



MERCHANT TABLES

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

DICE PRICING

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

INSTEAD OF...

HAVE THEM WRITE DOWN...

Pile of 63 gold	(d6 x 20) gold pieces
Large ruby (325gp)	Ruby (d20 x 30)gp
Dwarven Sword	Dwarven Sword (d8 x 6)gp

3d6 MERCHANT QUIRKS

- 3 **Haughty.** Regularly critiques the clothing of the party, offers to sell “better than rags.”
- 4 **Cowardly** and afraid. Bows and scrapes.
- 5 **Particular.** Requests items of a certain color or material. Will pay a little extra for those.
- 6 **Oily salesman.** Keeps trying to pawn off broken or obviously flawed merchandise.
- 7 **Dreamer.** Wants to hear stories about some items. Insists on learning all the details.
- 9 **Brag**s about past adventures at the slightest opportunity. Weapons are well-maintained.
- 10 **Mis-remembers names.** Gets PCs confused with one another.
- 11 **Insists that you speak** to their bird/cat/dog. “She’s the boss. I just translate for her.”
- 12 **Old and cranky.** Treats customers like misbehaving, naughty children.
- 13 **Can’t speak.** Will motion and make notes.
- 14 **Insists on tasting** any purchase items; to make sure they are “real core solid”.
- 15 **Extremely tired,** ready to close up shop. Eager to make any sale and get things over with.
- 16 **Proud crafter.** Offers several handmade items in addition to their normal fare. Jewelry, paintings, pottery, carvings; all ugly and awful.
- 17 **Sentimental.** Several items have names and personalities. “Don’t handle Vera like that!”
- 18 **Cheerful and encouraging.** Acts like an old friend and a supportive therapist.

SELLING MINI-GAME

The players roll the DicePrice for that item.
What the group think the items are worth.

At the same time GM secretly rolls as well.
What the merchant thinks they are worth.

Players must choose their price or choose the (unknown to them) merchant price.

Keep track of how often the group chose the player’s price vs the Merchant’s price.

BUYING SUPPLIES

Roll a d20 when your group is ready to purchase.

Add (+1) for every time they chose the Merchant’s price, (-1) for every time they chose their own.

- 1 The merchant requires the group to sign a
- 2 contract detailing that they won’t be able to
- 3 shop at any other merchants within 100 miles.
- 4 The merchant feels cheated. Refuses to deal with
- 5 party unless big favor/quest is done.
- 6 Insists on paying the group in red-steel coins;
- 7 valuable only in the immediate region.
- 8 The merchant only has one of every item in
- 9 stock. “Tough times...” they say.
- 10 Merchant looks suspiciously at the group.
- 11 He quickly removes the 5 most expensive items.
- 12 Merchant grumbles about a bad deal last time.
- 13 The next item purchased has its price doubled.
- 14 The merchant mentions he’s looking for
- 15 something specific and rare. A book of tea spells; a spectral knife; or vial of blue smoke.
- 16 Produces a rare item “for special customers”.
- 17 Gives quest hooks for profitable adventures. A
- 18 good way to tie in to the next adventure.
- 19 Merchant gets a greedy glint in his eye; offers a
- 20 “buy one get one free” deal on all items.