Mercantile

- Moonrest Haven
  - Food & Daily Living
  - Lodging & Services
  - Gear & Equipment (Common)
  - Weapons & Tools (Scarce Items)
  - Alchemical & Magical (Very Rare)

Moonrest Haven

All items are subject to availability

Food & Daily Living

Item	Barter Equivalent	Coin Price
Fresh fish (1 day)	2 fish hooks / a net repair	5 cp
Dried fish or smoked meat (1 day)	Salt pouch / firewood	1 sp
Root vegetables / island grain (1 day)	Labor (1–2 hrs)	5 cp
Meal, simple (tavern/home)	Story, gossip, small favor	1 sp
Clean water (1 waterskin)	Containers / help hauling	1 cp

Lodging & Services

Service	Barter Equivalent	Coin Price
Floor space (1 night)	Chores or watch duty	5 cp
Shared bunk (1 night)	Supplies or repair work	1 sp
Private room (rare)	Major favor or goods	5 sp
Boat passage (local)	Fishing help / guard duty	5 sp
Guide (1 day)	Supplies or protection	1 gp

Gear & Equipment (Common)

Item	Barter Equivalent	Coin Price
Rope (50 ft, fiber)	Nets, cordage, sinew	5 sp
Torch	Resin / labor	1 cp
Backpack	Leather scraps	2 sp
Waterskin	Hide or bladder	1 sp
Wooden shield	Hardwood planks	5 sp
Hide armor	Tanned hides	8 sp

Weapons & Tools (Scarce Items)

Item	Barter Equivalent	Coin Price
Simple weapon (non-metal)	Crafting materials	5 sp
Martial weapon (metal)	Salvage + favor	2–4 gp
Arrow / bolt (10)	Feathers / shafts	5 cp
Thieves’ tools (worn)	Precise materials	3 sp
Repair tools	Labor + scrap	2 sp

Note: Metal weapons are almost never sold outright without barter or story justification.

Alchemical & Magical (Very Rare)

Item	Barter Equivalent	Coin Price
Minor healing potion	Rare herbs + favor	4 gp
Alchemical bomb	Specialist barter only	3–5 gp
Antiplague / antidote	Ingredients	3 gp
Scroll (1st level)	Knowledge trade	3–5 gp

Expect **weeks of waiting**, personal connections, or quests for these.