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1 BLACKSMITH/ARMORY

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	750gp	1000gp	1500gp
Selling Cap (daily)	1500gp	2000gp	3000gp

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Armor							
<i>Light Armor</i>							
Studded Leather	45gp	33gp	68gp				X
<i>Medium Armor</i>							
Chain shirt	50gp	38gp	75gp	X	X	X	X
Scale Mail	50gp	38gp	75gp			X	X
Breastplate	400gp	300gp	600gp	X	X	X	X
Half Plate	750gp	562gp	1125gp				X
<i>Heavy Armor</i>							
Ring Mail	30gp	22gp	45gp		X	X	X
Chain Mail	75gp	56gp	113gp	X	X	X	X
Splint	200gp	150gp	300gp			X	X
Plate	1500gp	1125gp	2250gp				X
<i>Shield</i>							
Shield	10gp	7gp	15gp	X	X	X	X
Weapons							
<i>Simple Melee Weapons</i>							
Dagger	2gp	1gp	3gp	X	X	X	X
Handaxe	5gp	3gp	8gp	X	X	X	X
Javelin	5gp	3gp	8gp			X	X
Light Hammer	2gp	1gp	3gp			X	X
Mace	5gp	3gp	8gp		X	X	X
Sickle	1gp	7sp	2gp			X	X
Spear	1gp	7sp	2gp	X	X	X	X
<i>Martial Melee Weapons</i>							
Battleaxe	10gp	7gp	15gp	X	X	X	X
Flail	10gp	7gp	15gp			X	X
Glaive	20gp	15gp	30gp			X	X
Greataxe	30gp	22gp	45gp		X	X	X
Greatsword	50gp	38gp	75gp	X	X	X	X
Halberd	20gp	15gp	30gp			X	X
Lance	10gp	7gp	15gp				X
Longsword	15gp	11gp	22gp	X	X	X	X
Maul	10gp	7gp	15gp			X	X
Morningstar	15gp	11gp	22gp			X	X
Pike	5gp	3gp	8gp		X	X	X
Rapier	25gp	18gp	38gp				X
Scimitar	25gp	18gp	38gp			X	X
Shortsword	10gp	7gp	15gp	X	X	X	X
Trident	5gp	3gp	8gp				X
War Pick	5gp	3gp	8gp			X	X
Warhammer	15gp	11gp	22gp		X	X	X
Adventuring Gear							

Ball Bearings (bag of 1,000)	1gp	7sp	2gp		X	X	X
Bell	1gp	7sp	2gp		X	X	X
Block and Tackle	1gp	7sp	2gp			X	X
Chain (10 feet)	5gp	3gp	8gp	X	X	X	X
Crowbar	2gp	1gp	3gp	X	X	X	X
Grappling Hook	2gp	1gp	3gp			X	X
Hammer	1gp	7sp	2gp	X	X	X	X
Hammer, Sledge	2gp	1gp	3gp		X	X	X
Hunting Trap	5gp	3gp	8gp		X	X	X
Lamp	5sp	3sp	8sp		X	X	X
Lantern, Bullseye	10gp	7gp	15gp				X
Lantern, Hooded	5gp	3gp	8gp			X	X
Lock	10gp	7gp	15gp		X	X	X
Manacles	2gp	1gp	3gp			X	X
Mirror, Steel	5gp	3gp	8gp			X	X
Pick, Miner's	2gp	1gp	3gp		X	X	X
Piton	5cp	3cp	8cp		X	X	X
Pot, Iron	2gp	1gp	3gp		X	X	
Spikes, Iron	1gp	7sp	2gp			X	X
Whetstone	1cp	1cp	2cp	X	X	X	X
Tools							
<i>Artisan's Tools</i>							
Carpenter's Tools	8gp	6gp	12gp		X	X	X
Mason's Tools	10gp	7gp	15gp			X	X
Smith's Tools	20gp	15gp	30gp	X	X	X	X
Tinker's Tools	50gp	38gp	75gp				X
Musical Instrument							
Horn	3gp	2gp	5gp				X

2 FLETCHER/BOWYER

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	375gp	500gp	750gp
Selling Cap (daily)	750gp	1000gp	1500gp

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Weapons							
<i>Simple Ranged Weapons</i>							
Crossbow, Light	25gp	18gp	38gp		X	X	X
Shortbow	25gp	18gp	38gp	X	X	X	X
<i>Martial Ranged Weapons</i>							
Crossbow, Hand	75gp	56gp	113gp			X	X
Crossbow, Heavy	50gp	38gp	75gp		X	X	X
Longbow	50gp	38gp	75gp	X	X	X	X
Adventuring Gear							
<i>Ammunition</i>							
Arrows (20)	1gp	7sp	2gp	X	X	X	X
Crossbow Bolts (20)	1gp	7sp	2gp		X	X	X

Bowstring (5)	2gp	1gp	3gp	X	X	X	X
Case, Crossbow Bolt	1gp	7sp	2gp		X	X	X
Quiver	1gp	7sp	2gp	X	X	X	X

3 LEATHERWORKER

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	375gp	5000gp	750gp
Selling Cap (daily)	750gp	1000gp	1500gp

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Armor							
<i>Light Armor</i>							
Leather	10gp	7gp	15gp	X	X	X	X
Studded Leather	45gp	33gp	68gp		X	X	X
<i>Medium Armor</i>							
Hide	10gp	7gp	15gp	X	X	X	X
<i>Shield</i>							
Shield	10gp	7gp	15gp			X	X
Weapons							
<i>Simple Ranged Weapons</i>							
Sling	1sp	7cp	2sp		X	X	X
<i>Adventuring Gear</i>							
Waterskin	2sp	1sp	3sp	X	X	X	X
Tools							
<i>Artisan's Tools</i>							
Cobbler's Tools	5gp	3gp	8gp		X	X	X
Leatherworker's Tools	5gp	3gp	8gp	X	X	X	X
<i>Musical Instrument</i>							
Bagpipes	30gp	22gp	45gp				X
Drum	6gp	4gp	9gp			X	X

4 TEMPLE/FAITH SUPPLIES

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	281gp	375gp	500gp
Selling Cap (daily)	562gp	750gp	1000gp

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

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Adventuring Gear							
Alms Box	5gp	3gp	8gp		O	O	O
Bell	1gp	7sp	2gp			X	X
Blanket	5sp	3sp	8sp		X	X	X
Book, Scripture	25gp	18gp	38gp	X	X	X	X
Candle	1cp	1cp	2cp	X	X	X	X
Case, Map or Scroll	1gp	7sp	2gp			X	X
Censer	5gp	3gp	8gp		O	O	O
Chalk (1 piece)	1cp	1cp	2cp		X	X	X
Flask	2cp	1cp	3cp	X	X	X	X
Healer's Kit	5gp	3gp	8gp			X	X
Holy Symbol							
Amulet	5gp	3gp	8gp	X	X	X	X
Emblem	5gp	3gp	8gp	X	X	X	X
Reliquary	5gp	3gp	8gp	X	X	X	X
Holy Water (flask)	25gp	18gp	38gp	X	X	X	X
Incense (1 block)	1cp	1cp	2cp		O	O	O
Ink (1 ounce bottle)	10gp	7gp	15gp			X	X
Ink Pen (Fountain)	3gp	2gp	5gp			X	X
Lamp	5sp	3sp	8sp		X	X	X
Lantern, Hooded	5gp	3sp	8sp				X
Oil (flask)	1sp	7cp	2sp	X	X	X	X
Paper (one sheet)	2sp	1sp	3sp				X
Parchment (one sheet)	1sp	7cp	2sp			X	
Perfume (vial)	5gp	3gp	8gp				X
Potion of Healing	50gp	38gp	75gp				X
Rations (1 day)	5sp	3sp	8sp		X	X	X
Torch	1cp	1cp	2cp	X	X	X	X
Vial	1gp	7sp	2gp	X	X	X	X
Waterskin	2sp	1sp	3sp		X	X	X
Tools							
Artisan's Tools							
Calligrapher's Supplies	10gp	7gp	15gp			O	O
Herbalism Kit	5gp	3gp	8gp			X	X
Musical Instrument							
Flute	2gp	1gp	3gp				O
Lyre	30gp	22gp	45gp				O
Horn	3gp	2gp	5gp				O
Services							
Spellcasting							

Cure Wounds (lvl 1)	10gp	7gp	15gp	X	X	X	X
Gentle Repose (lvl 2)	50gp	38gp	75gp		X	X	X
Lesser Restoration (lvl 2)	50gp	38gp	75gp	X	X	X	X
Remove Curse (lvl 3)	100gp	75gp	150gp		X	X	X
Revivify (lvl 3)	400gp	375gp	450gp		X	X	X
Raise Dead (lvl 5)	1000gp	875gp	1250gp		X	X	X

4.1 ★ SPELLCASTER AVAILABILITY

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; 80100 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.

5 BOOK PRICES (LIBRARY OR OTHERWISE)

Not all books will be for sale. Some rarer tomes, or those in private collections may be more than chart prices.

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Common, Soft Bound	8gp	6gp	12gp	X	X	X	
Common, Hard Bound	10gp	7gp	15gp	X	X	X	X
Uncommon, Soft Bound	15gp	11gp	23gp	X		X	X
Uncommon, Hard Bound	20gp	14sp	30gp	X		X	X
Rare, Soft Bound	30gp	22gp	45gp	X			X
Rare, Hard Bound	50gp	38gp	75gp	X			X

6 GENERAL STORE

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	281gp	375gp	500gp
Selling Cap (daily)	562gp	750gp	1000gp

Trade goods accepted.

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
<i>Adventuring Gear</i>							
Abacus	2gp	1gp	3gp			X	X
Barrel	2gp	1gp	3gp		X	X	X
Blanket	5sp	3sp	8sp	X	X	X	X
Bottle, glass	2gp	1gp	3gp		X	X	X
Bucket	5cp	3cp	8cp		X	X	X
Candle	1cp	1cp	2cp	X	X	X	X
Chest	5gp	3gp	8gp			X	X
Clothes, Common	5sp	3sp	8sp		X	X	X
Clothes, Fine	15gp	11gp	23gp				X
Flask or Tankard	2cp	1cp	3cp	X	X	X	X
Ink (1 ounce bottle)	10gp	7gp	15gp	X	X	X	X
Ink Pen (Fountain)	3gp	2gp	5gp			X	X
Journal, Soft Bound, 25 Sheets	7gp	5gp	11gp		X	X	X
Jug or Pitcher	2cp	1cp	3cp	X	X	X	X
Ladder (10-foot)	1sp	7cp	2sp		X	X	X
Lantern, Hooded	5gp	3gp	8gp			X	X
Lamp	5sp	3sp	8sp		X	X	X
Lock	10gp	7gp	15gp			X	X
Mess Kit	2sp	1sp	3sp		X	X	X
Mirror, Steel	5gp	3gp	8gp		X	X	X
Paper (one sheet)	2sp	1sp	3sp			X	X
Parchment (one sheet)	1sp	7cp	2sp	X	X	X	
Pick, Miner's	2gp	1gp	3gp		X	X	X
Pot, Iron	2gp	1gp	3gp	X	X	X	X
Pouch	5sp	3sp	8sp		X	X	X
Rope, Hempen (50 feet)	1gp	7sp	2gp		X	X	X
Rope, Silk (50 feet)	10gp	7gp	15gp				X
Sack	1cp	1cp	2cp	X	X	X	X
Scale, Merchant's	5gp	3gp	8gp			X	X
Shovel	2gp	1gp	3gp		X	X	X
Signet Ring	5gp	3gp	8gp			X	X
Soap	2cp	1cp	3cp			X	X
Vial	1gp	7sp	2gp			X	X
Tools							
<i>Artisan's Tools</i>							
Carpenter's Tools	8gp	6gp	12gp	X	X	X	X
Cobbler's Tools	5gp	3gp	8gp		X	X	X
Cook's Utensils	1gp	7sp	2gp	X	X	X	X
Glassblower's Tools	30gp	22gp	45gp				X
Leatherworker's Tools	5gp	3gp	8gp			X	X

Mason's Tools	10gp	7gp	15gp	X	X	X	X
Potter's Tools	10gp	7gp	15gp		X	X	X
Smith's Tools	20gp	15gp	30gp				X
Weaver's Tools	1gp	7sp	2gp		X	X	X
Woodcarver's Tools	1gp	7sp	2gp	X	X	X	X

7 ADVENTURING SUPPLIES

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	562gp	750gp	1125gp
Selling Cap (daily)	1125gp	150gp	2260gp

Trade goods accepted.

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Armor							
<i>Light Armor</i>							
Padded	5gp	3gp	8gp			X	X
Leather	10gp	7gp	15gp			X	X
Studded Leather	45gp	33gp	68gp				X
<i>Medium Armor</i>							
Hide	10gp	7gp	15gp		X	X	X
Weapons							
<i>Simple Melee Weapons</i>							
Club	1sp	7cp	2sp		X		
Dagger	2gp	1gp	3gp	X	X	X	X
Greatclub	2sp	1sp	3sp		X	X	
Handaxe	5gp	3gp	8gp	X	X	X	X
Light Hammer	2gp	1gp	3gp		X	X	X
Quarterstaff	2sp	1sp	3sp		X	X	
<i>Simple Ranged Weapons</i>							
Crossbow, Light	25gp	18gp	38gp			X	X
Dart	5cp	3cp	8cp		X	X	X
Shortbow	25gp	18gp	38gp	X	X	X	X
Sling	1sp	7cp	2sp		X	X	
<i>Martial Melee Weapons</i>							
Whip	2gp	1gp	3gp		X	X	X
<i>Martial Ranged Weapons</i>							
Blowgun	10gp	7gp	15gp		X		
Crossbow, hand	75gp	56gp	113gp			X	X
Crossbow, heavy	50gp	38gp	75gp				X
Longbow	50gp	38gp	75gp	X	X	X	X
Adventuring Gear							
<i>Ammunition</i>							
Arrows (20)	1gp	7sp	2gp	X	X	X	X
Blowgun Needles (50)	1gp	7sp	2gp		X		
Crossbow Bolts (20)	1gp	7sp	2gp	X		X	X
Sling Bullets (20)	4cp	3cp	6cp		X	X	

Backpack	2gp	1gp	3gp	X	X	X	X
Bedroll	1gp	7sp	2gp	X	X	X	X
Blanket	5sp	3sp	8sp	X	X	X	X
Block and Tackle	1gp	7sp	2gp			X	X
Bottle, glass	2gp	1gp	3gp	X	X	X	X
Candle	1cp	1cp	2cp			X	X
Case, Crossbow Bolt	1gp	7sp	2gp			X	X
Case, Map or Scroll	1gp	7sp	2gp		X	X	X
Chain (10 feet)	5gp	3gp	8gp			X	X
Chest	5gp	3gp	8gp		X	X	X
Climber's Kit	25gp	18gp	38gp			X	X
Clothes, Traveler's	2gp	1gp	3gp	X	X	X	X
Crowbar	2gp	1gp	3gp	X	X	X	X
Flask or Tankard	2cp	1cp	3cp	X	X	X	X
Grappling Hook	2gp	1gp	3gp	X		X	X
Hammer	1gp	7sp	2gp	X	X	X	X
Healer's Kit	5gp	3gp	8gp				X
Hourglass	25gp	18gp	38gp				X
Hunting Trap	5gp	3gp	8gp		X	X	X
Ink (1 ounce bottle)	10gp	7gp	15gp				X
Ink Pen (Fountain)	3gp	2gp	5gp			X	X
Jug or Pitcher	2cp	1cp	3cp	X	X	X	X
Ladder (10-foot)	1sp	7cp	2sp			X	X
Lantern, Bullseye	10gp	7gp	15gp			X	X
Lantern, Hooded	5gp	3gp	8gp	X	X	X	X
Lock	10gp	7gp	15gp				X
Mess Kit	2sp	1sp	3sp			X	X
Mirror, Steel	5gp	3gp	8gp			X	X
Paper (one sheet)	2sp	1sp	3sp				X
Parchment (one sheet)	1sp	7cp	2sp		X	X	
Pick, Miner's	2gp	1gp	3gp		X	X	X
Piton	5cp	3cp	8cp		X	X	X
Pole (10-foot)	5cp	3cp	8cp		X	X	X
Pot, Iron	2gp	1gp	3gp	X	X	X	X
Pouch	5sp	3sp	8sp	X	X	X	X
Quiver	1gp	7sp	2gp	X	X	X	X
Rations (1 day)	5sp	3sp	8sp			X	X
Rope, Hempen (50 feet)	1gp	7sp	2gp	X	X	X	X
Rope, Silk (50 feet)	10gp	7gp	15gp				X
Sack	1cp	1cp	2cp	X	X	X	X
Shovel	2gp	1gp	3gp	X	X	X	X
Signal Whistle	5cp	3cp	8cp			X	X
Signet Ring	5gp	3gp	8gp				X
Spyglass	1000gp	750gp	1500gp			X	X
Tent, Two-person	2gp	1gp	3gp	X	X	X	X
Tinderbox	5sp	3sp	8sp	X	X	X	X
Torch	1cp	1cp	2cp	X	X	X	X
Vial	1gp	7sp	2gp	X	X	X	X
Waterskin	2sp	1sp	3sp	X	X	X	X
Tools							
<i>Artisan's Tools</i>							
Cartographer's Tools	15gp	11gp	23gp			X	X
Jeweler's Tools	25gp	18gp	38gp				X

Tinker’s Tools	50gp	38gp	75gp			X	X
Herbalism Kit	5gp	3gp	8gp			X	X
Navigator’s Tools	25gp	18gp	38gp	X	X	X	X

7.1 ★ WATER-SIDE THEME

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

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Weapons							
<i>Simple Melee Weapons</i>							
Spear	1gp	7sp	2gp		X	X	X
Martial Ranged Weapons							
Net	1gp	7sp	2gp	X	X	X	X
<i>Adventuring Gear</i>							
Fishing Tackle	1gp	7sp	2gp	X	X	X	X
Waterborne Vehicles							
Rowboat	50gp	38gp	75gp		X	X	X
Trade Goods							
1 lb. of Fishing Bait	5cp	3cp	8cp	X	X	X	X

7.2 ★ MAGICAL THEME

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

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Adventuring Gear							
<i>Arcane Focus</i>							
Crystal	10gp	7gp	15gp			X	X
Orb	20gp	15gp	30gp				X
Rod	10gp	7gp	15gp		X	X	X
Staff	5gp	3gp	8gp	X	X	X	X
Wand	10gp	7gp	15gp	X	X	X	X
Component Pouch	25gp	18gp	38gp	X	X	X	X
Potion of Healing	50gp	38gp	75gp			X	X
Spellbook	50gp	38gp	75gp		X	X	X

7.3 ★ SHADY DEALER THEME

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

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Adventuring Gear							
Acid (vial)	25gp	18gp	38gp	X	X	X	X
Antitoxin (vial)	50gp	38gp	75gp	X	X	X	X
Caltrops (bag of 20)	1gp	7sp	2gp			X	X
Clothes, Costume	5gp	3gp	8gp				X
Manacles	2gp	1gp	3gp				X
Oil (flask)	1sp	7cp	2sp	X	X	X	X
Poison, Basic (vial)	100gp	75gp	150gp	X	X	X	X
Ram, Portable	4gp	3gp	6gp				X
Spikes, Iron (10)	1gp	7sp	2gp				X
Tools							
Disguise Kit	25gp	18gp	38gp			X	X
Forgery Kit	15gp	11gp	23gp		X	X	X
Gaming Set							
Dice Set	1sp	7cp	2sp	X	X	X	X
Playing Card Set	5sp	3sp	8sp		X	X	X
Poisoner's Kit	50gp	38gp	75gp	X	X	X	X
Thieves' Tools	25gp	18gp	38gp	X	X	X	X

7.4 ★ ART AND GAMES THEME

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

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Tools							
<i>Artisan's Tools</i>							
Calligrapher's Supplies	10gp	8gp	15gp			X	X
Glassblower's Tools	30gp	22gp	45gp				X
Painter's Supplies	10gp	8gp	15gp	X	X	X	X
Potter's Tools	10gp	8gp	15gp			X	X
Weaver's Tools	1gp	7sp	2gp		X	X	X
Woodcarver's Tools	1gp	7sp	2gp		X	X	X
Disguise Kit	25gp	18gp	38gp				X
Gaming Set							
Dice Set	1sp	7cp	2sp	X	X	X	X
Dragonchess Set	1gp	7sp	2gp				X
Playing Card Set	5sp	3sp	8sp		X	X	X
Three-Dragon Ante Set	1gp	7sp	2gp			X	X
Musical Instrument							
Bagpipes	30gp	22gp	45gp				X
Drum	6gp	4gp	9gp		X	X	X
Dulcimer	25gp	18gp	38gp			X	X
Flute	2gp	1gp	3gp	X	X	X	X
Lute	35gp	26gp	53gp		X	X	X

Lyre	30gp	22gp	45gp	X	X	X	X
Horn	3gp	2gp	5gp			X	X
Pan Flute	12gp	9gp	18gp		X	X	X
Shawn	2gp	1gp	3gp			X	X
Viol	30gp	22gp	45gp				X

8 TAILOR/TEXTILES

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	281gp	375gp	500gp
Selling Cap (daily)	562gp	750gp	1000gp

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Weapons							
Adventuring Gear							
Basket	4sp	3sp	6sp	X	X	X	X
Cloak, Canvas	7sp	5sp	11sp		X	X	X
Cloak, Leather	2gp	1gp	3gp	X		X	X
Cloak, Leather, Lined	4gp	3gp	6gp	X		X	X
Clothes, Common	5sp	3sp	8sp	X	X	X	X
Clothes, Costume	5gp	3gp	8gp				X
Clothes, Fine	15gp	11gp	23gp			X	X
Clothes, Traveler’s	2gp	1gp	3gp		X	X	X
Component Pouch	25gp	18gp	38gp				X
Pouch	5sp	3sp	8sp	X	X	X	X
Robes	1gp	7sp	2gp		X	X	X
Sack	1cp	1cp	2cp	X	X	X	X
Tent, Two-person	2gp	1gp	3gp			X	X
Miscellaneous							
Bone Needle (5)	3cp	2cp	5cp		X	X	X
Steel Needle (1)	1sp	1sp	2sp			X	X
Cotton Thread (30 feet)	5sp	3sp	8sp	X		X	X
Leather Cord (15 feet)	1gp	7sp	2gp	X	X	X	X
Tools							
<i>Artisan’s Tools</i>							
Weaver’s Tools	1gp	7sp	2gp	X	X	X	X

9 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	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Mounts & Other Animals							
Camel – 50 ft – 480 lbs	50gp	38gp	75gp	X		X	
Donkey/ Mule – 40 ft – 420 lbs	8gp	6gp	12gp		X	X	
Elephant – 40 ft – 1,320 lbs	200gp	140gp	300gp	X		X	X
Horse, draft – 40 ft – 540 lbs	50gp	38gp	75gp	X	X	X	
Horse, riding – 60 ft – 480 lbs	75gp	56gp	113gp	X		X	X
Mastiff – 40 ft – 195 lbs	25gp	18gp	38gp		X	X	X
Pony – 40 ft – 225 lbs	30gp	22gp	45gp	X	X	X	X
Warhorse – 60 ft – 540 lbs	400gp	280gp	600gp	X			X
Tack & Drawn Vehicles							
Barding	X4	X3	X6		X	X	X
Bit & Bridle	2gp	1gp	3gp		X	X	X
Carriage	100gp	70gp	150gp	X		X	X
Cart	15gp	11gp	23gp	X	X	X	X
Chariot	250gp	175gp	375gp	X		X	X
Feed (per day)	5cp	3cp	8cp	X	X	X	X
Saddle							
Exotic	60gp	48gp	72gp	X			X
Military	20gp	15gp	30gp	X		X	X
Pack	5gp	3gp	8gp		X	X	X
Riding	10gp	7gp	15gp	X		X	X
Saddlebags	4gp	3gp	6gp			X	X
Sled	20gp	15gp	30gp	X	X	X	X
Stabling (per day)	5sp	3gp	8gp		X	X	X
Wagon	35gp	28gp	42gp		X	X	X
Waterborne Vehicles							
Galley	30000gf	21000gf	40000gf	X			X
Keelboat	3000gp	2100gp	4000gp	X	X	X	X
Longship	10000gf	7000gp	15000gf	X		X	X
Rowboat	50gp	38gp	75gp	X	X	X	X
Sailing Ship	10000gf	7000gp	15000gf	X		X	X
Warship	25000gf	17500gf	35000gf	X			X

10 JEWELLER/STONECUTTER

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	750gp	1000gp	1500gp
Selling Cap (daily)	1500gp	2000gp	3000gp

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Adventuring Gear							
Amulet / Necklace, Exquisite	5gp	3gp	8gp	X	X	X	X
Amulet / Necklace, Mundane	5sp	3sp	8sp	X	X	X	X
Arcane Focus							
Crystal	10gp	7gp	15gp			X	X
Orb	20gp	15gp	30gp				X
Earrings, Exquisite	4gp	3gp	6gp	X	X	X	X
Earrings, Mundane	4sp	3sp	6sp	X	X	X	X
Jewelry (+ Gem value)	50gp	38gp	75gp	X	X	X	X
Ring, Exquisite	3gp	2gp	5gp	X	X	X	X
Ring, Mundane	3sp	2sp	5sp	X	X	X	X
Signet Ring	5gp	3gp	8gp		X	X	X
Tools							
Artisans's Tools							
Jeweler's Tools	25gp	18gp	38gp		X	X	X
Services							
Gemstone Appraisal (3 gems)	5gp	3gp	8gp	X	X	X	X
Resizing Jewelry	10gp	7gp	15gp		X	X	X
Set Gem (<100gp value)	45gp	34gp	68gp		X	X	X
Set Gem (100-1Kgp value)	75gp	56gp	113gp			X	X
Set Gem (1K+gp value)	150gp	113gp	225gp				X
Stonecutting (+ value)	0.25	(n/a)	(n/a)			X	X
Gemstones by Value							
10 GP Gemstones							
Azurite (Deep blue)	10gp	7gp	15gp	X	X	X	X
Banded agate (Brown / Blue)	10gp	7gp	15gp	X	X	X	X
Blue quartz (Pale blue)	10gp	7gp	15gp	X	X	X	X
Eye agate (Circles, gray / blue)	10gp	7gp	15gp	X	X	X	X
Hematite (Opaque gray-black)	10gp	7gp	15gp	X	X	X	X
Lapis lazuli (Blue with yellow)	10gp	7gp	15gp	X	X	X	X
Malachite (Striated greens)	10gp	7gp	15gp	X	X	X	X
Moss agate (Pale, moss marks)	10gp	7gp	15gp	X	X	X	X
Obsidian (Opaque black)	10gp	7gp	15gp	X	X	X	
Rhodochrosite (Light pink)	10gp	7gp	15gp	X	X	X	X
Tiger eye (Brown, gold center)	10gp	7gp	15gp	X	X	X	X
Turquoise (Light blue-green)	10gp	7gp	15gp	X	X	X	
50 GP Gemstones							
Bloodstone (Gray with red)	50gp	38gp	75gp	X	X	X	
Carnelian (Opaque oranges)	50gp	38gp	75gp	X	X	X	X
Chalcedony (Opaque white)	50gp	38gp	75gp	X	X	X	X
Chrysoprase (Clear green)	50gp	38gp	75gp	X	X	X	X
Citrine (Pale yellow-brown)	50gp	38gp	75gp	X	X	X	X
Jasper (Blue, black, or brown)	50gp	38gp	75gp	X	X	X	

Moonstone (White + glow)	50gp	38gp	75gp			X	X
Onyx (Black, white, or both)	50gp	38gp	75gp	X	X	X	X
Quartz (Transparent range)	50gp	38gp	75gp	X	X	X	
Sardonyx (Red & white)	50gp	38gp	75gp	X	X	X	X
Star rose quartz (White star)	50gp	38gp	75gp	X	X	X	X
Zircon (Pale blue-green)	50gp	38gp	75gp	X	X	X	X
100 GP Gemstones							
Amber (Watery gold)	100gp	75gp	150gp	X		X	X
Amethyst (Deep purple)	100gp	75gp	150gp	X			X
Chrysoberyl (Yellow-green)	100gp	75gp	150gp	X		X	X
Coral (Opaque crimson)	100gp	75gp	150gp	X			X
Garnet (Red, or violet)	100gp	75gp	150gp	X		X	X
Jade (Green to white)	100gp	75gp	150gp	X		X	X
Jet (Opaque deep black)	100gp	75gp	150gp	X		X	X
Pearl (Lustrous white to pink)	100gp	75gp	150gp	X	X	X	X
Spinel (Clear red to green)	100gp	75gp	150gp	X		X	X
Tourmaline (Pale Red / Brown)	100gp	75gp	150gp	X		X	X
500 GP Gemstones							
Alexandrite (Dark green)	500gp	375gp	750gp	X		X	X
Aquamarine (Pale green-blue)	500gp	375gp	750gp	X		X	X
Black pearl (Pure black)	500gp	375gp	750gp	X			X
Bluespinel (Deep blue)	500gp	375gp	750gp	X		X	X
Peridot (Rich olive green)	500gp	375gp	750gp	X		X	X
Topaz (Golden yellow)	499gp	375gp	750gp	X			X
1000 GP Gemstones							
Black Opal (Translucent green)	1000gp	750gp	1500gp	X			X
Blue sapphire (Shades of blue)	1000gp	750gp	1500gp	X			X
Emerald (Deep bright green)	1000gp	750gp	1500gp	X		X	X
Fire opal (Firey red)	1000gp	750gp	1500gp	X			X
Opal (Pale blue with green)	1000gp	750gp	1500gp	X		X	X
Star ruby (Ruby with star)	1000gp	750gp	1500gp	X			X
Star sapphire (Blue with star)	1000gp	750gp	1500gp	X			X
Yellow Sapphire (Firey yellow)	1000gp	750gp	1500gp	X			X
5000 GP Gemstones							
Black Sapphire (Lustrous black)	5000gp	3750gp	7500gp	X			X
Diamond (Transparent)	5000gp	3750gp	7500gp	X			X
Jacinth (Firey orange)	5000gp	3750gp	7500gp	X			X
Ruby (Shades of red)	5000gp	3750gp	7500gp	X			X
Powdering of Gems							
10gp Gemstones	20gp	15gp	30gp	X	X	X	X
50gp Gemstones	70gp	52gp	105gp	X	X	X	X
100gp Gemstones	150gp	113gp	225gp			X	X
500gp Gemstones	600gp	450gp	900gp			X	X
1000gp Gemstones	1500gp	1125gp	2250gp				X
5000gp Gemstones	6000gp	4500gp	9000gp				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.

10.1 ★ 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

11 POTION SHOP

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	375gp	500gp	750gp

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

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Adventuring Gear							
Acid (vial)	25gp	18gp	38gp		X	X	X
Alchemist’s Fire (flask)	50gp	38gp	75gp			X	X
Antitoxin (vial)	50gp	38gp	75gp	X	X	X	X
Component Pouch	25gp	18gp	38gp		X	X	X
Oil (flask)	1sp	7cp	2sp		X	X	X
Perfume (vial)	5gp	3gp	8gp				X
Poison, Basic (vial)	100gp	75gp	150gp	X	X	X	X
Potion of Healing	50gp	38gp	75gp	X	X	X	X
Vial	1gp	7sp	2gp	X	X	X	X

Alchemy Ingredients							
Common	3sp	2sp	5sp	X	X	X	X
Uncommon	1gp	7sp	2gp	X	X	X	X
Rare	10gp	7gp	15gp	X		X	X
Very Rare	30gp	22gp	45gp	X			X
Tools							
Artisan's Tools							
Alchemist's Supplies	50gp	38gp	75gp			X	X
Brewer's Supplies	20gp	15gp	30gp	X	X	X	X
Cook's Utensils	1gp	7sp	2gp			X	X
Poisoner's Kit	50gp	38gp	75gp		X	X	X
Magic Items							
Potions							
Common	50gp	38gp	75gp	X	X	X	X
Uncommon	250gp	175gp	375gp	X	X	X	X
Rare	2500gp	1750gp	3750gp			X	X
Very Rare	12500gp	9375gp	18750gp			X	X
Legendary	62500gp	46875gp	93750gp				X
Miscellaneous							
Spell Components	See Spell	(x0.75)	(x1.5)	X	X	X	X

11.1 ★ 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

12 ARCANESHOP

	CHEAP	NORMAL	EXPENSIVE
Hard Sell (daily)	562gp	750gp	1125gp
Selling Cap (daily)	1125gp	1500gp	2260gp

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Weapons							
Simple Melee Weapons							
Quarterstaff	2sp	1sp	3sp	X	X	X	X
Adventuring Gear							
Abacus	?	?	?			X	X
Arcane Focus							
Crystal	10gp	7gp	15gp	X	X	X	X

Orb	20gp	15gp	30gp			X	X
Rod	10gp	7gp	15gp		X	X	X
Staff	5gp	3gp	8gp	X	X	X	X
Wand	10gp	7gp	15gp	X	X	X	X
Bottle, glass	2gp	1gp	3gp		X	X	X
Candle	1cp	1cp	2cp	X	X	X	X
Case, Map or Scroll	1gp	7sp	2gp		X	X	X
Component Pouch	25gp	18gp	38gp	?	?	?	?
<i>Druidic Focus</i>							
Sprig of Mistletoe	1gp	7sp	2gp	X	X	X	X
Totem	1gp	7sp	2gp			X	X
Wooden Staff	5gp	3gp	8gp	X	X	X	X
Yew Wand	10gp	7gp	15gp		X	X	X
Hourglass	25gp	18gp	38gp				X
Ink (1 ounce bottle)	10gp	7gp	15gp		X	X	X
Ink Pen	2cp	1cp	3cp		X	X	X
Paper (one sheet)	2sp	1sp	3sp			X	X
Parchment (one sheet)	1sp	7cp	2sp		X	X	X
Pouch	5sp	3sp	8sp		X	X	X
Robes	1gp	7sp	2gp			X	X
Spellbook	50gp	38gp	75gp		X	X	X
Vial	1gp	7sp	2gp		X	X	X
Tool							
<i>Artisan's Tools</i>							
Alchemist's Supplies	50gp	38gp	75gp		X	X	X
Calligrapher's Supplies	10gp	7gp	15gp			X	X
Musical Instrument							
Lute	35gp	26gp	53gp			X	X
Lyre	30gp	22gp	45gp				X
Magic Items							
<i>Spell Scrolls/ Gems</i>							
Common (Cantrip)	50gp	38gp	75gp	X	X	X	X
Common (Level 1)	100gp	75gp	150gp	X	X	X	X
Uncommon (Level 2)	250gp	187gp	375gp			X	X
Uncommon (Level 3)	500gp	375gp	750gp			X	X
Rare (Level 4)	2500gp	1875gp	3750gp				X
Rare (Level 5)	5000gp	3750gp	7500gp				X
Services							
Magic Appraisal (Identify)	100gp	75gp	150gp	X	X	X	X
Miscellaneous							
Spell Components	See Spell	(x0.75)	(x1.5)		X	X	X

12.1 ★ SPELLSCROLL/GEM AVAILABILITY

SELECTION	OFFENSIVE SPELLS	SUPPORT SPELLS	d%
Poor	(0) Shocking Grasp, (1) Burning Hands, (2) Melf'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 (Inc. Poor availability list)	(0) Mage Hand, (1) Tensor's Floating Disc, (2) Invisibility, (3) Fly, (4) Stoneskin, (5) Teleportation Circle (Inc. Poor availability list)	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 (Inc. Poor/Fair availability list)	(0) Light, Message, (1) Detect Magic, Jump, (2) Darkness, Levitate, (3) Dispel Magic, Water Breathing, (4) Arcane Eye, Greater Invisibility (5) Scrying, Telekenisis (Inc. Poor/Fair availability list)	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 (Inc. Poor/Fair/Moderate availability list)	(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 (Inc. Poor/Fair availability list)	81 – 95
Full	(All Wizard Spells Level 1-5 and cantrips)	(All Wizard Spells Level 1-5 and cantrips)	96 – 100

13 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.

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.

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Typical Breakfast Options							
<i>Commoner</i>							
"Meat" Stick	3cp	2cp	5cp		X	X	X
Roasted Locusts	3cp	2cp	5cp		X		
Cheese Omelet	4cp	3cp	6cp		X	X	X
Ham & Cheese on Rye	5cp	3cp	8cp	X	X	X	X
<i>Merchant</i>							
Bacon & Egg Sandwich	3sp	2sp	5sp		X	X	X
Omelet "your" Way	3sp	2sp	5sp		X	X	
Bloodhawk Eggs	4sp	3sp	6sp	X	X	X	X
Bacon Stuffed Bread	5sp	3sp	8sp	X		X	X
<i>Noble</i>							
Frittata & Herbs	1gp	7sp	2gp	X		X	X
Bacon & Owlbear Eggs	2gp	1gp	3gp	X		X	X
Boar Ham Steak & Eggs	2gp	1gp	3gp	X		X	X
Truffle Omelet	3gp	2gp	5gp	X			X
Typical Lunch Options							

<i>Commoner</i>							
Stockpot Stew / Soup	4cp	3cp	6cp		X	X	X
"Adventurer's" Steak	4cp	3cp	6cp		X	X	X
Minced Pork	5cp	3cp	8cp	X	X	X	X
Roast Goat & Cheese	6cp	4cp	9cp	X	X	X	X
<i>Merchant</i>							
Roast Lamb & Cheese	4sp	3sp	6sp		X	X	X
Boar Tenderloin	5sp	3sp	8sp		X	X	X
Baked Goose Breast	5sp	3sp	8sp	X	X	X	X
Grilled Salmon	6sp	4sp	9sp	X	X	X	X
<i>Noble</i>							
Rack of Lamb	2gp	1gp	3gp		X	X	X
Shellfish Platter	3gp	2gp	5gp	X	X	X	X
Dragon Turtle Soup	4gp	3gp	6gp	X	X	X	X
Roc Meat Portion	5gp	3gp	8gp	X		X	X
Typical Dinner Options							
<i>Commoner</i>							
Stockpot Stew / Soup	4cp	3cp	6cp	X		X	X
Grave of Small Birds	5cp	3cp	8cp	X		X	X
'Tasha's Hideous' Stew	5cp	3cp	8cp	X		X	X
Rabbit & Potato Plate	6cp	4cp	9cp	X			X
<i>Merchant</i>							
Hunter's Pie	4sp	3sp	6sp		X	X	X
Bloodhawk Breast	5sp	3sp	8sp		X	X	X
Crocodile Steak	5sp	3sp	8sp	X	X	X	X
Roasted Bullywug Legs	6sp	4sp	9sp	X		X	X
<i>Noble</i>							
Buffalo Ribeye	2gp	1gp	3gp	?	?	?	?
Sahuagin Caviar	3gp	2gp	5gp	?	?	?	?
Owlbear Steak & Eggs	4gp	3gp	6gp	X		X	X
[color] Dragon Steak	5gp	3gp	8gp	X			X
Room Prices, Inns/ Taverns							
Commoner (Poor 2sp)	5cp	3cp	8cp	X	X	X	X
Modest (1gp)	1sp	7cp	2sp	X	X	X	X
Merchant (Comfortable 2gp)	1gp	7sp	2gp	X	X	X	X
Wealthy (4gp)	2gp	1gp	3gp	X		X	X
Noble (Aristocratic 10gp+)	4gp	3gp	6gp	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.

14 MARKET PRODUCE/FOODS

(S): Denotes a sweet item.

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Vendor/ Stand Items							
<i>Non-Alcoholic Drinks – Cup</i>							
Coffee	5cp	3cp	8cp		X	X	X
Goodberry “Wine”	1sp	7cp	2sp	X	X	X	X
Fruit Juice (Varies)	5cp	3cp	8cp	X		X	X
Milk (Local Variety)	3cp	2cp	5cp	X	X	X	X
<i>Fruits – A Piece</i>							
In Season	1cp	1cp	2cp		X	X	X
Out of Season	5cp	3cp	8cp	X			X
<i>Vegetables – Each/ Bushel</i>							
Amaranth Leaf/ Greens	5cp	3cp	8cp		X	X	X
Broccoli/ Cauliflower	3cp	2cp	5cp		X	X	X
Cabbage/ Lettuce	2cp	1cp	3cp		X	X	X
Fruit “Vegetable”	5cp	3cp	8cp		X	X	X
Legumes	4cp	3cp	6cp		X	X	X
Root Vegetable/ Tuber	1cp	1cp	2cp		X	X	X
<i>Grains – Per lb./ Flour – 0.5 lb.</i>							
Amaranth	2gp	1gp	3gp	X			X
Barley/ Rye	2cp	1cp	3cp		X	X	X
Oats	5sp	3sp	8sp			X	X
Quinoa	1gp	7sp	2gp			X	X
Rice	5cp	3cp	8cp				X
Wheat	1sp	7cp	2sp	X		X	X
<i>Baked Goods – Per Item</i>							
Almond/ Sweet Roll (S)	1sp	7cp	2sp	X		X	X
Seedcake	5cp	3cp	8cp		X	X	X
Cheat/ Wheaten Loaf	2sp	1sp	3sp	X		X	X
Cheese Danish	1sp	7cp	2sp	X		X	X
Fruit Tart (S)	2sp	1sp	3sp	X	X	X	X
Manchet Loaf	1gp	7sp	2gp	X			X
Quince Bread Slice (S)	2sp	1sp	3sp	X			X
Rye Loaf	2cp	1cp	3cp		X	X	X
<i>Protein – Per lb.</i>							
Beef/ Buffalo/ Deer	3sp	2sp	5sp		X	X	X
Boar/ Chicken/ Pork	8cp	6cp	12cp		X	X	X
Dried/ Salted Meat	5sp	3sp	8sp		X	X	X
Egg (for 6)	3cp	2cp	5cp		X	X	X
Fish	6sp	4sp	9sp	X		X	X
Insects/ Small Game	4cp	3cp	6cp		X	X	X
Goat	1sp	7cp	2sp		X	X	X
Lamb	1gp	7sp	2gp	X		X	X
Shellfish (Oceanic)	2gp	1gp	3gp	X			X
<i>Cheeses – Per 0.5 lb.</i>							
Brie	2sp	1sp	3sp	X	X	X	X
Cheddar	1gp	7sp	2gp				X
Cottage	4cp	3cp	6cp		X	X	X
Parmesan	5sp	3sp	8sp			X	X
Specialty	2gp	1gp	3gp	X	X	X	X
<i>Spices – Per 0.5 Ounce Ground</i>							
Cinnamon	1sp	7cp	2sp	X		X	X
Coriander	3cp	2cp	5cp	X		X	X

Cumin	7cp	4cp	13cp	X		X	X
Garlic	2cp	1cp	3cp	X		X	X
Mustard	1sp	7cp	2sp	X		X	X
Nutmeg	8cp	6cp	12cp	X		X	X
Pepper	5cp	3cp	8cp	X	X	X	X
Salt	6cp	4cp	9cp	X	X	X	X
Specialty	2sp	1sp	3sp	X			X

15 CREATURE PARTS VALUES

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
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%				

16 HIGH END CLOTHING

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 improvel hinder AC.** Any item that typically has a lining has a cloth lining as part of the price.

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Custom Clothing Items							
Bandolier	8gp	6gp	12gp	X		X	X
Belt	2gp	1gp	3gp	X		X	X
“Better” Backpack	4gp	3gp	6gp	X		X	X
Blouse	1gp	7sp	2gp	X		X	X
Breeches	1gp	7sp	2gp	X		X	X
Boots	4gp	3gp	6gp	X		X	X
Bow Tie	5sp	3sp	8sp	X		X	X
Cloak/ (Mantle, -1gp)	4gp	3gp	6gp	X		X	X
Coat	5gp	3gp	8gp	X		X	X
Coin Purse	1gp	7sp	2gp	X		X	X
Corset	3gp	2gp	5gp	X		X	X
Dress	7gp	4gp	13gp	X		X	X
Dress Pants	2gp	1gp	3gp	X		X	X
Dress Shirt	1gp	7sp	2gp	X		X	X
Dress Shoes	3gp	2gp	5gp	X		X	X
Ghillies (Dance Shoes)	2gp	1gp	3gp	X		X	X
Gloves	1gp	7sp	2gp	X		X	X
Hat	2gp	1gp	3gp	X		X	X

Jacket	4gp	3gp	6gp	X	X	X
Jerkin/ (Tabard, +1gp)	2gp	1gp	3gp	X	X	X
Pouch	1gp	7sp	2gp	X	X	X
Robe	5gp	3gp	8gp	X	X	X
Sandals	3gp	2gp	5gp	X	X	X
Scarf	5sp	3sp	8sp	X	X	X
Skirt/ (Kilt +1gp)	3gp	2gp	5gp	X	X	X
Swimwear	1gp	7sp	2gp	X	X	X
Tie	5sp	3sp	8sp	X	X	X
Tunic	5sp	3sp	8sp	X	X	X
Undergarments	5sp	3sp	8sp	X	X	X
Vests	3gp	2gp	5gp	X	X	X
Extras						
<i>Closure Devices (Options)</i>						
Buckles	1sp	7cp	2sp	X	X	X
Snaps	5sp	3sp	8sp	X	X	X
Embroidery (per foot)	2gp	1gp	3gp	X	X	X
Linen Cloth Construction	+1gp	+7sp	+2gp	X	X	X
<i>Lining (Material Options)</i>						
Fur	3gp	2gp	5gp	X	X	X
Leather (Basic)	4gp	3sp	6gp	X	X	X
Leather (Specialty)	+CR% N	+CR% L	+CR% H	X	X	X
Silk	3gp	2gp	5gp	X	X	X
<i>Misc. (At vendor's Discretion)</i>						
Pockets (flaps +2sp/ pocket)	1gp	7sp	2gp	X	X	X

17 LEATHER ARMOR PIECES

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

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Custom Armor Parts							
Bracers	5sp	3sp	8sp	X		X	X
Breastplate	3gp	2gp	5gp	X			X
Boots	1gp	3gp	6gp	X		X	X
Cloak/ (Mantle, -1gp)	6gp	4gp	9gp	X			X
Cuisse (Thigh Armor)	1gp	7sp	2gp	X		X	X
Full Arm Armor (Pair)	1gp	7sp	2gp	X			X
Full Leg Armor (Pair)	2gp	1gp	3gp	X			X
Gauntlets	1gp	7sp	2gp	X		X	X
Gloves	5sp	3sp	8sp	X		X	X
Gorget (Neck)	5sp	3sp	8sp	X		X	X
Greaves (Lower Leg)	1gp	7sp	2gp	X		X	X
Harness (Chest & Back), Extra	7gp	4gp	13gp	X			X
Helmet	2gp	1gp	3gp	X		X	X
Pauldrons (Shoulders)	1gp	7sp	2gp	X			X
Sabatons (Feet)	5sp	3sp	8sp	X		X	X
Custom Accessories							
Buckler (1 Unit)	8gp	6gp	12gp	X	X	X	X

Quiver (1 Unit)	1gp	7sp	2gp	X	X	X	X
Sheathe (See Unit Note)	8sp	6sp	12sp	X	X	X	X

18 SPECIAL CRAFTING MATERIALS

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

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Name (Per unit Price)							
Adamantite	200gp	100gp	300gp	X		X	X
Aerocrystal	400gp	300gp	600gp	X			X
Asmoroach Wood	400gp	300gp	600gp	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	100gp	60gp	200gp	X	X	X	X
Coral	100gp	60gp	200gp	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	200gp	100gp	300gp	X		X	X
Darkwood	100gp	60gp	300gp	X	X	X	X
Dwarvenstone	400gp	300gp	600gp	X			X
Eternal Ice	400gp	300gp	600gp	X			X
Ignium	400gp	300gp	600gp	X			X
Infernal Leather	800gp	600gp	1200gp	X			Z
Infernal Steel	800gp	600gp	1200gp	X			Z
Leafweave	100gp	60gp	200gp	X	X	X	X
Mithril	200gp	100gp	300gp	X		X	X
Obsidian	200gp	100gp	300gp	X		X	X
Orichalum	400gp	300gp	600gp	X			X
Plague Wood	200gp	100gp	300gp	X		X	X
Shadow silk (CR Values)	CR% N.	CR% L.	CR% H.	X		X	X
Shadowfell Linen	800gp	600gp	1200gp	X			Z
Spiritual Wood	200gp	100gp	300gp	X		X	X
Stellar Iron	800gp	600gp	1200gp	X			Z

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.

19 TATTOO SHOP

Original PDF containing Tattoo Information from GMBinder (not mine). If the subject provides the ink, 10 – 30% of the ink cost will be added for the tattooist using their equipment.

ITEM NAME	NORM. PRICE	CHEAP PRICE	EXP. PRICE	SHORT STOCK	RURAL	URBAN	PREM.
Specialty Inks, Price per Size							
Beastial Ink							
Small	125gp	163gp	190gp	X	X	X	X
Medium	250gp	175gp	375gp	X		X	X
Large	500gp	375gp	750gp	X			X
Detection Ink (Colors Vary)							
Small	1000gp	700gp	1500gp	X		X	X
Medium	2000gp	1400gp	3000gp	X		X	X
Large	4000gp	2800gp	6000gp	X			X
Elemental Ink (Choice Varies)							
Small	150gp	105gp	225gp	X	X	X	X
Medium	300gp	210gp	450gp	X		X	X
Large	600gp	420gp	900gp	X			X
Glamor Ink (Choice Varies)							
Small	100gp	70gp	150gp	X	X	X	X
Medium	200gp	140gp	300gp	X		X	X
Large	400gp	2800gp	600gp	X			X
Glow Ink (Choice Varies)							
Small	100gp	70gp	150gp	X	X	X	X
Medium	200gp	140gp	300gp	X		X	X
Large	400gp	280gp	600gp	X			X
Metallic-Ink (Basic Metals)							
Small	150gp	105gp	225gp	X	X	X	X
Medium	300gp	210gp	450gp	X		X	X
Large	600gp	420gp	900gp	X			X
Mood Ink (Single Color)							
Small	100gp	70gp	150gp	X	X	X	X
Medium	200gp	140gp	300gp	X	X	X	X
Large	400gp	280gp	600gp	X			X
Prismatic Ink (Single Color)							
Small	150gp	105gp	225gp	X	X	X	X
Medium	300gp	210gp	450gp	X	X	X	X
Large	600gp	420gp	900gp	X			X
Shifting Ink (GM Choice)							
Small	5000gp	3500gp	7500gp	X		X	X
Medium	10000gp	7000gp	15000gp	X			X
Large	20000gp	14000gp	30000gp	X			X

<i>Temporary Ink (Black Only)</i>							
Small	50gp	35gp	75gp	X	X	X	X
Medium	100gp	70gp	150gp	X	X	X	X
Large	200gp	140gp	300gp	X		X	X
<i>3-D Ink (Colors Vary)</i>							
Small	350gp	245gp	525gp	X		X	X
Medium	700gp	490gp	1050gp	X		X	X
Large	1400gp	980gp	2100gp	X			X
1 oz Bottles of Basic Colors							
Any Color	15gp	10gp	23gp	X	X	X	X
Miscellaneous							
Full Ink Set	200gp	140gp	300gp	X			X
Needle Set	5gp	3gp	8gp	X		X	X
Medical Supplies	30gp	22gp	45gp	X			X
Sketchbook	25gp	18gp	38gp		X	X	X
Tools							
<i>Artisans Tools</i>							
Tattooist's Tools	70gp	49gp	105gp	X			X

20 TATTOO AVAILABILITY

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

ITEM NAME	COST	SIZE	COMPLE:	RURAL	URBAN	PREM.	SPECIAL
All Seeing Eye	2000gp	Small	Average		X	X	
Artisan's Hands	4000gp	Small	Ornate			X	
Eye of Darkvision	2000gp	Small	Average		X	X	
Eye of Truesight	4000gp	Small	Ornate		X	X	
Eye of the Seer	2000gp	Small	Average		X	X	
Elemental Fist Tattoo(s)	4000gp	Medium	Average				X
Fortress Tattoo	8000gp	Large	Average			X	
Mark of the Anchor	1000gp	Small	Simple		X	X	
Mark of the Marksman	4000gp	Medium	Average		X	X	
Mark of Melee	2000gp	Medium	Simple	X	X	X	
Mark of the Death Walker	16000gp	Large	Ornate			X	
Mark of the Driftglobe	4000gp	Medium	Average				X
Mark of the Dryad	8000gp	Medium	Ornate				X
Mark of the Elemental	8000gp	Medium	Ornate			X	
Mark of Elvenkind	4000gp	Medium	Average			X	
Mark of the Flock	16000gp	Large	Ornate				X
Mark of the Ghost	4000gp	Medium	Average				X
Mark of the Healer	8000gp	Medium	Ornate		X	X	
Mark of the Hummingbird	4000gp	Large	Simple	X	X	X	
Mark of the Kraken	2000gp	Medium	Simple				X
Mark of the Ox	16000gp	Large	Ornate				X
Mark of the Pack master	8000gp	Medium	Ornate				X
Mark of the Pit Fiend	8000gp	Medium	Ornate				X
Mark of the Snake Charmer	8000gp	Medium	Ornate				X
Mark of the Soulmates	4000gp	Small	Ornate			X	
Mark of the Spider	2000gp	Medium	Simple		X	X	

Mark of the Spirit master	8000gp	Medium	Ornate				X
Mark of the Tarrasque	8000gp	Large	Average				X
Mark of the Telepath	4000gp	Small	Ornate			X	
Mark of the Weapon master	2000gp	Small	Average			X	
Maw of the Dragon	8000gp	Medium	Ornate				X
Owner's Mark	2000gp	Small	Simple	X	X	X	
Scar of Bravery	2000gp	Medium	Simple	X	X	X	
Slave's Mark	100gp	Small	Simple	X	X	X	
Spirit of the [Animal]	16000gp	Large	Ornate				X
Spirit Walker's Sigil	4000gp	Medium	Average				X
Tattoo of Leaping	8000gp	Medium	Ornate				X
Tattoo of Luck	4000gp	Small	Ornate				X
Tattoo of Menace	4000gp	Small	Ornate				X
Tattoo of Major Protection	8000gp	Large	Average				X
Tattoo of Protection	4000gp	Large	Simple	X	X	X	
Tattoo of Striding	4000gp	Medium	Average		X	X	
Tattoo of Warding	8000gp	Large	Average				X
Venom Ward	2000gp	Small	Average	X	X	X	
Voice of Comprehension	2000gp	Small	Average		X	X	
Wings of Ink	16000gp	Large	Ornate				X