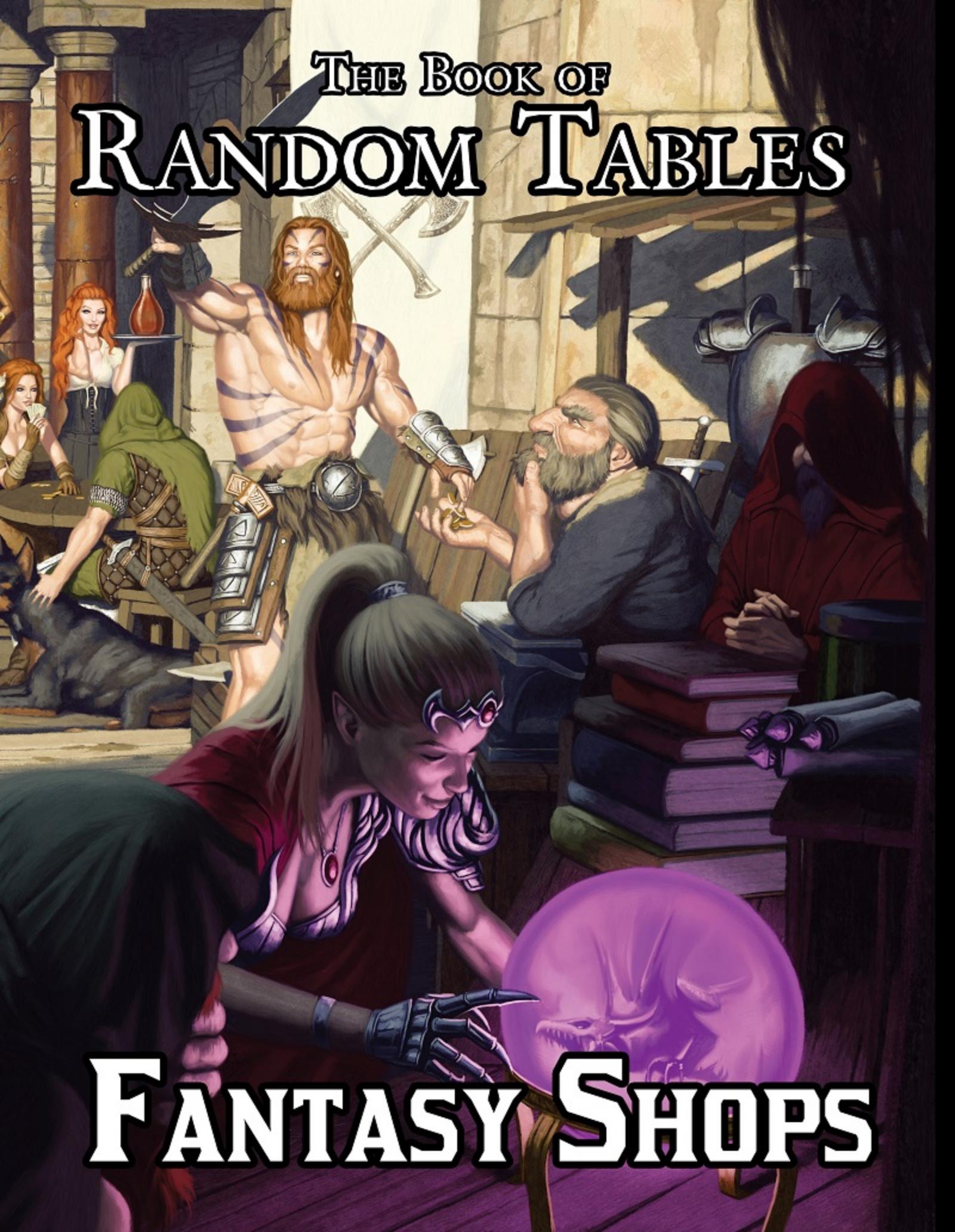


THE BOOK OF RANDOM TABLES



FANTASY SHOPS

The Book
of
**Random
Tables**

**FANTASY
SHOPS**

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How to Use this Book

Players will often want to explore cities as much as they want to explore the wilderness. Not only do shops offer goods and services for the player characters, but they can also be a valuable resource in handing out quests or building story hooks.

The intention of this book is to give dungeon masters and game masters a framework for creating shops in fantasy settings quickly while providing hooks to advance player actions. The book is broken down into two main sections.

The first section is called Shop Details.

On page 7, there is a random List of Shops. If a GM or DM just needs a location, they can roll randomly and build a shop. Also on that page are Years in Business and Number of Employees plus rules for using the following tables in the section.

The Shop Appearance tables give you words that can be combined to give you a sense of the look of the shop.

The Person Descriptors tables are used by placing a couple of words together to create a description of the owner, employees, or patrons of the shop.

The Back Room is a mini-section including two tables: Desk and Storeroom. Occasionally players get up to mischief, so these are helpful if characters begin snooping around or need to search for clues.

The Shopkeeper Rumors give dungeon masters and game masters the answers they need when their players want to chat up the owner of the shop while also providing story hooks.

The Secrets table is a bit special. This table can be used by the DM to create stories around the shop owner by giving them a tidbit of background. It could also lead to the players discovering mysteries about the shop owner.

The second section is simply called Shops.

In this section are twenty different types of shops. Each shop has naming options plus special and mundane wares. Also, DMs or GMs can assume the shops have a selection of ordinary goods if desired. All are arranged in random tables, so they can be generated quickly.

Never tell your players there are no shops on the street. Use this resource to create a shop on the fly and populate your worlds with interesting items and non-player characters. Good luck and good shopping.

*Matt Davids
4/28/2022*

Shop Details



List of Shops

If you need a random shop, roll a D20.

1. Armor	11. Medicine
2. Barber	12. Music
3. Books	13. Potions
4. Bowyer	14. Robes
5. Brewery	15. Tack
6. Divination	16. Tailor
7. Fletcher	17. Toys & Tinkers
8. General Store	18. Wands
9. Macabre & Oddities	19. Weapons
10. Magic Pets	20. Writing Supplies

Years in Business

Roll 1D100 for years of operation. If your world is old, roll 1D10 then multiply the D100 result by it.

Number of Employees

Roll 1D6-1 to determine the number of employees plus the owner.

Shop Appearance

Use the Appearance Tables to create the look of the shop.

Roll a D4 twice and then roll a D100 on the corresponding Appearance Tables. Combine the results to imagine a unique shop.

Repeat the process for interior and exterior if desired.



Person Descriptors

Use the Descriptors Tables to create the look of the shop owners, employees, or patrons.

Roll a D4 twice and then roll a D100 on the corresponding Descriptors Tables. Combine the results to imagine a person.

The Back Room

Roll on the Desk or the Storeroom tables, if characters explore the back of the shop.

Shopkeeper Rumors

As characters interact with a shopkeeper, you can roll on the this table to add details into the setting.

Secrets

To add dynamic elements to the story, roll on this table to create secrets about the shop or the owner.

Shop Appearance #1

1. Moated
2. Bewildering
3. Boring
4. Extravagant
5. Ragged
6. Glossy
7. Quiet
8. Unlovely
9. Gorgeous
10. Unpretentious
11. Durable
12. Intricate
13. Utilitarian
14. Robust
15. Tumbledown
16. Defiant
17. Different
18. Common
19. Flashy
20. Makeshift
21. Indefensible
22. Red
23. Sacred
24. Poignant
25. Square-Built
26. Rugged
27. Exalted
28. Strange
29. Octagonal
30. Antiquated
31. Windowless
32. Tawdry
33. Well-Known
34. Cold
35. Well-Guarded
36. Clean
37. Unimportant
38. Exquisite
39. Fortress-Like
40. Claustral
41. Well-Designed
42. Light-Colored
43. Sordid
44. Lofty
45. Labyrinthine
46. Dusky
47. Angular
48. Pink
49. Boxy
50. Irregular
51. Brownstone
52. Picturesque
53. Miniature
54. Sprawling
55. Small
56. Fantastic
57. Tile-Roofed
58. Domical
59. Tremendous
60. Impenetrable
61. Linear
62. Horrible
63. Pastel
64. Drab
65. Private
66. Cheap
67. Tired
68. Shoddy
69. Bright
70. Immense
71. Noticeable
72. Yellow
73. Mediocre
74. Polyhedral
75. Rickety
76. Shadowy
77. Brown
78. Dull
79. Haphazard
80. Venerable
81. Unconnected
82. Dingy
83. Creative
84. Important
85. Magical
86. Multicolored
87. Impressive
88. Ochre
89. Poised
90. Hulking
91. Gloomy
92. No-Nonsense
93. Pleasing
94. Extensive
95. Dank
96. Stark
97. Circular
98. Dusty
99. Overcrowded
100. Orange

Shop Appearance #2

1. Mellow
2. Fascinating
3. Conspicuous
4. Admirable
5. Gilded
6. Resplendent
7. Pristine
8. Semicircular
9. Neat
10. Oval
11. Unornamental
12. Bad-Smelling
13. Undecorated
14. Sloppy
15. Sanitary
16. Stately
17. Strong
18. Upscale
19. Ill-Suited
20. Dirty
21. Classical
22. Sturdy
23. Unique
24. Anonymous
25. Thick-Walled
26. Vaulted
27. Pretentious
28. Modern
29. Evil
30. Homey
31. Crystalline
32. World-Renowned
33. Curious
34. Imperial
35. Hemispherical
36. Blank
37. Noteworthy
38. Diverse
39. Big
40. Odd-Looking
41. Domed
42. Distinctive
43. Tasteless
44. Bare
45. Sad
46. Monumental
47. Elaborate
48. Substantial
49. Colonnaded
50. Abominable
51. Undistinguished
52. Eye-Catching
53. Pyramidal
54. Tiered
55. Great
56. Walled
57. Curved
58. Efficient
59. Dilapidated
60. Pompous
61. Uninteresting
62. Devastating
63. Hexagonal
64. Proud
65. Plain
66. Cramped
67. Gaunt
68. White
69. Excellent
70. Derelict
71. Snug
72. Marvelous
73. Primitive
74. Solid
75. White-Washed
76. Conscientious
77. Frightening
78. Polygonal
79. Somber
80. Frowning
81. Congested
82. Delicate
83. Silvery
84. Eccentric
85. Firetrap
86. Cathedral
87. Massive
88. Well-Planned
89. Serviceable
90. Peculiar
91. Despicable
92. Unsteady
93. Golden
94. Ridiculous
95. Decorated
96. Amazing
97. Little
98. Capacious
99. Splendid
100. Mundane

Shop Appearance #3

1. Undulating
2. Unadorned
3. High-Ceilinged
4. Cylindrical
5. Noble
6. False-Fronted
7. Airy
8. Suitable
9. Smoke-Stained
10. Beautiful
11. Symmetrical
12. Flat
13. Daring
14. Burned-Out
15. Stubby
16. Sooty
17. Sumptuous
18. Weird
19. Incongruous
20. Gray
21. Disused
22. Grimy
23. Connexional
24. Functional
25. Mammoth
26. Comfortable
27. Severe
28. Heavy
29. Low
30. Convenient
31. Lovely
32. Shaky
33. Average
34. Worthless
35. Attractive
36. Weatherbeaten
37. Beige
38. Conventional
39. Considerable
40. Exceptional
41. Majestic
42. Quirky
43. Colorful
44. Ugly
45. Unsafe
46. Prominent
47. Inadequate
48. Dour
49. Colossal
50. Luxurious
51. Damaged
52. Famous
53. Undamaged
54. Modest
55. Ornamental
56. Foreign
57. Striking
58. Tiny
59. Blocky
60. Narrow
61. Muffled
62. Oblong
63. Tan
64. Multifaceted
65. Wretched
66. Eerie
67. Timbered
68. Expensive
69. Unattractive
70. Decayed
71. Compact
72. Rough
73. Faceless
74. Showy
75. Crazed
76. Well-Appointed
77. Fancy
78. Unsound
79. Stolid
80. Coral
81. Rectangular
82. Grandiose
83. Ivy-Covered
84. Impractical
85. Shabby
86. Squat
87. Artistic
88. Sparse
89. Old
90. Skeletal
91. Steep
92. Vast
93. Fine
94. Mean
95. Roomy
96. Castle-Like
97. Palatial
98. Towering
99. Monastic
100. Contorted

Shop Appearance #4

1. Scarred	51. Quaint
2. Costly	52. Round
3. Bizarre	53. Creaky
4. Arched	54. Cubical
5. Stable	55. Decrepit
6. Bulky	56. Historic
7. Regal	57. New
8. Wooden	58. Harmonious
9. Romantic	59. Homely
10. Haughty	60. Rude
11. Run-Down	61. Gaudy
12. Dangerous	62. Tottering
13. Bleak	63. Tall
14. Spherical	64. Geometric
15. Stout	65. Brick
16. Well-Kept	66. Characterless
17. Huge	67. Gigantic
18. Warm	68. Condemned
19. Shuttered	69. Multilevel
20. Hideous	70. Deplorable
21. Scary	71. Tenuous
22. Ancient	72. Spacious
23. Enormous	73. Unpleasant
24. Blue	74. Ponderous
25. Immaculate	75. Ornate
26. Gabled	76. Specious
27. Conical	77. Grey
28. Fabulous	78. Flat-Topped
29. Dark	79. Unmarked
30. Simple	80. Magnificent
31. Glassy	81. Mighty
32. Large	82. Original
33. Filthy	83. Domestic
34. Outdated	84. Squalid
35. Muddy	85. Charming
36. Cavernous	86. Ordinary
37. Monolithic	87. Ruined
38. Vulgar	88. Humble
39. Smoky	89. Bland
40. Foul	90. Clumsy
41. Experimental	91. Baffling
42. Countless	92. Ramshackle
43. Tasteful	93. Elegant
44. Extraordinary	94. Rambling
45. Handsome	95. Wonderful
46. Vintage	96. Featureless
47. Ostentatious	97. Colorless
48. Disturbing	98. Mad
49. Flimsy	99. Graceful
50. Lumpish	100. Intimate

Person Descriptors #1

1. Caustic
2. Respectful
3. Unmotivated
4. Sullen
5. Ripped
6. Neat
7. Beautiful
8. Responsible
9. Illogical
10. Courteous
11. Intuitive
12. Gregarious
13. Talented
14. Stocky
15. Outgoing
16. Slight
17. Upbeat
18. Passive
19. Hesitant
20. Sharp
21. Peevish
22. Persnickety
23. Reassuring
24. Determined
25. Approachable
26. Callous
27. Splendid
28. Fastidious
29. Unassuming
30. Drunk
31. Overweight
32. Groggy
33. Judgmental
34. Testy
35. Tattooed
36. Irascible
37. Curious
38. Artificial
39. Condescending
40. Personable
41. Elegant
42. Negative
43. Ravishing
44. Meticulous
45. Competent
46. Staid
47. Pretty
48. Selfish
49. Able
50. Gangly
51. Incisive
52. Good
53. Thoughtless
54. Unimaginative
55. Inspiring
56. Polite
57. Lively
58. Tactful
59. Nosy
60. Reclusive
61. Absent-Minded
62. Civil
63. Stable
64. Quick
65. Sedate
66. Lame
67. Powerful
68. Easygoing
69. Soulful
70. Experienced
71. Captivating
72. Patient
73. Sturdy
74. Keen
75. Tired
76. Pensive
77. Distrustful
78. Gluttonous
79. Disruptive
80. Practical
81. Impractical
82. Gorgeous
83. Favorable
84. Dependent
85. Elfin
86. Hardworking
87. Fiery
88. Stoic
89. Unhelpful
90. Diligent
91. Balanced
92. Crabby
93. Super
94. Enterprising
95. Shy
96. Mirthful
97. Irritable
98. Tranquil
99. Cooperative
100. Restless

Person Descriptors #2

1. Communicative	51. Handsome
2. Subtle	52. Respected
3. Slothful	53. Resourceful
4. Composed	54. Sloppy
5. Warm	55. Lean
6. Watchful	56. Distant
7. Considerate	57. Sentimental
8. Stooped	58. Popular
9. Crafty	59. Clever
10. Bald	60. Well-Developed
11. Drowsy	61. Unsophisticated
12. Competitive	62. Humorous
13. Middle-Aged	63. Fearless
14. Evasive	64. Venal
15. Cruel	65. Churlish
16. Sneering	66. Stupendous
17. Focused	67. Cowardly
18. Magnificent	68. Abnormal
19. Faithful	69. Pioneering
20. Naive	70. Childish
21. Mature	71. Friendly
22. Well-Built	72. Childlike
23. Cynical	73. Flashy
24. Jovial	74. Proficient
25. Spiteful	75. Fabulous
26. Clean	76. Unbalanced
27. Confused	77. Gentle
28. Rough	78. Eager
29. Slow	79. Quick-Tempered
30. Affectionate	80. Plump
31. Ardent	81. Flabby
32. Fervent	82. Nervous
33. Dreaded	83. Peaceful
34. Modest	84. Motivated
35. Engaging	85. Unsure
36. Burly	86. Sincere
37. Slovenly	87. Querulous
38. Romantic	88. Saucy
39. Sociable	89. Optimistic
40. Egotistical	90. Attentive
41. Playful	91. Ambitious
42. Smart	92. Energetic
43. Superficial	93. Quiet
44. Brave	94. Lovable
45. Reliable	95. Straight
46. Attractive	96. Moving
47. Spirited	97. Adept
48. Intolerant	98. Delightful
49. Apathetic	99. Dramatic
50. Resigned	100. Inconsistent

Person Descriptors #3

1. Inexperienced	51. Willing
2. Impetuous	52. Prejudiced
3. Charming	53. Balding
4. Placid	54. Earnest
5. Incompetent	55. Emotional
6. Sober	56. Ferocious
7. Interesting	57. Amiable
8. Timid	58. Stern
9. Snazzy	59. Vulnerable
10. Loving	60. Indolent
11. Warmhearted	61. Intellectual
12. Guarded	62. Uncertain
13. Stout	63. Hypercritical
14. Gloomy	64. Lethargic
15. Ostentatious	65. Dutiful
16. Blithesome	66. Old
17. Lovelorn	67. Surly
18. Touchy	68. Buff
19. Cute	69. Unaffected
20. Unpleasant	70. Potbellied
21. Efficient	71. Dexterous
22. Boisterous	72. Exacting
23. Immature	73. Tough
24. Vivid	74. Big-Boned
25. Rational	75. Wary
26. Lithe	76. Sassy
27. Direct	77. Depressed
28. Ample	78. Breathtaking
29. Intelligent	79. Broad
30. Well-Respected	80. Careless
31. Propitious	81. Lazy
32. Zealous	82. Long-Winded
33. Inquisitive	83. Sympathetic
34. Tactless	84. Sensitive
35. Elderly	85. Natural
36. Self-Disciplined	86. Insensitive
37. Resentful	87. Inconsiderate
38. Witty	88. Exuberant
39. Adaptable	89. Tolerant
40. Distraught	90. Candid
41. Shrewd	91. Engrossing
42. Unemotional	92. Fair-Minded
43. Cool-Headed	93. Dirty
44. Agile	94. Sweet
45. Beneficent	95. Disagreeable
46. Careful	96. Conscientious
47. Knowledgeable	97. Productive
48. Mean	98. Uncooperative
49. Jocular	99. Giving
50. Plucky	100. Deep

Person Descriptors #4

1. Vivacious	51. Capable
2. Paunchy	52. Sleepy
3. Ridiculous	53. Orderly
4. Unstable	54. Discerning
5. Cranky	55. Obese
6. Educated	56. Weak
7. Nasty	57. Confident
8. Crass	58. Flexible
9. Realistic	59. Steady
10. Philosophical	60. Insightful
11. Supercilious	61. Vibrant
12. Idiotic	62. Agreeable
13. Hairy	63. Well-Behaved
14. Level-Headed	64. Dainty
15. Organized	65. Cautious
16. Heart-Warming	66. Unfriendly
17. Miserable	67. Relaxed
18. Funny	68. Idle
19. Passionate	69. Deferential
20. Loyal	70. Decisive
21. Cold	71. Moronic
22. Plain-Speaking	72. Likable
23. Snobby	73. Morose
24. Unpopular	74. Mild
25. Conceited	75. Methodical
26. Impressive	76. Skinny
27. Even-Tempered	77. Good-Looking
28. Bright	78. Angelic
29. Vigilant	79. Impartial
30. Delicate	80. Excitable
31. Spellbinding	81. Meddlesome
32. Somber	82. Petulant
33. Qualified	83. Indiscreet
34. Irritating	84. Immodest
35. Proud	85. Unreliable
36. Forceful	86. Mercurial
37. Calm	87. Undependable
38. Persevering	88. Enthusiastic
39. Hot-Headed	89. Amusing
40. Listless	90. Sad
41. Generous	91. Unique
42. Impatient	92. Deft
43. Understanding	93. Hateful
44. Naughty	94. Outspoken
45. Sensible	95. Persistent
46. Unwilling	96. Devoted
47. Musical	97. Nice
48. Stunning	98. Leery
49. Frank	99. Chic
50. Hysterical	100. Joyous

Desk

1. Ink bottle (empty)
2. Map case
3. List of rare books
4. Gold pieces (1D6)
5. Dagger with ram horn handle
6. Cargo lists
7. Tax papers
8. Polished boar tusk
9. Map to a fishing spot
10. Single sable glove
11. Smoking pipe
12. Bead necklace
13. Drawing of a ruined castle
14. Caravan timetables
15. Bundle of letters
16. Monocle
17. Small bag of tobacco
18. Lapis stork statuette
19. Spectacles
20. Copper pieces (1D8)
21. Account ledger
22. Mask
23. Quills (1D4)
24. Framed drawing of a dragon
25. Ink bottle (full)
26. Copper ring
27. Straightedge
28. Half a map to a buried treasure
29. Gloves
30. Scribe's knife
31. Stone fish paperweight
32. Vellum (1D10 sheets)
33. Diary
34. Tiny wooden box (locked)
35. Satin pouch
36. Wool scarf
37. Letter asking the mayor for help
38. Secret message to a mercenary
39. Bundle of contracts
40. Iron statuette of a horse
41. Bundle of legal papers
42. Book with blank pages
43. Writing pigments (1D4)
44. Wax (1D6 cubes)
45. Vial of poison
46. Silver pieces (1D8)
47. Rock with a fossil
48. Candles (1D6)
49. Keys (1D4)
50. Cigar box (empty)
51. Map of tunnels under the city
52. Ink blotter
53. Map of trade routes
54. List of nobles
55. Unfinished novel manuscript
56. Crystal
57. Obsidian figurine of a woman
58. Portrait of a young boy
59. Spell scroll (level 2)
60. Blue glass goat figurine
61. Map of the city
62. Wine bottle (empty)
63. Brass candle snuffer
64. Map to a hidden ruin
65. Letter detailing a competitor's plans
66. Lamp
67. Letters from customers
68. Wine bottle (half full)
69. Wooden carving of an elephant
70. Ivory statuette of a warrior
71. Sealed letter
72. String (3')
73. Scribbled business plans on parchment
74. Cigar box stuffed with sale receipts
75. Bust of the king
76. Foreign coin (gold)
77. Parchment (1D8 sheets)
78. Star chart
79. Love letter
80. Merchant caravan leader logbook
81. Cigars (1D6)
82. Candleholder
83. Map of the town
84. Abacus
85. Map to a secret warehouse
86. Flask of oil
87. Warehouse inventory lists
88. Hard candies (1D6 pieces)
89. Unfinished letter to a duke
90. Receipt for two horses
91. Signet ring
92. Knight's badge
93. Letters from competitors
94. Ransom note
95. Bronze brooch
96. Magnifying glass
97. Supply manifest
98. Display of military medals
99. Small bag of sand
100. Dagger (hidden)

Storeroom

1. Cloak (muddy)
2. Wine (half bottle, hidden)
3. Clay pots (1D12)
4. Sickle
5. Boots
6. Rope
7. Auger
8. Blanket
9. Small table
10. String
11. Pile of potshards
12. Weights and measures
13. Mallet
14. Leather squares (1D6)
15. Wedding dress (hidden)
16. Jug
17. Rags (1D20)
18. Pouch (1D8 gold pieces, hidden)
19. Ivory bishop (chess piece)
20. Burlap sacks (1D8)
21. Iron cauldron
22. Cedar planks (1D4)
23. Curtain fabric
24. Large table
25. Ash pile
26. Bellows
27. Lantern
28. Note (hidden)
29. Plane
30. Rug
31. Longsword (hidden)
32. Silver ring (hidden)
33. Map case
34. Blocks of wood (1D10)
35. Chisel
36. Small metal hooks (1D20)
37. Copper kettle
38. Rows of small animal cages
39. Firewood
40. Flag (tattered)
41. Twybill
42. Bucket
43. Oak plank
44. Candles (1D12)
45. Sawhorses (1D4)
46. Wooden cups (1D4)
47. Barrel
48. Grooving iron
49. Shovel
50. Silver piece
51. Landscape painting
52. Glass vase
53. Wooden bowls (1D10)
54. Glass bottles (1D20)
55. Pine planks (1D10)
56. Iron rod
57. Feather duster
58. Small bin of coal
59. Broom
60. Trowel
61. Crowbar
62. Chest
63. Polished rocks (1D10)
64. Balance
65. Hat
66. Hatchet
67. Small tin box
68. Wooden poles (1D6)
69. Tongs
70. Broadaxe
71. Bone whistle
72. Handsaw
73. Cat (sleeping)
74. Shattered vase
75. Cloth shears
76. Hammer
77. Nails (1D100)
78. Wooden wedge
79. Sledgehammer
80. Bundle of dead flowers
81. Shed snakeskin
82. Gimlet
83. Torches (1D4)
84. Dead rat
85. "M" written in blood (hidden)
86. Wooden dowels (1D20)
87. Wooden crates (1D20)
88. Spindle
89. Work gloves
90. Adze
91. Dog (sleeping)
92. Ceramic bowl
93. Mop
94. Waterskin
95. Awl
96. Tin discs (1D8)
97. Chairs (1D12)
98. Large wooden box
99. Trunk
100. Felling ax

Shopkeeper Rumors

1. A stranger has been offering payment for information on the businesses around town.
2. The town will have a worker shortage this year.
3. An art collector moved into town and is frequenting a lot of shops.
4. A bard is threatening to put a music shop out of business.
5. The owner of a magic pet shop has supposedly been seen setting traps around town at night.
6. The lumberjacks are moving farther upriver and business is likely to drop.
7. The merchant guild will raise dues soon.
8. After a bard passed through town recently, a famed lute was reported missing.
9. A wine caravan never arrived in town.
10. A weapon shop owner has started a ruckus with several blacksmiths.
11. The festival should bring in a lot of new business.
12. No one has seen the leader of the boyers guild in more than two years.
13. Inventory suppliers are going out of business.
14. A new wave of settlers is headed this way.
15. An angry customer is badmouthing the shop.
16. A dwarf merchant is buying up shops in town.
17. An inn is up for sale.
18. A barber down the road was seen running away from his shop yesterday.
19. The thieves guild has been buying up macabre items in bulk.
20. Someone vandalized a book shop the other night.
21. Goblin tracks may have been spotted near the main road.
22. Travelers from the west are telling tales of a wizard building a trade fleet.
23. A fletcher was heard asking about a spellbook.
24. Several merchants are thinking about leaving town.
25. The king's son is planning to visit the town and all the merchants are scrambling to be ready.
26. A tailor has been buying up a lot of books recently.
27. The mayor may cancel the festival, because of the many thieves in the city.
28. A prominent merchant was murdered last month.
29. Travelers are saying a wizard is building a new shop near the river.
30. A noble on a buying spree should come through any day now.
31. A shipment carrying magic robes has been delayed.
32. An employee is believed to be embezzling but no one has any proof.
33. Travelers are telling stories about ruins uncovered in the wilderness and folk snooping around.
34. A mysterious wagon was seen behind an armor shop.
35. Travelers coming down river say there is a food shortage up north.
36. A wand shop reported several wands missing.
37. A band of adventurers left town and now shopkeepers are worried business will slump again.
38. Business has been slow for a couple of months.
39. A noble has been frequenting divination shops and spending lots of money.
40. The shop across the street can't keep employees.
41. Competition between several guilds is heating up.
42. Some strange goings-on at the general store late at night has people whispering.
43. A potion shop is looking for rare plants.
44. The farmers haven't been coming into town for supplies as often as they used to.
45. Some parchment from a local writing supply shop was found in a nearby fountain this morning.
46. A wealthy out-of-town merchant wants to open shops in town.
47. A body was found dead near the edge of town and in his pack was information about several shops in the area.
48. An apprentice tailor ran off with all the shop's money last week.
49. A vampire has set up a residence in a ruin in the swamp.
50. The dispute between the metalsmiths and the woodworkers will turn violent.

Shopkeeper Rumors

51. A writing supply shop is looking for special feathers to make unique quills.
52. A merchant ship didn't arrive last month and some shops are hurting for supplies.
53. A wealthy half-elf merchant is planning an ocean expedition.
54. Taxes are going to be raised.
55. A robber baron is collecting "tolls" from trade caravans along the north road.
56. A brewer needs special ingredients from a faraway town.
57. A stranger seems to be casing a lot of the shops in the area.
58. On a nearby mountain top is a man who will give you a stone that will bless your business.
59. Lights up at the old mine have been seen the last few nights.
60. An elf shopkeeper hasn't been seen in a few days.
61. The town down the road discovered silver and now the region is expected to boom.
62. Some merchants are considering forming a new guild.
63. Several merchants are planning a rebellion against the town leadership.
64. Several shops have burned down recently and some say it's arson.
65. A toymaker is offering a large sum of gold to anyone who can best him in a series of feats of strength.
66. If copper was discovered in the hills, business would boom.
67. An angry gnome cursed a brewery down the way.
68. The tack owner has been searching all over town for a new leather supplier
69. A boyer talks intensely to a cat every night.
70. The shop's old mule wandered off a few days ago.
71. Town leadership is going to force all shops to close down during the king's visit.
72. Wreckage from a ship marked with the crest of a powerful merchant family washed ashore by the docks.
73. A shop down the way was burglarized the other night.
74. Caravan horses were found wandering in the forest, but no sign of the workers or the goods was found.
75. The shop next door is going out of business.
76. A medicine shop owner has been seen gambling a lot lately.
77. Wizards and other magic folk are passing through town and business is good.
78. A shopkeeper's idol was stolen two nights ago.
79. Most shops are forced to pay protection money.
80. The owner of a medicine shop was seen screaming at several vagabonds outside her shop.
81. A wagon full of coffins was spotted outside of town and no one will go near it.
82. Highwaymen are threatening caravans in the east.
83. People are growing discontented with the town leadership.
84. A disgruntled employee is spreading lies around town.
85. Several fishermen claim they saw a music shop owner dump something into the lake.
86. The town leadership is talking about new regulations on businesses.
87. Old tunnels connect most of the buildings in the area, but most are blocked nowadays.
88. A circus is supposed to be coming to town in a couple of days.
89. There will be a drought this year.
90. Several children found an old tomb outside the city.
91. Some gangs have been giving shopkeepers trouble.
92. A paladin has made it known he would like to buy several shops.
93. Times are hard for merchants.
94. Several gangs of prospectors moved up into the hills recently.
95. Bandits may be living in the forest.
96. Some dockworkers say fabric and rope are washing ashore down at the wharf.
97. The wreckage of a raft came floating downriver and appears to belong to an unfamiliar merchant family.
98. A large caravan escorting a princess should arrive soon.
99. The divination shop owner discovered a strange key in the basement but it doesn't fit any of the locks in the shop.
100. New trade routes are needed before the town suffers.

Secrets

1. The inventory is running low.
2. The shop profits are hidden under the floorboards in the back room.
3. The mayor wants to run the shop out of business.
4. The owner is a wizard.
5. The owner is involved in a conspiracy to overthrow the king.
6. Families of tiny humanoids live in the walls and under the floors.
7. The owner is a wanted criminal in another country.
8. The owner is a famed outlaw in disguise.
9. The owner keeps a collection of rare art hidden.
10. The owner is a serial killer.
11. The shop deals in stolen goods.
12. A legendary boat is in the basement.
13. The owner is a fairy in disguise.
14. An underground tunnel connects the shop to a neighboring building.
15. Weapons are hidden in a false ceiling compartment.
16. Goblins are tunneling into the basement.
17. The owner is a masked vigilante who brings criminals to justice.
18. A local gang is planning to burn down the shop.
19. The owner has a secret love.
20. The owner is the king or queen in disguise.
21. The owner is a loan shark.
22. There is a temple in the basement.
23. There's a plot to kidnap the owner.
24. The shop was built over a graveyard.
25. The shop is losing money.
26. The owner is a sorcerer.
27. The owner is a forger.
28. The owner is hiding runaway slaves in the basement.
29. The owner has made a deal with a demon.
30. The shop was once a morgue.
31. The owner is a fence for stolen goods.
32. A mural by a famous artist is covered by shelves.
33. There's a trapdoor beneath some shelves.
34. The owner is thinking about selling the shop.
35. The shop will go out of business in a few months.
36. The shop building is about to collapse.
37. The owner is a conman.
38. The owner deserted the army years ago.
39. The owner is a hoarder.
40. The owner hates the town or city.
41. An ancient suit of armor is kept in the attic.
42. The owner won the shop in a card game.
43. The attic is home to a wereraven clan.
44. An ancient elven spirit blessed the shop owner.
45. A map is hidden in a vase.
46. A gang is forcing the owner to pay protection money.
47. The attic is filled with butterflies.
48. An underground fight club is run out of the shop.
49. A burglar has been casing the shop.
50. The owner is a recruiter for a secret faction.

Secrets

51. The owner gets business advice from a cat.
52. The competition is sabotaging the shop's inventory.
53. There is a well-hidden room in the back.
54. The owner is part of an underground trade of old maps.
55. The shop is infested with rats.
56. The owner is a jewel thief.
57. The owner makes toys for orphans.
58. The owner keeps a collection of rare books.
59. The owner is a ranger.
60. The owner has a gambling problem.
61. The owner writes poetry and leaves pages of it around the town at night.
62. Marks on the floor indicate a secret passage behind some shelves.
63. The owner is actually the leader of a group of bandits.
64. The owner is a prophet.
65. A cult meets in the attic.
66. The owner is dying of a terminal illness.
67. Rare and valuable wines are kept in the cellar.
68. The shop is a front for an illegal drug ring.
69. A gnome wizard lives in the basement.
70. A worker or a regular customer is stealing from the owner.
71. The owner keeps a poisoned dagger behind the counter.
72. The shop is built on holy ground.
73. The owner is holding a stolen brooch for a countess.
74. An evil cursed the shop owner.
75. The current owner stole the shop from the previous owner.
76. The owner donates most of the shop's profits to the poor.
77. One of the owner's close loved ones is desperately ill.
78. The shop building is made out of rare wood that could be sold for quite a sum.
79. Rare birds are kept in cages in the attic.
80. The new owner murdered the previous owner.
81. An illegal gambling operation is run out of the back room.
82. The owner wishes to be an adventurer.
83. The owner has hired thugs to hassle the competition.
84. There is a hidden panel behind a shelf.
85. The owner can't pay the new higher taxes.
86. The owner is an informant to the kingdom's authorities.
87. The owner was a noble in their homeland but had to flee and leave everything behind.
88. The shop is haunted.
89. The owner was a criminal in their youth.
90. The owner is the heir to a great treasure but doesn't know.
91. A crime boss has placed a bounty on the owner's head.
92. An orphan lives in the attic.
93. The owner has a drinking problem.
94. A town guardsman has been stealing from the shop.
95. The owner is an investigator trying to discover illegal activity.
96. The owner is running a smuggling ring moving ancient artifacts.
97. The owner wishes to open another location in another city.
98. Stolen treasure is hidden in a wall.
99. The owner is a warlock.
100. A gang is planning to attack the shop.

Shops



Armor

Shop Name

Roll 1D8 to determine the name of the shop.

1. Rusty's
2. The Armor Emporium
3. The Best Offense
4. The Plate and Leather Works
5. Strong Defense
6. Handcrafted Armor
7. Wilhelm's Helms and Armor
8. Sophisticated Armor for Discerning Ladies and Gentlemen



Special Items

The shop has 1D4 unique items on hand.

1. Chainmail +1
2. Leather Armor of the Woods (+1 while in wooded areas)
3. The King's Plate (gives advantage on Charisma rolls, requires attunement)
4. Breastplate of Shining (allows the to cast the light cantrip at will, requires attunement)



Extra Items List

Other items can be found in the shop (2D20).

2. Schynbald	21. Cuisse
3. Spangenhelm	22. Rerebrace
4. Faulds	23. Arming doublet
5. Brigandine	24. Great helm
6. Aventail	25. Cuirass
7. Hauberk	26. Guard of vambrace
8. Nasal helmet	27. Gorget
9. Gardbrace	28. Cervelliere
10. Bevor	29. Pauldrone
11. Chausses	30. Armet
12. Tasset	31. Besagew
13. Sabaton	32. Chainmail (1D6)
14. Burgonet	33. Culet
15. Vambrace	34. Spaulder
16. Sallet	35. Half plate (1D6)
17. Greave	36. Full plate (1D4)
18. Mail coif	37. Poleyn
19. Bishop's mantle	38. Rondel
20. Gauntlet	39. Bascinet
	40. Enclosed helmet

Barber

Shop Name

Roll 1D8 to determine the name of the shop.

1. One Stop Barber & Surgeon
2. Looking Sharp
3. Harry's
4. Cut Above
5. The Surgeon and the Stylist
6. Shave and a Haircut
7. Barberhood
8. The Better Cut

Special Items

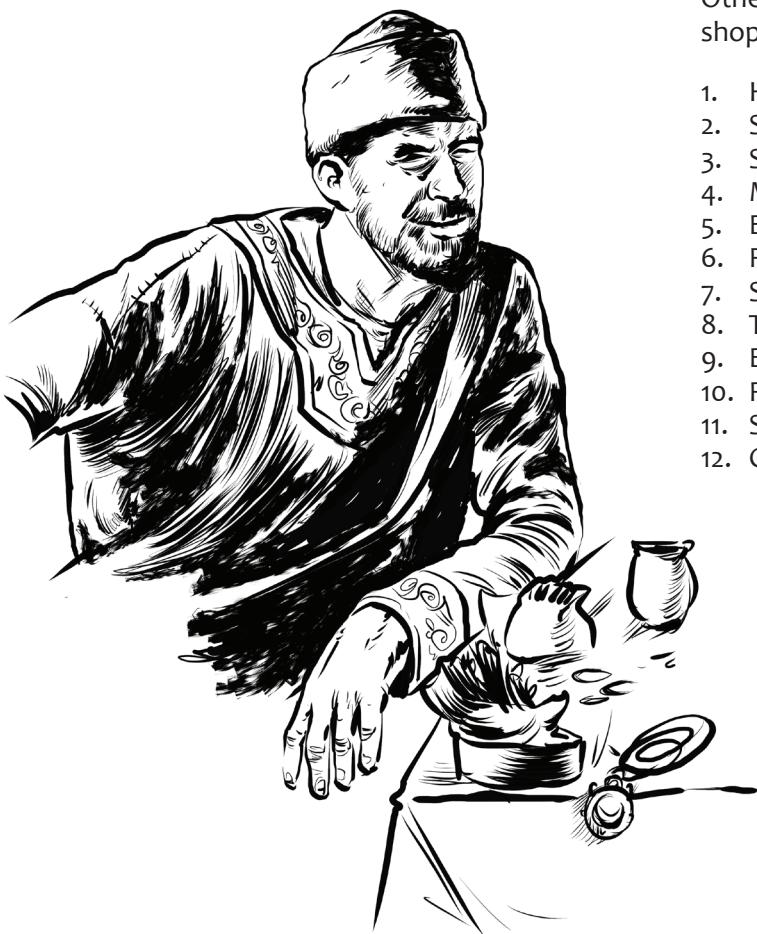
The shop has 1D4 unique items on hand.

1. Ivory comb (rare)
2. Lazun's Beard Oil (one use provides advantage to charisma checks for eight hours)
3. Scissors of Care (advantage for cutting hair)
4. Sleepy Saw (a bone saw that causes the patient to fall into a deep sleep)

Extra Items List

Other items can be found in the shop (D12).

1. Hair oil (1D12 bottles)
2. Shaving cream (1D8 bottles)
3. Scissors
4. Metal hooks
5. Beard oil (1D20 bottles)
6. Forceps
7. Scalpel
8. Tweezers
9. Bone saw
10. Razors
11. Shears
12. Comb

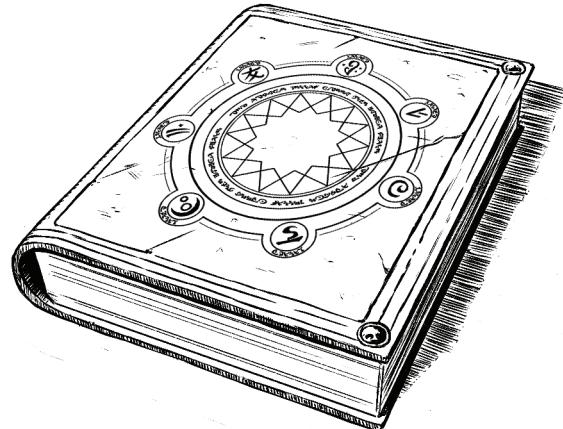


Books

Shop Name

Roll 1D8 to determine the name of the shop.

1. Greater than Riches
2. Lorekeeper's Trove
3. The Novel Novel
4. The Tome Dome
5. Paper Dreams
6. Fleming's
7. The Dusty Bookshelf
8. The Reading Room



Extra Items List

Other books can be found in the shop (D20).

1. The Sacred Texts of Zu'Ru (100gp)
2. The Dead of the Stars (15gp)
3. The Robber Baron and the Halfling Thief (300gp)
4. The Book of Broken Skin (50gp)
5. Lives of Great Alchemists (50gp)
6. A Calming Shot (200gp)
7. When Gods Go Mad (50gp)
8. A Scarlet Hour (500gp)
9. The Eye Perceives the Whole (75gp)
10. Tales of the Hearth (150gp)
11. Shattered Realms (350gp)
12. The Crimson Hammer (120gp)
13. Graves of the Old Birds (15gp)
14. The Gnome and Elf Dialogues (10gp)
15. The Crown Weighs Heavy (175gp)
16. In the Full Falling Sun (250gp)
17. The Green Cloaks (300gp)
18. The Unholy Grimoire (15gp)
19. The Hidden Knowledge of the Shattered Wizard (75gp)
20. The Book of Shining Mirrors (1000gp)

Special Items

The shop has 1D4 unique items on hand.

1. Rose-colored Reading Glasses (allows the wearer to read 1D4 languages they do not know)
2. The Wizard's Companion (advantage to intelligent checks while holding this book in both hands)
3. Reading Lamp of Gazing (light from the lamp reveals any hidden writing)
4. The Coursing Stream (rare book on sale for 100gp but is actually worth 1500gp)



Bowyer

Shop Name

Roll 1D8 to determine the name of the shop.

1. Dead Eye's
2. Yew and Me
3. Kenton's Archery
4. Warbow
5. Just the Bow
6. Top Nock
7. The Clever Archer
8. Huntley's Crafted Bows

Extra Items List

Other items can be found in the shop (D20).

1. Short bows (1D20)
2. Mulberry staves (1D4)
3. Leather straps (1D10)
4. Yew staves (1D6)
5. Bull horn
6. Dogwood staves (1D8)
7. Ash staves (1D12)
8. Drawknife
9. Ax
10. Elderberry staves (1D6)
11. Rasp
12. Jar of sap
13. Hatchet
14. Wedge
15. Wych Elm staves (1D20)
16. Adze
17. Hornbeam staves (1D4)
18. Iron spike
19. Saw
20. Longbows (1D20)

Special Items

The shop has 1D4 unique items on hand.

1. Ornate archery gloves
2. The Hunter's Bow (advantage to hit animals)
3. Archery arm guard (increases any bow's range 60 feet, requires attunement)
4. Yew stave (blessed but yet to be turned into a bow)



Brewery

Shop Name

Roll 1D8 to determine the name of the shop.

1. The Brew Haas
2. Finnegan's Finest Brewing
3. Snake Oil Brewing
4. It's All About Mead
5. Gone Rogue
6. The Stout Stout
7. Other World Brewing
8. Flat World Brew Co.



Special Items

The shop has 1D4 unique items on hand.

1. Beaman's Pale Ale (1 keg, rare)
2. Bitter Malt Stout (1D4 kegs, uncommon)
3. Radella's Dark Lager (1D6 kegs, rare)
4. Wyland Brown Ale (1 keg, very rare)

Extra Items List

Other items can be found in the shop (D20).

1. Wooden tank
2. Pestle
3. Beer (1D20 kegs)
4. Cloves
5. Mint
6. Lager (1D100 bottles)
7. Rosemary
8. Mash tun
9. Nutmeg
10. Hop percolator
11. Kettle
12. Ale (1D100 bottles)
13. Hyssop
14. Open fermenter
15. Malt mill
16. Cinnamon
17. Sage
18. Kegs (1D10, empty)
19. Ginger beer (1D100 bottles)
20. Copper vat

Divination

Shop Name

Roll 1D8 to determine the name of the shop.

1. Foretelling
2. The Third Eye
3. Path Through the Bones
4. Fortunes R Us
5. The Future Keeper
6. Sixth Sense
7. Future in Motion
8. The Far Star

Extra Items List

Other items can be found in the shop (D12).

1. Deck of cards
2. Bone fragments (1D100)
3. Smooth stones
4. Crystal balls (1D12)
5. Planchette
6. Astrological text
7. Cowrie shells
8. Beaded bag
9. Bowls (1D10)
10. Tapper
11. Wooden tray
12. Small sticks (1D20)



Special Items

The shop has 1D4 unique items on hand.

1. Fortune Reading Cards (advantage to performance checks while using the cards)
2. Small bones (advantage to arcana checks when thrown)
3. Astrological text (advantage to history checks when consulting the text)
4. Cowrie shell (advantage to insight checks when held)

Fletcher



Shop Name

Roll 1D8 to determine the name of the shop.

1. Feathers
2. The Straight Arrow
3. Fine Feathered Friends
4. Bullseye's
5. The Arrowsmith on Main
6. Fast Feather and Shaft
7. Maitland's Premium Fetching
8. Ransley's

Special Items

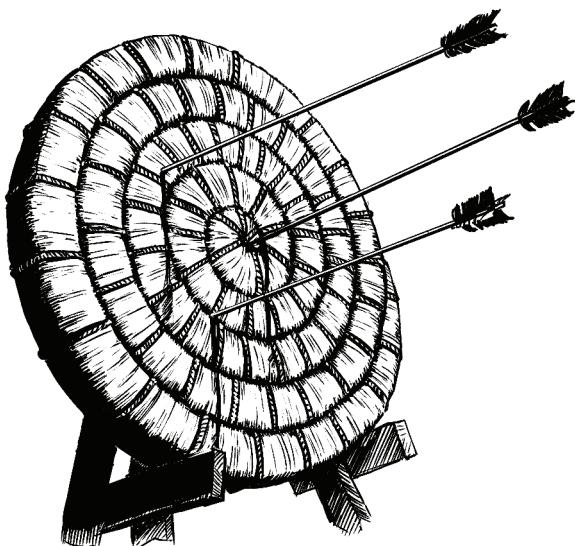
The shop has 1D4 unique items on hand.

1. Arrows (+1, 20)
2. The Black Arrow (+3 to hit if told verbally what the target is)
3. Fetching waterproofing powder
4. Arrows (+2, 4)

Extra Items List

Other items can be found in the shop (D12).

1. Crossbow bolts (1D100)
2. Sandstone block
3. Fish skin sander
4. Slivers of horn
5. Swan feathers (1D20)
6. Skin glue
7. Beeswax
8. Arrows (1D100)
9. Verdigris
10. Silk thread
11. Linen thread
12. Goose feathers (1D20)



General Store



Special Items

The shop has 1D4 unique items on hand.

1. High-quality coffee (1D4 lbs.)
2. The Wanderer's Compass (advantage to survival checks when held in the hand)
3. Old Palmer's Almanac (advantage to nature rolls when consulting the book)
4. Linwood's Fine Tea (1D6 lbs.)

Shop Name

Roll 1D8 to determine the name of the shop.

1. Ralston's
2. General Hardware and Feed
3. Riverview Grocery and Hardware
4. All-Purpose Goods
5. Barclay's
6. The General Store
7. The Cornucopia
8. Shelley-Thorpe General Goods

Extra Items List

Other items can be found in the shop (2D20).

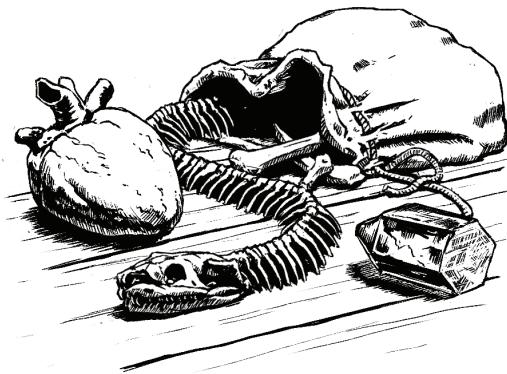
2. Molasses (1D8 quarts)	15. Walnuts	28. Rock candy
3. Ham (1D20 lbs)	16. Vinegar (1D4 gallons)	29. Salt beef (1D20 lbs)
4. Dried apples (1D6 lbs)	17. Smoking pipes (1D10)	30. Needles (1D100)
5. Brown sugar (1D6 lbs)	18. Squash (1D6 bushels)	31. Glass beads (3D100)
6. Salt (1D6 lbs)	19. Pins (1D100)	32. Soap (1D20 bars)
7. Nails	20. Raisins	33. Potatoes (1D6 bushels)
8. Chalk (1D20 pieces)	21. Pork (1D20 lbs)	34. Bacon (1D4 lbs)
9. Butter	22. Spools of thread (1D8)	35. Eggs (1D6 dozens)
10. Cheese (1D12 pieces)	23. Buttons (1D100)	36. Licorice
11. Peppermint sticks (1D20)	24. Hatchet	37. Rope (1D10 100' coils)
12. Tobacco (1lb)	25. Honey	38. Apples (1D4 bushels)
13. Dried beans	26. Sweet potatoes (1D4 bushels)	39. Pepper
14. Bolt of cloth	27. Coffee	40. White sugar (1D10 lbs)

Macabre & Oddities

Shop Name

Roll 1D8 to determine the name of the shop.

1. The Curio Shop
2. Strange Treasures
3. The Tooth and the Eye
4. Ubab's Oddities
5. The Shadow Shop
6. Macabritorium
7. Macabre Oddities by Brinley
8. The Creepy Attic



Special Items

The shop has 1D4 unique items on hand.

1. Loaded dice (always rolls 7)
2. Small purple crystal (advantage to religion checks when held)
3. Raven wing (advantage to medicine checks when waved over the person)
4. Mummified beetles (1D4, advantage to arcana checks if eaten, effect lasts four hours)

Extra Items List

Other items can be found in the shop (D100). See the next two pages.



Macabre & Oddities

1. Bust of an ancient emperor
2. Ancient prayer wheel
3. Raven skull ring
4. Blue agate crystal
5. Mummified beetles (1D100)
6. Elf skull
7. Fibula bone
8. Leg bones with a metal spike through them
9. Mummified brain in display box
10. Ink bottle filled with blood
11. Wolf with hawk wings (taxidermy)
12. Mummified baby rabbit
13. Dagger carved from a troll ulna bone
14. Pig fetus (preserved in a glass jar with alcohol)
15. Petrified mushroom
16. Lobotomy chart
17. Ceramic pagoda figurine
18. Petrified apples (1D8)
19. Fertility statue
20. Baby dragon (taxidermy)
21. Baphomet incense burner
22. Peryton head (taxidermy)
23. Strange quills in a jar
24. Orc arm holding a sword (taxidermy)
25. Hag stone necklace
26. Octopus (preserved in a glass jar with alcohol)
27. Zebra (taxidermy)
28. Human heart (preserved in a glass jar with honey)
29. Rat posed reading a book (taxidermy)
30. Mummified elf hand
31. Legless doll that twitches randomly
32. Glass with two pupils
33. Human skull with deer antlers
34. Scorpion (preserved in amber)
35. Jar of goblin toenail clippings
36. Vial of unknown green liquid
37. Green sea glass piece
38. Roc feather
39. Face mask made from human skin
40. Slate with fossilized ferns
41. Giant slug (preserved in a glass jar with alcohol)
42. Bobcat foot bones in a glass vial
43. Mummified fairy in a display box
44. Beaver teeth (1D20)
45. Fossilized dinosaur bone
46. Black crystal
47. Green man plaque
48. Handbell that rings a minute after being shaken
49. Large tentacle (preserved in a glass jar with alcohol)
50. Elephant kidney stone

Macabre & Oddities

51. Mink skull
52. Two-headed cat (taxidermy)
53. Meteorite chunk
54. Shrunken head
55. Portrait of a woman whose eyes follow the viewer
56. Six-eyed lizard (preserved in a glass jar with honey)
57. Shapeshifting elixir
58. Pair of bone dice
59. Fox skull in a display dome
60. Tooth bracelet
61. Centipede in resin
62. Mummified howler monkey
63. Three-headed dog (taxidermy)
64. Gnome figurine sitting on a mushroom
65. Tarantula (preserved in a glass jar with honey)
66. Elf ears (preserved in a glass jar with honey)
67. Snake skeleton in resin
68. Collection of rusty bone saws
69. Monkey (preserved in a glass jar with honey)
70. Dome vial with rat skull and bones
71. Trilobite fossil
72. Scold's bridle
73. Mummified human head
74. Pinboard with several rare butterflies
75. Limestone with a fossilized claw
76. Kitten with dove wings (taxidermy)
77. Cougar skin cowl
78. Halfling skull
79. Rabbit tongues in a jar
80. Key carved from a femur bone
81. Mummified dwarf child
82. Mouse finger puppets (taxidermy)
83. Vial of snakeskin
84. Goblin brain (preserved in a glass jar with alcohol)
85. Elongated human skull
86. Mourning necklace with braided hair inside
87. Snowglobe with a dancing monkey figurine inside
88. Megalodon tooth
89. Fruit bat (preserved in a glass jar with alcohol)
90. Coyote toe bones
91. Chicken foot talisman
92. Leopard body with goat head (taxidermy)
93. Mummified cockerel foot
94. Fossilized duckbill
95. Wagon made from horse bones
96. Petrified branch
97. Wolf tooth necklace
98. Coffin nail earrings
99. Lion head ring
100. Jack in the box that screams when it pops

Magic Pets

Shop Name

Roll 1D8 to determine the name of the shop.

Kaamky's Special Pets
Paws & Feathers
Fantastic Creatures
Good Puppy
Pocket Pets
Animal Allies
Unique Fur Babies
Arcane & Enigmatic Pets

Special Items

The shop has a number of unique items on hand.

1. Bloodhound pups (1D8, advantage to investigation checks when used to track a single living being)
2. Parrot (can imitate 1D4 voices, only 1D6 phrases per voice)
3. Horse (advantage to animal handling checks while riding it)
4. Rat (advantage to intimidation checks when sitting on the owner's shoulder)

Extra Items List

Other items can be found in the shop (D20).

1. Sponges (1D20)
2. Monkey with solid green eyes
3. Grooming towels (1D20)
4. Washtubs (1D6)
5. Yarrow styptic powder (1D10)
6. Body brush
7. Balm (1D12 tins)
8. Shedding blade
9. Steel combs (1D8)
10. White and gold striped lizard
11. Cat with purple and pink fur
12. Dandy brush
13. Fitch currycomb
14. Soap (1D20)
15. Mouse with red fur
16. Bristle brushes (1D20)
17. Dog with tiger-like striped fur
18. Currycomb
19. Scissors (1D8)
20. Clippers (1D12)



Medicine



Shop Name

Roll 1D8 to determine the name of the shop.

1. Herb Basket
2. Unearthly & Earthly Remedies
3. The Herbalist's Edge
4. The Healing Leaf Apothecary
5. Bewitched Botanicals
6. Panacea
7. Wisteria & Wild Things
8. Medicines and Nostrums

Special Items

The shop has 1D4 unique items on hand.

1. Wart Remover (1D4 bottles)
2. Dungeon Rot Vaccine (1D10 vials)
3. Acton's Cure-All (1D100 bottles, worthless snake oil)
4. Poison Antidote (1D4 vials)

Extra Items List

Other items can be found in the shop (D20).

1. Bitter orange
2. Blessed thistle
3. Marsh-mallow
4. Cinchona
5. Chasteberry
6. Flaxseed
7. Bitter gourd
8. Wahoo
9. Water Dropwort
10. Laudanum (1D20 bottles)
11. Comfrey
12. Feverfew
13. Wafer Ash
14. Wormwood
15. King's Drops (1D12 bottles)
16. Bitter Leaf
17. Marigold
18. Opium poppy
19. Goldenseal
20. White willow



Music

Shop Name

Roll 1D8 to determine the name of the shop.

1. Lutes & Lyres
2. Sage Music
3. Pull Up Your Bard
4. The Right Note
5. Bromley's Instruments
6. The Bard Supply Shop
7. Attuned
8. Sharp Notes

Special Items

The shop has 1D4 unique items on hand.

1. Lyre of Soothing (advantage to performance checks while being played)
2. Pan Flute of Calling (when played in the forest will call 1D8 harmless forest animals)
3. The Emperor's Fiddle (rumored to have once belonged to an ancient emperor)
4. The Scarlet Lute (advantage to investigation checks while being played)

Extra Items List

Other items can be found in the shop (D20).

1. Bagpipes
2. Recorders (1D8)
3. Triangle
4. Tambourine
5. Pan flutes (1D4)
6. Drum
7. Harmonica
8. Harp
9. Fife
10. Castanets
11. Cymbals
12. Ukulele
13. Banjo
14. Pipe
15. Fiddles (1D12)
16. Horn
17. Mandolin
18. Lyres (1D6)
19. Dulcimer
20. Lutes (1D20)



Potions

Shop Name

Roll 1D8 to determine the name of the shop.

1. Bubble, Bubble
2. The Elixir Stop
3. The Potent Drachm
4. Tindell's Potions
5. Concoctions
6. The Cup of Blessings and Blights
7. Tinctures & Tonics
8. Strange Brew



Extra Items List

Other items can be found in the shop (D20).

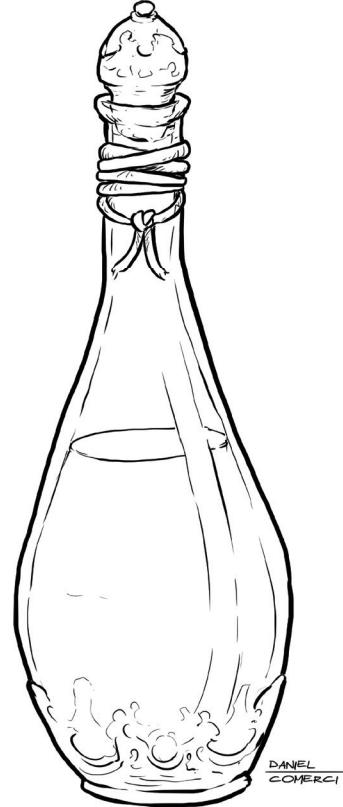
1. Tail of squirrel
2. Hops
3. Dragonfly eggs
4. Belladonna
5. Hen of the Woods
6. Bark of oak
7. Toe of frog
8. Caput Mortuum
9. Blind worm's venom
10. Trembling Merulius
11. Tooth of wolf
12. Tree moss
13. Vinegar
14. Myrrh
15. Holly berries
16. Grasshopper spit
17. Blood of woman
18. Spider's venom
19. Gall
20. Milk of hairless cat



Special Items

The shop has 1D4 unique items on hand.

1. Healing potions (1D12)
2. Potion of Gaseous Form
3. Poison (1D4 vials)
4. Potion of Flying



Robes

Shop Name

Roll 1D8 to determine the name of the shop.

1. Sharp Dressed Wizard
2. Robes for You
3. Resplendant Vestments
4. Magically Made
5. Robes and Finery
6. Arcane Clothing
7. The Magic Mantle
8. Scholarly Gowns & Robes

Special Items

The shop has 1D4 unique items on hand.

1. The Scarlet Robe of Shimmering (never gets dirty)
2. Robe of Knowing (advantage to history checks, requires attunement)
3. Robe of the Deep Forest ((advantage to nature checks, requires attunement)
4. The Sea Blue Robe of Stargazing (advantage to any check involving astronomy)

Extra Items List

Other items can be found in the shop (D20).

1. Leather gloves
2. Green robes (1D8)
3. Capes (1D6)
4. Cowl
5. White robes (1D4)
6. Yellow robe
7. Drawstrings (1D10)
8. Hat
9. Red robes (1D4)
10. Sable robe
11. Leather belts (1D6)
12. Satin robe
13. Satin gloves
14. Gray robes (1D8)
15. Scarf
16. Inner vest
17. Silk robe
18. Satin belts (1D4)
19. Black robe
20. Blue robes (1D6)



Tack

Shop Name

Roll 1D8 to determine the name of the shop.

1. Golden Saddle
2. Hell Bent for Leather
3. Lucky's
4. Quality Saddlery
5. Rider's Best
6. Art of Riding
7. The Tack Shop
8. Horse Bits

Extra Items List

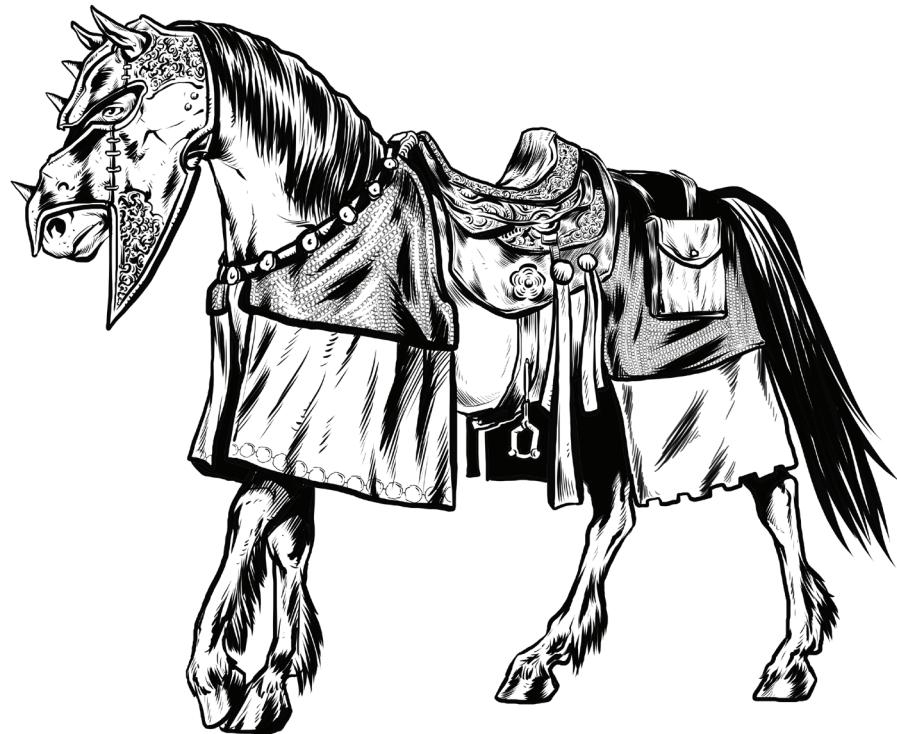
Other items can be found in the shop (D20).

1. Saddles (1D4)
2. Shirt
3. Saddle pads (1D6)
4. Half chaps
5. Horse blankets (1D4)
6. Breeches
7. Peytral
8. Stirrups
9. Caparisons
10. Criniere
11. Reins (1D4)
12. Flanchard
13. Bridles (1D20)
14. Croupiere
15. Grooming tools
16. Boots (short)
17. Chanfron
18. Bits (1D8)
19. Boots (tall, 1D10)
20. Riding vests (1D4)

Special Items

The shop has 1D4 unique items on hand.

1. Ornate saddle
2. Handler's Bit (advantage to animal handling checks when riding the horse)
3. Silk saddle blanket
4. Peytral of Protection (+1 to the horse's armor class)



Tailor

Shop Name

Roll 1D8 to determine the name of the shop.

1. Sew Much Fun
2. Thread & Needles
3. The Perfect Fit
4. The Dapper Dressmaker
5. The Adventurer's Outfitter
6. Elegant Embellishments
7. The Stitchery Shop
8. Frilly Frocks

Special Items

The shop has 1D4 unique items on hand.

1. Ornate wedding dress
2. Silk shirt
3. Pantaloons of Persuasion (advantage to persuasion checks, requires attunement)
4. Vest of Lying (advantage to deception checks, requires attunement)



Extra Items List

Other items can be found in the shop (2D20).

2. Bodkin
3. Kirtles (1D4)
4. Fur (1D8, fox)
5. Beeswax
6. Shirts (1D10)
7. Surcoasts (1D4)
8. Pins (1D20)
9. Dresses (1D20)
10. Parchment strips (1D20)
11. Hemp
12. Needles (1D20)
13. Pin case
14. Pants (1D20)
15. Leather (1D10, 2'x4')
16. Vests (1D6)
17. Linen (1D20, 3'x6')
18. Belts (1D12)
19. Feathered hat
20. Stockings (1D8)
21. Cotton
22. Smocks (1D12)
23. Clipping basket
24. Nightcap (1D8)
25. Needlecase
26. Coats (1D4)
27. Shears
28. Tabards (1D6)
29. Tunics (1D8)
30. Corsets (1D4)
31. Silk (1D4, 1'x3')
32. Hoods (1D12)
33. Scissors
34. Tippets (1D10)
35. Jackets (1D6)
36. Thread (1D20 spools)
37. Bonnets (1D4)
38. Wool
39. Hose (1D6)
40. Thimbles (1D20)

Toys & Tinkers

Shop Name

Roll 1D8 to determine the name of the shop.

1. Childsplay Tinkers
2. Esmond's Toys
3. The Tinman
4. Tinker's Trove
5. The Junk Shop
6. Gears and Gadgets
7. Toy Adventure
8. Tinkers & Toys by Nyle



Special Items

The shop has 1D4 unique items on hand.

1. Doll carved out of bone (advantage to deception checks, requires attunement)
2. Tin cup with a hinged lid engraved with a royal seal
3. Tin flask (advantage to survival checks when taking a drink from it)
4. Clay pipe dolls (1D8, rare)



Extra Items List

Other items can be found in the shop (D20).

1. Dolls (1D20)
2. Tin sheets (1D8, 1'x'1')
3. Spinning tops (1D6)
4. Leather & wooden balls (1D12)
5. Tin bowls (1D6)
6. Flasks (1D4)
7. Rattles (1D8)
8. Toys on wheels
9. Plates (1D12)
10. Stick & hoop
11. Pottery figurines (1D8)
12. Clay marbles (1D100)
13. Diabolos (1D6)
14. Hobby horses (1D6)
15. Whipping tops (1D4)
16. Cups (1D10)
17. Miniature pots (1D12)
18. Clay animals (1D8)
19. Soldering iron
20. Whistles (1D4)

Wands

Shop Name

Roll 1D8 to determine the name of the shop.

1. The Little Wand Shop
2. The Mystic Emporium
3. Twig and Cane
4. Raven's Wands
5. The Fallen Tree
6. Waving Wands
7. The Wityh
8. Odd Branch Wands

Extra Items List

Other items can be found in the shop (D20).

1. Maple staves (1D8)
2. Redwood staves (1D10)
3. Laurel staves (1D8)
4. Holly staves (1D10)
5. Cypress staves (1D6)
6. Hazel staves (1D6)
7. Rowan staves (1D12)
8. Elm staves (1D6)
9. Vine staves (1D4)
10. Sycamore staves (1D10)
11. Ash staves (1D4)
12. Fir wand (not imbued)
13. Beech staves (1D6)
14. Leather strips (1D20)
15. Yew wand (not imbued)
16. Rowan (not imbued)
17. Poplar staves (1D4)
18. Willow staves (1D8)
19. Alder staves (1D12)
20. Cloth strips (1D20)



Special Items

The shop has 1D4 unique items on hand.

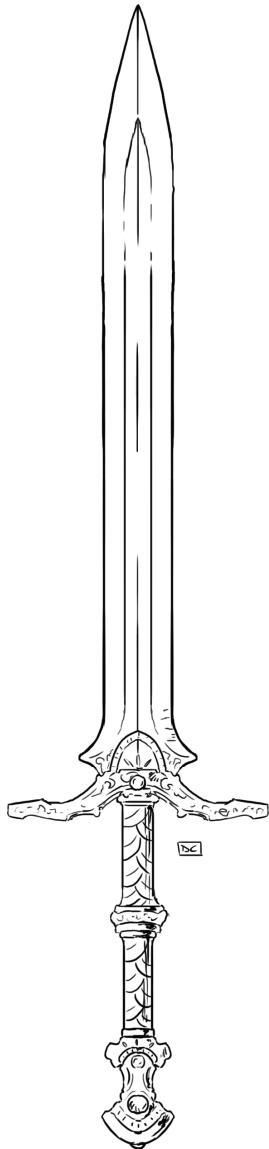
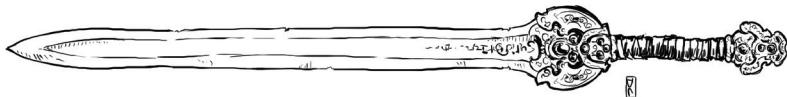
1. Yew wand (cast light cantrip twice per day)
2. Rowan wand (advantage to insight checks, requires attunement)
3. Hazel wand (advantage to nature checks, twice per day)
4. Poplar wand (cast gust cantrip twice per day)

Weapons

Shop Name

Roll 1D8 to determine the name of the shop.

1. The Naked Blade
2. Friend or Foe
3. Tools of War
4. Pierce, Slash, and Crush
5. Everyday Warriors
6. Landon's
7. The Edge
8. Swords, etc.



Special Items

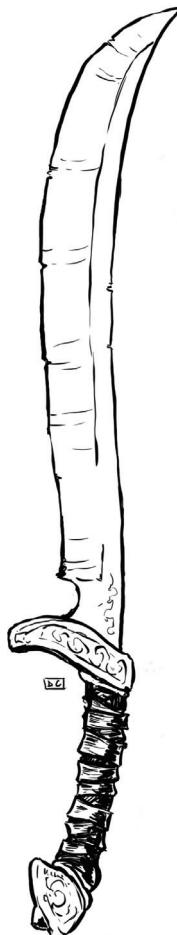
The shop has 1D4 unique items on hand.

1. Longsword (+1)
2. Jeweled shortsword
3. Ornate greatsword scabbard
4. Dagger (+1)

Extra Items List

Other items can be found in the shop (D20).

1. Oiling cloth
2. Leather straps (1D10)
3. Pikes (1D6)
4. Short swords (1D12)
5. Blade oil
6. Charcoal
7. Silk cloth
8. Daggers (1D20)
9. Display pillow
10. Scabbard throat shims (1D100)
11. Whetstone
12. Greatswords (1D4)
13. Leather belts (1D12)
14. File
15. Brass hammer
16. Longswords (1D10)
17. Warhammer
18. Powder ball
19. Halberds (1D4)
20. Spears (1D8)



Writing Supplies

Shop Name

Roll 1D8 to determine the name of the shop.

1. Word Weavers
2. Pen & Parchment
3. First Draft
4. Ink and Blots
5. A Way with Words
6. Write All Day
7. Quality Quills Plus
8. The Writer's Niche

Special Items

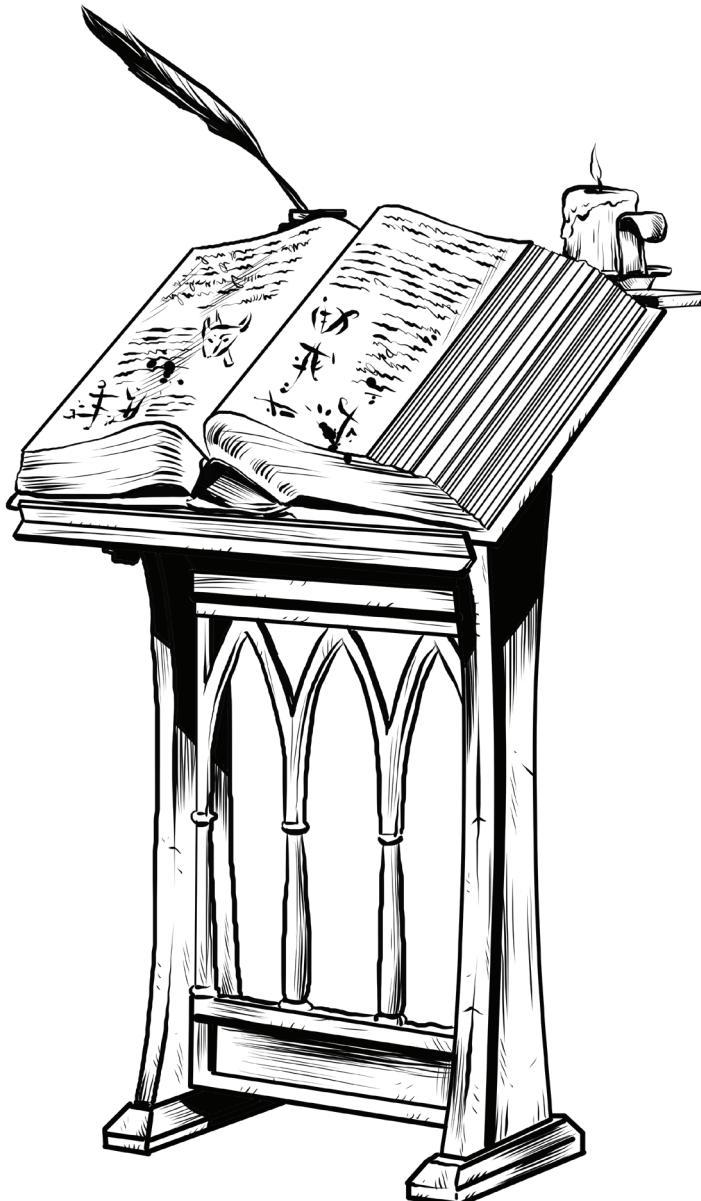
The shop has 1D4 unique items on hand.

1. Quill of Dictation (a quill that writes what is spoken to it)
2. Rare green ink (1D6 bottles)
3. High-quality parchment (1D20 sheets)
4. Disappearing ink (1D4 bottles)

Extra Items List

Other items can be found in the shop (D12).

1. Ink (2D20, bottles)
2. Mortar and pestle
3. Inkhorns (1D8, empty)
4. Vellum (1D12 sheets)
5. Quills (1D100)
6. Scribe knives (1D8)
7. Parchment (1D100 sheets)
8. Wax tablets (1D12)
9. Pumice stones (1D6)
10. Straight edges (1D8)
11. Small glass jars (1D12)
12. Goose feathers (1D20, dried)



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