



MERCHANT TABLES

SHOPPING RULES & TABLES FROM [TECHNICAL GRIMOIRE](#)

DICE PRICING

When your PCs are adventuring and find something valuable, set a **DicePrice** for the item.

They should write down the DicePrice next to the item. Until they find a willing merchant, no one knows the actual value of the item.

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| d20 | Common Objects. Rations, bucket, candles, pole, flask, |
| d20 x 2 | Simple Tools, Small Weapons. Dagger, club, 50ft rope, ladder, crowbar |
| d20 x 5 | Complex Tools, Medium Weapons. Longsword, tent, lantern, lock, chain |
| d20 x 10 | Fancy Tools, Large Weapons, Light Armor. Greatsword, clock, lock picks, leather vest |
| d20 x 20 | Exotic Weapons, Medium Armor, Art. Chain-scythe, chainmail, painting, books |
| d20 x 50 | Heavy Armor, Luxuries, Jewelry. Full plate, diamonds, perfume, ruby ring |
| d20 x 100 | Large Gems, Forgotten Treasures. Huge emerald, mithril shield, kings clothes |

SELLING ITEMS

When the PCs are ready to sell something to an eager merchant:

1. The player rolls the **DicePrice** for that item.
It's what the PC thinks it is worth.
2. At the same time GM **secretly** rolls as well.
What the merchant thinks it is worth.
3. Players must **choose** their price or the merchant price (unknown to them).

Optional: Let PCs make a CHA check to re-roll their DicePrice, should they choose to do so. But the Merchant's roll won't change.

PRICING MAGIC ITEMS

Magic Items **SELL** for 50 gold per syllable.

Magic Items **COST** 100 per syllable to purchase.

The utility of the item is of little consequence; most of the haggling is about what to **NAME** it.

PCs: "How much will you give me for The Charred Hammer of Smoke and Ashes?"

Merchant: "You mean a Fire Hammer? 150."

PCs: "Oh come now! It's at least a Flaming Greathammer! 250 gold bare minimum"

Merchant: "Flaming Hammer, 200. Last offer."

d10 MERCHANT QUIRKS

- 1 **Extremely tired**, ready to close up shop. Eager to make any sale and get things over with.
- 2 **Proud crafter**. Offers several handmade items in addition to their normal fare. Jewelry, paintings, pottery, carvings; all ugly and awful.
- 3 **Particular**. Requests items of a certain color or material. Will pay a extra for those.
- 4 **Insists on tasting** any purchase items; to make sure they are "real core solid".
- 5 **Dreamer**. Wants to hear stories about some items. Insists on learning all the details.
- 6 **Sentimental**. Several items have names and personalities. "Don't handle Vera like that!"
- 7 **Mis-remembers names**. Gets PCs confused with one another.
- 8 **Insists that you speak** to their bird/cat/turtle. "She's the boss. I just translate for her."
- 9 **Old and cranky**. Treats customers like misbehaving, naughty children.
- 10 **Can't speak**. Will motion and make notes.