38 gp				X
Tinker's Tools	50 gp	38 gp	75 gp			X	X
Herbalism Kit	5 gp	3 gp	8 gp			X	X
Navigator's Tools	25 gp	18 gp	38 gp	X	X	X	X

Water-side Theme

(Can apply to either a General Store or an Adventuring Supplies Shop)

[Weapons]							
<i>Simple Melee Weapons</i>							
Spear	1 gp	7 sp	2 gp		X	X	X
<i>Martial Ranged Weapons</i>							
Net	1 gp	7 sp	2 gp	X	X	X	X
[Adventuring Gear]							
Fishing Tackle	1 gp	7 sp	2 gp	X	X	X	X
[Waterborne Vehicles]							
Rowboat	50 gp	38 gp	75 gp		X	X	X
[Trade Goods]							
1 lb. of Fishing Bait	5 cp	3 cp	8 cp	X	X	X	X

Magical Theme

(Can apply to either a General Store or an Adventuring Supplies Shop)

[Adventuring Gear]							
<i>Arcane Focus</i>							
Crystal	10 gp	7 gp	15 gp			X	X
Orb	20 gp	15 gp	30 gp				X
Rod	10 gp	7 gp	15 gp		X	X	X
Staff	5 gp	3 gp	8 gp	X	X	X	X
Wand	10 gp	7 gp	15 gp	X	X	X	X
Component Pouch	25 gp	18 gp	38 gp	X	X	X	X
Potion of Healing	50 gp	38 gp	75 gp			X	X
Spellbook	50 gp	38 gp	75 gp		X	X	X

Shady Dealer Theme (Can apply to either a General Store or an Adventuring Supplies Shop)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Adventuring Gear]							
Acid (vial)	25 gp	18 gp	38 gp	X	X	X	X
Antitoxin (vial)	50 gp	38 gp	75 gp	X	X	X	X
Caltrops (bag of 20)	1 gp	7 sp	2 gp			X	X
Clothes, Costume	5 gp	3 gp	8 gp				X
Manacles	2 gp	1 gp	3 gp				X
Oil (flask)	1 sp	7 cp	2 sp	X	X	X	X
Poison, Basic (vial)	100 gp	75 gp	150 gp	X	X	X	X
Ram, Portable	4 gp	3 gp	6 gp				X
Spikes, Iron (10)	1 gp	7 sp	2 gp				X
[Tools]							
Disguise Kit	25 gp	18 gp	38 gp			X	X
Forgery Kit	15 gp	11 gp	23 gp		X	X	X
Gaming Set							
Dice Set	1 sp	7 cp	2 sp	X	X	X	X
Playing Card Set	5 sp	3 sp	8 sp		X	X	X
Poisoner's Kit	50 gp	38 gp	75 gp	X	X	X	X
Thieves' Tools	25 gp	18 gp	38 gp	X	X	X	X

Art and Games Theme (Can apply to either a General Store or an Adventuring Supplies Shop)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Tools]							
Artisan's Tools							
Calligrapher's Supplies	10 gp	8 gp	15 gp			X	X
Glassblower's Tools	30 gp	22 gp	45 gp				X
Painter's Supplies	10 gp	8 gp	15 gp	X	X	X	X
Potter's Tools	10 gp	8 gp	15 gp			X	X
Weaver's Tools	1 gp	7 sp	2 gp		X	X	X
Woodcarver's Tools	1 gp	7 sp	2 gp		X	X	X
Disguise Kit	25 gp	18 gp	38 gp				X
Gaming Set							
Dice Set	1 sp	7 cp	2 sp	X	X	X	X
Dragonchess Set	1 gp	7 sp	2 gp				X
Playing Card Set	5 sp	3 sp	8 sp		X	X	X
Three-Dragon Ante Set	1 gp	7 sp	2 gp			X	X
Musical Instrument							
Bagpipes	30 gp	22 gp	45 gp				X
Drum	6 gp	4 gp	9 gp		X	X	X
Dulcimer	25 gp	18 gp	38 gp			X	X
Flute	2 gp	1 gp	3 gp	X	X	X	X
Lute	35 gp	26 gp	53 gp		X	X	X
Lyre	30 gp	22 gp	45 gp	X	X	X	X
Horn	3 gp	2 gp	5 gp			X	X
Pan Flute	12 gp	9 gp	18 gp		X	X	X
Shawn	2 gp	1 gp	3 gp			X	X
Viol	30 gp	22 gp	45 gp				X



Tailor/Textiles

Hard Sell (daily) at 375 gp (Cheap: 281 gp, Expensive: 500)
Selling Cap (daily) at 750 gp (Cheap: 562 gp, Expensive: 1000 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Weapons]							
[Adventuring Gear]							
Basket	4 sp	3 sp	6 sp	X	X	X	X
Cloak, Canvas	7 sp	5 sp	11 sp		X	X	X
Cloak, Leather	2 gp	1 gp	3 gp	X		X	X
Cloak, Leather, Lined	4 gp	3 gp	6 gp	X		X	X

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
Clothes, Common	5 sp	3 sp	8 sp		X	X	X
Clothes, Costume	5 gp	3 gp	8 gp				X
Clothes, Fine	15 gp	11 gp	23 gp			X	X
Clothes, Traveler's	2 gp	1 gp	3 gp		X	X	X
Component Pouch	25 gp	18 gp	38 gp				X
Pouch	5 sp	3 sp	8 sp	X	X	X	X
Robes	1 gp	7 sp	2 gp		X	X	X
Sack	1 cp	1 cp	2 cp	X	X	X	X
Tent, Two-person	2 gp	1 gp	3 gp			X	X
[Miscellaneous]							
Bone Needle (5)	3 cp	2 cp	5 cp		X	X	X
Steel Needle (1)	1 sp	1 sp	2 sp			X	X
Cotton Thread (30 feet)	5 sp	3 sp	8 sp	X		X	X
Leather Cord (15 feet)	1 gp	7 sp	2 gp	X	X	X	X
[Tools]							
Artisan's Tools							
Weaver's Tools	1 gp	7 sp	2 gp	X	X	X	X



Transportation

Barding – Armor used to protect an animal. Cost is standard armor cost x4. See Blacksmithing. Prices located on pg. 157 of the PHB.

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Mounts & Other Animals]							
Camel – 50 ft – 480 lbs	50 gp	38 gp	75 gp	X		X	
Donkey/ Mule – 40 ft – 420 lbs	8 gp	6 gp	12 gp		X	X	
Elephant – 40 ft – 1,320 lbs	200 gp	140 gp	300 gp	X		X	X
Horse, draft – 40 ft – 540 lbs	50 gp	38 gp	75 gp	X	X	X	
Horse, riding – 60 ft – 480 lbs	75 gp	56 gp	113 gp	X		X	X
Mastiff – 40 ft – 195 lbs	25 gp	18 gp	38 gp		X	X	X
Pony – 40 ft – 225 lbs	30 gp	22 gp	45 gp	X	X	X	X
Warhorse – 60 ft – 540 lbs	400 gp	280 gp	600 gp	X			X
[Tack & Drawn Vehicles]							
Barding	X4	X3	X6		X	X	X
Bit & Bridle	2 gp	1 gp	3 gp		X	X	X
Carriage	100 gp	70 gp	150 gp	X		X	X
Cart	15 gp	11 gp	23 gp	X	X	X	X
Chariot	250 gp	175 gp	375 gp	X		X	X
Feed (per day)	5 cp	3 cp	8 cp	X	X	X	X
Saddle							
Exotic	60 gp	48 gp	72 gp	X			X
Military	20 gp	15 gp	30 gp	X		X	X
Pack	5 gp	3 gp	8 gp		X	X	X
Riding	10 gp	7 gp	15 gp	X		X	X
Saddlebags	4 gp	3 gp	6 gp			X	X
Sled	20 gp	15 gp	30 gp	X	X	X	X
Stabling (per day)	5 sp	3 gp	8 gp		X	X	X
Wagon	35 gp	28 gp	42 gp		X	X	X
[Waterborne Vehicles]							
Galley	30,000 gp	21,000 gp	40,000 gp	X			X
Keelboat	3,000 gp	2,100 gp	4,000 gp	X	X	X	X
Longship	10,000 gp	7,000 gp	15,000 gp	X		X	X
Rowboat	50 gp	38 gp	75 gp	X	X	X	X
Sailing Ship	10,000 gp	7,000 gp	15,000 gp	X		X	X
Warship	25,000 gp	17,500 gp	35,000 gp	X			X

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Adventuring Gear]							
Amulet/Necklace, Exquisite	5 gp	3 gp	8 gp	X	X	X	X
Amulet/Necklace, Mundane	5 sp	3 sp	8 sp	X	X	X	X
<i>Arcane Focus</i>							
Crystal	10 gp	7 gp	15 gp			X	X
Orb	20 gp	15 gp	30 gp				X
Earrings, Exquisite	4 gp	3 gp	6 gp	X	X	X	X
Earrings, Mundane	4 sp	3 sp	6 sp	X	X	X	X
Jewelry (+ Gem value)	50 gp	38 gp	75 gp	X	X	X	X
Ring, Exquisite	3 gp	2 gp	5 gp	X	X	X	X
Ring, Mundane	3 sp	2 sp	5 sp	X	X	X	X
Signet Ring	5 gp	3 gp	8 gp		X	X	X
[Tools]							
<i>Artisan's Tools</i>							
Jeweler's Tools	25 gp	18 gp	38 gp		X	X	X
[Services]							
Gemstone Appraisal (3 gems)	5 gp	3 gp	8 gp	X	X	X	X
Resizing Jewelry	10 gp	7 gp	15 gp		X	X	X
Set Gem (<100 gp value)	45 gp	34 gp	68 gp		X	X	X
Set Gem (100-1K gp value)	75 gp	56 gp	113 gp		X	X	X
Set Gem (1K+ gp value)	150 gp	113 gp	225 gp				X
Stonecutting (+ value)	0.25	(n/a)	(n/a)			X	X
[Gemstones by Value]							
[10 GP Gemstones]							
Azurite (Deep blue)	10 gp	7 gp	15 gp	X	X	X	X
Banded agate (Brown / Blue)	10 gp	7 gp	15 gp	X	X	X	X
Blue quartz (Pale blue)	10 gp	7 gp	15 gp	X	X	X	X
Eye agate (Circles, gray / blue)	10 gp	7 gp	15 gp	X	X	X	X
Hematite (Opaque gray-black)	10 gp	7 gp	15 gp	X	X	X	X
Lapis lazuli (Blue with yellow)	10 gp	7 gp	15 gp	X	X	X	X
Malachite (Striated greens)	10 gp	7 gp	15 gp	X	X	X	X
Moss agate (Pale, moss marks)	10 gp	7 gp	15 gp	X	X	X	X
Obsidian (Opaque black)	10 gp	7 gp	15 gp	X	X	X	X
Rhodochrosite (Light pink)	10 gp	7 gp	15 gp	X	X	X	X
Tiger eye (Brown, gold center)	10 gp	7 gp	15 gp	X	X	X	X
Turquoise (Light blue-green)	10 gp	7 gp	15 gp	X	X	X	X
[50 GP Gemstones]							
Bloodstone (Gray with red)	50 gp	38 gp	75 gp	X	X	X	X
Carnelian (Opaque oranges)	50 gp	38 gp	75 gp	X	X	X	X
Chalcedony (Opaque white)	50 gp	38 gp	75 gp	X	X	X	X
Chrysoptase (Clear green)	50 gp	38 gp	75 gp	X	X	X	X
Citrine (Pale yellow-brown)	50 gp	38 gp	75 gp	X	X	X	X
Jasper (Blue, black, or brown)	50 gp	38 gp	75 gp	X	X	X	X
Moonstone (White + glow)	50 gp	38 gp	75 gp	X	X	X	X
Onyx (Black, white, or both)	50 gp	38 gp	75 gp	X	X	X	X
Quartz (Transparent range)	50 gp	38 gp	75 gp	X	X	X	X
Sardonyx (Red & white)	50 gp	38 gp	75 gp	X	X	X	X
Star rose quartz (White star)	50 gp	38 gp	75 gp	X	X	X	X
Zircon (Pale blue-green)	50 gp	38 gp	75 gp	X	X	X	X
[100 GP Gemstones]							
Amber (Watery gold)	100 gp	75 gp	150 gp	X		X	X
Amethyst (Deep purple)	100 gp	75 gp	150 gp	X			X
Chrysoberyl (Yellow-green)	100 gp	75 gp	150 gp	X		X	X
Coral (Opaque crimson)	100 gp	75 gp	150 gp	X			X
Garnet (Red, or violet)	100 gp	75 gp	150 gp	X		X	X
Jade (Green to white)	100 gp	75 gp	150 gp	X		X	X
Jet (Opaque deep black)	100 gp	75 gp	150 gp	X		X	X
Pearl (Lustrous white to pink)	100 gp	75 gp	150 gp	X	X	X	X

Continued from "Gem / Prospectors Shop" section...

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
Spinel (Clear red to green)	100 gp	75 gp	150 gp	X		X	X
Tourmaline (Pale Red / Brown)	100 gp	75 gp	150 gp	X		X	X
[500 GP Gemstones]							
Alexandrite (Dark green)	500 gp	375 gp	750 gp	X		X	X
Aquamarine (Pale green-blue)	500 gp	375 gp	750 gp	X		X	X
Black pearl (Pure black)	500 gp	375 gp	750 gp	X			X
Blue spinel (Deep blue)	500 gp	375 gp	750 gp	X		X	X
Peridot (Rich olive green)	500 gp	375 gp	750 gp	X		X	X
Topaz (Golden yellow)	500 gp	375 gp	750 gp	X			X
[1000 GP Gemstones]							
Black Opal (Translucent green)	1000 gp	750 gp	1500 gp	X			X
Blue sapphire (Shades of blue)	1000 gp	750 gp	1500 gp	X			X
Emerald (Deep bright green)	1000 gp	750 gp	1500 gp	X		X	X
Fire opal (Firey red)	1000 gp	750 gp	1500 gp	X			X
Opal (Pale blue with green)	1000 gp	750 gp	1500 gp	X		X	X
Star ruby (Ruby with star)	1000 gp	750 gp	1500 gp	X			X
Star sapphire (Blue with star)	1000 gp	750 gp	1500 gp	X			X
Yellow Sapphire (Firey yellow)	1000 gp	750 gp	1500 gp	X			X
[5000 GP Gemstones]							
Black Sapphire (Lustrous black)	5000 gp	3750 gp	7500 gp	X			X
Diamond (Transparent)	5000 gp	3750 gp	7500 gp	X			X
Jacinth (Firey orange)	5000 gp	3750 gp	7500 gp	X			X
Ruby (Shades of red)	5000 gp	3750 gp	7500 gp	X			X
[Powdering of Gems]							
10 gp Gemstones	20 gp	15 gp	30 gp	X	X	X	X
50 gp Gemstones	70 gp	52 gp	105 gp	X	X	X	X
100 gp Gemstones	150 gp	113 gp	225 gp			X	X
500 gp Gemstones	600 gp	450 gp	900 gp			X	X
1000 gp Gemstones	1500 gp	1125 gp	2250 gp				X
5000 gp Gemstones	6000 gp	4500 gp	9000 gp				X

Jewelry with stones already set (including rings, amulets, earrings, etc.), are readily available based on the gemstone availability, at the DM's discretion. Suggestions for gemstone values and descriptions are available in the DMG on page 134.

The "Powdering of Gems" service is an as needed task as most places aren't interested in keeping smashed up gemstones on hand. Some bigger locations may keep a few of the less valuable gems already powdered and bagged, but most places will do it on an as needed basis. **More often than not, the customer would need to provide the gem in addition to paying the fee listed in the chart.**

As with all locations, some services may have items not shown typically available on this chart or may offer services not typical for the area. These may come at a higher premium or be a service they only offer as a special reward for a job they need done as well.

Important note 'Gem Shop' prices are based off a system of size vs. price. Gem prices are sold at full size (Default price in the DMG guide located on page 134) and as such the price by gem size can be altered to suit your needs. "i.e. Large = 1:1, Medium = 1:10, Small = 1:100, Tiny = 1:1000".

To use this in an example for spell casting '*Chromatic Orb* - 1st level, *Evocation*' requires 'A Diamond worth at least 50 gp' so in this case a default 1:1 Large Diamond is worth 5000 gp and as such "5000/50=100" so in this case a 1:100 Small diamond is worth the required 50 gp to cast the spell. smaller items.

Gemstone Availability

Selection	Gemstones Available	d%
Poor	Less than ten 10gp gemstones, and a single 50gp gemstone	1-40
Fair	Less than twenty 10gp gemstone, less than ten 50gp gemstones, and two 100gp gemstones	41-80
Moderate	Six of every basic 10gp gemstone, less than twenty 50gp gemstones, less than ten 100gp gemstones, three 500gp gemstones, and one gemstone of greater value than 500gp	81-90
Wide	Twelve of every basic 10gp gemstone, Six of every basic 50gp gemstone, less than twenty 100gp gemstones, less than ten 500gp gemstones, four gemstones of greater value than 500gp	91-100



Potion Shop

Hard Sell (daily) at 500 gp (Cheap: 375 gp, Expensive: 750)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Adventuring Gear]							
Acid (vial)	25 gp	18 gp	38 gp		X	X	X
Alchemist's Fire (flask)	50 gp	38 gp	75 gp			X	X
Antitoxin (vial)	50 gp	38 gp	75 gp	X	X	X	X
Component Pouch	25 gp	18 gp	38 gp		X	X	X
Oil (flask)	1 sp	7 cp	2 sp		X	X	X
Perfume (vial)	5 gp	3 gp	8 gp				X
Poison, Basic (vial)	100 gp	75 gp	150 gp	X	X	X	X
Potion of Healing	50 gp	38 gp	75 gp	X	X	X	X
Vial	1 gp	7 sp	2 gp	X	X	X	X
[Alchemy Ingredients]							
Common	3 sp	2sp	5sp	X	X	X	X
Uncommon	1 gp	7 sp	2 gp	X	X	X	X
Rare	10 gp	7 gp	15 gp	X		X	X
Very Rare	30 gp	22 gp	45 gp	X			X
[Tools]							
<i>Artisan's Tools</i>							
Alchemist's Supplies	50 gp	38 gp	75 gp			X	X
Brewer's Supplies	20 gp	15 gp	30 gp	X	X	X	X
Cook's Utensils	1 gp	7 sp	2 gp			X	X
Poisoner's Kit	50 gp	38 gp	75 gp		X	X	X
[Magic Items]							
<i>Potions</i>							
Common	50 gp	38 gp	75 gp	X	X	X	X
Uncommon	250 gp	175 gp	375 gp	X	X	X	X
Rare	2500 gp	1750 gp	3750 gp			X	X
Very Rare	12500 gp	9375 gp	18750 gp			X	X
Legendary	62500 gp	46875 gp	93750 gp				X
[Miscellaneous]							
Spell Components	See Spell	(x0.75)	(x1.5)	X	X	X	X

Potion Availability

Selection	Potion Names	d%
Poor	(C) Healing, Climbing, (U) Water Breathing, (R) Gaseous Form	1-25
Fair	(U) Greater Healing, Resistance, (R) Elixir of Health, Diminution	26-50
Moderate	(U) Animal Friendship, Growth, Potion of Poison (disguised), (R) Heroism, Superior Healing, Frost/Stone Giant Strength, Clairvoyance	51-80
Wide	(U) Oil of Slipperiness, Philter of Love, Fire Breath, (R) Oil of Etherealness, Fire Giant Strength, Invulnerability, Mind Reading,	81-100



Arcane Shop

Hard Sell (daily) at 750 gp (Cheap: 562 gp, Expensive: 1125)
Selling Cap (daily) at 1500 gp (Cheap: 1125 gp, Expensive: 2260 gp)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Weapons]							
<i>Simple Melee Weapons</i>							
Quarterstaff	2 sp	1 sp	3 sp	X	X	X	X
[Adventuring Gear]							
<i>Abacus</i>							
<i>Arcane Focus</i>							
Crystal	10 gp	7 gp	15 gp	X	X	X	X
Orb	20 gp	15 gp	30 gp			X	X
Rod	10 gp	7 gp	15 gp		X	X	X
Staff	5 gp	3 gp	8 gp	X	X	X	X
Wand	10 gp	7 gp	15 gp	X	X	X	X
Bottle, glass	2 gp	1 gp	3 gp		X	X	X
Candle	1 cp	1 cp	2 cp	X	X	X	X
Case, Map or Scroll	1 gp	7 sp	2 gp		X	X	X

Continued from "Arcane Shop" section...

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
Component Pouch	25 gp	18 gp	38 gp				
<i>Druidic Focus</i>							
Sprig of Mistletoe	1 gp	7 sp	2 gp	X	X	X	X
Totem	1 gp	7 sp	2 gp			X	X
Wooden Staff	5 gp	3 gp	8 gp	X	X	X	X
Yew Wand	10 gp	7 gp	15 gp		X	X	X
Hourglass	25 gp	18 gp	38 gp				X
Ink (1 ounce bottle)	10 gp	7 gp	15 gp		X	X	X
Ink Pen	2 cp	1 cp	3 cp		X	X	X
Paper (one sheet)	2 sp	1 sp	3 sp			X	X
Parchment (one sheet)	1 sp	7 cp	2 sp		X	X	X
Pouch	5 sp	3 sp	8 sp		X	X	X
Robes	1 gp	7 sp	2 gp			X	X
Spellbook	50 gp	38 gp	75 gp		X	X	X
Vial	1 gp	7 sp	2 gp		X	X	X
[Tools]							
<i>Artisan's Tools</i>							
Alchemist's Supplies	50 gp	38 gp	75 gp		X	X	X
Calligrapher's Supplies	10 gp	7 gp	15 gp			X	X
<i>Musical Instrument</i>							
Lute	35 gp	26 gp	53 gp			X	X
Lyre	30 gp	22 gp	45 gp				X
[Magic Items]							
<i>Spell Scrolls/ Gems</i>							
Common (Cantrip)	50 gp	38 gp	75 gp	X	X	X	X
Common (Level 1)	100 gp	75 gp	150 gp	X	X	X	X
Uncommon (Level 2)	250 gp	187 gp	375 gp			X	X
Uncommon (Level 3)	500 gp	375 gp	750 gp			X	X
Rare (Level 4)	2500 gp	1875 gp	3750 gp				X
Rare (Level 5)	5000 gp	3750 gp	7500 gp				X
[Services]							
Magic Appraisal (<i>Identify</i>)	100 gp	75 gp	150 gp	X	X	X	X
[Miscellaneous]							
Spell Components	See Spell	(x0.75)	(x1.5)		X	X	X

Spell Scroll/ Gem Availability

Selection	Offensive Spells	Support Spells	d%
Poor	(0) Shocking Grasp, (1) Burning Hands, (2) MelP's Acid Arrow, (3) Lightning Bolt, (4) Ice Storm, (5) Hold Monster	(0) Mending, (1) Alarm, (2) Magic Weapon, (3) Haste, (4) Mordenkainen's Faithful Hound, (5) Bigby's Hand	1-25
Fair	(0) Fire Bolt, (1) Magic Missile, (2) Flaming Sphere, (3) Fire Ball, (4) Wall of Fire, (5) Cone of Cold (<i>Inc. Poor availability list</i>)	(0) Mage Hand, (1) Tensor's Floating Disc, (2) Invisibility, (3) Fly, (4) Stoneskin, (5) Teleportation Circle (<i>Inc. Poor availability list</i>)	26-60
Moderate	(0) Acid Splash, Chill Touch, (1) Chromatic Orb, Sleep, (2) Hold Person, Scorching Ray, (3) Bestow Curse, Slow, (4) Phantasmal Killer, Confusion, (5) Cloudkill, Conjure Elemental (<i>Inc. Poor/Fair availability list</i>)	(0) Light, Message, (1) Detect Magic, Jump, (2) Darkness, Levitate, (3) Dispel Magic, Water Breathing, (4) Arcane Eye, Greater Invisibility (5) Scrying, Telekenisis (<i>Inc. Poor/Fair availability list</i>)	61-80
Wide	(0) Friends, Minor Illusion, Poison Spray, (1) Color Spray, Ray of Sickness, Tasha's Hideous Laughter, (2) Blindness/Deafness, Cloud of Daggers, Ray of Enfeeblement, (3) Hypnotic Pattern, Sleet Storm, Vampiric Touch (4) Conjure Minor Elementals, Fire Shield, Otiluke's Resilient Sphere, (5) Dominate Person, Gaes, Planar Binding (<i>Inc. Poor/Fair/Moderate availability list</i>)	(0) Blade Ward, Dancing Lights, Prestidigitation, (1) Feather Fall, Identify, Mage Armor, (2) See Invisibility, Arcane Lock, Knock, (3) Leomund's Tiny Hut, Magic Circle, Tongues, (4) Dimension Door, Leomund's Secret Chest, Polymorph, (5) Legend Lore, Rary's Telepathic Bond, Wall of Stone (<i>Inc. Poor/Fair availability list</i>)	81-95
Full	(All Wizard Spells Level 1-5 and cantrips)	(All Wizard Spells Level 1-5 and cantrips)	96-100



Common Meal & Inn Prices

[color] Dragon Steak: The meat comes from the kind of dragon you choose. Flavor varies by type. (Ex. Red is spicy, Green is sour, etc.)

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Typical Breakfast Options]							
<i>Commoner</i>							
"Meat" Stick	3 cp	2 cp	5 cp		X	X	X
Roasted Locusts	3 cp	2 cp	5 cp		X		
Cheese Omelet	4 cp	3 cp	6 cp		X	X	X
Ham & Cheese on Rye	5 cp	3 cp	8 cp	X	X	X	X
<i>Merchant</i>							
Bacon & Egg Sandwich	3 sp	2 sp	5 sp		X	X	X
Omelet "your" Way	3 sp	2 sp	5 sp		X	X	
Bloodhawk Eggs	4 sp	3 sp	6 sp	X	X	X	X
Bacon Stuffed Bread	5 sp	3 sp	8 sp	X		X	X
<i>Noble</i>							
Frittata & Herbs	1 gp	7 sp	2 gp	X		X	X
Bacon & Owlbear Eggs	2 gp	1 gp	3 gp	X		X	X
Boar Ham Steak & Eggs	2 gp	1 gp	3 gp	X		X	X
Truffle Omelet	3 gp	2 gp	5 gp	X			X
[Typical Lunch Options]							
<i>Commoner</i>							
Stockpot Stew/ Soup	4 cp	3 cp	6 cp		X	X	X
"Adventurer's" Steak	4 cp	3 cp	6 cp		X	X	X
Minced Pork	5 cp	3 cp	8 cp	X	X	X	X
Roast Goat & Cheese	6 cp	4 cp	9 cp	X	X	X	X
<i>Merchant</i>							
Roast Lamb & Cheese	4 sp	3 sp	6 sp		X	X	X
Boar Tenderloin	5 sp	3 sp	8 sp	X	X	X	X
Baked Goose Breast	5 sp	3 sp	8 sp	X	X	X	X
Grilled Salmon	6 sp	4 sp	9 sp	X		X	X
<i>Noble</i>							
Rack of Lamb	2 gp	1 gp	3 gp	X		X	X
Shellfish Platter	3 gp	2 gp	5 gp	X		X	X
Dragon Turtle Soup	4 gp	3 gp	6 gp	X		X	X
Roc Meat Portion	5 gp	3 gp	8 gp	X			X
[Typical Dinner Options]							
<i>Commoner</i>							
Stockpot Stew/ Soup	4 cp	3 cp	6 cp		X	X	X
Grave of Small Birds	5 cp	3 cp	8 cp		X	X	X
"Tasha's Hideous" Stew	5 cp	3 cp	8 cp	X	X	X	X
Rabbit & Potato Plate	6 cp	4 cp	9 cp	X	X	X	X
<i>Merchant</i>							
Hunter's Pie	4 sp	3 sp	6 sp		X	X	X
Bloodhawk Breast	5 sp	3 sp	8 sp		X	X	X
Crocodile Steak	5 sp	3 sp	8 sp	X	X	X	X
Roasted Bullywug Legs	6 sp	4 sp	9 sp	X		X	X
<i>Noble</i>							
Buffalo Ribeye	2 gp	1 gp	3 gp				
Sahuagin Caviar	3 gp	2 gp	5 gp				
Owlbear Steak & Eggs	4 gp	3 gp	6 gp	X		X	X
[color] Dragon Steak	5 gp	3 gp	8 gp	X			X
[Room Prices, Inns/ Taverns]							
Commoner (Poor 2 sp)	5 cp	3 cp	8 cp	X	X	X	X
Modest (1 gp)	1 sp	7 cp	2 sp	X	X	X	X
Merchant (Comfortable 2 gp)	1 gp	7 sp	2 gp	X	X	X	X
Wealthy (4 gp)	2 gp	1 gp	3 gp	X		X	X
Noble (Aristocratic 10 gp+)	4 gp	3 gp	6 gp	X			X

General Notes

- Meal & Inn prices are based on Chapter 5 of the PHB, "Lifestyle Expenses". If you have a character who is a heavy drinker, maybe only one drink is included. I did not use the same page for Market Produce given the additions made.

- All meals are served with a bread slice, a side & drink unless a side is already listed beside it.

Item Descriptions Cont.

Adventurer's Steak: The meat is of unknown origin, so no one can tell what the meat came from, but it's assumed safe to eat. (S): Denotes a sweet item.



Market Produce/ Foods

Item Name	Value (Normal)	Value (Low)	Value (High)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Vendor/ Stand Items]							
<i>Non-Alcoholic Drinks – Cup</i>							
Coffee	5 cp	3 cp	8 cp		X	X	X
Goodberry "Wine"	1 sp	7 cp	2 sp	X	X	X	X
Fruit Juice (Varies)	5 cp	3 cp	8 cp	X		X	X
Milk (Local Variety)	3 cp	2 cp	5 cp	X	X	X	X
<i>Fruits – A Piece</i>							
In Season	1 cp	1 cp	2 cp		X	X	X
Out of Season	5 cp	3 cp	8 cp	X			X
<i>Vegetables – Each/ Bushel</i>							
Amaranth Leaf/ Greens	5 cp	3 cp	8 cp		X	X	X
Broccoli/ Cauliflower	3 cp	2 cp	5 cp		X	X	X
Cabbage/ Lettuce	2 cp	1 cp	3 cp		X	X	X
Fruit "Vegetable"	5 cp	3 cp	8 cp		X	X	X
Legumes	4 cp	3 cp	6 cp		X	X	X
Root Vegetable/ Tuber	1 cp	1 cp	2 cp		X	X	X
<i>Grains – Per lb./ Flour – ½ lb.</i>							
Amaranth	2 gp	1 gp	3 gp	X			X
Barley/ Rye	2 cp	1 cp	3 cp		X	X	X
Oats	5 sp	3 sp	8 sp			X	X
Quinoa	1 gp	7 sp	2 gp			X	X
Rice	5 cp	3 cp	8 cp				X
Wheat	1 sp	7 cp	2 sp	X		X	X
<i>Baked Goods – Per Item</i>							
Almond/ Sweet Roll (S)	1 sp	7 cp	2 sp	X		X	X
Seedcake	5 cp	3 cp	8 cp		X	X	X
Cheat/ Wheaten Loaf	2 sp	1 sp	3 sp	X		X	X
Cheese Danish	1 sp	7 cp	2 sp	X		X	X
Fruit Tart (S)	2 sp	1 sp	3 sp	X	X	X	X
Manchet Loaf	1 gp	7 sp	2 gp	X			X
Quince Bread Slice (S)	2 sp	1 sp	3 sp	X			X
Rye Loaf	2 cp	1 cp	3 cp		X	X	X
<i>Protein – Per lb.</i>							
Beef/ Buffalo/ Deer	3 sp	2 sp	5 sp		X	X	X
Boar/ Chicken/ Pork	8 cp	6 cp	12 cp		X	X	X
Dried/ Salted Meat	5 sp	3 sp	8 sp		X	X	X
Egg (for 6)	3 cp	2 cp	5 cp		X	X	X
Fish	6 sp	4 sp	9 sp	X		X	X
Insects/ Small Game	4 cp	3 cp	6 cp		X	X	X
Goat	1 sp	7 cp	2 sp		X	X	X
Lamb	1 gp	7 sp	2 gp	X		X	X
Shellfish (Oceanic)	2 gp	1 gp	3 gp	X			X
<i>Cheeses – Per ½ lb.</i>							
Brie	2 sp	1 sp	3 sp	X	X	X	X
Cheddar	1 gp	7 sp	2 gp				X
Cottage	4 cp	3 cp	6 cp		X	X	X
Parmesan	5 sp	3 sp	8 sp			X	X
Specialty	2 gp	1 gp	3 gp	X	X	X	X
<i>Spices – Per ½ Ounce Ground</i>							
Cinnamon	1 sp	7 cp	2 sp	X		X	X
Coriander	3 cp	2 cp	5 cp	X		X	X
Cumin	7 cp	4 cp	13 cp	X		X	X
Garlic	2 cp	1 cp	3 cp	X		X	X
Mustard	1 sp	7 cp	2 sp	X		X	X
Nutmeg	8 cp	6 cp	12 cp	X		X	X
Pepper	5 cp	3 cp	8 cp	X	X	X	X
Salt	6 cp	4 cp	9 cp	X	X	X	X
Specialty	2 sp	1 sp	3 sp	X			X



Creature Parts Values

Item Name	Value (Normal)	Value (Low)	Value (High)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Selling Value (Creature XP %)]							
CR: 0 – 6	1%	1%	1.5%				
CR: 7 – 12	5%	3%	8%				
CR: 13 – 18	10%	7%	15%				
CR: 19 – 24	25%	18%	38%				
CR: 25+	50%	38%	75%				



High End Clothing

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Custom Clothing Items]							
Bandolier	8 gp	6 gp	12 gp	X		X	X
Belt	2 gp	1 gp	3 gp	X		X	X
“Better” Backpack	4 gp	3 gp	6 gp	X		X	X
Blouse	1 gp	7 sp	2 gp	X		X	X
Breeches	1 gp	7 sp	2 gp	X		X	X
Boots	4 gp	3 gp	6 gp	X		X	X
Bow Tie	5 sp	3 sp	8 sp	X		X	X
Cloak/ (Mantle, -1 gp)	4 gp	3 gp	6 gp	X		X	X
Coat	5 gp	3 gp	8 gp	X		X	X
Coin Purse	1 gp	7 sp	2 gp	X		X	X
Corset	3 gp	2 gp	5 gp	X		X	X
Dress	7 gp	4 gp	13 gp	X		X	X
Dress Pants	2 gp	1 gp	3 gp	X		X	X
Dress Shirt	1 gp	7 sp	2 gp	X		X	X
Dress Shoes	3 gp	2 gp	5 gp	X		X	X
Ghillies (Dance Shoes)	2 gp	1 gp	3 gp	X		X	X
Gloves	1 gp	7 sp	2 gp	X		X	X
Hat	2 gp	1 gp	3 gp	X		X	X
Jacket	4 gp	3 gp	6 gp	X		X	X
Jerkin/ (Tabard, +1 gp)	2 gp	1 gp	3 gp	X		X	X
Pouch	1 gp	7 sp	2 gp	X		X	X
Robe	5 gp	3 gp	8 gp	X		X	X
Sandals	3 gp	2 gp	5 gp	X		X	X
Scarf	5 sp	3 sp	8 sp	X		X	X
Skirt/ (Kilt +1 gp)	3 gp	2 gp	5 gp	X		X	X
Swimwear	1 gp	7 sp	2 gp	X		X	X
Tie	5 sp	3 sp	8 sp	X		X	X
Tunic	5 sp	3 sp	8 sp	X		X	X
Undergarments	5 sp	3 sp	8 sp	X		X	X
Vests	3 gp	2 gp	5 gp	X		X	X
[Extras]							
<i>Closure Devices (Options)</i>							
Buckles	1 sp	7 cp	2 sp	X		X	X
Snaps	5 sp	3 sp	8 sp	X		X	X
Embroidery (per foot)	2 gp	1 gp	3 gp	X		X	X
Linen Cloth Construction	+1 gp	+7 sp	+2 gp	X		X	X
<i>Lining (Material Options)</i>							
Fur	3 gp	2 gp	5 gp	X		X	X
Leather (Basic)	4 gp	3 sp	6 gp	X		X	X
Leather (Specialty)	+CR% N.	+CR% L.	+CR% H.	X		X	X
Silk	3 gp	2 gp	5 gp	X		X	X
<i>Misc. (At vendor's Discretion)</i>							
Pockets (flaps +2 sp/ pocket)	1 gp	7 sp	2 gp	X		X	X

Cost below is based on fine fabric prices for “Fine Clothes” option. Unless PCs provide material, add the parts value from the chart above x2 for item cost based on creature CR. If they provide material, add the sell value to the total. **These custom items do not improve/ hinder AC.** Any item that typically has a lining has a cloth lining as part of the price.



Special Materials, Leather Armor Pieces

For other armors item prices, divide the full price by 10 (leather armor price) and multiply parts by that.

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Custom Armor Parts]							
Bracers	5 sp	3 sp	8 sp	X		X	X
Breastplate	3 gp	2 gp	5 gp	X			X
Boots	1 gp	3 gp	6 gp	X		X	X
Cloak/ (Mantle, -1 gp)	6 gp	4 gp	9 gp	X			X
Cuisse (Thigh Armor)	1 gp	7 sp	2 gp	X		X	X
Full Arm Armor (Pair)	1 gp	7 sp	2 gp	X			X
Full Leg Armor (Pair)	2 gp	1 gp	3 gp	X			X
Gauntlets	1 gp	7 sp	2 gp	X		X	X
Gloves	5 sp	3 sp	8 sp	X		X	X
Gorget (Neck)	5 sp	3 sp	8 sp	X		X	X
Greaves (Lower Leg)	1 gp	7 sp	2 gp	X		X	X
Harness (Chest & Back), Extra	7 gp	4 gp	13 gp	X			X
Helmet	2 gp	1 gp	3 gp	X		X	X
Pauldrons (Shoulders)	1 gp	7 sp	2 gp	X			X
Sabatons (Feet)	5 sp	3 sp	8 sp	X		X	X
[Custom Accessories]							
Buckler (1 Unit)	8 gp	6 gp	12 gp	X	X	X	X
Quiver (1 Unit)	1 gp	7 sp	2 gp	X	X	X	X
Sheathe (See Unit Note)	8 sp	6 sp	12 sp	X	X	X	X



Special Crafting Materials

This material list comes from the [City and Wild](#) “Pay What You Want” (not mine) addition on DMsGuild. Premium Locale “X” denotes *Very Rare Material*.

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Name] (Per unit Price)							
Adamantite	200 gp	100 gp	300 gp	X		X	X
Aerocrystal	400 gp	300 gp	600 gp	X			X
Asmoroch Wood	400 gp	300 gp	600 gp	X			X
Beast Feathers (CR Values)	CR% N.	CR% L.	CR% H.	X			X
Bone (CR Values)	CR% N.	CR% L.	CR% H.	X	X	X	X
Chitin (CR Values)	CR% N.	CR% L.	CR% H.	X		X	X
Cold Iron	100 gp	60 gp	200 gp	X	X	X	X
Coral	100 gp	60 gp	200 gp	X	X	X	X
Creature Hide (CR Values)	CR% N.	CR% L.	CR% H.	X	X	X	X
Creature Scales (CR Values)	CR% N.	CR% L.	CR% H.	X		X	X
Darksteel	200 gp	100 gp	300 gp	X		X	X
Darkwood	100 gp	60 gp	300 gp	X	X	X	X
Dwarvenstone	400 gp	300 gp	600 gp	X			X
Eternal Ice	400 gp	300 gp	600 gp	X			X
Ignium	400 gp	300 gp	600 gp	X			X
Infernal Leather	800 gp	600 gp	1200 gp	X			X
Infernal Steel	800 gp	600 gp	1200 gp	X			X
Leafweave	100 gp	60 gp	200 gp	X	X	X	X
Mithril	200 gp	100 gp	300 gp	X		X	X
Obsidian	200 gp	100 gp	300 gp	X		X	X
Orichalum	400 gp	300 gp	600 gp	X			X
Plague Wood	200 gp	100 gp	300 gp	X		X	X
Shadowsilk (CR Values)	CR% N.	CR% L.	CR% H.	X		X	X
Shadowfell Linen	800 gp	600 gp	1200 gp	X			X
Spiritual Wood	200 gp	100 gp	300 gp	X		X	X
Stellar Iron	800 gp	600 gp	1200 gp	X			X

Availability: Weapons and Armor Sets made of the above list of materials will only be found in **Premium Locales**. Individual item availability is up to you.

Pricing (Full Sets & Individual Items): Take the item cost and add the total units cost to it to get the custom item price.

Unit uses/how much you need

1 Unit: 2 Daggers, 1 Short Sword or Short Bow, etc. **2 Units:** Small Size Armor, Long Sword or Long Bow, etc.

3 Units: Medium Size Armor, Great Sword, etc. **4 Units:** Large Size Armor, Warhammer, etc.

Item Name	Cost (Normal)	Cost (Cheap)	Cost (Expensive)	Limited Stock	Rural Locale	Urban Locale	Premium Locale
[Specialty Inks, Price per Size]							
<i>Beastial Ink</i>							
Small	125 gp	163 gp	190 gp	X	X	X	X
Medium	250 gp	175 gp	375 gp	X		X	X
Large	500 gp	375 gp	750 gp	X			X
<i>Detection Ink (Colors Vary)</i>							
Small	1,000 gp	700 gp	1,500 gp	X		X	X
Medium	2,000 gp	1,400 gp	3,000 gp	X		X	X
Large	4,000 gp	2,800 gp	6,000 gp	X			X
<i>Elemental Ink (Choice Varies)</i>							
Small	150 gp	105 gp	225 gp	X	X	X	X
Medium	300 gp	210 gp	450 gp	X		X	X
Large	600 gp	420 gp	900 gp	X			X
<i>Glamor Ink (Choice Varies)</i>							
Small	100 gp	70 gp	150 gp	X	X	X	X
Medium	200 gp	140 gp	300 gp	X		X	X
Large	400 gp	280 gp	600 gp	X			X
<i>Glow Ink (Choice Varies)</i>							
Small	100 gp	70 gp	150 gp	X	X	X	X
Medium	200 gp	140 gp	300 gp	X		X	X
Large	400 gp	280 gp	600 gp	X			X
<i>Metallic-Ink (Basic Metals)</i>							
Small	150 gp	105 gp	225 gp	X	X	X	X
Medium	300 gp	210 gp	450 gp	X		X	X
Large	600 gp	420 gp	900 gp	X			X
<i>Mood Ink (Single Color)</i>							
Small	100 gp	70 gp	150 gp	X	X	X	X
Medium	200 gp	140 gp	300 gp	X	X	X	X
Large	400 gp	280 gp	600 gp	X			X
<i>Prismatic Ink (Single Color)</i>							
Small	150 gp	105 gp	225 gp	X	X	X	X
Medium	300 gp	210 gp	450 gp	X	X	X	X
Large	600 gp	420 gp	900 gp	X			X
<i>Shifting Ink (GM Choice)</i>							
Small	5,000 gp	3,500 gp	7,500 gp	X		X	X
Medium	10,000 gp	7,000 gp	15,000 gp	X			X
Large	20,000 gp	14,000 gp	30,000 gp	X			X
<i>Temporary Ink (Black Only)</i>							
Small	50 gp	35 gp	75 gp	X	X	X	X
Medium	100 GP	70 GP	150 gp	X	X	X	X
Large	200 gp	140 gp	300 gp	X		X	X
<i>3-D Ink (Colors Vary)</i>							
Small	350 gp	245 gp	525 gp	X		X	X
Medium	700 gp	490 gp	1,050 gp	X		X	X
Large	1,400 gp	980 gp	2,100 gp	X			X
[1 oz Bottles of Basic Colors]							
Any Color	15 gp	10 gp	23 gp	X	X	X	X
[Miscellaneous]							
Full Ink Set	200 gp	140 gp	300 gp	X			X
Needle Set	5 gp	3 gp	8 gp	X		X	X
Medical Supplies	30 gp	22 gp	45 gp	X			X
Sketchbook	25 gp	18 gp	38 gp		X	X	X
[Tools]							
<i>Artisans Tools</i>							
Tattooist's Tools	70 gp	49 gp	105 gp	X			X



Tattoo Availability

Tattoo prices don't include the price of ink which is shown in the table to the left.

Item Name	Cost	Size	Complexity	Rural Locale	Urban Locale	Premium Locale	Special Locale
[Tattoo + Complexity]							
All Seeing Eye	2,000 gp	Small	Average		X	X	
Artisan's Hands	4,000 gp	Small	Ornate			X	
Eye of Darkvision	2,000 gp	Small	Average		X	X	
Eye of Truesight	4,000 gp	Small	Ornate		X	X	
Eye of the Seer	2,000 gp	Small	Average		X	X	
Elemental Fist Tattoo(s)	4,000 gp	Medium	Average				X
Fortress Tattoo	8,000 gp	Large	Average			X	
Mark of the Anchor	1,000 gp	Small	Simple		X	X	
Mark of the Marksman	4,000 gp	Medium	Average		X	X	
Mark of Melee	2,000 gp	Medium	Simple	X	X	X	
Mark of the Death Walker	16,000 gp	Large	Ornate			X	
Mark of the Driftglobe	4,000 gp	Medium	Average				X
Mark of the Dryad	8,000 gp	Medium	Ornate				X
Mark of the Elemental	8,000 gp	Medium	Ornate			X	
Mark of Elvenkind	4,000 gp	Medium	Average			X	
Mark of the Flock	16,000 gp	Large	Ornate				X
Mark of the Ghast	4,000 gp	Medium	Average				X
Mark of the Healer	8,000 gp	Medium	Ornate		X	X	
Mark of the Hummingbird	4,000 gp	Large	Simple	X	X	X	
Mark of the Kraken	2,000 gp	Medium	Simple				X
Mark of the Ox	16,000 gp	Large	Ornate				X
Mark of the Pack master	8,000 gp	Medium	Ornate				X
Mark of the Pit Fiend	8,000 gp	Medium	Ornate				X
Mark of the Snake Charmer	8,000 gp	Medium	Ornate				X
Mark of the Soulmates	4,000 gp	Small	Ornate			X	
Mark of the Spider	2,000 gp	Medium	Simple		X	X	
Mark of the Spirit master	8,000 gp	Medium	Ornate				X
Mark of the Tarrasque	8,000 gp	Large	Average				X
Mark of the Telepath	4,000 gp	Small	Ornate			X	
Mark of the Weapon master	2,000 gp	Small	Average			X	
Maw of the Dragon	8,000 gp	Medium	Ornate				X
Owner's Mark	2,000 gp	Small	Simple	X	X	X	
Scar of Bravery	2,000 gp	Medium	Simple	X	X	X	
Slave's Mark	100 gp	Small	Simple	X	X	X	
Spirit of the [Animal]	16,000 gp	Large	Ornate				X
Spirit Walker's Sigil	4,000 gp	Medium	Average				X
Tattoo of Leaping	8,000 gp	Medium	Ornate			X	
Tattoo of Luck	4,000 gp	Small	Ornate			X	
Tattoo of Menace	4,000 gp	Small	Ornate			X	
Tattoo of Major Protection	8,000 gp	Large	Average			X	
Tattoo of Protection	4,000 gp	Large	Simple	X	X	X	
Tattoo of Striding	4,000 gp	Medium	Average		X	X	
Tattoo of Warding	8,000 gp	Large	Average			X	
Venom Ward	2,000 gp	Small	Average	X	X	X	
Voice of Comprehension	2,000 gp	Small	Average		X	X	
Wings of Ink	16,000 gp	Large	Ornate			X	

General Notes

- A partial list of elemental aligned inks: Fire, Ice, Water, Air, Electricity, Acid, Forest & Poison. Wizards are developing inks all over the planet. Some have yet to be perfected, some are regional.
- Note on Forest aligned elemental ink: This ink is normally used in the Mark of the Dryad & Spider, or Pack masters & Snake charmer's Mark. Mark of the Flock can use Air or Forest.
- Tattoos denoted as having a special locale are performed only by those who specialize in that form. (Ex. Tattoo of the Frozen Fist would only be available in select monasteries in frozen regions.)