

MERCHANTS

After that dungeon is wiped clean, the villain picked of everything valuable, and the basilisk liberated of its fangs, the next task is to find someone to buy them. Once you find that person, it's important to not get ripped off. Knowing whether that diamond really is worth 100gp will save you from a rather embarrassing failed resurrection spell later on.

COMMON MERCHANT

These are a hardy people, driven by aspiration, ready to stand in the perpetual rain or blistering sun protected only by the single sheet of cover above their stall. The evening brings long journeys out of town to purchase more fresh breads or newly minted swords, only to return and begin over again the next morning.

COMMON MERCHANT

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 6 (1d8 + 2)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	12 (+1)	10 (+0)	12 (+1)

languages

languages=Common, and one additional language (learned from trading with others)

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Skills Persuasion +3, Insight +2

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Appraisal. The merchant has learned to recognise the value of the goods they come across. They can use the Appraisal skill with either their Intelligence or Charisma, both giving a +4 bonus.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, 5 ft. reach, one creature. Hit: 4 (1d4 + 2) slashing damage.

MASTER MERCHANT

These artisan merchants no longer flog their goods on the streets in run down markets. To find one, you need only find the most lavish shops in town, where only the best is sold. It wasn't just hard work that drove the merchant to this point: creating a network of other tradesmen and wholesalers was an important part too. In this business it's much less about what you're selling, than it is who you're selling to.

MASTER MERCHANT

Medium humanoid (any race), any alignment

Armor Class 12 (Leather)

Hit Points 13 (2d8 + 4)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	15 (+2)

Skills Persuasion +4, Insight +4

Senses passive Perception 13

Languages Common, and two additional languages (learned from trading with others)

Challenge 1/4 (50 XP)

Spellcasting. The merchant has learned a few spells to give them an edge in their job.

Cantrips (at will): *Mending* 1st level (3 slots): *Detect Magic*, *Identify*

Appraisal. The merchant has learned to recognise the value of the goods they come across. They can use the Appraisal skill with either their Intelligence or Charisma, both giving a +6 bonus.

ACTIONS

Dagger. *Melee Weapon Attack:* +3 to hit, 5 ft. reach, one creature. Hit: 5 (1d4 + 3) slashing damage.

APPRAISAL

Keeping track of the ups-and-downs of prices for gems, weapons, or even food is not an easy task. Information quickly becomes out of date, and relies on keeping a constant eye out for the changing markets.

Telling the value of an item will involve an Intelligence or a Charisma check and takes 1 minute taking a close look at the item. You should pick which skill before making your roll. The DC is set by the DM depending on the rarity of the item (and potentially the type of check). As a guide, mundane items will often require a DC 10 check.

A proficiency is given to those with experience trading or purchasing, such as those with the Merchant background.

Charisma is used when you are likely to have spoken to others in this business who have shared information with you, due to your likeableness. Intelligence is used when using knowledge of the local economy or deducing the price.

Meeting or exceeding the DC will reveal how much the item can fetch both locally and in a larger city. Not meeting this DC reveals very little, but does give a very rough estimate.

CREDITS

This article was written in \LaTeX , with a template by **evanbergeron, et al** on GitHub. It was written by **HaikuShane**.

The image is a public domain image from "*Letters from a Self-Made Merchant to His Son*".

