



# 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.

- d10**      **Common Objects.**  
Rations, bucket, candles, pole, flask,
- d10 x 3**   **Simple Tools, Small Weapons.**  
Dagger, club, 50ft rope, ladder, crowbar
- d10 x 5**   **Complex Tools, Medium Weapons.**  
Longsword, tent, lantern, lock, chain
- d10 x 10**   **Fancy Tools, Large Weapons, Light Armor.**  
Greatsword, clock, lock picks, leather vest
- d10 x 20**   **Exotic Weapons, Medium Armor, Art.**  
Chain-scythe, chainmail, painting, books
- d10 x 50**   **Heavy Armor, Luxuries, Jewelry.**  
Full plate, diamonds, perfume, ruby ring
- d10 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.