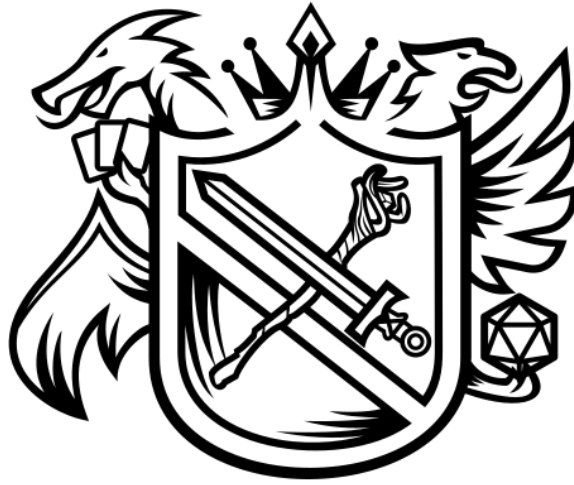




Anthology Shopkeeper's Primer

This document holds the rules related to downtime shop keeping by players for the 2025-2026 **Academy Anthology: Tales of Home** campaign. Please note that this is a living document and the game masters reserve the right to update it in the future.

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Getting Started

If you are reading this, it is because you have an idea for running some sort of concern in the Aetherverse. Please remember a few points. First, running a shop is voluntary. Don't feel like it is your job. Have fun! Second, please know that your shopkeeper does not necessarily have to be your player character. Perhaps your character works for the shopkeeper, or forages ingredients for them, or perhaps is not involved at all! Be creative about your choices. As a matter of fact, this brings us to our third point which is to understand that any investor seed money given to create a shop may not be spent for the personal benefit of your character. Player characters may not sell items from a shop they run to themselves. Shops are meant to create.

There are several different sets of shop rules. A shop may choose to either be a Retail Establishment that sells items created by someone else, a Craft Shop that could pay player characters forage for ingredients to sell artisanal items based off of one or more recipes that they curate, or a Service Business that trades in roleplay and campaign information.

In all these cases, we will assume that sales to all non-player characters are just enough to keep the shop up and running smoothly. Any profits that may be taken by the shopkeeper are only harvested from other players in the economy.

Retail Establishment

Shops that are Retail Establishments will buy items from NPC wholesalers or from PC creators and then sell them at a small profit.

Choosing Inventory

Using seed money from your investor, your shopkeeper may stock items by purchasing them from the wholesale market. Find a sample of the wholesale market spreadsheet below. If you find you need to restock, you may “sell” items back to the wholesale market with a small loss from a “restocking fee.”

Name	Type	Wholesale Price (GP)	Suggested Retail Price (GP)
Vial of Acid	Alchemical Item	17	20
Devil Grease	Alchemical Item	26	30
Alchemist's Fire	Alchemical Item	43	50
Antitoxin	Alchemical Item	43	50
Tanglefoot Bag	Alchemical Item	43	50
Thunderstone	Alchemical Item	77	90
Dust Of Dryness	Alchemical Item	102	120
Liquid Ice	Alchemical Item	102	120
Animated Armor	Armor (Full Plate)	1700	2000
White Lotus	Herbal	26	30
Restorative Ointment	Herbal	153	180
Elixir of Health	Herbal	340	400
Blade Venom	Poison	17	20
Serpent Venom	Poison	60	70
Drow Venom	Poison	170	200
Holy Water	Potion	43	50
Potion of Healing	Potion	43	50
Potion of Climbing	Potion	68	80

Potion of the Aether	Potion	85	100
Perfume of Bewitching	Potion	98	115
Potion Of Comprehension	Potion	128	150
Potion of Greater Healing	Potion	128	150
Potion of Heroism	Potion	255	300
Potion of Superior Healing	Potion	383	450
Scroll of Arms of Hadar	Spell Scroll	43	50
Scroll of Beast Bond	Spell Scroll	43	50
Scroll of Bless	Spell Scroll	43	50
Scroll of Burning Hands	Spell Scroll	43	50
Scroll of Ceremony	Spell Scroll	43	50
Scroll of Cure Wounds	Spell Scroll	43	50
Scroll of Detect Poison and Disease	Spell Scroll	43	50
Scroll of Goodberry	Spell Scroll	43	50
Scroll of Healing Word	Spell Scroll	43	50
Scroll of Hideous Laughter	Spell Scroll	43	50
Scroll of Jump	Spell Scroll	43	50
Scroll of Magic Missile	Spell Scroll	43	50
Scroll of Purify Food and Drink	Spell Scroll	43	50
Scroll of Augury	Spell Scroll	170	200
Scroll of Continual Flame	Spell Scroll	170	200
Scroll of Detect Thoughts	Spell Scroll	170	200
Scroll of Find Steed	Spell Scroll	170	200
Scroll of Find Traps	Spell Scroll	170	200
Scroll of Levitate	Spell Scroll	170	200
Scroll of Locate Animals or Plants	Spell Scroll	170	200
Scroll of Melf's Acid Arrow	Spell Scroll	170	200
Scroll of Moonbeam	Spell Scroll	170	200
Scroll of Pyrotechnics	Spell Scroll	170	200
Scroll of Rope Trick	Spell Scroll	170	200
Scroll of Suggestion	Spell Scroll	170	200
Scroll of Summon Beast	Spell Scroll	170	200
Unstable Weapon	Weapon	1530	1800
Runic Battleaxe	Weapon (Battleaxe)	255	300
Woodman's Battleaxe	Weapon (Battleaxe)	340	400

Tithing Steel Battleaxe	Weapon (Battleaxe)	425	500
Vital Battleaxe	Weapon (Battleaxe)	638	750
Draining Battleaxe	Weapon (Battleaxe)	765	900
Battleaxe, +1	Weapon (Battleaxe)	1700	2000
Club, +1	Weapon (Club)	1700	2000
Club of Snow	Weapon (Club)	2550	3000
Runic Dagger	Weapon (Dagger)	213	250
Dagger of Detonation	Weapon (Dagger)	340	400
Resonant Dagger	Weapon (Dagger)	638	750
Draining Dagger	Weapon (Dagger)	765	900
Sorcerous Slice	Weapon (Dagger)	850	1000
Glorious Dagger of Symbols	Weapon (Dagger)	1063	1250
Dagger, +1	Weapon (Dagger)	1700	2000
Imaginary Dagger	Weapon (Dagger)	2125	2500
Flail, +1	Weapon (Flail)	1700	2000
Runic Greataxe	Weapon (Greataxe)	298	350
Woodsman's Greataxe	Weapon (Greataxe)	340	400
Tithing Steel Greataxe	Weapon (Greataxe)	553	650
Vital Greataxe	Weapon (Greataxe)	638	750
Draining Greataxe	Weapon (Greataxe)	765	900
Greataxe, +1	Weapon (Greataxe)	1700	2000
Glorious Maul of Symbols	Weapon (Greatclub)	1063	1250
Greatclub, +1	Weapon (Greatclub)	1700	2000
Truncheon of Snow	Weapon (Greatclub)	2550	3000
Heroic Greatsword of the Ages	Weapon (Greatsword)	170	200
Runic Greatsword	Weapon (Greatsword)	298	350
Tithing Steel Greatsword	Weapon (Greatsword)	553	650
Draining Greatsword	Weapon (Greatsword)	765	900
Greatsword, +1	Weapon (Greatsword)	1700	2000
Halberd, +1	Weapon (Halberd)	1700	2000
Hand Axe of Detonation	Weapon (Hand Axe)	340	400
Woodman's Hand Axe	Weapon (Hand Axe)	340	400
Handaxe, +1	Weapon (Hand Axe)	1700	2000
Hand Crossbow, +1	Weapon (Hand Crossbow)	1700	2000

Heavy Crossbow, +1	Weapon (Heavy Crossbow)	1700	2000
Javelin of Detonation	Weapon (Javelin)	340	400
Javelin, +1	Weapon (Javelin)	1700	2000
Light Crossbow, +1	Weapon (Light Crossbow)	1700	2000
Light Hammer of Detonation	Weapon (Light Hammer)	340	400
Longbow, +1	Weapon (Longbow)	1700	2000
Moon-Touched Longsword	Weapon (Longsword)	98	115
Heroic Longsword of the Ages	Weapon (Longsword)	170	200
Tithing Steel Longsword	Weapon (Longsword)	425	500
Veteran's Cane	Weapon (Longsword)	638	750
Vital Longsword	Weapon (Longsword)	638	750
Longsword of Earth	Weapon (Longsword)	680	800
Draining Longsword	Weapon (Longsword)	765	900
Swift Longsword of Lightning	Weapon (Longsword)	1445	1700
Longsword, +1	Weapon (Longsword)	1700	2000
Longsword of Parrying	Weapon (Longsword)	2125	2500
Shamanic Mace	Weapon (Mace)	638	750
Glorious Mace of Symbols	Weapon (Mace)	1063	1250
Mace, +1	Weapon (Mace)	1700	2000
Vigilant Mace	Weapon (Mace)	1955	2300
Vital Maul	Weapon (Maul)	638	750
Shamanic Maul	Weapon (Maul)	723	850
Vigilant Maul	Weapon (Maul)	1530	1800
Maul, +1	Weapon (Maul)	1700	2000
Morningstar of Apparitions	Weapon (Morningstar)	2125	2500
The Melee Revolver	Weapon (Pistol)	43	50
The Roulette Pistol	Weapon (Pistol)	298	350
Shaft of Arcana	Weapon (Quarterstaff)	850	1000
Quarterstaff, +1	Weapon (Quarterstaff)	1700	2000
Runic Rapier	Weapon (Rapier)	255	300
Rapier, +1	Weapon (Rapier)	1700	2000
Rapier of Parrying	Weapon (Rapier)	2550	3000

Runic Scimitar	Weapon (Scimitar)	255	300
Scimitar, +1	Weapon (Scimitar)	1700	2000
Shortbow, +1	Weapon (Shortbow)	1700	2000
Heroic Shortsword of the Ages	Weapon (Sword)	170	200
Runic Shortsword	Weapon (Sword)	255	300
Curse Blade	Weapon (Sword)	383	450
Tithing Steel Shortsword	Weapon (Sword)	425	500
Vital Shortsword	Weapon (Sword)	638	750
Resonant Shortsword	Weapon (Sword)	680	800
Draining Shortsword	Weapon (Sword)	765	900
Shortsword, +1	Weapon (Sword)	1700	2000
Glorious Sickle of Symbols	Weapon (Sickle)	1063	1250
Edge of the Dryad	Weapon (Sickle)	2125	2500
Runic Spear	Weapon (Spear)	213	250
Spear of Detonation	Weapon (Spear)	340	400
Shamanic Spear	Weapon (Spear)	638	750
Vital Spear	Weapon (Spear)	638	750
Resonant Spear	Weapon (Spear)	680	800
Draining Spear	Weapon (Spear)	765	900
Glorious Spear of Symbols	Weapon (Spear)	1063	1250
Spear, +1	Weapon (Spear)	1700	2000
Arcane Spear of Force	Weapon (Spear)	2550	3000
Resonant Staff	Weapon (Staff)	680	800
Glorious Quarterstaff of Symbols	Weapon (Staff)	1063	1250
Waterborne Fork	Weapon (Trident)	2125	2500
Runic Warhammer	Weapon (Warhammer)	255	300
Shamanic Warhammer	Weapon (Warhammer)	638	750
Warhammer, +1	Weapon (Warhammer)	1700	2000
Quaals Feather Token (Fan)	Wondrous Items	213	250
Chest of Preserving	Wondrous Items	255	300
Cloak of Many Fashions	Wondrous Items	255	300
Clothes of Mending	Wondrous Items	255	300
Dust of Deliciousness	Wondrous Items	255	300
Feycorpse Lantern	Wondrous Items	255	300
Heywood's Handy Spice Pouch	Wondrous Items	255	300

Horn of Silent Alarm	Wondrous Items	255	300
Masque Charm	Wondrous Items	255	300
Orb of Direction	Wondrous Items	255	300
Pipe of Smoke Monsters	Wondrous Items	255	300
Pole of Collapsing	Wondrous Items	255	300
Shiftweave Gown	Wondrous Items	255	300
The Joker	Wondrous Items	255	300
Thermal Cube	Wondrous Items	255	300
Universal Solvent	Wondrous Items	255	300
Boots of the Barbarian	Wondrous Items	425	500
Bottle of Boundless Coffee	Wondrous Items	425	500
Orb of the Heart	Wondrous Items	425	500
Bag Of Tricks	Wondrous Items	447	525
Paper Bird	Wondrous Items	447	525
Figurine of Wondrous Power (Golden Lions)	Wondrous Items	510	600
Horn Of Blasting	Wondrous Items	510	600
Nature's Mantle	Wondrous Items	510	600
Clockwork Amulet	Wondrous Items	638	750
Driftglobe	Wondrous Items	638	750
Helm Of Underwater Action	Wondrous Items	638	750
Moodmark Paint	Wondrous Items	638	750
Bracers of Frost	Wondrous Items	680	800
Dust of Appearance	Wondrous Items	680	800
Eavesdropper's Earrings	Wondrous Items	680	800
Eagle Whistle	Wondrous Items	765	900
Elemental Gem	Wondrous Items	816	960
Barbarian's Medallion	Wondrous Items	850	1000
Eversmoking Bottle	Wondrous Items	850	1000
Figurine of Wondrous Power (Ivory Goats - Travelling)	Wondrous Items	850	1000
Hat of Wizardry	Wondrous Items	850	1000
Manipulating Cloak of Trickery	Wondrous Items	850	1000
Quiver Of Ehlonna	Wondrous Items	850	1000
Renaissance Cap	Wondrous Items	850	1000

Bracers of the Assassin	Wondrous Items	1020	1200
Bell Branch	Wondrous Items	1275	1500
Chime Of Opening	Wondrous Items	1275	1500
Handy Haversack	Wondrous Items	1275	1500
Horseshoes Of A Zephyr	Wondrous Items	1275	1500
Wind Fan	Wondrous Items	1275	1500
Fireball Bead	Wondrous Items	1700	2000
Saddle Of The Cavalier	Wondrous Items	1700	2000
Wand of Scowls	Wondrous Items: Focus	170	200
Wand of Smiles	Wondrous Items: Focus	170	200
Caustic Talisman	Wondrous Items: Focus	255	300
Crystal of Miracles	Wondrous Items: Focus	255	300
Mocking Crystal	Wondrous Items: Focus	255	300
Mocking Orb	Wondrous Items: Focus	255	300
Mocking Wand	Wondrous Items: Focus	255	300
Orb of Miracles	Wondrous Items: Focus	255	300
Rod of Miracles	Wondrous Items: Focus	255	300
Dreamscribe's Wand	Wondrous Items: Focus	425	500
Wand of Pyrotechnics	Wondrous Items: Focus	425	500
Orb of the Frozen Heart	Wondrous Items: Focus	510	600
Crystal of Motivation	Wondrous Items: Focus	553	650
Orb of Motivation	Wondrous Items: Focus	553	650
Rod of Motivation	Wondrous Items: Focus	553	650
Staff of Motivation	Wondrous Items: Focus	553	650
Dust of Disappearance	Wondrous Items: Focus	850	1000
Fernian Basalt Orb of Shielding	Wondrous Items: Focus	850	1000
Lamannian Flint Orb of Shielding	Wondrous Items: Focus	850	1000
Lancet of Force	Wondrous Items: Focus	850	1000
Wand of the War Mage	Wondrous Items: Focus	2550	3000
Circlet Of Blasting	Wondrous Items: Head	1275	1500

Selling Inventory

Once your shopkeeper has built up an inventory, find a way to sell them to other players! When a sale is made, the amount paid on the wholesale market for the item is returned to the pool of

investor seed money and the profit is the shopkeeper's to do with as you wish. Gold returned to the investor seed money may be used to stock more items. Wash, rinse, repeat.

Retail Banking

A Retail Establishment working as a bank skips the stocking phase and sells loans to players from the investor's seed money. A bank may not lend more money than is available from the seed money. Typical terms are by campaign week with the shortest term being one week and the longest being eight weeks.

Craft Shop

Craft shops are establishments in which a shopkeeper might collect ingredients that would be integrated into a recipe to create a saleable item. To do this, there is a new Forage downtime in which players may collect ingredients to create items that a shop has a recipe for. In this setup, the shopkeeper would pay other players for foraged items to create products based on the recipes that they own.

Recipes

Shopkeepers have recipes that tell them the ingredients required to craft an item, where those ingredients are likely to be found, and how to prepare them. Some recipes specify rare or special ingredients that cannot be gathered through normal means. Those ingredients must be acquired through purchase or found during the course of an adventure. Whether the crafter finds these ingredients, or another player finds them and a deal is struck is up to the players involved. Please find an initial selection of recipes below, with the understanding that new recipes may be created based on suggestions from player shopkeepers and patrons.

Sample Recipes

Skip To My Lou	When this organic salve is applied to the skin as an action it increases a character's long jump distance by 10 feet.	10	Blind Cave Fish
Awakening Salts	Awakens a sleeping or dazed target within 10'.	20	Brineglass Algae
Bedtime Brew	A blend of tea herbs that promotes a good night's sleep. Drinking this at the start of a long rest causes all spent hit dice to be reset rather than just half. This herbal tea is brewed successfully with a DC 10 Medicine check.	20	Blissroot
Comforting Touch	This tea, brewed with healing herbs, helps other things heal more effectively. This herbal tea is brewed successfully with a DC 10 Medicine check, and is only effective if consumed immediately after brewing. For one	20	Heartroot

	day after consuming, any time a die roll is made to heal the drinker (such as potions, spells, hit die, etc.), add +1 to each die roll. The effect of this tea does not stack (i.e. only +1 to each die roll maximum).		
Darkvision Recipe	For one hour, you may see in the dark as if you have Darkvision.	20	Deepcap
Mind clearing Incense	When burnt over a fire and inhaled, the smoke provides a second saving throw against any charm or confusion effects.	20	Stoneflax
Powdered Blissroot	Blissroot, dried and grounded into a fine powder. When the smoke of burning powdered blissroot is inhaled, either as incense or smoked like tobacco, it causes mild euphoria in the user. Often used to treat anxiety and PTSD. Sadly illegal in many regions due to how blissroot extract can be refined into powerful and dangerous narcotics. Those under the effects of Powdered Blissroot have advantage to any Fear or Charm effects for one hour after taking a dose.	20	Blissroot
Cleansing Salve	Applied successfully with a DC10 Medicine check, you may use this salve on bites/cuts/injuries to give the target a second saving throw to remove any poisoned effect or infection caused by the injury.	30	Meadowmire Herb
Into The Darqnyss	When this herbal capsule is swallowed as an action it provides +2 to stealth for 1 hour.	30	Bleakcrystal
Recipe of Secret Light	One of your body parts magically illuminates creating a magic light (30ft bright plus 30ft dim) for 1 hour.	30	Glimmerleaf
Elevation Recipe	You instantly teleport 150 ft straight up. If the space that is exactly 150 ft straight up is not available, the teleportation fails.	40	Moonshade Fern
Make Food Recipe	You cast the Create Food and Water spell, requiring no components.	40	Bloombee Wax
Qimzask's Genuine Snake Oil	Despite the name, no snakes were harmed in the making of this medicinal oil. Also, despite the name, it actually is medicine. This oil, invented by the famed Lizardfolk alchemist Qimzak, made from extract of muckroot is designed for any creature with reptilian scales. Can be used to heal dried and cracked scales, and give healthy scales a lovely sheen. Scaly adventurers like Lizardfolk or Dragonborn may use this oil to recover an exhausted hit die.	40	Meadowmire Herb and Blissroot
Burnsoothe Ointment	This paste, composed primarily of roots and plant oils, reduces pain and speeds the recovery of burns. If applied to a creature's wounds within 10 minutes of their taking fire damage from any source or if applied within 10 minutes of the end of an encounter during which they took fire	50	Blissroot and Frostlung Bloom

	damage from any source, the creature heals 1d8+2 hit points.		
Flash Recipe	You may choose a point up to 60 ft away, and all creatures within 15 ft of that point must make a DC 15 CON save or be blinded for 1 minute.	60	Mycelight and Starfire Bloom
Freezing Recipe	A 10 ft wide, 100 ft long line of cold emanates from you in a direction you choose. All water in this path is frozen solid for 1 minute, the ice can support a lot of weight and is difficult terrain, any creature in the water must make a DC 15 dex save or be restrained by the ice, a restrained creature can make a DC 15 Athletics check as an action on its turn to free itself.	60	Pyrefrost Quartz
Poison Cleansing Poultice	Applied successfully with a DC10 medicine check. Removes one, non-magical poison effect.	60	Peakmint
Counselor's Recipe	For one hour, any creature that attempts to lie to you must make a DC 15 CHA save or tell the truth instead.	70	Mourning Glories
Heavy Recipe	Gravity pools at your location and causes your weight to triple for 1 minute. Any attack you make while your weight is increased deals an additional 1d6 of that weapon's damage type, but your movement is halved.	75	Cliff Goat Hoof Dust
Recipe of Bad	The individual consuming this item must make a DC 15 CON or WIS save or they gain one of the following conditions: blinded, deafened, frightened condition for one minute.	75	Blightfern
Recipe of Prescience	Roll a D20. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this roll in the next hour. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.	75	Zephyrbloom and Sparkflint
Woundbind Poultice	Applied successfully with a DC10 Medicine check, this poultice gives the user +3 to each hit die rolled during a short rest.	75	Glimmerreed and Umbergrain
Falling Recipe	For one hour, when you fall you descend 60 feet per round and take no damage from falling.	80	Windrush Grass and Skystalk
Hopium	These herbs are mixed with a preserving gelatin agent to create a shaped "gummy" capsule. After taking a bonus action to consume this item, you may make one attack or saving throw roll over the next minute with advantage.	80	Blind Cave Fish and Sludgeberry
Recipe of Predation	You regain 2d8 hit points and gain 2d8 temporary hit points.	80	Pebblefin Milt and Meadowmire

			Herb
Flea Recipe	Your maximum horizontal and vertical jump distance becomes equal to your walking speed for 1 minute. This does not protect you from any fall damage.	85	Windgrazer Horn Flakes
Gab Recipe	You may speak with animals for one hour.	95	Frostlung Bloom, Starfire Bloom, and Blissroot
Quiet Recipe	You become completely silent for 1 hour, giving you advantage on Stealth checks relying on sound, but it also prevents you from speaking or casting spells with verbal components. Even if you attack or are attacked, there is no sound. You cannot end the effect early except by magic.	95	Whisperstem, Saltwhorl Fronnd, and Blissroot
Ventriloquist Recipe	You may speak up to 25 words and make it seem as though a creature within 30 ft said the words. The sound emanates from the target's mouth instead of your own and sounds like the target's voice. The target's mouth is not made to move however. All words must be spoken within 6 seconds.	95	Tunnelhog Bristles
Aether Recipe	You can survive unprotected in the Aether for one hour without any harm.	100	Crystalfennel, Blissroot, and Dreamstone
Morning Glory	This herbal tea is brewed successfully with a DC 10 Medicine check. If consumed immediately after a ten-minute brewing, it removes a point of exhaustion. Consuming more than one dose of this herbal tea within twenty-four hour adds one point of exhaustion.	100	Mourning Glories and Swamp Poppies
Baby It's Cold Outside	When this inhalant is consumed as an action, it provides Resistance to cold damage for one minute.	300	Frostfin Oil and Snowsheep Lanolin
Too Hot to Trot	When this inhalant is consumed as an action, it provides Resistance to fire damage for one minute.	300	Suncoil, Embermold, and Iceplant

Foraging For Ingredients

After you select the item you wish to craft, a Shopkeeper must gather the ingredients for that item or hire players to forage for them. Player characters may take the Forage Downtime Action to take the time to collect ingredients. When you choose the downtime, you'll also choose which of the nine Biomes you wish to travel to and which ingredients you aim to collect. You may only

choose one Biome from which to forage each downtime. Player characters who take the Forage downtime will return from their chosen Biome with a "shopping cart" full of ingredients with different harvest levels that could be sold off to PCs and NPC shopkeepers.

- Seven ingredients with an abundant harvest and one ingredient with a sparse harvest
- Four ingredients with an abundant harvest and two ingredients with a sparse harvest
- One ingredient with an abundant harvest and one ingredient with a meager harvest

In all cases, the gatherer decides which actual ingredients to collect as long as they are all from the same biome. The Biomes are Arctic, Cavernous, Crystalline, Desert, Forest, Grassland, Mountainous, Swamp, and Underwater.

Item Descriptions

Each of these items created by a Craft Shop uses this description of the general object created by the recipes.

The items are small objects crafted and enchanted by various crafters, enchanters, and mystics as single-use consumable magic items. Unlike scrolls they're generally usable by any creature and have no standard form or design. They are as varied in appearance, effect, and functionality as the beings that make them. They could be small trinkets, gems, crystals, food, drink, or simple jewelry, as well as collections of peculiar objects bound together with twine or wire, or even a bag of sand or salt. Others could be rocks inscribed with sigils, beads inscribed with runes, or even strange knots tied in rope or string. Unless otherwise specified in an item's description, a creature must use a Utilize Action to break, shatter, rip, eat, spread, untie, throw, or whatever the instructions say to destroy the item and trigger its effect. Always carefully read and follow the item maker's instructions for activation as some may require longer and more complex rituals or chants to properly activate.

Crafting the Item

Once you have gathered the appropriate materials, no further check is needed to construct the item. Your Shopkeeper may add the item to your store's inventory. Any profit from items sold to other players may be kept by the Shopkeeper.

Learning New Recipes

There are a number of ways you can learn new recipes. If a Shopkeeper knows a recipe, they may choose to teach it to another character in the narrative, perhaps for a price. If you discover a crafter's notes, you may also potentially learn any recipes they had recorded.

In addition, if you acquire an item, you may have a chance to analyze the item and work out the recipe yourself. It takes quiet, careful work to analyze an item and the item is destroyed in the

process. A GM may ask you to do a proficiency check to see if you were able to successfully learn the recipe in this way, or if you only got part of the way there.

Service Business

Some shopkeepers are interested in service-oriented businesses like taverns, tea rooms or dance halls. In these cases, we expect that the shopkeepers would curate a role-playing experience of some sort that entertains or provides character development opportunities to other players for their characters.

Choosing Rumors

Instead of an investment to buy wholesale items, service-oriented shopkeepers will be able to regularly choose from a menu of rumors to share with players who roleplay at their establishments. Please be aware that service-oriented shopkeepers are welcome to create and spread their own rumors as well.

Making a Profit

In compensation, a service-oriented shopkeeper would be welcome to keep any gold that they made from other players. As with other types of businesses, any profit from NPCs would be assumed to be plowed back into the operating costs of the business.

The Grand Opening

So you are ready to get started? Here are a few steps to get your shop up and running!

Step One: Decide on your shop's investors

A patron investor is the non player character (NPC) or organization that provides the seed money for the concern in question. Later in the campaign, perhaps we'll have a downtime for those adventurers with the capital to start their own businesses. For the time being however, each store that is created should be backed by a non player character.

Step Two: Decide on the shop type

Specifically, it will be important to know whether the shop is a [Retail Establishment](#), [Craft Shop](#), [Service Business](#) or a hybrid of shop types. Further, if there is a focus to the shop that is germane to the discussion. For example, a real estate business would be much different from a magic bakery in terms of scope and inventory, which would affect the next step.

Step Three: Establish the shop's "Seed Money" fund

Based on the details decided above, the campaign GMs will offer a fund of "Seed Money" for the player-run shop to get started. This money may only be spent on maintaining the shop's inventory of items, recipes, ingredients, and rumors. Use the wholesale prices for [choosing Retail Items as inventory](#). Abundant harvest ingredients may be purchased wholesale for 5gp each, sparse harvest ingredients may be purchased wholesale for 15gp each and meager harvest ingredients may be purchased wholesale for 45gp each. Craft Shops get a number of recipes equal to the level of the characters for free. Each time player characters level, shops may add another recipe. Additionally, recipes may be found in the campaign to be sold and/or shared.

Buying Inventory From Player Characters

Any shopkeeper gets a discount for any item or ingredient purchased through roleplay from another player of 1/3 the total value of the item (rounded down). In other words, a shopkeeper may offer 16gp for a 50gp value Healing Potion or 30gp for a meager harvest item and not have to pay anything from their "Seed Money." Any additional value offered above 1/3 value will come out of the shop's "Seed Money" fund. This encourages roleplay, by giving players a superior way to get money for their items over just selling them back to the GM and allowing shop keepers to add items to their inventory at a significant discount over wholesale.