

Quick Reference for Store Proprietors

Rolls in Short:

- d6** markup reduction, per item
- d20** initial markup on new item (+ 100)
- store dice/8 number of items to remove
- store dice minimum number of items in stock this week

Creating a New Store:

- 1) Determine type(s) of items sold. If more than one item type is available, assign a die roll to determine when to choose each item. (e.g. 1-3: book; 4-6: scroll)
- 2) Determine store dice to roll (3d6 is a *large* store).
- 3) Skip to step 4 of Updating a Store.

Updating a Store:

- 1) For each item, roll a d6, and reduce the markup percentage by that number.
- 2) Roll your store dice and divide by 8 (round up).
- 3) Remove that number of items, with the lowest markup being removed first. In case of a tie, roll to determine which item is removed.
- 4) Roll your store dice. This is the number of items that “should” be in your store this week.
- 5) If your store already has the designated number of items or more, do nothing. Otherwise, add items (see below) until the store has the correct number of items.

Adding an Item:

- 1) Determine the item type, using whatever method was established on store creation.
- 2) Roll an item of that type, using the random treasure tables. Ignore multiple items (ie there is no need to roll for “number of gems”).
- 3) Roll a d20 and add 100 to determine the markup (where rolling a 4 indicates that the retail price is 104% of fair market value).
- 4) Add the item to your store, noting the markup percentage.
- 5) Optionally, calculate the fair market value and retail price of the item, and record for easy reference.