Captain Xenros'

Mercantile Manual

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Note from the Designer: When I started creating a nautical campaign, using the *Ghost of Saltmarsh* adventure book, I decided that I wanted a more in depth system of trading. I wanted my characters to sail the seas, buying and selling to make ends meet. I wanted to add in ways for characters to become successful traders, even if they don't have the highest Charisma skill and I wanted to encourage my players to try different methods of roleplaying.

The result is this short manual, a set of simple rules that add a little more depth to trading encounters in your campaigns. I encourage you to use this book as a springboard to develop your own creations. Try to think about what environments might cause an item to sell, and what sort of merchants might be looking to buy.

I hope you find these rules interesting, or borrow some ideas for your own characters and campaigns.

If you have enjoyed this piece and want to see more of my work, find @Rooksshelf on Twitter and Instagram.

Have fun!

Luke

Introduction and Basic Rules

Greetings! I am Captain Xendros, merchant of the Faithful Quartermasters of Iuz. I have travelled across the known world, and much of the unknown too, from the jungles of Chult to the depths of the Underdark, so I have seen a thing or two. That is why I have decided to write down some of my expertise when it comes to selling items, magical and mundane.

In any case, I hope you find this manual illuminating, and that you use it to turn those treasures and trinkets into cold hard cash! Then, if you need some help getting rid of that cash, come and find me in the town of Saltmarsh, and we will test how much you have learned...

Using this Book

The first section of this book is for players and Dungeon Masters, where you will find a way to implement simple selling mechanics into your game. These rules are an alternative to the "standard" system of selling your items, where you can sell an item and receive half of its cost.

The second section of this book will explore some advanced mechanics for selling, including different selling styles, the process of valuation and a set of backgrounds and feats for your mercantile characters.

The third section is for Dungeon Masters only and introduces the concept of context tags on items, as well as new rules about merchant disposition, black market items and magical items. These rules are intended to be a framework from which you can develop your own creations and NPCs,

Selling an item

All items should have a **value**, as well as a cost. At the back of this manual you will find a list of common items, and the value they might have. Value is a measure of how desirable the item might be to a potential buyer, and how likely it is to provide a return on investment. When you are creating new items or assigning value to them, try to consider how useful an item is, how appealing it might be and how rare it is.

Non-magical items typically have a value of 1-5, and magical items or treasure have a value of 6-10.

Example of value scale

Value score	
1	An item that is very common, or has very limited uses.
2	An item that is common, or has uses in a few situations
3	An item that is uncommon, or would be useful in a number of situations
4	An item that is rare, or would be useful to a number of different people
5	An item that is very rare, or would have a range of uses

When selling an item, you must first determine its **market window**. The market window is a measure of how appealing a potential buyer might find the offer and is a combination of the item's value and the ability check roll of the person trying to sell it.

This is determined in the following way:

Market Window = (Value of item)+(Ability check roll of seller)

When a character tries to sell an item, the DM secretly rolls a d100 and compares it to the market window.

- If the score of the d100 is **below** the market window, the item can be sold at double its base cost.
- If the score of the d100 is **within 10** of the market window, the item can be sold at its base cost.
- If the score of the d100 is **more than 10 above** the market window, the item can only be sold at half its base cost.

For the purpose of selling, you can make this check for each type of item sold, regardless of the quantity you are selling.

Example of Play

Flitwidget, a Gnomish trader, is attempting to sell two 1lb bags of cloves. He is going to try to use his "Persuasion" ability to make his sale.

Flitwidget gets a score of 17 for his persuasion roll. Behind the Dungeon Master's Screen, the DM checks and find the value of cloves to be 4. This means that the "market window" of the trade is 21, so not bad.

The DM rolls a d100 and gets 25. This means that the cloves can be traded for 3gp a bag, its standard cost, as it was **within 10** of the market window.

Selling Abilities

In the basic rules, you can use two different abilities to sell an item.

Intimidation: The hard sell, trying to manipulate or frighten a person into accepting a sale. Unlikely to make you any friends, but it can be an effective way of securing a sale.

Persuasion: Convincing a person that the deal is in the best interest of both parties. More likely to result in a positive trading relationship in the future.

Item Valuation

A character can attempt to determine the value of an item, and thus its trading appeal, by succeeding on an Investigation (Intelligence) check with a DC of 13.

Advanced Mercantile Rules for Players and Dungeon Masters

This section will cover advanced trading rules that you can use to add more depth to your sales. If you are taking part a campaign where trade and commerce is an important factor, some of these rules can add extra depth to your interactions.

The rules will be especially useful in sea faring campaigns, such as those based on the *Ghosts of Saltmarsh* sourcebook, or in other nautical adventures. The rules would also fit well in the *Eberron: Rising From the Last War* setting, where commerce and trade are a key theme. Feel free to use any or all of these rules, and work with your DM to make sure they are appropriate for your campaign setting.

Alternate Selling Skills

Characters can use skills other than Persuasion and Intermediation to make a sale. Check with your DM if they are happy for you to use these skills, and use it as an opportunity to try out a slightly different method of roleplaying.

Arcana: Using your Arcana skill you can expound the benefits or magical items, or items used in magical experiments.

History: Utilising your History skill, you can weave a story about how an item has been utilised in ages past, and how it could be used again.

Religion: You can evoke your Religion skill when attempting to sell an object of spiritual significance, such as a relic or artefact.

Animal Handling: Used specifically for selling animals and livestock, you can use your Animal Handling skill to highlight a creature's strengths and weaknesses.

Medicine: If you are selling medicine, food and supplies, you can use your medical knowledge to instil confidence in a potential buyer.

Survival: The Survival skill is useful if you are trying to sell equipment, adventuring gear, or other items that might help to keep you alive in the wilderness.

Deception: Using the Deception skill to make a sale is all about upselling or even lying about the items you have and their value. A risky strategy for sure, but it could help you shift some unwanted items.

Performance: Using the Performance skill, you can demonstrate the effectiveness of an item before you use it. Active demonstration might win even a sceptical buyer over.

Alternate Valuation Skills

You can use a wide range of skills to determine the value of different items. The DC to determine the value of item is 13, and if your DM is using context tags, they will need to reveal one of these if you succeed on a valuation roll.

Arcana: Use the Arcana skill to determine the potential value of magical items, or items that can be used as components in magic spells or rituals.

History: Use the History skill to ascertain the value of an item by judging its uses in past conflicts, or in stories and tales that you might have heard.

Nature: If the item is a plant, naturally occurring object or body part of a monster, you can judge its value using the Nature skill.

Religion: Using the Religion skill you can compare this item to other relics and artefacts, and use your knowledge of these to determine its value.

Animal Handling: Using your Animal Handling skills you can judge the value of livestock based on their wellbeing, breed and condition.

Medicine: Using your Medicine skill, you can analyse items that might be used to create balms, potions and other healing items.

Mercantile Character Options

Backgrounds

Black Market Trader

Your markets are those below ground, in the shady streets and back alleys. You are adapt at evading the authorities and hiding your wares. You might be a revolutionary, smuggling supplies to people in need, or a criminal working for a sinister syndicate. You are also familiar with the punishments that might greet you if you are captured. Alternatively, you might work secretly with the authorities, helping them acquire goods they cannot requisition through legal means.

Skill proficiencies: Stealth, Persuasion
Tool proficiencies: Disguise Kit and Forgery Kit
Language: One of your choice, Thieves Cant (See *Players Handbook*)
Equipment: A disguise kit or a forgery kit, a bag of chalk, ten sheets of paper, inkwell, jar of white vinegar, a set of common clothes, and a pouch containing 15gp.

Fence network

You are skilled at finding places to shift your goods quickly. If a settlement has a population of at least 30, you can always find someone who will buy your black market goods.

Suggested Characteristics

Black market traders are keen and skilled, and need to keep an awareness of themselves and the environment around them.

Personality trait

1 I trust no one, there are too many people who want me gone.

2 When a government is rotten, their authority is rotten too.

3 I just sell goods, what people do with them is up to them.

4 I find it easy to make new contacts, but hard to make friends.

5 Sometimes the rules need to be broken. That does not make me a monster.

6 I do not enjoy what I do, but it is a necessary evil.

7 I am just a merchant providing what people need, nothing more.

8 Settlements need the black market to survive. I am doing a public service

Ideal

1 Greed: Trading in illegal goods can be incredibly profitable, and I am driven by those profits.

2 The Future: My every action drives me towards a brighter future, where I won't need to skulk in the shadows.

3 Freedom: Why should a corrupt authority decide what people can and cannot buy?

4 The Cause: I might do unsavoury things, but for the cause I will sacrifice anything.

5 The People: The people deserve better, and I help them to attain that.

6 Knowledge: The black market is a place to learn about new things and new people, and this knowledge is powerful.

Bond

1 My contacts are my family, a web of traders and buyers who rely on each other's trust and confidence.

2 My comrades in arms, united in our cause. I would die for them, and will try to shield them from harm.

3 The city needs people to get their hands dirty, so for the good of the city I will wade in.

4 I have worked for the authorities, helping them acquire illicit goods for their own purpose. They have my loyalty.

5 I have absolute faith in the importance of the black market itself, and its significance to the economy of society.

6 I know where all of my wares have come from. No lies, no deception. This trust is in my suppliers is paramount.

Flaw

1 I try not to consider the impact my goods might have if they get into the wrongs hands.

2 It is important that I brook no rival or challenger.

3 I refuse to consider where my goods might have come from.

4 I will never betray my contacts, no matter what crimes they might commit.

5 The black market must thrive, even if it costs innocent lives.

6 The authorities have no hold over me, and I do not recognise their powers.

PROFITEER

You know how to make money out of any situation. Travelling from place to place, you have a keen eye for the value of items and what sort of people might need them. You might dedicate your life to redistributing wealth to those who need it, or by making the most of a volatile situation to swell your own coffers.

Skill proficiencies: Investigation, Persuasion
Tool proficiencies: Jeweller's Tools
Language: One of your choice
Equipment: A set of Jeweller's Tools, a bound journal where you record purchases and invoices, a set of traveller's clothes, and a pouch containing 15gp.

EYE FOR PROFIT

You always know a place to go to make a sale. If a settlement has a population of at least 50, you can always find someone who can will buy some of your goods, even if the town is in a state of war, famine, plague or other disaster.

SUGGESTED CHARACTERISTICS

Profiteers are not usually the most popular folk, but their motivations may vary greatly depending on how they spend their money.

PERSONALITY TRAIT

1 Every choice I make is governed by how much profit I can make.

2 My methods may seem heartless, but my ultimate goal is pure.

3 Money means little to me, but it does open many doors.

4 I count everything, sometimes aloud, sometimes in my head.

5 Money is the measure of a person, whether they know it or not.

6 I enjoy the finer things in life, poverty does not sit well with me.

7 I have spent my life among warring nations, so I know the power of my contributions.

8 Many people have more wealth than they need, and I am happy to relieve them of it.

IDEAL

1 Greed. I need to acquire as much health as possible.

2 Status. Wealth brings the status and recognition that I crave.

3 Justice. My skills allow me to redistribute wealth to those who need it.

4 Influence. Money is power, and a way of bringing others to my way of thinking.

5 Entertainment. Trading and wealth is a game, and one I love to play.

6 Security. For the way of life I seek and the safety of my loved ones, there will always be a cost.

BOND

1 I am building wealth to bring back to my homeland, where people are struggling for survival.

2 I come from a long line of traders, known across the world. They taught me everything I know.

3 My loyalty is to my network of contacts. They are my family, and my lifeline.

4 I have a close friend that needs money badly, and I will do anything to support them.

5 My family has fallen from greatness, and it is only through these extreme methods that they can be restored.

6 My customers are your friends, and their trust in me is what keeps them going.

FLAW

1 I value money more than people.

2 I have profited from disasters and wars, and regret my actions.

3 I am haunted by the faces of people I have exploited.

4 I worry that I will never be able to earn enough.

5 I hear the whispers of people who say I am a menace.

6 My wealth can never mask my less than reputable origins.

Feats

You may choose to select one of these feats when you advance to a new level. Remember to let your DM know if you would like to take one of these feats to ensure it fits with your campaign and playstyle.

Disaster Merchant

You have a keen eye for when people are in desperate need. You gain the following benefits:

Increase your Charismas score by 1 to a maximum of 20

If you are selling an item with the context tags *hungry*, *military*, *squalid*, *threatened* or *warring*, you may double the value bonus you receive.

Upseller

You can convince people that items are more valuable than they truly are. You gain the following benefits:

Increase your Charisma score by 1 to a maximum of 20

When you use the Deception skill to trade, you may roll with advantage. However, if the DMs rolls any number higher than your market window, you cannot complete the sale.

Rose Tinted Trader

When selling, you focus on the positives and try to dismiss the negatives. You gain the following benefits:

Increase your Intelligence score by 1 to a maximum of 20

When you sell an item, you can add 2 (1d4) to its value score. If the item has a negative context tag, you can half the value penalty you would receive while selling the item.

Valuation expert

You are good at determining the value of items, and the factors that effect this. You gain the following benefits:

Increase your Intelligence score by 1 to a maximum of 20

If you spend one hour studying an item, you can determine its exact value score and any context tags that it has.

Magical Trader

Prerequisite: The ability to cast one spell.

You can expound the benefits of a magical item to even the most sceptical trader. You gain the following benefits:

Increase the ability score you use for spell casting by 1 to a maximum of 20.

When selling a magical item, you may ignore the negative modifiers applied by a mundane context tag.

Tools for Dungeon Masters

This section includes additional rules for Dungeon Masters, ways that you can expand the trading rules in your campaigns and encourage roleplaying for your players. You can use a combination of these rules, or just the options that you think would best fit your campaign and playstyle.

Merchant Disposition

When creating a merchant NPC as a DM, you can chose to give them a specific disposition. A merchant's disposition means that they might have a reaction to certain sales methods. In these instances, characters attempting to use these methods on a trader must roll with disadvantage or advantage depending on the disposition type. As the DM you may decide to change the disposition of a trader over time, and you are of course free to create your own merchant dispositions to suit your campaign and playstyle.

- **Hardened**: A merchant who is hardened is not going to be easily swayed and will not respond well to sales that utilise the Intimidation and Persuasion skills. Characters who attempt to use the Intimidation and Persuasion skills to make a sale will roll with disadvantage.
- **Wary**: A merchant who is wary is always afraid that they might be the target of a con. Characters who attempt to use the Deception skills to make a sale will roll with disadvantage.
- **Untrusting**: A merchant who has an untrusting disposition is suspicious about everyone. Any attempt to make a sale with an untrusting merchant will roll with disadvantage.
- **Sceptic**: A merchant who is a sceptic will believe what is in front of them, and not tall tales. They might dislike magical items altogether, or might want to avoid any trouble. Characters who attempt to sell a magical item to a sceptic will roll with disadvantage.
- **Friendly**: Friendly merchants are happy to make a sale, and are naturally well disposed towards traders. Characters who attempt to make a sale to a friendly merchant will toll with advantage.

Context Tags

In addition to a value, many items have positive and negative context tags. These tags will alter the value of on item being sold if the context is fulfilled.

Some examples of context tags are:

- **Cold** Item changes value when sold in an environment that has a cold or freezing climate marked by snow and blizzards.
- **Collectors** Item changes value when sold to a collector, who might be able to recognise its unique properties.
- **Construction** Item changes value when sold in an environment where construction I (new or continued) is taking place.
- **Culinary** Item changes value when sold to a person who has knowledge of cooking and culinary skills.
- **Dry** Item changes value when sold in an environment that is particularly arid, such as a desert or ice plain.

- **Equipment** Item changes value when sold to a person who is about to go on a long journey or adventure.
- **Hungry** Item changes value when sold in an environment marked by hunger or famine.
- **Magical** Item changes value when sold to a person who has knowledge of the arcana, of magical items and their properties.
- **Medicinal** Item changes value when sold to a person who has medical knowledge, or an understanding of health and healing.
- **Military** Item changes value when sold to a representative of the military, or a military supplier.
- **Mundane** Item changes value when sold to a person who has little or no understanding of magic or the arcana.
- **Pious** Item changes value when sold to a person who has knowledge of the divine, of holy relics and artefacts.
- **Specialised** Item changes value when sold to a person who knows how to use it.
- **Squalid** Item changes value when sold in an environment that is downtrodden or impoverished.
- **Suspect** Item changes value when sold to a person who may have illicit means for the item.
- **Threatened** Item changes value when sold in an environment where the people or population feel threatened by a deadly threat. For example, this could be an enemy force, totalitarian ruler or impending plague.
- **Warm** Item changes value when sold in an environment that is exceptionally warm, with a climate marked by long days and hot mid-day sun.
- **Warring** Item changes value when sold in an environment where a war is either ongoing or imminent.
- **Wet** Item changes value when sold in an environment that is particularly wet, such as a swamp or sea.

Feel free to make up your own context tags and add them to items that your characters discover in their adventures!

Black Market Items

Some items cannot be sold through usual means. If an item is in the black market table, it means it cannot be sold to legitimate traders. Characters will instead need to trade with "fences" who can buy and sell such items.

It goes without saying that being caught trading or owning black market items is a criminal offence, and will result in at least confiscation and a fine. At the discretion of a DM, trading in high value illicit items could result in more severe punishments.

Magic Items and Treasure

Due to the huge amount of magic items and treasure that your characters might encounter, I have only included basic details about the values of these items. I would encourage you as DM to think about what the context tags for your magic items and treasures might be, and feel free to create your own tags as well. To a person not trained in arcana, a magic item will seem very normal, until it does something extraordinary. An enchanted sword may look like a very well made sword to the untrained eye.

Items and Their Values

Common Items

Item	Cost	Value	Positive Context Tag	Bonus	Negative Context Tag	Penalty
Abacus	2 gp	2	Medicinal	1		
Acid (vial)	25 gp	3	Suspect	2	Mundane	1
Alchemist's fire (flask)	50 gp	5	Magical	4	Mundane	3
Arrows (20)	1 gp	1	Military	1		
Blowgun Needles (50)	1 gp	1	Military	1		
Crossbow bolts (20)	1 gp	1	Military	1		
Sling bullets (20)	4 cp	1	Military	1		
Antitoxin (vial)	50 gp	5	Medicinal	5		
Crystal	10 gp	3	Magical	2	Mundane	1
Orb	20 gp	2	Magical	3	Mundane	2
Rod	10 gp	3	Magical	2	Mundane	3
Staff	5 gp	4	Magical	2	Mundane	3
Wand	10 gp	5	Magical	2	Mundane	4
Backpack	2 gp	1	Equipment	2	Wet	2
Ball bearings (bag of 1,000)	1 gp	1	Equipment	2		
Barrel	2 gp	1	Construction	2		
Basket	4 sp	1	Construction	2		
Bedroll	1 gp	2	Equipment	2		
Bell	1 gp	2	Construction	2		
Blanket	5 sp	1	Cold	2		
Block and tackle	1 gp	1	Coastal	2		
Book	25 gp	3	Equipment	4	Warring	2
Bottle, glass	2 gp	1	Medicinal	2		
Bucket	5 cp	1	Construction	2		
Caltrops (bag of 20)	1 gp	3	Suspect	3		
Candle	1 cp	1	Pious	3		
Case, crossbow bolt	1 gp	1	Military	3		
Case, map or scroll	1 gp	1	Equipment	2		
Chain (10 feet)	5 gp	3	Construction	1		
Chalk (1 piece)	1 cp	1	Construction	1		
Chest	5 gp	3	Construction	3		
Clothes, Common	5 sp	1	Equipment	1		
Clothes, costume	5 gp	2	Equipment	2		
Clothes, fine	15 gp	3	Equipment	3	Hungry	3
Clothes, traveller's	2 gp	2	Equipment	1		
Component pouch	25 gp	3	Equipment	4	Mundane	4
Crowbar	2 gp	1	Construction	1		

Item	Cost	Value	Positive Context Tag	Bonus	Negative Context Tag	Penalty
Sprig of mistletoe	1 gp	1	Medicinal	2	Mundane	1
Totem	1 gp	2	Magical	2	Mundane	1
Wooden staff	5 gp	3	Equipment	3	Mundane	2
Yew wand	10 gp	4	Magical	4	Mundane	3
Fishing tackle	1 gp	2	Coastal	1	Dry	2
Flask or Tankard	2 cp	1	Hungry	1		
Grappling hook	2 gp	3	Suspect	1		
Hammer	1 gp	1	Construction	2		
Hammer, sledge	2 gp	2	Construction	2		
Amulet	5 gp	3	Pious	3		
Emblem	5 gp	3	Pious	3		
Reliquary	5 gp	4	Pious	3		
Holy Water (flask)	25 gp	5	Pious	4		
Hourglass	25 gp	3	Magical	4		
Hunting trap	5 gp	1	Hungry	3		
Ink (1 ounce bottle)	10 gp	2	Specialised	3	Squalid	1
Ink pen	2 cp	2	Specialised	2	Squalid	1
Jug or Pitcher	2 cp	1	Hungry	2		
Kit, climber's	25 gp	3	Equipment	4		
Kit, disguise	25 gp	3	Equipment	4	Military	2
Kit, forgery	15 gp	4	Equipment	3	Military	4
Kit, herbalism	5 gp	2	Equipment	2	Mundane	2
Kit, healer's	5 gp	3	Equipment	2		
Kit, mess	2 sp	1	Equipment	1		
Ladder (10-foot)	1 sp	1	Construction	1		
Lamp	5 sp	1	Equipment	1		
Lantern, bullseye	10 gp	2	Equipment	2		
Lantern, hooded	5 gp	2	Equipment	2		
Lock	10 gp	4	Construction	2		
Magnifying glass	100 gp	5	Medicinal	5		
Manacles	2 gp	2	Military	1		
Mirror, steel	5 gp	3	Magical	2		
Oil (flask)	1 sp	3	Cold	1		
Paper (one sheet)	2 sp	1	Specialised	1	Wet	2
Parchment (one sheet)	1 sp	1	Specialised	1	Wet	1
Perfume (vial)	5 gp	3	Medicinal	2	Squalid	5
Pick, miner's	2 gp	1	Equipment	2		
Piton	5 cp	1	Construction	1		
Pole (10-foot)	5 cp	1	Construction	1		
Pot, iron	2 gp	1	Culinary	1		
Potion of Healing	50 gp	5	Medicinal	3		
Pouch	5 sp	1	Equipment	1		
Quiver	1 gp	1	Military	1		

Common Items Cont

Item	Cost	Value	Positive Context Tag	Bonus	Negative Context Tag	Penalty
Ram, portable	4 gp	1	Military	2		
Rations (1 day)	5 sp	1	Equipment	1		
Robes	1 gp	1	Pious	1		
Rope, hempen (50 feet)	1 gp	1	Coastal	1		
Rope, silk (50 feet)	10 gp	2	Coastal	3		
Sack	1 cp	1	Construction	1		
Scale, merchant's	5 gp	3	Coastal	2		
Sealing wax	5 sp	1	Specialised	1		
Shovel	2 gp	1	Construction	2		
Signal whistle	5 cp	2	Coastal	1		
Signet ring	5 gp	3	Collectors	5		
Soap	2 cp	2	Squalid	3		
Spell book	50 gp	5	Magical	4		
Spikes, iron (10)	1 gp	1	Construction	1		
Spyglass	1,000 gp	5	Military	8		
Tent, two-person	2 gp	3	Equipment	3		
Tinderbox	5 sp	3	Equipment	1		
Torch	1 cp	3	Equipment	1		
Vial	1 gp	2	Medicinal	2		
Waterskin	2 sp	1	Medicinal	1		
Whetstone	1 cp	3	Military	1		

Armour

Item	Cost	Value	Positive Context Tag	Bonus	Negative Context Tag	Penalty
Padded	5gp	1	Threatened	1		
Leather	10gp	2	Threatened	2		
Studded Leather	45gp	3	Threatened			
Hide	10gp	1	Threatened	4		
Chain Shirt	50gp	2	Military	4	Warm	1
Scale Mail	50gp	3	Military	5	Warm	2
Breastplate	400gp	4	Military	5	Warm	3
Half Plate	750gp	5	Military	5		4
Ring Mail	30gp	3	Military	6	Warm	4
Chain Mail	75gp	4	Military	5	Warm	5
Splint	200gp	5	Military	6	Warm	6
Plate	1,500gp	5	Military	7	Warm	7
Shield	10gp	2	Threatened	4		

Black Market Goods

Item	Cost	Value	Positive Context Tag	Bonus	Negative Context Tag	Penalty
Poison, basic (vial)	100gp	5	Suspect	6	Military	2
Tobacco	2gp	4	Medicinal	3	Wet	2
Black candles	10gp	6	Magical	3	Mundane	15
Dark magic books	200gp	7	Magical	6	Mundane	20
Forged Diplomatic papers	350gp	10	Suspect	10	Military	5
Glass Daggers	20gp	7	Suspect	7	Pious	5
Sham potions	5gp	4	Suspect	4	Pious	5
Kit, poisoner's	50gp	5	Suspect	5	Military	5

Trade Goods

Item	Cost	Value	Positive Context Tag	Bonus	Negative Context Tag	Penalty
1 lb. of wheat	1 cp	3	Hungry	5		
1 lb. of flour	2 cp	4	Hungry	5		
One chicken	2 cp	5	Hungry	5		
1 lb. of salt	5 cp	3	Pious	3	Coastal	1
1 lb. of iron	1 sp	3	Construction	4		
1 lb. of copper	5 sp	4	Construction	5		
1 lb. of ginger	1 gp	2	Culinary	4	Squalid	2
One goat	1 gp	4	Hungry	3		
1 lb. of pepper	2 gp	3	Culinary	3	Squalid	3
1 lb. of cinnamon	2 gp	4	Culinary	5		
One sheep	2 gp	5	Hungry	3		
1 lb. of cloves	3 gp	4	Culinary	5		
One pig	3 gp	5	Hungry	5		
1 lb. of silver	5gp	5	Pious	4		
1 sq. yd. of linen	5gp	4	Military	3	Squalid	3
1 sq. yd. of silk	10gp	4	Military	4	Squalid	3
One cow	10gp	5	Hungry	5		
1 lb. of saffron	15gp	5	Culinary	5	Squalid	5
One ox	15gp	5	Hungry	5		
1 lb. of gold	50gp	5	Collectors	5		
1 lb. of platinum	500 gp	5	Collectors	5		

Magical Goods and Treasure

Item	Cost	Value	Positive Context Tag	Bonus	Negative Context Tag	Penalty
Common Magic Item	As determined by source material	6	Collectors	2	Mundane	5
Uncommon Magic Item	As determined by source material	7	Collectors	3	Mundane	5
Rare Magic Item	As determined by source material	8	Collectors	4	Mundane	5
Very Rare Magic Item	As determined by source material	9	Collectors	5	Mundane	5
Legendary Magic Item	As determined by source material	10	Collectors	6	Mundane	5
Common Treasure	As determined by source material	6	(DM's decision)	(DM's decision)	(DM's decision)	(DM's decision)
Uncommon Treasure	As determined by source material	7	(DM's decision)	(DM's decision)	(DM's decision)	(DM's decision)
Rare Treasure	As determined by source material	8	(DM's decision)	(DM's decision)	(DM's decision)	(DM's decision)
Very Rare Treasure	As determined by source material	9	(DM's decision)	(DM's decision)	(DM's decision)	(DM's decision)
Legendary treasure	As determined by source material	10	(DM's decision)	(DM's decision)	(DM's decision)	(DM's decision)

Weapons

Item	Cost	Value	Positive Context Tag	Bonus	Negative Context Tag	Penalty
Club	1 sp	1	Warring	1		
Dagger	2 gp	1	Suspect	3		
Greatclub	2 sp	1	Warring	1		
Handaxe	5 gp	1	Warring	1		
Javelin	5 sp	1	Threatened	1		
Light Hammer	2 gp	1	Warring	1		
Mace	5 gp	1	Warring	2		
Quarterstaff	2 sp	1	Threatened	1		
Sickle	1 gp	1	Threatened	1		
Spear	1 gp	1	Threatened	2		
Crossbow, light	25 gp	3	Threatened	3		
Dart	5 cp	1	Suspect	1		
Shortbow	25 gp	3	Threatened	3		
Sling	1 sp	1	Threatened	1		
Battleaxe	10 gp	2	Military	3		
Flail	10 gp	2	Military	2		
Glaive	20 gp	3	Military	4		
Greataxe	30 gp	4	Military	3		
Greatsword	50 gp	6	Military	3		
Halberd	20 gp	3	Threatened	4		
Lance	10 gp	2	Military	4		
Longsword	15 gp	2	Threatened	4		
Maul	10 gp	2	Military	3		
Morningstar	15 gp	2	Military	3		
Pike	5 gp	1	Threatened	4		
Rapier	25 gp	3	Suspect	2		
Scimitar	25 gp	3	Suspect	2		
Shortsword	10 gp	2	Threatened	3		
Trident	5 gp	1	Threatened	3		
War Pick	5 gp	1	Military	2		
Warhammer	15 gp	2	Military	2		
Whip	2 gp	1	Specialised	5		
Blowgun	10 gp	2	Suspect	2		
Crossbow, hand	75 gp	8	Specialised	3		
Crossbow, heavy	50 gp	6	Specialised	3		
Longbow	50 gp	6	Specialised	4		
Net	1 gp	1	Specialised	2		