

# Mercantile

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# 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       |

Moonrest Haven

# 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.