

Key: ^M: Magical/Wondrous Item; DMG p.150-214 ^S: Spell Effect (potentially modified); PHBp.211-289
^{HB}: Home-brew; Description included. ^T: Alien Technology; DMG p.268
^{*}: Standard Adventuring Equipment and Tools, PHB p. 148-154

Many players enjoy shopping for their character and tinkering with their inventory. Beyond simply satisfying our desire for retail therapy, the process can act as a reprieve from the game's usual routine, and can enable creative options later on during the adventure. Sometimes a trip to the market turns into an adventure of its own. This supplement is intended to facilitate the shopping experience, both for the players and the DM.

The vendor tables below are not intended as a definitive checklist for the wares of every passing merchant. Rather, it is organized in a way to suggest where items of a particular nature can be found. This provides a useful reference for the DM, and can provide the PCs with a direction for the encounter. The availability of a given item, and the limits of a merchants current stock both fall into the purview of the DM.

This project was originally designed for the Eberron campaign setting, but can be easily adapted for other worlds. The goal was to shift the relatively low-magic approach of 5E towards a magic-infused economy with a rather high level of industry, without compromising game balance. As a DM, feel free to add and remove items, adjust the numbers, and change the names where you see fit to better coordinate with your game.

In Eberron, the Dragonmarked Houses are extended families of a single race whose members sometimes develop magical powers relevant to their industries. The houses have established a mercantile middle-class over millennia of social manipulation, and operate with neutrality between national borders. Below is a reference for the Dragonmarked houses that backbone the economy, and the most common guilds they sponsor.

Dragonmarked Houses (Industrial Corporations)			
Name	Mark of...	Race	Industries
House Cannith (C)	Making	Humans	Alchemy, artifice, inventing, building, repairing.
House Denieth (D)	Sentinel	Humans	Muscle power, contract military services, International Police.
House Ghallanda (G)	Hospitality	Halflings	Food, lodging, accommodations, quality assurance.
House Jorasco (J)	Healing	Halflings	Tending wounds, curing illness, treating mental maladies.
House Kundarak (K)	Warding	Dwarves	Banking and security.
House Lyrandar (L)	Storm	Half-Elves	Shipping, transportation, weather manipulation.
House Medani (M)	Detection	Half-Elves	Threat detection, security consultants.
House Orien (O)	Passage	Humans	Shipping, transportation, trade routes.
House Phiarlan (P)	Shadow	Elves	Entertainment; espionage.
House Sivis (S)	Scribing	Gnomes	Notaries, mail, message services.
House Tharashk (Tk)	Half-Orcs	Finding	Location and procurement.
House Thuranni (Ti)	Shadow	Elves	Entertainment; espionage.
House Vadalís (V)	Handling	Humans	Animal domestication and training.

Commercial Guilds (Mercantile Groups)		
Name	House	Services/Functions
Tinkers Guild	C	Item, building, and vehicle repairs; maintain infrastructure.
Fabricators Guild	C	Industrial production, both magical and non-magical.
Blademarks	D	Mercenaries.
Defenders Guild	D	Bodyguards, personal protection.
Sentinel Marshals	D	International Police, advanced mercenaries.
Hostelers Guild	G	Food, lodging, quality assurance.
Healing Guild	J	Hospitals, healing enclaves, asylums.
Banking Guild	K	Loans, letters of credit, vaults.
Warding Guild	K	Security consultants, locks, traps.
Raincallers Guild	L	Local weather manipulation.
Windwrights Guild	L	Shipping and transportation (air & sea).
Warning Guild	M	Investigation, security: bodyguards, scouts, sentries, inquisitives.
Couriers Guild	O	Mail, messages, packages.
Transportation Guild	O	Lightning Rail; Trade Caravans; Maintains secure trade routes.
Entertainers & Artisans Guild	P	Performances, entertainment.
Entertainers & Artisans Guild	Ti	Performances, entertainment.
Speakers Guild	S	Message Stations; translators, interpreters, mediators, advocates.
Notaries Guild	S	Document authentication, translation, copying text, book keeping.
Finders Guild	Tk	Surveyors, bounty hunters, monstrous mercenaries.
Handlers Guild	V	Animal domestication, magebred animals; teamsters, trainers, stables.
The Twelve	All	Arcane University; Collaborative efforts of dragonmarked houses.
Morgrave University	None	Professional University; Funds academic exploration.
Blackwheel Company	None	Mercenaries; smugglers.

Alchemy Shop (Potions and Alchemic Items)			
Item	Cost	Item	Cost
Alchemist's Supplies*	50 gp	Blight Stone ^{HB}	300 gp
Acid (vial)*	25 gp	Potion of Resistance ^M (fire, cold, or lightning)	300 gp
Alchemist's Fire (flask)*	50 gp	Dust of Dryness (1 use) ^M	250 gp
Alchemist's Frost (flask) ^{HB}	50 gp	Oil of Slipperiness ^M	400 gp
Alchemist's Spark (flask) ^{HB}	50 gp	Silver Sheen ^{HB}	50 gp
Oil (flask)*	1 sp	Potion of Climbing ^M	50 gp
Flash Paper ^{HB}	5 sp	Potion of Water Breathing ^M	100 gp

Acid Vial: As an action, you can splash the contents on a creature within 5 foot of you or throw the vial up to 20 feet, shattering on impact. In either case, make a ranged attack against the target, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage.

Alchemist's Fire: This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the flask as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Alchemist's Frost: Functions as Alchemist's Fire, but deals cold damage instead.

Alchemist's Spark: Functions as Alchemist's Fire, but deals lightning damage instead.

Blight Stone: As an action, you can throw this moldy stone up to 20', or use it as ammunition for a sling (range 30/120). Choose a point, or make a ranged attack against the target. When the stone strikes its target or a hard surface, it deals no damage but explodes in a 10' radius burst of noxious vapors. This cloud of gas deals 5d6 damage to all plants and plant creatures in the area.

Silver Sheen: This small metal flask contains a viscous, silver fluid. As an action, it can be applied to a single melee weapon or 5 pieces of ammunition. The weapon or ammunition then counts as silver for 1 hour.

Oil (flask): As an action, splash onto target within 5', or throw up to 20', shattering it on impact. Make a ranged attack, treating the flask as an improvised weapon. On a hit, the target is covered in oil. If the target takes fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. Alternatively, as an action you can pour the oil into a 5 foot square of level ground. If lit, the oil burns for rounds and deals 5 damage to any creature that enters or ends their turn in the area. A creature can take this damage only once per turn.

Oil of Slipperiness: Can be applied to PC over 10 minutes to mimic *Freedom of Movement* spell for 8 hours (Immune to paralyzed and restrained conditions, unaffected by difficult terrain or fighting underwater, automatically escape nonmagical restraints or grapple with 5ft of movement). Alternatively, the oil can be applied to a 10 foot square as an action to mimic the *Grease* spell for 8 hours (Dex save to resist falling prone if enter or end turn in space). If used as the Grease spell, DC to resist falling prone is 13.

Dust of Dryness: As an action, you can sprinkle the dust over water, turning a 15' cube into a marble sized pellet. As an action, you can smash the pellet, releasing the water the dust absorbed.

Potion of Resistance: Grants resistance to the damage type for 1 hour.

Potion of Climbing: When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on STR (athletics) checks you make to climb.

Potion of Waterbreathing: When you drink this potion, you can breathe underwater for 1 hour.

Flash Paper: A common parlor trick and theatrical prop, these sheets of paper are specially treated to flare up when subjected to rigorous friction or open sources of heat. The paper is burned away harmlessly, creating light as a candle for 1 round.

Apothecary (Curatives and Remedies)			
Item	Cost	Item	Cost
Healer's Kit (10 uses)*	5 gp	Herbalism Kit*	5 gp
Common Potion of Healing (2d4+2)*	50 gp	Brewer's Supplies*	20 gp
Aqua Vitae (flask)	25 gp	Senzu Bean ^{HB}	250 gp
Greater Potion of Healing (4d4+4) ^M	150 gp	Anti-Toxin (vial)*	50 gp
Superior Potion of Healing (8d4+8) ^M	500 gp	Elixir of Tranquility ^{HB}	50 gp
Supreme Potion of Healing (10d4+20) ^M	5000 gp	Lembas Bread ^{HB}	10 gp/loaf (5 slices)

Anti-Toxin: Grants advantage on saving throws against poison for 1 hour.

Aqua Vitae: This stout brew of ethanol is infused with various herbs. Drinking the flask counts as an action. Doing so grants 5 temporary hit points for 1 hour, but imposes disadvantage on WIS (perception) checks and Initiative for 1 hour.

Elixir of Tranquility: If ingested at the start of a long rest, the user regains all HD at the end of the rest (normally recovers HD up to half maximum, rounded down, minimum 1). The user's exhaustion level also improves by 2 (normally improves by 1). During the long rest, the user must sleep uninterrupted for 6 of the 8 hours. Ability checks to awaken the sleeping character are at disadvantage, and any ability checks made by the sleeping character to awaken or perceive the world are at disadvantage. If a magical effect is in use such as the *Alarm* spell or a *Weapon of Warning*, the disadvantage is negated but the character must make a DC 13 wisdom check (Insight or Perception) to respond to the alarm.

Lembas Bread: Originally a prized elvish recipe, a few herbalists have reverse engineered this useful ration. This special bread functions similar to a *Goodberry*^S that has been preserved so as to retain its potency over time. Requires an action to eat. Ingesting a slice of Lembas Bread heals 1 HP and provides 24 hours of nourishment (food only).

Senzu Bean: This special bean function as Keoghtom's Ointment (1 use). Requires an action to swallow. Ingesting a Senzu Bean heals 2d8+2 HP, removes the poisoned condition, and removes all diseases.

Arcana Shop (Spellcasting Paraphernalia, Curios)			
Item	Cost	Item	Cost
<i>Arcane Focus</i> *	---	<i>Druidic Focus</i> *	---
Crystal	10 gp	Sprig of Mistletoe	1 gp
Orb	20 gp	Totem	1 gp
Rod	10 gp	Wooden Staff	5 gp
Staff	5 gp	Yew Wand	10 gp
Wand	10 gp	<i>Spell Scrolls</i> ^M	---
Spell Component Pouch*	10 gp	1 st level	100 gp
Spellbook (100 pages)*	50 gp	2 nd level	175 gp
Holy Water*	25 gp	3 rd level	300 gp
Identify Item ^S	20 gp	Divination ^S	210 gp

Curios (DMG p.150-214)

D20	Item	Cost	D20	Item	Cost
1	Figurine (Silver Raven) ^M	125 gp	7	Saddle of the Cavalier ^M	450 gp
2	Cloak of Elvenkind ^M	350 gp	8	Ornate Magnifying Lens ^{HB}	500 gp
3	Cloak of Protection ^M	500 gp	9	Ornate Telescope ^{HB}	500 gp
4	Driftglobe ^M	250 gp	10	Rope of Climbing ^M	100 gp
5	Bag of Holding ^M	250 gp	11	Ring of Jumping ^M	250 gp
6	Staff of the Python ^M	300 gp	12	Quiver of Ehlonna ^M	250 gp

At the DM's discretion, PCs may occasionally discover wondrous items amongst the baubles and antiques commonly strewn about arcana shops. This may involve various skill checks such as Perception, Investigation, or Persuasion. The DM may roll on the table above, or implement other items.

Magnifying Lens: Functions as Eyes of Minute Seeing (DMG p.168), but must be held. Using the item limits your field of sight to what is being viewed through the lens (i.e. you can only see your immediate surroundings).

Telescope: Functions as Eyes of the Eagle (DMG p.168), but must be held. Using the item limits your field of sight to what is being viewed through the telescope (i.e. you cannot see your immediate surroundings).

Armorer / Blacksmith / Bowyer (Weapons, Armor, and Ammunition)			
Item	Cost	Item	Cost
<i>Ammunition*</i>	---	Mithral Armor ^M	Base Price +500 gp
Arrows/Bolts (20)	1 gp	Darkleaf Armor ^{HB}	Base Price +250 gp
Blowgun needles (50)	1 gp	Magecraft Weapon ^{HB}	Base Price +500 gp
Sling bullets (20)	4 cp	Armor, Customized (PHB p.145) ^{HB}	Base Price +10%
Silvered Weapon* (10 arrows/bolts or 1 weapon)	100 gp	Weapon, Customized (PHB p.149) ^{HB}	Base Price +10%
Quiver (20)	1 gp		
Enchantments (Minor Properties DMG p.143)			
D20	Property	Effect	
1	Beacon	The bearer can use a bonus action to illuminate or extinguish his weapon. Casts bright light for 10', dim light for another 10'.	
2	Compass	The wielder can use an action to learn which way is north.	
3	Conscientious	When the bearer of this item ponders or undertakes a malevolent act, the item enhances pangs of conscience.	
4	Delver	When underground, the bearer always knows the item's depth below the surface, and the direction to the nearest staircase, ramp, or path leading up.	
5	Gleaming	The item never gets dirty.	
6	Guardian	The item whispers warnings to its bearer, granting +2 to initiative if conscious.	
7	Harmonious	Attuning to this item takes only 1 minute.	
8	Hidden Message	A message that can only be revealed in specific conditions is hidden on the item.	
9	Key	The item serves as a key to unlock a container, chamber, vault, or other entryway.	
10	Language	The bearer can speak a new language while item is on his person.	
11	Sentinel	Choose a kind of creature. The item glows faintly when such creatures are within 120'.	
12	Song Craft	Whenever the item is used, the bearer hears a fragment of an ancient song.	
13	Strange Material	The item is created from a bizarre material (no affect to durability).	
14	Temperate	The bearer suffers no penalties in temperatures between -20° and 120° Fahrenheit.	
15	Unbreakable	The item can't be broken by normal means.	
16	War Leader	The bearer can use an action to cause his voice to carry up to 300' until the end of his next turn.	
17	Waterborne	The item floats on water and other liquids. Grants advantage on STR (athletics) checks made to swim.	
18	Wicked	Whenever the bearer is presented with an opportunity to act in a selfish or malevolent way, the temptation to do so is intensified.	
19	Illusion	The item can undergo a specific, minor alteration to its appearance. Such alterations don't change the way the item is wielded.	
20	---	Roll twice, rerolling any d20s.	

Magecraft Weapon: (*Requires Attunement*) A magecraft weapon is usually of exquisite quality. It is forged with magical techniques that leave an imprint on the weapon in the form of a *minor property*. The DM may roll on the above table to randomly determine the property, or allow the player to choose from available options. A magecraft weapon counts as magical for the purpose of overcoming the resistances of some creatures. Weapons manufactured by disreputable sources may also possess or develop a *Quirk* (DMG p.143).

Silvered Weapons: Against specific monsters, silvered weapons count as magical. Price given is for the service of silvering the weapon or ammunition (i.e. it assumes you already own the item being silvered). Craft time is 1 day, and the effect is permanent.

Darkleaf Armor: Made from the broad leaves of exotic plants that have been alchemically treated for toughness. Dark leaf can replace the leather in a suit of armor. If used to make a suit of *Leather* (but not studded leather) or *Hide* armor it acts as camouflage, granting the wearer advantage of Stealth checks made to hide in foliage

Mithral Armor: Mithral is a rare, light, flexible metal. It can be used to make any type of metal armor (chain shirt, scale mail, breastplate, half plate, ring mail, chain mail, splint, plate, and shield). A mithral *Chain Shirt* or *Breastplate* can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't. Mithral armor weighs half as much as its standard counterpart.

Customized Weapons and Armor: You can commission the production of an aesthetically unique piece of equipment. Specify the equipment's appearance including color scheme, motif, and other unusual features. Any changes to the base weapon/armor that provide a mechanical benefit need DM approval.

Commercial Services			
Item	Cost	Item	Cost
<i>Coach Cab (Peasant)</i>	---	Road or gate toll	1 cp
Between Towns	3 cp / mile	Messenger	2 cp / mile
Within a City	1 cp	Sivis Messaging Station	5 gp/ page
Magic Vault (≤10 lbs)	10 gp/ day	Orien Mail Route	1 cp/ mile

Messaging Station: The gnomes of House Sivis have a number of message stations throughout Khorvaire that can instantly transmit messages between them. As part of their confidentiality, gnomes of House Sivis also undergo rigorous mental training to be able to forget the messages that they transmit.

Magic Vault: House Kundarak offers the popular service of a safe-deposit vault. The client and any delegated companions receive an access word and can deposit an item no heavier than 10 lbs. Through arcane means, the vault can be accessed from any Kundarak banking system, regardless of where the vault was originally accessed.

Black Market (Rogue Equipment, Illicit Trade and Services)			
Item	Cost	Item	Cost
Poisoner's Kit*	50 gp	Forgery Kit*	15 gp
Disguise Kit*	25 gp	Thieves' Tools*	25 gp
Burglar's Pack*	16 gp	Explorer's Pack*	10 gp
Ball Bearings*	1 gp	Dust of Sneezing and Choking ^M	150 gp
Caltrops*	1 gp	Bomb ^T (limit 1d4)	150 gp
Climber's Kit*	25 gp	Smoke Bomb ^T	100 gp
Crowbar*	2 gp	Hunting Trap*	5 gp
Cadaver ^{HB}	25 gp	SpyGlass*	1000 gp
Poisons (DMG p.257)			
Assassin's Blood (Ingested)	150 gp	Oil of Taggit (Contact)	400 gp
Burnt Othur Fumes (Inhaled)	500 gp	Pale Tincture (Ingested)	250 gp
Carrion Crawler Mucus (Contact)	200 gp	Purple Worm Poison (Injury)	2000 gp
Drow Poison (Injury)	200 gp	Serpent Venom (Injury)	200 gp
Essence of Ether (Inhaled)	300 gp	Torpor (Ingested)	600 gp
Malice (Inhaled)	250 gp	Truth Serum (Ingested)	150 gp
Midnight Tears (Ingested)	1500 gp	Wyvern Poison (Injury)	1200 gp

Cadaver: Remains preserved for 1d10 days via *Gentle Repose*^S.

Bomb: As an action, a character can light this bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 DEX saving throw or take 3d6 fire damage.

Smoke Bomb: As an action, a character can light this bomb and throw it at a point up to 60 feet away. One round after a smoke bomb lands, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

Fashion and Apparel	
Item	Cost
Clothes, Commoner	5 sp
Clothes, Costume	5 gp
Clothes, Fine	15 gp
Clothes, Traveler's	2 gp
Robes	1 gp
Signet Ring	5 gp
Glamerweave Clothing ^{HB}	Base Price +100 gp
Pouch	5 sp
Perfume (vial)	5 gp

Glamerweave Clothing: Popular amongst nobility, rich, and the elite, Glamerweave clothing has illusions sewn into the cloth used to make it. The effects can vary. For example, the cloth can have scintillating colors, contain moving imagery, create an illusory effect of burning or dripping, or always appear unsoiled and pressed.

Hirelings/Workforce Labor (PHB p. 159, MM p.342-350)			
Item	Cost	Item	Cost
Hireling, Untrained	2 sp/ day	Thug	8 gp/ day
Hireling, Trained	2 gp/ day	Scout	8 gp/ day
Construction Unit ^{HB}	10 gp/ day	Spy	15 gp/ day
Bandit	2 gp/ day	Veteran	60 gp/ day
Guard	2 gp/ day	Knight	60 gp/ day
Spellcasters (MM p.342-350)			
Acolyte	30 gp/ day	Mage	1150 gp/ day
Priest	350 gp/ day	Archmage	4000 gp/ day

Hirelings: Most NPC hirelings are hired hands, not adventurers. They'll engage in open combat or employ their specialty, but generally won't join the party for active adventuring in dangerous locales (such as dungeons and other planes) without coercion. If they are assisting in combat as an active member of the party, then they accrue an equal cut of the XP. They also demand full hazard pay on top of an equal share in the loot.

Double the price for hazard pay. For non-combatants this may mean having to perform their duty during a fight or at risk of danger to themselves. For combatants, this may mean facing overwhelming odds, supernatural creatures, or fighting in dangerous locales.

Half pay as retainer for light/inactive duty, as a bribe, or to temporarily ensure their loyalty.

At CR 1 and above, an NPC is likely named with a backstory, and not just a "cardboard cut-out".

Construction Unit: Each crew consists of 4-5 laborers, 1 of whom is a foreman who specializes in the task at hand (carpenter, mason, tinkerer, etc.). Price includes basic rations for the workers and building supplies for simple constructs or repair jobs. If the crew is building something substantial (such as a fortress or castle), then use the cost of building that structure instead.

Building a Stronghold (DMG p. 128)		
Stronghold	Construction Cost	Construction Time
Abbey	50,000 gp	400 days
Guildhall, town or city	5,000 gp	60 days
Keep or small castle	50,000	400 days
Noble estate with manor	25,000 gp	150 days
Outpost or fort	15,000 gp	100 days
Palace or large castle	500,000 gp	1,200 days
Temple	50,000	400 days
Tower, fortified	15,000 gp	100 days
Trading Post	5,000 gp	60 days

Hospital / Temple (Healing Services and Religious Paraphernalia)			
Item	Cost	Spellcasting Services^S	Cost
Priest's Pack*	19 gp	Cure Wounds (1 st level)	10 gp
Holy Water (flask)*	25 gp	Prayer of Healing (2 nd level)	40 gp
<i>Holy Items*</i>	---	Lesser Restoration	40 gp
Amulet	5 gp	Greater Restoration	450 gp
Emblem	5 gp	Remove Curse	90 gp
Reliquary	5 gp	Gentle Repose	40 gp
Short-Term Care	1 sp/day	Reattach Severed Limb	150 gp
Long-Term Care	1 gp/week	Speak with Dead	90 gp
		Raise Dead	1250 gp

Cure Wounds: Heals 1d8+2 HP.

Prayer of healing: Up to 6 creatures heal 2d8+2 HP.

Lesser Restoration: Remove 1 disease or condition: blinded, deafened, paralyzed, poisoned.

Greater Restoration: Remove 1 level of exhaustion or end 1 effect: 1 effect that charmed or petrified, 1 curse (including attunement to cursed item), any reduction to 1 ability score, 1 effect reducing maximum HP.

Remove Curse: Remove all curses affecting 1 creature or object. If used on an object, the curse remains but the attunement is broken.

Gentle Repose: Corpse will not decay or become undead for 10 days. Effectively extends the time limit imposed by spells such as *Raise Dead*^S and *Revivify*^S.

Speak with Dead: Ask a corpse up to 5 questions over 10 minutes. It only knows the facts and languages it did in life and is under no compulsion to be truthful. Can only be used on a corpse once every 10 days.

Reattach Severed Limb: Functions as a lesser *Regenerate*^S spell using a combination of magical healing and surgical techniques. You must possess the limb to be reattached and it must be the original limb that was lost. It takes 2d4x10 minutes to reattach the body part, and a day of short-term care (included in the cost) to ensure the procedure works.

Raise Dead: If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a raise dead spell.

- Hard mode: Only *Revivify*^S is available from NPC casting, at the same price. Thus, the dead character must receive a *Gentle Repose* spell within 1 minute of dying (duration 10 days), and be kept under its influence continuously until returned from the dead.

Spell Components			
Component (Spell)	Cost	Component (Spell)	Cost
Gold Dust (Arcane Lock)	25 gp	Jacinth & Silver (Astral Projection)	1100 gp
Runic Tokens (Augury)	25 gp	Agate (Awaken)	1000 gp
Diamond (Chromatic Orb)	50 gp	Powdered Black Pearl (Circle of Death)	500 gp
Jeweled Horn (Clairvoyance: Hearing)	100 gp	Glass Eye (Clairvoyance: Seeing)	100 gp
Diamond & Vessel (Clone)	3000 gp	Ruby Dust (Continual Flame)	50 gp
Black Onyx (Create Undead)	150 gp	Incense & Sacrificial Offering (Divination)	25 gp
Sapphire (Drawmij's Instant Summons)	1000 gp	Charcoal, Incense, & Herbs (Find Familiar)	10 gp
Divinatory Tools (Find the Path)	100 gp	Holy Water, Incense, & Powdered Ruby (Forbiddance)	1000 gp
Ruby Dust (Force Cage)	1500 gp	Diamond (Gate)	5000 gp
Incense & Powdered Diamond (Glyph of Warding)	200 gp	Diamond Dust (Greater Restoration, Stoneskin)	100 gp
Silver Rod (Guards and Wards)	10 gp	Herbs, Oil, & Incense (Hallow)	1000 gp
Gem Encrusted Bowl (Heroes Feast)	1000 gp	Reliquary (Holy Aura)	1000 gp
Pearl (Identify)	100 gp	<i>Varies</i> (Imprisonment)	500 gp Per HD
Incense and Ivory Strips (Legend Lore)	450 gp	Exquisite Chest & Tiny Replica (Leomund's Secret Chest)	5050 gp
Holy Water or Powdered Silver/Iron (Magic Circle)	100 gp	Ornamental Container (Magic Jar)	500 gp
Honeycomb & Jade Dust (Magic Mouth)	10 gp	Ivory, Marble, & Silver Spoon (Mordenkainen's Magnificent Mansion)	15 gp
Miniature Platinum Sword (Mordenkainen's Sword)	250 gp	Diamond Dust (Nondetection)	25 gp
Jewel (Planar Binding)	1000 gp	Forked Metal Rob (Plane Shift)	250 gp
Fleece & Jade Dust (Programmed Illusion)	25 gp	Small Replica of You (Project Image)	5 gp
Diamond (Raise Dead)	500 gp	Rare Oils & Unguents (Reincarnate)	1000 gp
Diamond Dust (Resurrection)	1000 gp	Diamonds (Revivify)	300 gp
Focus (Scrying)	1000 gp	Powdered Gems (Sequester)	5000 gp
Jade Circlet (Shapechange)	1500 gp	Powdered Diamond/Opal & Minerals (Symbol)	1000 gp
Rare Chalks/Inks Infused w Gems (Teleportation Circle)	50 gp	Diamonds (True Resurrection)	25000 gp
Ointment (True Seeing)	25 gp	2 Platinum Rings (Warding Bond)	100 gp

Workshop: Tinkerer/Magewright (Gadgets and Tech)			
Item	Cost	Item	Cost
Circle of Sound ^{HB}	2000 gp (per Ring)	Magic Bedroll ^{HB}	500 gp
Everbright Lantern ^{HB}	50 gp	Sun Rod ^{HB}	5 gp
Cold Stone ^{HB}	150 gp	Sending Stones (set of 2) ^M	350 gp
Retractable pole ^{HB}	5 gp	Hunting Trap*	5 gp
Music Box ^{HB}	10 gp	Clockwork Toy ^{HB}	10 gp
Fire Starter ^{HB}	10 gp	Wayfinder Compass ^{HB}	500 gp
Thunderstone ^{HB}	10 gp	Portable Ram*	5 gp
Folding Boat ^M	5000 gp	Block and Tackle*	1 gp
Magnifying lens	100 gp		

Everbright Lantern: Functions as a hooded lantern, but requires no oil. The flame is an illusory effect that does not emit heat and cannot burn anything. When activated as an action, it casts bright light for 30 feet and dim light for an addition 30 feet. As an action, you can lower/raise the hood, reducing the light to dim light in a 5 foot radius when lowered.

Sun Rod: Also known as a glow stick, this gold-tipped 1-foot long iron rod glows brightly when struck. It can be activated as part of the same *Interaction* to withdraw it. It then functions similar to a torch with a 6 hour burn time, casting bright light for 20 feet, and dim light for an additional 20 feet. The light does not produce flame or heat.

Cold Stone: This smooth stone disk is approximately 3 inches wide and 1 inch thick. It feels heavy when held, always cold to touch, and when activated it develops a thin layer of frost. To activate the stone, the command word inscribed upon it must be spoken. It will then chill the air around it to approximately 40°F (5°C) within a few minutes, up to 5 cubic feet. The primary function of this is to preserve food, though it is possible to adapt their use as an air conditioner by placing several in proximity.

Wayfinder Compass: (*Requires attunement*) Grants advantage on Survival checks to avoid getting lost.

Sending Stones: Same as DMG entry, except each stone can send a message to the other stone once per day.

Thunderstone: When thrown against a hard surface (range 60'), the stone erupts with the noise of a thunderclap. The sound can be heard 100 feet away.

Magic Bedroll: This woolen sleeping bag is embroidered with stars and moons in silver and blue thread, and it smells of lavender. It grants comfortable rest even in extreme conditions. While resting in a magic bedroll, you are exempt from Constitution save throws due to environmental factors such as extreme heat, extreme cold, or high altitude. If the magic bedroll is damaged in any way, the magic dissipates and it becomes a mundane bedroll.

Retractable Pole: Similar to a standard 10 foot pole, this metal tube is made from a mithral alloy so as to be as light and durable as possible. The design is slightly tapered and constructed of 2 foot segments with threaded ends. This enables it can be collapsed for easy storage and secured when fully extended. Extending/retracting the pole requires an action.

Circle of Sound: These simple golden rings are usually made in sets of two to six rings and have no function unless more than one is made as part of a matching set. Each ring is capable of sending and receiving messages spoken to the other rings in the same set, as per the *Message* spell. The maximum range is 120' between two rings, but rings (with ring bearers) can be spaced 120' apart, making a line from beginning to end that is much longer. Once a set of *Circles of Sound* have been crafted, there is no way to add additional rings to the set without completely remaking the entire set.

Folding Boat: As per the entry (DMG p.170-171).

Music Box: As per the Rock Gnome racial feature (PHB p.37).

Clockwork Toy: As per the Rock Gnome racial feature (PHB p.37).

Firestarter: As per the Rock Gnome racial feature (PHB p.37).

Cartwright / Shipwright (Vehicles) (PHB p.157, DMG p. 119)

Drawn Vehicles	Weight	Cost	Waterborne Vehicles	Speed	Cost
Cart	200 lbs	15 gp	Galley	4 mph	30,000 gp
Carriage	600 lbs	100 gp	Keelboat	1 mph	3,000 gp
Chariot	100 lbs	250 gp	Long Ship	3 mph	10,000 gp
Sled	300 lbs	20 gp	Row Boat	1.5 mph	50 gp
Wagon	400 lbs	35 gp	Sailing Ship	2 mph	10,000 gp
			War Ship	2.5 mph	25,000 gp

Note: An animal pulling a drawn vehicle can move weight up to 5x its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Stable (Mounts and Accessories) (PHB p.157)

Creature	Cost	Speed	Base Capacity	Creature	Cost	Speed	Base Capacity
Camel	50 gp	50 ft.	480 lbs	Horse, Riding	75 gp	60 ft.	480 lbs
Donkey or Mule	8 gp	40 ft.	420 lbs	Mastiff	25 gp	40 ft.	195 lbs
Elephant	200 gp	40 ft.	1320 lbs	Pony	30 gp	40 ft.	225 lbs
Horse, Draft	50 gp	40 ft.	540 lbs	Warhorse	400 gp	60 ft.	540 lbs

Base Carrying Capacity is calculated as the creature's Strength score x15, then doubled for each size category larger than medium.

Item	Cost	Item	Cost
Barding	X4 (weight x2)	Exotic Saddle	60 gp
Bit, Bridle	2 gp	Military Saddle	20 gp
Feed (per day)	5 cp	Pack Saddle	5 gp
Saddlebags	4 gp	Riding Saddle	10 gp
Stabling (per day)	5 sp		

Exotic Saddle: Required for riding aquatic or flying mounts.

Military Saddle: A military saddle braces the rider, helping you keep your seat on an active mount during combat. Grants advantage on any check to remain mounted.

Marketplace (Trade Goods) (PHB p.157)

Item	Cost	Item	Cost
1 lb of Wheat	1 cp	1 lb of Cloves or 1 pig	3 gp
1 lb of Flour or 1 Chicken	2 cp	1 lb of Silver or 1 sq. yd. of Linen	5 gp
1 lb of salt	5 cp	1 sq. yd. of Silk or 1 Cow	10 gp
1 lb of Iron or 1 sq. yd. of Canvas	1 sp	1 lb of Saffron or 1 Ox	15 gp
1 lb of Copper or 1 sq. yd. of Cotton	5 sp	1 lb of Gold	50 gp
1 lb of Ginger or 1 goat	1 gp	1 In of Platinum	500 gp
1 lb of Cinnamon/Pepper or 1 Sheep	2 gp		

Lifestyle Expenses (per day)

Lifestyle	Cost
Wretched	---
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	≥ 10 gp

Meals (per day)

Quality	Cost
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp

Tavern

Item	Cost
Gallon of Ale	2 sp
Mug of Ale	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Meat, chunk	3 sp
Common wine, pitcher	2 sp
Fine wine, bottle	10 gp

Inn Stay (per day)

Quality	Cost
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp

General Store (Misc. Goods) (PHB p.xxx)					
Item	Cost	Weight	Item	Cost	Weight
Abacus	2 gp	2 lb	Lamp, hooded	5 gp	2 lb
Backpack	2 gp	5 lb	Lock	10 gp	1 lb
Barrel	2 gp	70 lb	Manacles	2 gp	6 lb
Basket	4 sp	2 lb	Mess kit	2 sp	1 lb
Bedroll	1 gp	7 lb	Mirror, steel	5 gp	0.5 lb
Bell	1 gp	-	Paper (1 sheet)	2 sp	-
Blanket	5 sp	3 lb	Parchment (1 sheet)	1 sp	-
Book	25 gp	5 lb	Pick, miner's	2 gp	10 lb
Bottle, glass	2 gp	2 lb	Piton	5 cp	0.25 lb
Bucket	5 cp	2 lb	Pole (10 ft)	5 cp	7 lb
Candle	1 cp	-	Pot, iron	2 gp	10 lb
Case, map or scroll	1 gp	1 lb	Rations (1 day)	2 sp	2 lb
Chain (10 ft)	5 gp	10 lb	Rope, hempen (50 ft)	1 gp	10 lb
Chest	5 gp	25 lb	Rope, silken (50 ft)	10 gp	5 sp
Climber's kit	25 gp	12 lb	Sack	1 cp	0.5 lb
Crowbar	2 gp	5 lb	Scale, merchant's	5 gp	3 lb
Fishing Tackle	1 gp	4 lb	Sealing wax	5 sp	-
Flask or Tankard	2 cp	1 lb	Shovel	2 gp	5 lb
Grappling Hook	2 gp	4 lb	Signal whistle	5 cp	-
Hammer	1 gp	3 lb	Soap	2 cp	-
Hammer, sledge	2 gp	10 lb	Spikes, iron (10)	1 gp	5 lb
Hourglass	25 gp	1 lb	Tent, 2 person	2 gp	20 lb
Ink (1 oz bottle)	10 gp	-	Tinder box	5 sp	1 lb
Ink pen	2 cp	-	Torch	1 cp	1 lb
Jug or Pitcher	2 cp	4 lb	Vial (empty)	1 gp	-
Ladder (10 ft)	1 sp	25 lb	Waterskin	2 sp	(full) 5 lb
Lamp	5 sp	1 lb	Whetstone	1 cp	1 lb
Lamp, bullseye	10 gp	2 lb			

Tool Kits					
Alchemist	50 gp	Forgery Kit	15 gp	Poison kit	50 gp
Brewer	20 gp	Glassblower	30 gp	Potter	10 gp
Calligrapher	10 gp	Herbalism Kit	5 gp	Navigation	25 gp
Carpenter	8 gp	Jeweler	25 gp	Smith	20 gp
Cartographer	15 gp	Leatherworker	5 gp	Thief Tools	25 gp
Cobbler	5 gp	Mason	10 gp	Vehicles	varies
Cook	1 gp	Painter	10 gp	Weaver	1 gp
Disguise Kit	25 gp			Woodcarver	1 gp

Transportation							
Vehicle	Fare (per mile)	Cargo Rate (per 100 lbs per mile)	Chartered (per day)	Cost to Own	Speed	Miles Per Day	Source
- Air -							
Airship	1 gp	1 sp	1,000 gp	92,000 gp	20 mph	480	ECB, pg. 124, EB, pg. 29
Skycoach (Sharn only)	2 sp	5 cp	100 gp	10,000 gp	10 mph	n/a	S:CoT, pg. 24
- Land -							
Caravan, Orien	1 sp	.5 cp	n/a	n/a	2 mph	16	EH, pg. 42
Coach, Orien	1 sp	1 cp	20 gp	200 gp	5 mph	40	EH, pg. 42
-Lightning Rail-							
- Standard	2 sp	5 cp	1,000 gp	12,000 gp	30 mph	720	EH, pg. 33
- First Class	5 sp	n/a	2,500 gp	25,000 gp	n/a	n/a	EH, pg. 33
- Commoner Rate	3 cp	n/a	1,000 gp	10,000 gp	n/a	n/a	EH, pg. 33
- Crew (and Engine)	n/a	n/a	750 gp	58,000 gp	30 mph	720	ECB, pg. 125
- Sea -							
Elemental Galleon	3 sp	1 sp	750 gp	64,000 gp	20 mph	480	ECB, pg. 125
Sailing Ship, Lyrandar	5 sp	3 sp	300 gp	18,000 gp	6 mph	144	ECB, pg. 125
Soarwood Ships				x4	x2	x2	EH, pg. 39
- Sailing Ship	5 cp	2 cp	200 gp	40,000 gp	4 mph	96	EH, pg. 39

TABLE 1-2: POINT-TO-POINT LIGHTNING RAIL DISTANCES

Western Line	Distance from Sharn	Time from Sharn	Distance from Previous Stop	Time from Previous Stop
Breland Stations				
Sharn	—	—	—	—
Wroat	212 miles	7 hr.	212 miles (Sharn)	7 hr.
Hatheril	947 miles	1 day 7.5 hr.	735 miles (Wroat)	1 day 0.5 hr.
Sword Keep	1,131 miles	1 day 13.75 hr.	184 miles (Hatheril)	6.25 hr.
Starilaskur	1,219 miles	1 day 16.5 hr.	1,007 miles (Wroat)	1 day 9.5 hr.
Sterngate	1,615 miles	2 days 6 hr.	396 miles (Starilaskur)	13.25 hr.
Vathirond	1,534 miles	2 days 3 hr.	315 miles (Starilaskur)	10.5 hr.
Thrane Stations				
Aruldusk	1,876 miles	2 days 14.5 hr.	342 miles (Vathirond)	11.5 hr.
Sigilstar	2,040 miles	2 days 20 hr.	164 miles (Aruldusk)	5.5 hr.
Flamekeep	2,510 miles	3 days 11.75 hr.	470 miles (Sigilstar)	15.75 hr.
Thaliost	2,874 miles	3 days 23.75 hr.	620 miles (Fairhaven)	20.75 hr.
Aundair Stations				
Marketplace	1,462 miles	2 days 0.75 hr.	331 miles (Sword Keep)	11 hr.
Passage	1,793 miles	2 days 11.75 hr.	322 miles (Marketplace)	10.75 hr.
Fairhaven	2,254 miles	3 days 3.25 hr.	461 miles (Passage)	15.5 hr.
Zilargo Stations				
Zolanberg	1,875 miles	2 days 14.5 hr.	260 miles (Sterngate)	8.75 hr.
Korranberg	2,146 miles	2 days 23.5 hr.	271 miles (Zolanberg)	9 hr.
Mournland Stations				
Eston*	2,164 miles	3 days 0.25 hr.	630 miles (Vathirond)	21 hr.
Metrol*	2,244 miles	3 days 2.75 hr.	710 miles (Vathirond)	23.75 hr.