

Merchants and Stores

In most inhabited areas there will be someone willing to trade with or sell to the PCs the item(s) they will need to complete their journey. More items are available the closer one gets to the center of production (cities) but traders far out in the wilderness have a surprising amount of things to sell sometimes.

The prices listed below are in silver pieces unless noted and are the general prices for the items where they can most often be found. Larger cities and towns might have the items for slightly less where smaller villages and outposts might have them increased, and that's not even counting local sales, surpluses, shortages, etc.

Items can be modified by an appropriate craftsman (sometimes the one who is selling it) and is usually done so at the rate of 1 silver piece per day it takes to make the modification.

Used items (those being sold by the players) usually go for 50-75% of the price listed. Listed below is a set of items that could be in shops the players find:

Item	Training Req.	Cost
Any item in the backpack the players started with	No	1-2
Candles (4)	No	1
Knife	No	4-5
Handaxe	No	9
Hammer	No	3
Chisel	Yes	3
Grapple Hook	Yes	7
Prybar	No	3
Shovel	No	5
Pickaxe	Yes	6
Charcoal Sticks	No	2
Fishing kit	Yes	4
Snare	Yes	1
Backpack	No	2
Canvas Sack	No	1
Canvas Tent	No	3
Iron Spikes (4)	No	3
Jerky (beef/pork) (3 days)	No	1
Tobacco	No	5
Pipe	No	3
Ladder	No	7
Pole	No	4
Net	Yes	3
Fishing Net	Yes	2
Mirror	No	6
Brick	No	2cp
Vegetable Oil (in flask or skin)	No	2
Ring	No	5-25
Necklace	No	10-40
Holy Scripture	Yes (Literacy)	50-70
Parchment	No	5
Pocket or Belt Knife	No	5-6
Toy	No	1-5
Statuette	No	1-10
Fetish	No	1-10
Herbs	Yes or No	5-20
Soap	No	2
Towel/Rag	No	1
Flask/Waterskin	No	1
Bag of Salt	No	2
Caltrops (see weapon table)	No (Probably)	5
Checkers/Dice	No	10
Deck of Cards	No	7-10
Pins (12)	No	3
Medicine	Yes	7
Rope (30')	No	2
Chalk	No	1
Block and Tackle	Yes	10
Wax	No	2
Seal	No	3
Whetstone	Yes	3-5
Book	Yes (Literacy)	50-100
Paper	No	6
Spyglass	No	25
Whistle	No	15
Tiny Pouch	No	2
Belt Pouch	No	3
Satchel	No	5
Tiny Sack	No	1

Small Sack	No	2
Medium Sack	No	3
Large Sack	No	4
Robes	No	10
Common Clothes	No	10
Undergarments	No	7
Tights	No	12
Sandals	No	5
Leather Boots	No	10
Winter Boots	No	15
Clogs	No	20
High Heels (Mini Stilts)	Yes	20
Stilts	Yes	25

Weapon Name	Weapon Type	Weapon Damage	Cost
Longsword	Standard	3	22
Shortsword	Discreet	2	16
Dagger	Discreet	1	4-6
Battleaxe	Heavy	5	20
Club (Staff {not a casting implement})	Standard	1	1-5
Mace (flanged)	Standard	3	8
Knife	Discreet	1	5
Handaxe	Standard	2	9
Crossbow	Standard	2	8
(12 Bolts)			2
Bow	Heavy	4	13
(12 Arrows)			4
Rapier	Standard	2	10
Flail	Heavy	4	15
Pollaxe	Heavy	5	15
Lance	Heavy	5	10
Whip	Standard	1	2
Spear	Standard	3	3
Spear (Throwing)	Standard	3	4
Spear (H) (Throwing)	Heavy	4	5
Battering Ram (Requires 2 to operate)	Massive	8	15-30
Javelin	Standard	2	3
Rock	Discreet	0	0-1
Stone	Standard	1	1
Sling	Standard	3	1
Fists	Discreet	-1	0
Scimitar	Standard	2	15
Pike	Heavy	4	7
Warhammer (Maul)	Heavy	5	19
Atlatl	Standard	3	5
(12 "Spears")			12
Darts (12)	Discreet	1	4
Caltrops	Discreet	0 (stun)	5
Mace (morning star)	Heavy	4	12
Riding Sword (Sabre, Katana)	Standard	3	25
Recurve Bow (requires training to use)	Standard	4	25
(12 Arrows)			4
Blowgun (w/ 25 darts)	Standard	0	13

Armor Type	Handling Skill	Armor Rating	Cost
Cloth	0	3	60
Leather (L)	1	5	100
Leather (H)	2	6	120
Mail (L)	3	8	160
Mail (H) (W/Breastplate)	4	9	180
Plate (L)	5	11	220
Plate (H)	6	12	240
Better Helmet	+0	0.5	30
Craftsman	N/A (above)	+1	+50
Ornate	N/A	+0	+70

Shield Type	Handling skill (Armor +_)	Armor Rating	Cost
Leather (S)	0	1	20
Wooden (S)	1	2	40
Wooden (L)	1	3	60
Metal (S)	2	4	80
Metal (L)	2	5	100
Craftsman	N/A	+1	+15
Ornate	N/A	+0	+30