

Category: Adventure Gear
Commodity: \_\_\_\_
Quantity: \_\_\_\_
Base Value: \_\_\_\_
Appraise DC: \_\_\_\_



Category: Alchemical
Commodity: \_\_\_\_
Quantity: \_\_\_\_
Base Value: \_\_\_\_
Appraise DC: \_\_\_\_



Category: Adventure Gear
Commodity: \_\_\_\_
Quantity: \_\_\_
Base Value: \_\_\_\_
Appraise DC: \_\_\_\_



Category: Alchemical
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Category: Alchemical
Commodity: \_\_\_\_
Quantity: \_\_\_\_
Base Value: \_\_\_\_
Appraise DC: \_\_\_\_\_



Category: Luxury
Commodity: \_\_\_\_
Quantity: \_\_\_
Base Value: \_\_\_
Appraise DC: \_\_\_\_



Category: Musical Instrument
Commodity: \_\_\_\_
Quantity: \_\_\_\_
Base Value: \_\_\_\_
Appraise DC: \_\_\_\_



Category: Luxury
Commodity: \_\_\_\_
Quantity: \_\_\_\_
Base Value: \_\_\_\_
Appraise DC: \_\_\_\_



Category: Musical Instrument
Commodity: \_\_\_\_
Quantity: \_\_\_\_
Base Value: \_\_\_\_
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Category: Luxury
Commodity: \_\_\_\_
Quantity: \_\_\_\_
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Category: Musical Instrument
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Category: Luxury
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Category: Musical Instrument
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Category: Luxury
Commodity: \_\_\_\_
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Appraise DC: \_\_\_\_



Category: Musical Instrument
Commodity: \_\_\_\_
Quantity: \_\_\_\_
Base Value: \_\_\_\_
Appraise DC: \_\_\_\_\_



Category: Tack
Commodity: \_\_\_\_
Quantity: \_\_\_\_
Base Value: \_\_\_\_
Appraise DC: \_\_\_\_



Category: Adventure Gear
Commodity: \_\_\_\_
Quantity: \_\_\_\_
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Category: Tack
Commodity: \_\_\_\_
Quantity: \_\_\_\_
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Category: Alchemical
Commodity: \_\_\_\_
Quantity: \_\_\_\_
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Category: Tack
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Category: Luxury
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Category: Tack
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Category: Musical Instrument
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Category: Tack
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