

MERCHANT

**BEST
GOLD
SELLER**

A SPELLCASTING SUPPORT CLASS
WITH PECUNIARY POTENTIAL

BY TARON "INDESTRUCTOBOY" POUNDS



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VERSION 3.2 CHANGE LOG

Date: 02/09/2022

GENERAL

- Layout updates

PROFICIENCIES

- Removed "crossbows" as a proficiency.

Sweeping proficiency with all crossbows just turned out to actually eat up more power than I anticipated, with a lack of flavor.

EQUIPMENT

- Swapped hand crossbow for light crossbow.

The merchant lost proficiency with all crossbows, but not simple weapons, so this still allows for a ranged merchant loadout at 1st level.

PORTABLE STOREFRONT

- Wording clean-up.
- Change to pulling the item from the bag now shifting from Bonus Action to Use an Object, with the use of the object being a part of the same action. Current Merchant characters will need an update for the new wording.

This change was made to get out of the way of bonus action features that are appearing more frequently in racial traits in more modern races. This should be an extremely welcome buff for lovers of the Swindler Merchant/Rogue multiclass!

- Restocking should be a little easier to interpret and is generally more straightforward on its restrictions.

SPELLS

- Mandrake Minion was cleaned up and will require updating any Merchant characters with the spell.

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MERCHANT

MAY THEY BE AN APPRAISER OF RARE MAGIC items, a peddler of illicit substances, or a bookkeeper for the royal court, merchants are masters of exchange. They may invest into their allies to strengthen them or push coin to make sure the object of their ire has every skeleton dragged out of their closet for all to see.

THE MAGIC OF VALUE

Volo and Elminster alike have waxed philosophical about the ties between magic and expense; the famed lorekeepers giving their own thoughts on the debate between substances being innately magical or whether the preciousness of a thing gives it magical properties, akin to faith giving a deity their power. Merchants gain their magic through the art of the deal and the essence of value itself. This magic may have been influenced by some force such as the divine powers of a god of commerce, greed, luck, or wealth, or the intrinsic nature of trade, chance, and chaos.

Whatever side of the debate you sit on, there is an undeniable power behind economics and value. What good is *revivify* without that previous diamond? Commerce itself has come to be revered as having some sort of innate, supernatural quality responsible for successful, happy lives. The gods of commerce garnered worship, Waukeen being the most widely worshiped of these gods in the Forgotten Realms. In some urban areas, worship of gods presiding in the domain of fertility and nature have been abandoned due to them feeling unnecessary when trade will provide.

ENTICEMENT TO ADVENTURE

Classically, adventurers only needed the motivation of treasure to risk their lives. None know the compulsion to seek out gold more than the merchant. It's easy to live a humble life running a shop and watching the days pass on, but rumors from travelers about the massive haul they



brought back from their most recent journey can be enough to tempt a storeowner from their stagnant storefront and into the dungeon.

Some merchants instead choose the travelling life, roaming from town to town and stopping to peddle wares on their business ventures. The travelling merchant is a joyous sight for an overwhelmed and starving party, as they may provide food, water, and information about the surrounding area. Just how great would it be to have this merchant always around?

A MERCHANT'S PLACE IN THE PARTY

The merchant a high-support spellcaster that helps the party stay equipped and rewards players that enjoy solving problems using the equipment they have on-hand rather than spellcasting and skill checks. The class creates characters with the playstyle of a:

- Midline Support with spells and features that manipulate the abilities and overall power of other creatures.
- Supplier that gives the party guaranteed access to both mundane and magical items on-the-go.
- Dungeoneer and Face, equipped for the perils of adventuring with a large arsenal of on-demand items.

CREATING A MERCHANT

When making a merchant, think about what kind of business your character would have developed and why it would push them towards adventuring. Maybe you have been seeking out the components for a unique item you know is going to be the next big thing, or you simply try to accrue enough wealth through swindling to fund your own thieves' guild. Perhaps you were the kindly innkeeper who was thrust towards adventure when the party accidentally dragged you into their quest. You could just be seeking out curiosities and aberrant items. Either way, consider why your merchant isn't just better off setting up shop in a large town and avoiding adventuring in the first place.

QUICK BUILD

You can make a merchant quickly by following these suggestions. First, Charisma should be your highest ability score. Then prioritize Dexterity. Second, choose the Guild Merchant background. Third, choose the *light* and *mending* cantrips, along with the 1st-level spells *comprehend languages* and *purify food and drink*.

HIT POINTS

Hit Dice: 1d8 per merchant level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per merchant level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, improvised weapons

Tools: Your choice of two artisan's tools or vehicles

Saving Throws: Wisdom, Charisma

Skills: Choose any three

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- a staff and an abacus
- a container for use with your Portable Storefront feature
- (a) a diplomat's pack or (b) an explorer's pack

STARTING WEALTH

Alternatively, you can begin with a starting wealth of (5d4 × 10) gp and purchase the starting equipment of your choice, but you always start with a container for use with your Portable Storefront feature.

THE MERCHANT

Level	Proficiency Bonus	Features	Storefront Value (gp)	Cantrips Known	-- Spell Slots per Spell Level --				
					1st	2nd	3rd	4th	5th
1st	+2	Portable Storefront, Spellcasting	50	2	2	-	-	-	-
2nd	+2	Bang for Your Buck, Arcane Appraiser	100	2	2	-	-	-	-
3rd	+2	Merchant Guild	150	2	3	-	-	-	-
4th	+2	Ability Score Improvement	200	2	3	-	-	-	-
5th	+3	Merchant Guild Feature, Pack Mule	300	2	4	2	-	-	-
6th	+3	Top Shelf	400	2	4	2	-	-	-
7th	+3	Use an Extra Object	500	2	4	3	-	-	-
8th	+3	Ability Score Improvement	650	2	4	3	-	-	-
9th	+4	Merchant Guild Feature	800	2	4	3	2	-	-
10th	+4	Backstock	1,000	3	4	3	2	-	-
11th	+4	Use Magic Device, Top Shelf Improvement	2,000	3	4	3	3	-	-
12th	+4	Ability Score Improvement	3,000	3	4	3	3	-	-
13th	+5	—	4,000	3	4	3	3	1	-
14th	+5	Insider Trading	5,000	4	4	3	3	1	-
15th	+5	Merchant Guild Feature	6,000	4	4	3	3	2	-
16th	+5	Ability Score Improvement	7,000	4	4	3	3	2	-
17th	+6	—	8,000	4	4	3	3	3	1
18th	+6	On the House, Top Shelf Improvement	9,000	4	4	3	3	3	1
19th	+6	Ability Score Improvement	9,500	4	4	3	3	3	2
20th	+6	Business Tycoon	10,000	4	4	3	3	3	2

MULTICLASSING AND THE MERCHANT

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose merchant as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Charisma score of 13 to take a level in this class, or to take a level in another class if you are already a merchant.

Proficiencies Gained. If merchant isn't your initial class, you gain proficiency with simple weapons, improvised weapons, and a set of artisan's tools by multiclassing into merchant.

Spell Slots. You add half of your merchant levels when determining your number of spell slots.

CLASS FEATURES

As a merchant, you gain the following class features.

PORTABLE STOREFRONT

1st-level Merchant feature

When you choose the equipment given to you by this class, you also designate a closable container as your Portable Storefront. Your Portable Storefront is a magical supply of items of your choice with a rarity no higher than common. The total value of all the chosen items in the Portable Storefront must be less than or equal to the cost shown in the Storefront Value column of the Merchant table.

Supply List. The chosen items make up your supply list, which cannot be changed unless the Portable Storefront is fully stocked. Changing the supply list can only be done as a part of a long rest and the new items replace those you removed from the supply list you finish the rest. When you get this feature and whenever you gain a level in this class, your Portable Storefront is automatically fully stocked with the items you chose for the supply list.

An item cannot be added to your Portable Storefront if it item would not normally be able to fit into the container (see the Container Capacity table, *Player's Handbook* p. 153) or if it has a value of less than 1 cp. No matter how stocked it is, the Portable Storefront only weighs 10 pounds. You can designate a new container as your Portable Storefront as a part of a short or long rest. When you do, the previous container loses its magical properties.

Using the Storefront. Using the Use an Object action, you can place your hand into your Portable Storefront and think of an item that appears on your supply list. The Storefront then instantly places the item in your hand and the item must be restocked for the container to provide that unit of it again. If the object requires an action to use, you can use it as a part of this same action.

Restocking. You can restock an item by placing it back into your Portable Storefront within 1 hour of taking it out with the Use an Object action, or as a part of a short or long rest by placing currency or gems of a value equal to or higher than the cost of the item into the Portable Storefront. Once you place these into the Portable Storefront, they are consumed and the item is restocked when you finish the rest. Anything

else placed into the container immediately reappears in an unoccupied space adjacent to the Portable Storefront when you close it.

CURRENCY CONVERSION

If you'd like to stock items in your Portable Storefront that aren't in the *Player's Handbook*, you can follow the guidelines in the Currency Conversion table below to estimate the cost of items with their real-world prices.

CURRENCY CONVERSION		
D&D Currency	Abbr.	USD (\$)
Copper piece	cp	\$0.10
Silver piece	sp	\$1.00
Electrum piece	ep	\$5.00
Gold piece	gp	\$10.00
Platinum piece	pp	\$100.00

SPELLCASTING

1st-level Merchant feature

You develop the ability to cast spells through the intrinsic magical properties of value.

CANTRIPS

You know two cantrips of your choice from the merchant spell list. You learn an additional merchant cantrip of your choice at 10th and 14th levels.

PREPARING AND CASTING SPELLS

The Merchant table shows how many spell slots you have to cast your merchant spells. To cast one of your merchant spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of merchant spells that are available for you to cast, choosing from the merchant spell list. When you do so, choose a number of merchant spells equal to your Charisma modifier + half your merchant level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level merchant, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of merchant spells requires at least 1 minute per spell level for each spell on your list.

GOLD REQUIRED

You produce your merchant spell effects through items of value. You must have 10 gp or an item worth more than 10 gp in-hand when you cast any spell with this Spellcasting feature, which acts as a focus for your merchant spells.

SPELLCASTING ABILITY

Charisma is your spellcasting modifier for your merchant spells. Your magic comes from the quality of value itself and your ability to recognize and negotiate trade. You use Charisma whenever a spell refers to your spellcasting ability. In addition, you use Charisma when setting the saving throw DC for a merchant spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

EXCHANGEABLE CASTING

You may use your action to give one of your merchant spell slots to another creature that you can touch. The slot becomes a spell slot of that respective creature's class and maintains its spell slot level. You cannot give a spell slot to a creature that would then have more than four slots of that spell slot's level.

Additionally, as an action, you can turn one of your merchant spell slots into a number of lower-level spell slots equal to that spell slot's level. For example, if you have a 3rd-level spell slot, you may exchange it for three 1st-level spell slots, or one 1st-level spell slot and one 2nd-level spell slot. You may not have any more than four merchant spell slots of any level.

COMPONENT SUBSIDIZING

You may supplement the material components of spells with your mercantile magic. When you or a willing creature uses the Cast a Spell action and declares the spell they intend to cast, you can use your reaction and expend a merchant spell slot of a level equal to the level of the spell being cast to remove any material components required for that casting of the spell.

MERCHANT SPELL LIST

Here's the list of spells you consult when you learn a merchant spell. The list is organized by spell level, not character level.

Each spell is in the *Player's Handbook*, unless otherwise indicated in an apostrophe * (appears later in this document), ^{XGE} (*Xanathar's Guide to Everything*), or ^{TCE} (*Tasha's Cauldron of Everything*).

Spells provided by other creators are also indicated in superscript, from either Benjamin Huffman ^{SVAC}, Ross Leiser ^{OAP}, and Nate Butler ^{NAD} and were graciously provided in this class with their permission.

CANTRIPS (0-LEVEL)

blade ward
control flames^{XGE}
create bonfire^{XGE}
dancing lights
doohickey^{MC}
exchange
fool's gold^{SVAC}
friends
guidance
light

mage hand
mage ward^{OAP}
mending
message

1ST-LEVEL

aid
alarm
catapult^{XGE}
charm person
command

comprehend languages
create or destroy water
cure wounds
detect magic
detect poison and disease
disguise self
expeditious retreat
feather fall
find familiar
healing word
hedge risk^{MC}
identify
illusory script
jump
longstrider
money shot^{MC}
pilfer^{MC}
purify food and drink
sleep
Tenser's floating disk
unseen servant

2ND-LEVEL

aid
animal messenger
calm emotions
continual flame
darkvision
enhance ability
enthrall
gold dust^{MC}
hold person
Ivaldi's rustproof coating^{NAD}
knock
lesser restoration
levitate
locate object
magic mouth
magic weapon
mineral wealth^{MC}
protection from poison

ARCANE APPRAISER

2nd-level Merchant feature

Your travels and exchanges on trade routes has taught you a vast amount on the various cultures of the realm. Whenever you make any skill check to determine the value or cultural significance of any item or object, you are considered proficient in the skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Furthermore, you always have the identify spell prepared, and you can cast it as a ritual. As a part of the ritual, you can expend 10 gp to cast this spell as an action. The gold pieces are consumed by the spell when you do.

BANG FOR YOUR BUCK

2nd-level Merchant feature

You can choose to replace the bonus to rolls you make with items that use the Use an Object action with your Charisma modifier. (For example: the potion of healing normally heals 2d4+2 hit points. Using this feature, you can replace the +2

rope trick
see invisibility
silence
skywrite^{XGE}
suggestion
Tagmay's thermal container^{MC}
zone of truth

3RD-LEVEL

catnap^{XGE}
clairvoyance
counterspell
create food and water
dispel magic
find vessel^{SVAC}
haste
nondetection
protection from energy
remove curse
sending
slow
tiny servant^{XGE}
tongues
water breathing
water walk

4TH-LEVEL

compulsion
confusion
fabricate
freedom of movement
Leomund's secret chest
locate creature
Mordenkainen's private sanctum
stoneskin

5TH-LEVEL

hold monster
legend lore
passwall
scrying
seeming

with your Charisma modifier.) If the item does not have a bonus, you may add your Charisma modifier to it.

Additionally, you can use your Merchant spell save DC in place of the DC for items and when you deal damage or heal hit points with the property of an item, you can expend one merchant spell slot to increase the damage or healing by 1d6 for a 1st-level spell slot, plus 1d6 for each spell level higher than 1st, to a maximum of 4d6.

MERCHANT GUILD

3rd-level Merchant feature

You join a guild of other peddlers, traders, and purveyors of goods. Your guild grants you features now and again when you reach 5th, 9th, and 15th levels in this class.

ABILITY SCORE IMPROVEMENT

4th-level Merchant feature

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

PACK MULE

5th-level Merchant feature

Your carrying capacity is doubled.

TOP SHELF

6th-level Merchant feature

You can now stock uncommon magic items in your Portable Storefront. Once you reach 11th level in this class, you can stock magic items in your Portable Storefront with a rarity no higher than rare. At 18th level, you can stock magic items in your Portable Storefront with a rarity no higher than very rare.

Additionally, when you reach these levels, you add these items to a special area of your supply list for your Portable Storefront, called your Top Shelf. Your Top Shelf can only hold a number of items equal to your proficiency bonus, and items on your Top Shelf ignore the value restrictions of your Portable Storefront feature. Items on your Top Shelf do not have to be restocked in order to change the items on your supply list that are not on your Top Shelf, but they otherwise obey all other restrictions for restocking and are not automatically restocked when you gain a level in this class.

USE AN EXTRA OBJECT

7th-level Merchant feature

Once during your turn, you can use two objects, instead of one, whenever you take the Use an Object action.

BACKSTOCK

10th-level Merchant feature

There is always a chance that you've got just what you need in stock, you just might need to check in back.

Using your action, you can place your hand into the container designated for your Portable Storefront to try to find an item. The item can have a cost in gold pieces no higher than five times your merchant level. Name the item and roll percentile dice. If you roll a number equal to or lower than your merchant level, the item appears in your hand, whether or not it has appeared in your Portable Storefront or if you have it in stock.

You can search for an item a number of times equal to your Charisma modifier (minimum of 1). You regain all expended uses when you finish a long rest. Once you find an item, you can't use this feature again until you finish a long rest.

Once you reach 20th level in this class, you always find the item the first time you search for it with this feature.

USE MAGIC DEVICE

11th-level Merchant feature

The customers you have met during your trades and dealings has taught you the lore and workings behind all manner of magic items. As such, you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

INSIDER TRADING

14th-level Merchant feature

When you restock your Portable Storefront, you only need half of the gp shown in the Value column of the Merchant table to fully restock it.

Once you restock it with this feature, you cannot do so again until you finish your next long rest.

ON THE HOUSE

18th-level Merchant feature

You gain a special 5th-level spell slot, in addition to the normal spell slots granted by your Spellcasting feature. This spell slot can be used only for the Exchangeable Casting and Component Subsidizing abilities of your Spellcasting feature.

Once you expend the spell slot granted by this feature, you regain it when you finish a long rest.

BUSINESS TYCOON

20th-level Merchant feature

You can use your action to instantly restock the items in your Portable Storefront that do not appear on your Top Shelf at no cost. Once you use this feature, you cannot do so again for 7 days.

MERCHANT GUILDS

Merchants join a guild that gives them bonuses that help vitalize their economic endeavors. The merchant guild you choose reflects the products you specialize in selling and your general business policy.

APOTHECARY

Travelers often seek out the aid of a potion seller, making the trade one of the most lucrative businesses in the realms. The merchant guild of apothecaries focuses on the sale and trade alchemical medicines and deadly poultices.

APOTHECARY FEATURES

Merchant Level	Feature
3rd	Potion Seller, Deft Decoctions, Apothecary Magic
5th	Triage
9th	Mithridatism
15th	Socialized Medicine

APOTHECARY MAGIC

3rd-level Apothecary feature

You gain the following spells when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the

merchant spell list, the spell is nonetheless a merchant spell for you.

APOTHECARY SPELLS

Merchant Level	Spell
3rd	<i>cure wounds, Tasha's caustic brew</i> ^{TCE}
5th	<i>enhance ability, gentle repose</i>
9th	<i>mass healing word, revivify</i>
13th	<i>aura of life, death ward</i>
17th	<i>greater restoration, raise dead</i>

POTION SELLER

3rd-level Apothecary feature

You gain proficiency with **herbalism kits** and the **Medicine** and **Nature** skills. If you already have proficiency with a skill or tool given to you by this feature, you may select another instead.

Additionally, you may stock **potions** in your **Portable Storefront** at half the cost (**rounded up**) and the time you must take to **craft potions and poisons** is halved.

DEFT DECOCTIONS

3rd-level Apothecary feature

You can use the **Use an Object** action to touch a **potion, a bottle, flask, vial, or other container** and expend a **merchant spell slot of 1st-level or higher** to instantly create a custom



potion or infuse a potion with additional effects, choosing one effect per level of the spell slot expended. An effect cannot be chosen more than once. Potions may be used as a part of the same Use an Object action you made to create the potion.

Potion Effects are listed at the end of this subclass and last until the potion is used or until the end of your next long rest. The potions you create are magic items for the purposes of your Bang for Your Buck feature and have a type from either Blast or Consumable.

TRIAGE

5th-level Apothecary feature

You can treat wounds and administer medicine during rests which helps to bolster your allies' natural healing. During a short or long rest, you can treat a number of creatures equal to your Charisma modifier. A treated creature gains the following benefits:

- When it rolls a 1 or 2 on a hit die for healing during the rest, it can reroll the die any number of times.
- When it finishes the rest, it gains temporary hit points equal to your Charisma modifier plus your merchant level.

MITHRIDATISM

9th-level Apothecary feature

Continued exposure to and treatment of dangerous poisons and diseases has instilled you with a natural resilience. You have resistance to poison damage and immunity to being diseased or poisoned. If you previously had resistance to poison damage, this feature gives you immunity to poison damage. If a spell or other effect gives you resistance to poison damage, this feature gives you immunity to it while the effect persists.

SOCIALIZED MEDICINE

15th-level Apothecary feature

Whenever you or a creature that you can see within 30 feet of you consumes a potion, you may use your reaction to extend the effects of the potion to one creature of your choice within 30 feet of the consumer.

Once you use this feature, you cannot do so again until you finish a short or long rest.

POTION EFFECTS

The potion effects are listed in alphabetical order. Blast effects cannot be selected for Consumable potions and vice versa, unless otherwise specified in the effect's description:

Blast. You may also throw the potion at a point within 60 feet of you. Any creature within a 10-foot radius circle centered on that point must succeed on a saving throw against your spell save DC. On a failure, the creature is subjected to the effects of the potion. The radius of the potion increases by 10 feet per level of the spell slot expended above 1st level.

Consumable. The potion must be consumed in order to gain its benefits.

Acclimation (Consumable). The drinker of the potion has advantage on Constitution saving throws against extreme

heat and extreme cold.

Baleful (Blast). Any creature within a 10-foot radius circle near the point must succeed on a Constitution saving throw. On a failure, a creature takes 2d6 necrotic damage and it can't regain hit points until the end of its next turn. On a success, a creature takes half damage.

Boldness (Consumable). The drinker of the potion can roll a d4 and add the number rolled to one attack roll or saving throw it makes in the next minute.

Corrosive (Blast). Any target in the area must succeed on a Dexterity saving throw or take 2d6 acid damage. Objects and structures take double damage. On a success, a target takes half damage.

Envenomed (Consumable). The drinker must succeed on a Constitution saving throw or take 2d6 poison damage and become poisoned for 1 minute. While poisoned in this way, the drinker takes 1d6 poison damage at the start of each of its turns.

Flammable (Blast). Any target in the area must succeed on a Dexterity saving throw or take 1d6 fire damage and become ignited in flames. While ignited, the target takes 1d6 fire damage at the start of each of its turns. A target can end this damage by using its action to make a Dexterity check to extinguish the flames. A flammable object hit by this attack ignites if it isn't being worn or carried. On a success, a target takes half damage and isn't ignited.

Flash Freeze (Blast). Any target in the area must succeed on a Constitution saving throw or take 2d6 cold damage and have its movement speed halved until the end of its next turn. On a success, a target takes half damage.

Flight (Consumable). The drinker of the potion a flying speed of 10 feet for 1 minute. If the spell slot used to give a potion this effect was of 3rd-level or higher, the speed increases to 30 feet and it lasts for 1 hour.

Healing (Consumable). The drinker of the potion regains 2d4 hit points. The healing of this potion increases by 2d4 for each level of the spell slot used to create the potion above 1st and per 50 gp expended above 50 gp.

Inoculate (Consumable). The drinker of the potion is cured of an effect causing it to be blinded, confused, or deafened.

Splash (Consumable). A Consumable potion that gains this effect may be used as a Blast potion and the targets in the area can willingly fail the saving throw.

Sight (Consumable). The drinker gains 30 feet of darkvision for 1 hour.

Swiftness (Consumable). The drinker's walking speed increases by 10 feet for 1 hour.

Vanish (Consumable). The drinker immediately turns invisible until the end of its next turn or if it makes an attack or casts a spell.

Volatility (Blast). The damage the potion's effects deal increases by 1d6 and the radius increases by 10 feet.

Zap (Blast). Any target in the area must succeed on a Constitution saving throw or take 2d6 lightning damage and it cannot take a reaction until the end of its next turn. On a success, a target takes half damage.

ARCHITECT

Throughout the multiverse, those with the skill and training to raise buildings and plan settlements have enormous value. Merchants of the guild of architects have taken these skills and elevated them to an art form, using magic to construct foundations and walls with unparalleled speed and efficiency, even in the heat of the moment. Despite the apparent haste in their walls' construction, these merchants' buildings have a reputation for lasting longer and aging better than those erected using more traditional methods. Whether you're looking to create a place to raise a family or to hold off an army, an architect has got you covered.

ARCHITECT FEATURES

Merchant Level	Feature
3rd	Architect Magic, Property Developer, Laying Foundation
5th	Structural Integrity
9th	Supporting wall
15th	Real Estate Mogul

ARCHITECT MAGIC

3rd-level Architect feature

You gain the following spells when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the merchant spell list, the spell is nonetheless a merchant spell for you.

ARCHITECT SPELLS

Merchant Level	Spell
3rd	<i>alarm</i> , <i>unseen servant</i>
5th	<i>arcane lock</i> , <i>rope trick</i>
9th	<i>Leomund's tiny hut</i> , <i>wall of sand</i> ^{XGE}
13th	<i>stone shape</i> , <i>wall of fire</i>
17th	<i>wall of light</i> ^{XGE} , <i>wall of stone</i>

PROPERTY DEVELOPER

3rd-level Architect feature

You learn the *mold earth*^{XGE} cantrip, and gain proficiency with carpenter's tools, mason's tools, and woodcarver's tools. If you already have proficiency with one or more of these tools, you may select another instead.

Additionally, you can stock construction materials - such as timber, mortar, stone, thatching, and any set of carpenter's tools, mason's tools, and woodcarver's tools - in your Portable Storefront at half the cost (rounded up).

LAYING FOUNDATION

3rd-level Architect feature

You've learned how to magically construct walls. As an action, you can cause a nonmagical wall of solid stone to spring into existence at a point you can see within 60 feet of you. The wall is an object made of stone that can be damaged and thus breached. It has AC equal to your merchant spell

save DC, and its size and hit points depend on what type of construction it has (your choice each time you create a wall with this feature):

- The wall is a 1-inch-thick, 10-foot-by-10-foot panel with hit points equal to your merchant level + your Charisma modifier.
- The wall is a 2-inch-thick, 5-foot-by-10-foot panel with hit points equal to twice your merchant level + your Charisma modifier.
- The wall is a 4-inch-thick, 5-foot-by-5-foot panel with hit points equal to four times your merchant level + your Charisma modifier.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall and other surfaces, it can make a Dexterity saving throw against your spell save DC. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall doesn't need to be vertical or resting on any firm foundation. It must, however, merge with and be solidly supported by either the ground or an existing fixture of the environment, such as a statue, building, tree, or boulder. Thus, you can use this feature to bridge a small gap or create a ramp.

Once created, the wall remains until it is destroyed. You can use your action while touching a wall you created with this feature to instantly destroy it. When one of your walls is destroyed, it crumbles harmlessly into gravel and dust.

Once you use this feature, you can't use it again until you finish a long rest or until you expend a spell slot to use it again. When you use a spell slot of 2nd level or higher to use this feature, you can create a number of walls equal to the level of the expended spell slot. The walls can be merged into a contiguous, crude structure, but can also spring into existence at separate points you can see within range. Each of these walls must use the same type of construction. A contiguous wall being destroyed might cause any walls connected to it to collapse at the DM's discretion.

STRUCTURAL INTEGRITY

5th-level Architect feature

When you use your Laying Foundation to create a wall, you can create openings within it that can be used to affix windows and doors to the structure. You can create any number of openings, which can each be of any size and shape, but the total area of the openings can't be more than half the wall's surface area.

Additionally, when you see one of your Laying Foundation walls be reduced to 0 hit points, you can use your reaction and expend a spell slot to cause it to regain 1d8 hit points per level of the expended spell slot.

SUPPORTING WALL

9th-level Architect feature

When you create one or more walls with your Laying Foundation feature, each creature of your choice that you can see within 5 feet of at least one of the walls gains temporary hit points equal to half your merchant level. While that creature has temporary hit points from this feature, the creature automatically succeeds on any ability check or saving throw it makes against being knocked prone.

REAL ESTATE MOGUL

15th-level Architect feature

You regain the use of your Laying Foundation feature when you finish a short or long rest.

Additionally, you can expend a spell slot of 4th-level or higher to cast one of the bones of the earth^{XGE}, wall of ice, or wall of thorns spells. Once you reach 17th level in this class, you can expend a 5th-level spell slot to cast Mordenkainen's magnificent mansion. Once you reach 20th level in this class, you can expend a 5th-level spell slot to cast prismatic wall. When you cast any of these spells with this feature, it counts as a merchant spell for you, and you must finish a long rest before you can cast a spell with this feature again using the same level of spell slot.

BLACKSMITH

A blade is as necessary as rope, and the merchant guild of blacksmiths has grown rich off thrill-seeking travelers. They may find themselves a good friend of clerics worshiping the Forge domain and are a close ally to the martial warriors of the party. A fighter that has had their blade and armor succumb to the oxidation of a rust monster would normally be up a creek without a paddle, so it pays to make friendly with the arms dealers of the realms.

Of all the merchant trades, blacksmiths are the most common in stories to truly answer the call to adventure, as in times of war, they may be asked to pound skulls instead of metal. Merchants of the guild of blacksmiths have adapted their magic to become portable forges and study the potent nature of armor and weapon enchanting.

BLACKSMITH FEATURES

Merchant Level	Feature
3rd	Arms Dealer, Retool Enchantments, Blacksmith Magic
5th	Smash and Grab
9th	Heart of the Forge
15th	Forgemaster

BLACKSMITH MAGIC

3rd-level Blacksmith feature

You gain the following spells when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the merchant spell list, the spell is nonetheless a merchant spell for you.

BLACKSMITH SPELLS

Merchant Level	Spell
3rd	searing smite, shield
5th	heat metal, magic weapon
9th	elemental weapon, protection from energy
13th	lvaldi's impervious anvil ^{MC} , summon construct ^{TCE}
17th	creation, immolation ^{XGE}

ARMS DEALER

3rd-level Blacksmith feature

As a member of a guild of blacksmiths, you gain proficiency with smith's tools and all weapons and armor.

Additionally, you can stock armor and weapons in your Portable Storefront at half the cost (rounded up), and the time you must spend to craft metal armor and weapons is halved.

RETOOL ENCHANTMENTS

3rd-level Blacksmith feature

You can spend a short rest breaking down and disenchanting magic armor or weapons that do not bear a curse. After doing so, you learn your choice of one of the properties that was on the item and may enchant nonmagical weapons



and armor with a property you have learned in this way. For example, if you disenchant a +1 shortsword that also deals 1d4 fire damage on a hit, you can choose to learn either the +1 bonus to attack and damage rolls or the additional 1d4 fire damage on a hit.

Enchanting a piece of equipment requires 10 minutes of time spent with the equipment, after which it remains enchanted for 24 hours. The number of items that can be enchanted at any time with this feature is equal to your Charisma modifier.

An item you create can only have one property on it. You can give items additional properties at 9th (two properties) and 15th (three properties) level.

SMASH AND GRAB

5th-level Blacksmith feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Once during your turn, you can replace one of these attacks with the Use an Object action to use an object that calls for an action.

HEART OF THE FORGE

9th-level Blacksmith feature

You have resistance to fire damage and when you take bludgeoning, piercing, slashing, or fire damage, you may use your reaction to reduce the damage by an amount equal to your Constitution modifier.

FORGEMASTER

15th-level Blacksmith feature

Any armor or weapon you craft or stock in your Portable Storefront has one of the following magical properties of your choice without increasing the cost to craft or stock it:

- +1 to attack and damage rolls.
- +1 to Armor Class.
- The weapon deals an additional 1d4 damage of a damage type of your choice.
- The weapon or armor can bond to an attuned creature over the course of 1 minute and can be summoned (appearing donned or held in the hand) or dismissed as a bonus action.
- Choose a damage type. When the wearer takes that damage, roll 1d4 and subtract the number rolled from the damage.

The item can gain enchantments through your Retool Enchantments feature without adding to the total enchantments on the item. Once the item has been removed from your Portable Storefront, it cannot be placed back into it.

Additionally, when you reach 17th level in this class, any time you cast a spell using a 5th-level spell slot that enhances weapons or armor, it does not require concentration and is cast as if you had used a 9th-level spell slot.

ESOTERICISM

Even speakers of elder tongues and conductors of dread rituals have to purvey the convoluted requirements for their cultic traditions. When they do, they seek out a merchant of the guild of esotericism, an expert appraiser of arcane oddities and grim goods. An esotericist is commonly sought out to deal with curses by foolhardy adventurers that go about touching every piece of treasure they can lay their hands on, some charging a hefty fee to break the curse's bond.

In some areas, these merchants have paired up with wizards and developed massive economic and political power. In the city of Luskan the Host Tower of the Arcane houses the Arcane Brotherhood, a shrouded organization that stood as the dominant ruling force of the Northern Sword Coast for centuries.

ESOTERICISM FEATURES

Merchant Level	Feature
3rd	Eye for Curses, Page Master, Esoteric Magic
5th	Occult Sagacity
9th	The Patronage of Patrons
15th	Curse Scribe

ESOTERIC MAGIC

3rd-level Esotericism feature

You gain the following spells when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the merchant spell list, the spell is nonetheless a merchant spell for you.

ESOTERIC SPELLS

Merchant Level	Spell
3rd	<i>bane, hex</i>
5th	<i>Nystul's magic aura, phantasmal force</i>
9th	<i>bestow curse, remove curse</i>
13th	<i>banishment, phantasmal killer</i>
17th	<i>scrying, seeming</i>

EYE FOR CURSES

3rd-level Esotericism feature

You gain proficiency with the Arcana skill and with jeweler's kits. If you already have proficiency with a skill or tool given to you by this feature, you may select another instead.

Additionally, whenever you cast identify, you may make an Intelligence (Arcana) check. If the result of the check is a 20 or higher, you also learn whether or not the item is cursed, but not the curse's properties.

PAGE MASTER

3rd-level Esotericism feature

If you find a spell scroll, you can add it to your Portable Storefront, ignoring rarity restrictions listed in your Portable Storefront feature. Whenever you have a spell scroll in your

Portable Storefront, you may prepare and cast the spell on the scroll it as if it were a merchant spell. You lose the ability to cast it this way if you take it out of your Portable Storefront and you must otherwise obey all the restrictions for selecting the spell, as described in your Spellcasting feature. Casting the spell on the spell scroll with this feature does not destroy it while it remains in your Portable Storefront.

OCCULT SAGACITY

5th-level Esotericism feature

Your business endeavors and working partnerships with sages of the arcane has taught you how to recognize a spell by its gestures and evocations when you're on the wrong side of the wand. Whenever you witness a creature perform the required components used to cast a spell, you can use your reaction to make an Arcana check against the creature's spellcasting DC. On a success, you learn what the spell is, what the caster's spellcasting ability is, and you gain advantage on saving throws you make against that creature's castings of that spell for the next minute.

You can use this feature a number of times equal to your Charisma modifier, and you regain expended uses when you finish a long rest.

THE PATRONAGE OF PATRONS

9th-level Esotericism feature

No one would do business with cultists of elder gods without taking proper precautions. You can use your action to make yourself immune to any effect that would sense your emotions or read your thoughts, divination spells, and you cannot be spoken to magically or telepathically unless you allow it. This effect lasts for 1 hour.

Once you use this feature, you cannot do so again until you finish a short or long rest. If you have no remaining uses of this feature, you can expend a spell slot of 2nd-level or higher to use it again.

CURSE SCRIBE

15th-level Esotericism feature

Whenever you study cursed items, you can choose to learn the innerworkings of the curse. When you cast identify on an item with a curse, you automatically learn whether or not the item is cursed and the curse's properties. While you are attuned to a cursed item, you can choose whether or not you are cursed by it.

Additionally, you can use an action to imbue another item that you can see within 30 feet of you with the same curse. Doing so does not remove the curse from the original item. You can only have a number of items imbued with this feature equal to your Charisma modifier. If a remove curse spell is cast on an item you have imbued with a curse, it completely removes the curse from that item.



GAMBLER

These merchants are dealers of a different kind, the peddlers of entertainment and the excitement of chance. The temptation of quick riches is known by everyone all too well, and gamblers specialize in the seductive power of easy wealth.

The outcome of any bet is always determined by luck, skill, or possibly both. Members of the merchant guild of gamblers are able to manipulate both of these concepts, ensuring that the odds are always in their favor.

SUBCLASS REQUIREMENT: POKER CARDS

This subclass requires a standard 52-card deck of Poker cards (a set with the Jokers removed) to make use of its features. Your Cardistry feature references the Cardistry table below:

CARDISTRY

Suit	- Index Value -										
	A	2	3	4	5	6	7	8	9	10	J, Q, K
♠♣	1	2	3	4	5	6	7	8	9	10	1
♥♦	11	12	13	14	15	16	17	18	19	20	20

GAMBLER FEATURES

Merchant Level	Feature
3rd	Cardistry, Jackpot, Gambler Magic
5th	Poker Face
9th	Double or Nothing
15th	The House Always Wins



GAMBLER MAGIC

3rd-level Gambler feature

You gain the following spells when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the merchant spell list, the spell is nonetheless a merchant spell for you.

GAMBLER SPELLS

Merchant Level	Spell
3rd	<i>bless</i> , <i>chaos bolt</i> ^{XGE}
5th	<i>enhance ability</i> , <i>mirror image</i>
9th	<i>counterspell</i> , <i>intellect fortress</i> ^{TCE}
13th	<i>compulsion</i> , <i>streak of luck</i> ^{MC}
17th	<i>Bigby's hand</i> , <i>skill empowerment</i> ^{XGE}

JACKPOT

3rd-level Gambler feature

Any time you use a merchant spell slot, roll 3d10. If each of the dice roll a 7, the spell slot becomes a spell slot 4 levels higher, gp appear in your Portable Storefront of an amount equal to your Portable Storefront's value, and you make all ability checks, attack rolls, and saving throws with advantage for the next minute.

CARDISTRY

3rd-level Gambler feature

You gain proficiency with playing card sets and the Insight skill. Using the Use an Object action, you can make a ranged spell attack against a creature within 60 feet with a card from a deck of playing cards you are holding in your hand. On a hit,

a card deals 1d8 + your Charisma modifier damage of a type of your choice from either acid, cold, fire, or lightning.

Additionally, whenever you make an ability check, attack roll, or saving throw, you may draw one card from a standard 52-card deck of poker cards (Jokers removed) instead of rolling a d20. When you do, consult the Cardistry table and use the Result for the check, adding any modifiers that apply.

Once you do this, you place the card into a discard pile, which you may look through at any time. You can shuffle your discard pile back into your deck when you finish a short or long rest.

POKER FACE

5th-level Gambler feature

You have advantage on ability checks and saving throws made to prevent others from sensing your motives, perceiving your emotions, or reading your thoughts.

DOUBLE OR NOTHING

9th-level Gambler feature

When a creature you can see hits with an attack, you can use your reaction to force the creature to succeed a Wisdom saving throw, which it can willingly fail. If it fails, draw a card from your deck, which changes the result of the attack roll depending on the card drawn:

- If the result would be a roll of 20, the damage is doubled.
- If the result would be a roll of 2–19, the hit becomes a normal hit and any effects triggered by a critical hit are canceled.
- If the result would be a roll of 1, you turn that hit into a miss.

You can use this feature a number of times equal to your proficiency bonus. You can also use this feature by expending a 2nd-level or higher spell slot. You regain all expended uses when you finish a long rest.

Further, if you roll a 7 on any of the dice for your Jackpot feature, you can choose to reroll any of the dice one time.

THE HOUSE ALWAYS WINS

15th-level Gambler feature

When you can draw a card from your deck, you can instead choose a card from your discard pile and use it for the result. After you discard the card again, you must then shuffle your discard pile back into your deck.

Further, if the total result of the dice you roll for your Jackpot feature is 7, you trigger the feature. Once it is triggered in this way, you cannot do so again until you finish a long rest.

GOURMAND

Be they butcher or baker, chefs, culinarians, or confectioners, merchants of the guild of the gourmand encompass all peddlers of foodstuffs.

GOURMAND'S GUILD FEATURES

Merchant Level	Feature
3rd	Magic Menu, Culinarian's Connections, Gourmet
5th	Flavortown
9th	Natural Preservatives
15th	Soup for the Soul

CULINARIAN'S CONNECTIONS

3rd-level Gourmand feature

You gain proficiency with cook's utensils if you don't already have it. Your proficiency bonus is doubled for any ability check you make using cook's utensils, which you can use with the Use an Object action to inspect any foodstuffs within 5 feet of you and determine whether it is poisoned, provided that you can see or smell it.

Additionally, the gold cost you must expend to craft food or restock rations, foodstuffs, salt, spices, and cook's utensils in your Portable Storefront is halved (round up).

MAGIC MENU

3rd-level Gourmand feature

You gain the following spells, or your choice of a spell from a particular list, when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the merchant spell list, the spell is nonetheless a merchant spell for you.

GOURMAND SPELLS

Merchant Level	Spells
3rd	<i>purify food and drink</i>
5th	<i>Tagmay's thermal container</i> ^{MC}
9th	<i>create food and water</i>
13th	<i>compulsion</i>
17th	<i>creation</i>

Further, when you prepare your merchant spells, your guild allows you access to additional spells from the list below, which are added to the merchant spell list for you.

CANTRIPS (0-LEVEL)

frostbite^{XGE}
produce flame

1ST-LEVEL

burning hands
fondue fountain^{NAD}
goodberry
grease
hellish rebuke
ice knife^{XGE}
popping corn^{NAD}

searing smite

2ND-LEVEL

Aganazzar's scorcher^{XGE}
heat metal
healing spirit^{XGE}
light bulb^{NAD}
scorching ray
Snilloc's snowball swarm^{XGE}

3RD-LEVEL

aura of vitality
create mandrake^{NAD}

fireball
plant growth
stinking cloud

4TH-LEVEL
fruits of labor^{NAD}

5TH-LEVEL
animate objects

GOURMET

3rd-level Gourmand feature

Gourmands are master culinarians whose food is of such high quality, it could be valued as highly as precious gems. You can spend 10 minutes preparing such a meal. Doing so requires you have cooking utensils on-hand, some kind of station to prepare the meal on (such as a campfire or stove), and spend 1 gp per pound of ingredients to make the meal. Any meals you make last for 24 hours after being made, unless you have a means of preserving them.

As a part of preparing the meal, you can expend a merchant spell slot to infuse 1 pound of food with magical flavor, allowing you to affect the food in one of the following ways of your choice:

- A creature that consumes the food has its current and maximum hit points increased by 1d6 + your merchant level for 24 hours. This increases by an additional 1d6 when you reach 9th level in this class.
- The food is infused with one of your merchant spell slots, which is given to the consumer of the food as if by your Exchangeable Casting feature.
- The food is infused with one of your merchant spells with a range of Self or Touch. When a creature consumes the meal, the spell is cast with the consumer as the target.

A creature needs to consume the meal completely to gain its benefits, requiring at least 1 minute to do so, and a creature can only benefit from one of your meals at any time.

GOURMET AND THE CHEF FEAT

The Gourmet feature was designed to work with, not against, the Chef Feat from *Tasha's Cauldron of Everything*, and other popular homebrew cooking rules.

I suggest if you allow for ingredients that give passive buffs when eaten, that the effect be no stronger than a spell of a level equal to half the grocer's proficiency bonus, rounded down.

FLAVORTOWN

5th-level Gourmand feature

Your dishes are so refined that their mere taste may infer their benefits. A creature can use the Use an Object action to consume a bite of your prepared food, granting its benefits immediately, rather than at the end of a short or long rest.

A creature that does so must finish a long rest to benefit from this feature again.

NATURAL PRESERVATIVES

9th-level Gourmand feature

A career in catering means you're always eating well. After you eat at least 1 pound of food, you gain proficiency with Constitution saving throws. You lose this proficiency if you go 24 hours or longer without having eaten a meal.

SOUP FOR THE SOUL

15th-level *Gourmand* feature

Whenever a creature eats food you have prepared as a part of a short rest, it gains the benefits of having completed a long rest. After it finishes the rest, the creature cannot benefit from this feature again until it finishes 1d4 long rests.

MARINER

The mariners' guild encompasses fishmongers, dock masters, and even some pirates looking to somewhat legitimize their operations. This network of seafarers and maritime traders also functions as something of a governing body on the open water, as maritime laws tend to be hard, if not impossible to enforce in most worlds. To consider yourself a mariner, you need raw determination, courage, and it helps if you can spin a great yarn.

MARINER'S GUILD FEATURES

Merchant

Level Feature

3rd Maritime Magic, Any Port in a Storm, Dock Master

5th Sea Legs, Ship-Shape

9th Old Salt

15th Winds of Trade

MARITIME MAGIC

3rd-level *Mariner* feature

You gain the following spells when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the merchant spell list, the spell is nonetheless a merchant spell for you.

MARITIME SPELLS

Merchant Level Spell

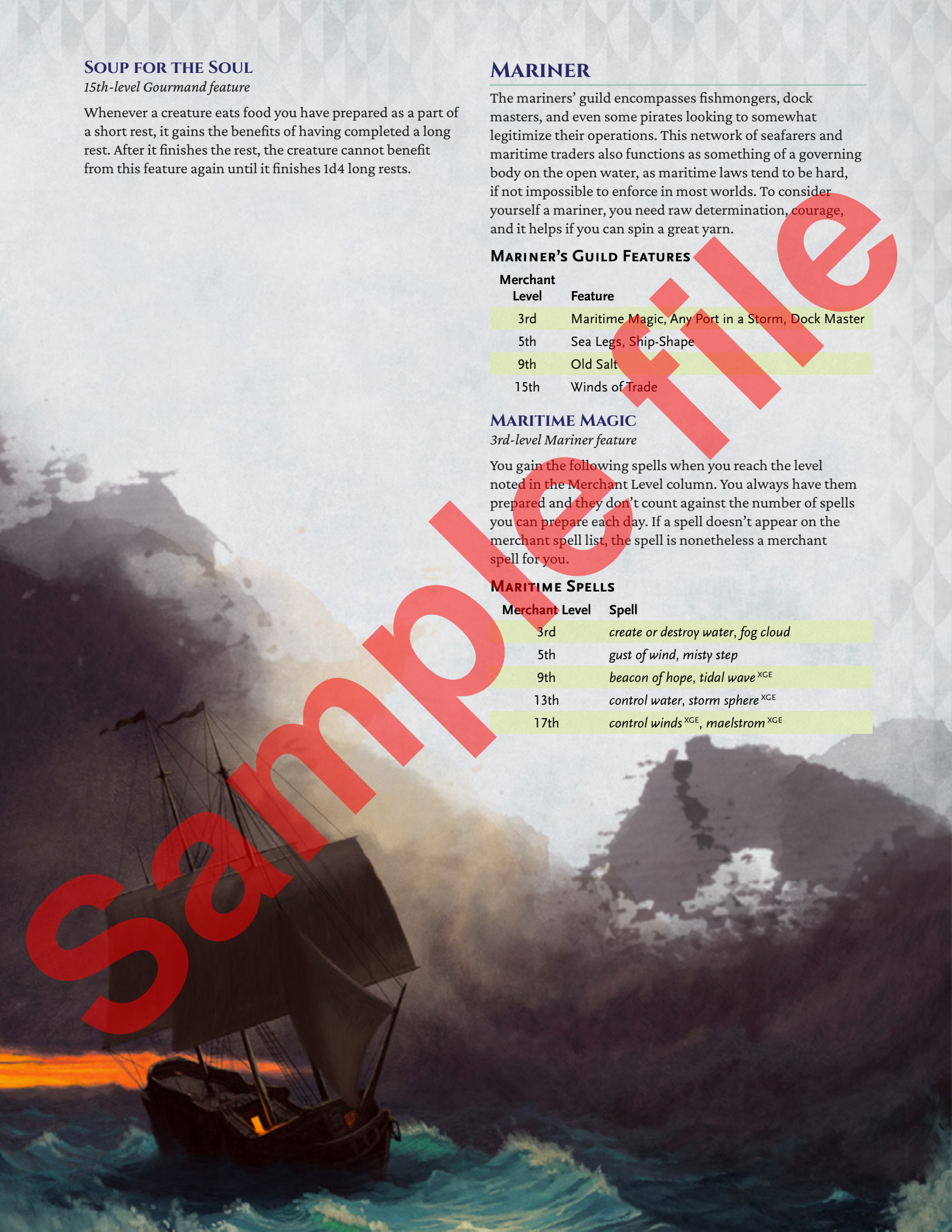
3rd *create or destroy water, fog cloud*

5th *gust of wind, misty step*

9th *beacon of hope, tidal wave*^{XGE}

13th *control water, storm sphere*^{XGE}

17th *control winds*^{XGE}, *maelstrom*^{XGE}



ANY PORT IN A STORM

3rd-level Mariner feature

You can restock fishing tackle, nets, rope, and tridents in your Portable Storefront at half the cost (rounded up). While you are in a port settlement that recognizes you as a member of this guild in good standing, you also pay half price for food, lodging, and sea travel.

Additionally, when you make an ability check related to seafaring navigation, the maintenance and operation of water vessels, or the tying of knots, you are considered proficient in the skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

DOCK MASTER

3rd-level Mariner feature

You gain a swim speed equal to your walking speed and proficiency with nets, tridents, and vehicles (water). If you already have proficiency with a tool given to you by this feature, you may select another instead. You can make an attack with a net using the Use an Object action, and your Bang for Your Buck feature applies to nets used this way.

SEA LEGS

5th-level Mariner feature

You have advantage on ability checks and saving throws to resist being moved or knocked prone.

SHIP-SHAPE

5th-level Mariner feature

When you see a component of a ship become damaged, you can use your reaction and expend a spell slot to cause it to regain 1d8 hit points per level of the expended spell slot. This causes inoperable components to become operable.

OLD SALT

9th-level Mariner feature

Emboldened by your life on the roughest waters of the world, you have become accustomed to battling nature at its most violent. You gain the following benefits:

- You have resistance to cold and lightning damage.
- You can see through areas obscured by fog and rain.
- When using nets, you can restrain creatures that are Huge or smaller.

WINDS OF TRADE

15th-level Mariner feature

When you cast the gust of wind spell, it does not require concentration, its duration increases to 8 hours, and you can choose to have the wind specifically target a movement-related component of a ship within range, which doubles the ship's travel pace. Doing so does not affect any creatures on the vessel or its cargo, but you can use your bonus action to change the spell to its described effect in the spell.



PET DEALER

Pet dealers are merchants of friendship that roam the world to discover the beasts unseen by civilization. The pet dealer knows some customers have unusual taste, and is willing to go so far as to try and tame the unusual monsters of the realms, because who wouldn't want to cuddle with a fluffly owlbear cub or resurrect the family dog?

PET DEALERS' GUILD FEATURES

Merchant Level	Feature
3rd	Pet Dealer Magic, Domesticate, Mobile Menagerie
5th	Exceptional Taming
9th	Bestiary Exotica
15th	Zoo Tycoon

PET DEALER MAGIC

3rd-level Pet Dealer feature

You gain the following spells when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the merchant spell list, the spell is nonetheless a merchant spell for you.

PET DEALER SPELLS

Merchant Level	Spells
3rd	<i>animal friendship, find familiar</i>
5th	<i>beast sense, summon beast</i> ^{TCE}
9th	<i>conjure animals, feign death</i>
13th	<i>charm monster, dominate beast</i>
17th	<i>awaken, geas</i>

MOBILE MENAGERIE

3rd-level Pet Dealer feature

You gain proficiency with **Animal Handling** checks and your proficiency bonus is doubled for any **Animal Handling** check you make.

Further, when you cast *find familiar*, the animal form you choose can be any beast of a challenge rating of 1/8 or lower and you can use 20 gp as an additional material component in the casting of the spell, which is consumed. If you do, the spell's casting time is instantaneous and the familiar becomes an autonomous beast no longer under the effects of the spell.

DOMESTICATE

3rd-level Pet Dealer feature

When an untamed beast fails a saving throw against an **enchantment** spell you cast, or when you succeed on an **Animal Handling** check against it, you can attempt to domesticate it. To do so, the beast's challenge rating must be equal to or lower than half your merchant level or the level of the spell (whichever is lower), and you must spend (100 × the creature's CR) gold pieces, which are consumed by this effect. The beast must then succeed on a **Wisdom** saving throw or become domesticated by you.



A domesticated beast is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the **Dodge** action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the defender can take any action of its choice, not just **Dodge**.

You can only control one domesticated beast at a time. If a beast is left uncared for for longer than 1 week, it will return to its wild instincts and no longer be domesticated.

EXCEPTIONAL TAMING

5th-level Pet Dealer feature

Beasts have disadvantage on saving throws against being charmed by your merchant spells.

Additionally, your domesticated and conjured creatures' attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BESTIARY EXOTICA

9th-level Pet Dealer feature

You can now control two domesticated creatures at a time, and you gain one of the following features of your choice:

Dead Petz. You have the *summon undead*^{TCE} spell prepared. It counts as a merchant spell for you, and it doesn't count

against the number of spells you can have prepared. The undead you summon with this spell always take the form of beasts.

Exotic Pets. Any of your merchant spells and features with effects that are restricted to beasts can now affect monstrosities.

Otherworldly Pets. Any of your merchant spells and features with effects that are restricted to beasts can now affect aberrations.

Pack Leader. You have the beast bond spell prepared. It counts as a merchant spell for you, and it doesn't count against the number of spells you can have prepared. You can cast it as a bonus action and it does not require your concentration. Further, you can it a number of times equal to your Charisma modifier without expending a spell slot, and you regain the ability to cast it this way when you finish a long rest.

ZOO TYCOON

15th-level Pet Dealer feature

When you cast a merchant spell that summons creatures, you can cast it without a spell slot or a material component. If you do so, the spell doesn't require concentration and its duration becomes 1 minute for that casting.

You can use this feature once, and you regain the ability to do so when you finish a long rest.

SWINDLER

No matter the skill, thieves still have to find someone to pay for their stolen goods and contraband. Black markets developed to facilitate such a trade, nearly always creating a guild of swindlers. Perhaps the most famous of these organizations that could fall under this guild's scope is the Black Network of the Zhentarim, who for centuries has moved products throughout the Moonsea. Their extensive network of mercantile contacts has spread drugs, slaves, poison, and even illegal weaponry throughout Faerûn.

Swindlers need not always take on such morally objectionable endeavors, and all groups could use the help of someone with more flexible ethics.

SWINDLER FEATURES

Merchant Level	Feature
3rd	Hustler's Gambit, Swindler Magic, Misdirection
5th	Now You See Me...
9th	Double-Dealer
15th	... Now You Don't

SWINDLER MAGIC

3rd-level Swindler feature

You gain the following spells when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the merchant spell list, the spell is nonetheless a merchant spell for you.

SWINDLER SPELLS

Merchant Level	Spells
3rd	charm person, disguise self
5th	blur, knock
9th	hypnotic pattern, invisibility
13th	charm monster, hallucinatory terrain
17th	mislead, modify memory

HUSTLER'S GAMBIT

3rd-level Swindler feature

You gain proficiency with your choice of either the Deception or Sleight of Hand skills as well as with disguise kits and forgery kits. Whenever you restock your Portable Storefront, you can stock ball bearings, trinkets, disguise kits, and forgery kits at half the cost.

Additionally, you learn Thieves' Cant as detailed in the rogue class (*Player's Handbook* p. 96).



MISDIRECTION

3rd-level Swindler feature

As an action, you can make a Charisma (Deception) or Dexterity (Sleight of Hand) check against the Passive Perception of a creature within 5 feet of you. On a success, you exchange an item the creature is carrying or holding for an object that you are carrying or holding. You must be able to reasonably hold the object in one hand to do so. On a failure, you have disadvantage on these ability checks against that creature for the next 24 hours and you provoke an opportunity attack from that creature.

NOW YOU SEE ME...

5th-level Swindler feature

When you use your action for your Misdirection feature, you can use your bonus action to make an attack or use an object that calls for an action to use.

DOUBLE-DEALER

9th-level Swindler feature

You gain proficiency in Intelligence saving throws and whenever you make an ability check against illusions, you can add your proficiency bonus to the check.

Additionally, you cannot be compelled to tell the truth by any means and if another creature attempts to read your thoughts, it believes whatever you want it to believe you are thinking.

... NOW YOU DON'T

15th-level Swindler feature

Whenever a hostile creature targets you with either a spell or attack, you can use your reaction to magically become invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw.

Once you use this feature, you cannot do so again until you finish a short or long rest. If you have no remaining uses of this feature, you can expend a spell slot of 2nd-level or higher to use it again.

VAGABOND

The merchant guild of vagabonds welcomes merchants without a central home, the caravaners and commuting businessmen. While other merchants favor staying in their shops, vagabonds brave the wild world and are a welcome sight to any adventuring party. Vagabond guilds adopt bears, horses, migratory birds, racoons, elephants, and even minotaurs as their mascots that represent their journey, drive, and inability to get lost.

VAGABOND FEATURES

Merchant Level	Feature
3rd	Vagabond Magic, Nomadic Acuity, Those Who Wander
5th	Caravaneer
9th	Spry
15th	Everywhere at Once

NOMADIC ACUITY

3rd-level Vagabond feature

You gain proficiency in navigator's tools, all vehicles, and the Survival skill. Your proficiency bonus is doubled for any ability check you make that uses these proficiencies.

THOSE WHO WANDER

3rd-level Vagabond feature

You always know which direction is north and you can perfectly recall any path you have traveled. When you finish a long rest in an environment you can survive in without the use of magic, you become adapted to that environment's climate (as described in Chapter 5 of the *Dungeon Master's Guide*). You remain adapted to the climate until you use this trait again.

Additionally, when traveling at a normal or slow pace, your party gains the following benefits:

- You cannot be lost or surprised by nonmagical means.
- Non-magical difficult terrain does not affect you.

VAGABOND MAGIC

3rd-level Vagabond feature

You gain the following spells when you reach the level noted in the Merchant Level column. You always have them prepared and they don't count against the number of spells you can prepare each day. If a spell doesn't appear on the merchant spell list, the spell is nonetheless a merchant spell for you.

VAGABOND SPELLS

Merchant Level	Spells
3rd	<i>expeditious retreat, guiding bolt</i>
5th	<i>find steed, pass without trace</i>
9th	<i>haste, fly</i>
13th	<i>dimension door, freedom of movement</i>
17th	<i>far step</i> ^{XGE} , <i>teleportation circle</i>

CARAVANEER

5th-level Vagabond feature

Your walking speed increases by 10 feet. While riding a mount or controlling a vehicle, instead each of its speeds increase by 10 feet.

When you reach 9th level in this class, this bonus increases to 15 feet. When you reach 15th level in this class, this bonus increases to 20 feet.

SPRY

9th-level Vagabond feature

You gain proficiency in Dexterity saving throws.

EVERYWHERE AT ONCE

15th-level Vagabond feature

Spells granted by your Vagabond Spells feature do not require your concentration and the distance in which you can teleport through your merchant spells that grant teleportation is increased by 20 feet.

SPELL DESCRIPTIONS

The spells are listed in alphabetical order.

CREATE MANDRAKE

1st-level transmutation (ritual)

Casting Time: 1 Hour

Range: Touch

Components: V, S, M (a mandrake root and a squirrel's heart)

Duration: Instantaneous

Classes: Druid

While chanting a continuous orison to the powers of nature, you carve the mandrake root into a humanoid shape with an opening in the chest in which the squirrel's heart is placed. Upon completion, the mandrake root mutates and grows into a mandrake minion, using the stats below.

Once created, the creature is your loyal companion and obeys your commands. On each of your turns, you can use a bonus action to mentally command any mandrake minion you made with this spell if it is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures if any are present or follows you if no hostile creatures are present. Once given an order, the creature continues to follow it until its task is complete.

The mandrake minion can wield simple weapons and use objects, but it cannot wear armor. It has the mental capabilities of a Humanoid creature with its Intelligence score, allowing it to solve simple problems and perform tasks without detailed instructions from you.

The mandrake minion remains until it or you are killed. You may only have a number of Mandrake Minions equal to your spellcasting ability modifier under your control at one time. Creating a new mandrake minion once at your maximum causes the oldest Mandrake Minion under your control to die as the new one is created.

MANDRAKE MINION

Tiny plant

Armor Class 12 (natural armor)

Hit Points 9 (2d4 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances piercing

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses passive Perception 10

Languages understands the languages spoken by its creator but does not speak

Challenge 0 (10 XP)

Proficiency Bonus (PB) +2

Antimagic Susceptibility. The mandrake minion is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the mandrake minion must succeed on a Constitution saving throw against the caster's spell save DC or die.

ACTIONS

Rake. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 1 slashing damage.

CRUCIFEROUS COMETS

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: S, M (a cabbage or other cruciferous vegetable, studded with small meteorites)

Duration: Instantaneous

Classes: Druid

You choose a point within range and toss the vegetable into the air. The vegetable then splits into multiple copies of itself, which come crashing down with extreme force. All creatures within a 20 feet radius of the point must make a Dexterity saving throw, taking 2d6 bludgeoning damage on a fail or half as much damage on a success.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 and the radius increases by 5 feet for each slot level above 1st.

DOOHICKEY

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a tool or utensil from a set of artisan's tools)

Duration: 1 minute

Classes: Artificer, Merchant

The tool or utensil used as the material component in casting this becomes imbued with the innate magical power of value. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using the item, and you can make an attack with it using the Use an Object action rather than the Attack action.

The item's damage die is a d6 of a damage type appropriate for its form from either bludgeoning, piercing, or slashing.

EXCHANGE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S, M (a handful of coins)

Duration: Instantaneous

Classes: Merchant

After closing your hand around the coins, you immediately convert them to another form of currency you have seen before of equal value. If doing so to create coins of a lesser value (for example 1 gold piece to 10 silver pieces), the spell will create them, up to a maximum of 10 coins.



FIND VESSEL

3rd-level conjuration

Casting Time: 10 minutes

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Wizard

You summon a spirit that assumes the form of a waterborne vessel. Appearing in an unoccupied space within range, the spirit takes the form you choose: keel-boat or rowboat. The vessel has the statistics provided in the *Dungeon Master's Guide* for the chosen form. Additionally, the vessel is immune to nonmagical bludgeoning, piercing, and slashing damage.

You have advantage on ability checks you make to steer the vessel. While you are aboard the vessel, it responds to your verbal commands, allowing you to ignore the minimum crew number required to operate the vehicle. The vessel's speed, cargo weight limit, and hit points are all doubled. While you have the vessel summoned, you can cast this spell again to restore it to its maximum hit points.

The vessel disappears when it drops to 0 hit points or when you dismiss it as an action. When the vessel disappears, it leaves behind any creatures or objects it was carrying. You cannot have more than one vessel summoned by this spell at a time.

At Higher Levels. When you cast this spell with a spell slot of 5th level or higher, you can choose from two additional waterborne vessel shapes for the summoned spirit: longship or sailing ship. When you cast this spell using a spell slot of 7th level or higher, you can choose from another two additional waterborne vessel shapes for the summoned spirit: galley or warship.

FONDUE FOUNTAIN

1st-level conjuration

Casting Time: 1 Action

Range: 30 ft. line

Components: S, M (a wheel of cheese worth at least 15 gp, which the spell consumes)

Duration: Instantaneous

Classes: Artificer, Bard, Sorcerer, Wizard

You cause the cheese to spontaneously boil and spray in a line that is 20 ft. long and 5 ft. wide. Creatures in the area must make a Dexterity saving throw. Creatures that fail take 2d4 Fire damage and have their speed reduced by 10 ft. until the end of their next turn. Creatures that succeed take half as much damage and do not have their speed reduced. Additionally, the line's area and the area within 5 ft. of the line (excluding your space) are covered in sticky cheese, becoming difficult terrain that costs 3 ft. of movement for every foot moved for 1 minute., after which the cheese hardens.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 and the length of the line increases by 5 ft. for each slot level above 1st.

FOOL'S GOLD

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: M (1 gold coin)

Duration: Concentration, up to 24 hours

Classes: Bard, Merchant, Wizard

When you cast this spell, you enchant the coin you used as the material component for this spell. At any point before the duration of this spell elapses, you can summon the coin back to your hand. Doing so ends the spell.

FRUITS OF LABOR

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (an apple seed suspended in a small vial of blood, sweat, and tears)

Duration: Instantaneous

Classes: Druid, Ranger

You create 3 magical fruits with the appearance and flavor of any mundane fruit of your choice. A creature that eats one of these fruit cannot gain levels of exhaustion from nonmagical sources and gains a bonus to Strength and Constitution checks equal to your spellcasting ability modifier (minimum of 1) for 8 hours. These fruits crumble to dust after 24 hours if not eaten.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you create one additional fruit for each slot level above 4th.

GILDED TOUCH

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: S, M (ten metal coins that are at least 1 inch in circumference)

Duration: 1 minute

Classes: Artificer, Merchant

You cover an object no larger than a 5-foot-cube with a thin leaf of the metal of the coins used in the casting of this spell. The coins can cover enough area to coat the blade of a greatsword, a shield, 10 pieces of ammunition, or any object that fits in your hand. The metal confers an additional property.

Some typical metals and their effects follow. You might discover another metal during your adventures other than one described here. If you do so, the GM determines how the metal behaves.

Copper. Whenever the creature holding or wearing the object takes lightning damage, it takes an additional 1d10 lightning damage.

Cold Iron. When used to attack a fey creature, the roll required to score a critical hit is reduced by 1.

Silver. It becomes a silvered weapon (*Player's Handbook* p. 148).

Gold. It deals an additional 1d4 damage while affected by another spell.

Platinum. It doubles in weight and gains the heavy property.

Adamantine. It becomes adamantine armor, ammunition, or a weapon (see *Xanathar's Guide to Everything* p. 78).

When the spell ends, the coins magically reappear in your hand, unless they are destroyed.

Expending a Spell Slot. You can increase the duration of this spell by casting it using a spell slot. When you cast this spell using a spell slot of 1st level or higher, the duration increases by 1 hour for each slot level.

GOLD DUST

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: S, M (20 gold pieces)

Duration: 1 minute

Classes: Bard, Merchant, Wizard

You create a cloud of flying coins in a 10-foot radius sphere, centered on a point you choose within range. A creature that enters the spell's area for the first time on a turn or starts its turn there must succeed on a Dexterity saving throw or take 2d10 bludgeoning damage. A creature takes half damage on a success.

As a bonus action on your turn, you can move the cloud up to 20 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 per level of the spell slot expended.



HEDGE RISK

1st-level abjuration

Casting Time: 1 reaction, which you take when a creature takes damage

Range: 60 feet

Components: S, M (gold pieces)

Duration: Instantaneous

Classes: Merchant

You save health for wealth. When a creature that you can see within range takes damage, you may reduce the damage by expending gp at a rate of 1 point of damage for every gp spent, up to 10 gp. Any gp expended are magically destroyed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of gp you can spend increases by 10 gp per level of the spell slot expended.

IVALDI'S IMPERVIOUS ANVIL

4th-level evocation

Casting Time: 1 action

Range: 120 ft.

Components: V, M (A tiny silver anvil worth at least 50 gold pieces)

Duration: Concentration, 1 hour

Classes: Artificer, Merchant

Choose an unoccupied area on the ground within range that is 10 feet wide, 15 feet long, and 5 feet tall. A massive magical anvil that is translucent but tangible is summoned in the area. The anvil is magical object that is unbreakable and immovable, allowing for objects to be worked on it with titanic force, such as that needed to work adamantine. The anvil can only be dismissed by a dispel magic spell of 6th-level or higher, antimagic, the wish spell, or if you stop concentrating on the spell. Incorporeal creatures that end their turn in the anvil's space take double the damage they would normally take for doing so.

IVALDI'S RUSTPROOF COATING

2nd-level abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S, M (A drop of oil on a small rag or a 1 inch cube of lard, which the spell consumes)

Duration: 8 Hours

Classes: Artificer, Merchant

You wave a hand over a willing target, emitting a green mist that clings to all of the metallic armor, weapons, and other objects and equipment they are carrying or wearing, coating them in a faint green sheen. For the duration all of the effected objects are immune to attacks and effects that corrode metal, such as a rust monster's Antennae attack. This spell does not enhance the physical durability of the objects.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you may target one additional creature for each slot level above 2nd.

MAGE WARD

Abjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

Classes: Merchant, Sorcerer, Wizard

You create a protective ward around yourself that strikes out at those who attack you. The first time a creature hits you with an attack before the start of your next turn, it takes 1d10 force damage and the spell ends.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

MINERAL WEALTH

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a set of jeweler's tools)

Duration: Instantaneous

Classes: Merchant

You touch a pile of currency and convert it into a nonmagical gemstone or gemstones of equal value. You must have previously seen and touched an example of a type of gemstone in order to create gemstones of that type.

Alternatively, you may touch a pile of gemstones of the same kind and fuse them into one large gemstone of the same variety, with a GP value equal to that of the combined value of the gemstones used to make it.

MONEY SHOT

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (gold pieces used for the attack)

Duration: 1 minute

Classes: Merchant

You touch a gold piece and imbue it with magic for the duration or until you cast this spell again. When you cast the spell, you can make a ranged spell attack against a creature within 60 feet with the coin. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier.

As a bonus action on your turn, you can repeat the attack against any creature within range of the coin. Alternatively, you can snap your fingers to cause the coin to return to your hand.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional coin for each slot level above 1st.

MONEY TALKS

2nd-level illusion

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two coins with the likeness of any creature on them)

Duration: 8 Hours

Classes: Merchant

When you cast the spell, you name one other creature with which you share a language and hand them one of the coins. The image on the coin you give them takes on your appearance, while the image on the coin you keep takes on theirs.

On your respective turns for the duration, either of you can use the coin to communicate with the other, provided you are on the same plane of existence. A creature does not need to be holding their coin for the other to speak to them through it.

PILFER

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a melee weapon)

Duration: 1 minute

Classes: Merchant

Make a melee spell attack against a creature using the weapon used as the component for this spell. On a hit, the creature takes the damage of the weapon and, if the creature was hostile to you, the weapon drops gold pieces equal to the damage the target took in the nearest unoccupied space. The weapon cannot create any more gold pieces than the target creature has hit points. Once the weapon has created 20 gp, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the weapon can create an additional 20 gold pieces before the spell ends for each slot level above 1st.

POPPING CORN

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: S, M (a thin copper wire wrapped around an ear of corn)

Duration: Instantaneous

Classes: Druid

You imbue the ear of corn with magical energy and throw it to a point you can see within 60 ft., where it explodes upon impact. All creatures within 10 ft. of that point must make a Dexterity saving throw, taking 2d4 thunder damage on a fail or half as much damage on a success. Creatures that fail their save are also knocked prone.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

STREAK OF LUCK

4th-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a rabbit's foot)

Duration: 1 minute

Classes: Bard

You cause a twist of inexplicable luck, granting three creatures of your choice within range, including potentially yourself, 1 luck point as per the Lucky feat (*Player's Handbook* p. 167).

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you can target one additional creature with this spell for each slot level above 4th. When you use a spell slot of 5th level or higher, you grant each creature 1 additional luck point. When you use a spell slot of 7th level or higher, you grant each creature 2 additional luck points.

TAGMAY'S THERMAL CONTAINER

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a Large or smaller closable metal container, a jar of animal blubber, and a vial of mercury)

Duration: 10 days

Classes: Artificer, Merchant

This spell allows the interior of the container used in the casting of this spell to change temperature indicated by the amount of mercury in the vial. The container maintains its shape, weight, and containment capacity, and its exterior remains comfortable to touch and handle.

On your turn while the spell is active, you can use the Use an Object action on your turns to fill or remove mercury from the vial, which changes the temperature of the interior of the container as shown below:

Empty. The interior of the container becomes an environment of extreme cold, and any foodstuffs or other organic materials placed within the container are protected from natural decay or spoilage, freezing after 1 minute.

Half. The interior of the container remains a comfortable temperature, no matter the temperature outside the container.

Full. The interior of the container becomes an environment of extreme heat, and any foodstuffs or other organic materials within the container begin cooking, reaching your preferred edibility after 1 minute.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the container gains a walking speed in feet equal to 10 times the slot's level, and you can command it as a bonus action to take the Dash action immediately after your turn.

FEATS

MUGGER

Prerequisite: Dexterity 13 or higher

Your deft hands allow you to steal from and plant objects on a target whenever you attack. You gain the following benefits:

- Increase your Dexterity or Wisdom by 1, to a maximum of 20.
- You gain proficiency with the Sleight of Hand skill.
- Whenever you hit with a melee attack while you are within 5 feet of the target the attack, you can make a Dexterity (Sleight of Hand) check against the target's Passive Perception as a part of the attack to attempt to steal something from or plant something on the target. On a success, you steal an item from, or plant an object on the target. The object must be small enough to be carried in one hand and cannot be something the target is wearing or wielding. If the attack is a critical hit, you make the Sleight of Hand check with advantage.

NONPLAYER CHARACTERS

These statblocks can serve as a guide for creating nonplayer Merchant characters for use in your campaign.

MERCHANT

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5

Skills Insight +7, Persuasion +6

Senses passive Perception 11

Languages Common and one other language

Challenge 2 (450 XP)

Proficiency Bonus +2

Spellcasting. The swindler is a 2nd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following merchant spells prepared:

Cantrips (at will): *exchange, guidance*

1st level (3 slots): *detect magic, identify, illusory script*

Bang for Your Buck. The swindler uses its Charisma modifier for attack, damage, and healing rolls it makes with items using the Use an Object action. If its merchant spell save DC is higher than the DC of these items, it uses its spell save DC instead.

Portable Storefront (100 gp). The swindler has a magical container that contains the following items. Items in the storefront can be restocked as a part of a short or long rest by placing gold pieces back into the container:

Equipment: Abacus (1), bedroll (3), chalk (10 pieces), crowbar (1), hematite (1), hempen rope (3), traveler's clothes (3)

Tools: Any one tool

Magic Items: *potion of healing*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Exchange Spell Slot. The swindler gives one of its spell slots to another creature it can touch. The spell slot becomes a spell slot of the creature's class and maintains its spell slot level, but it cannot give a spell slot to a creature that would then have more than four slots of that spell slot's level.