

The Lords of Hack Present

# **BADLANDS CAMPAIGN GEAR BOOK**

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Final Draft

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# CHAPTER ONE: WEALTH

## A. Units of Value and Coinage

**Copper Pence:** (cp) the most commonly used coin is the copper pence. It has a weight of 1/100 of a pound and is the coin used for everyday consumer purchases.

**Silver Pence** (sp): has a weight of 1/100 of a pound and is the coin most commonly used for major household purchases. It is worth 10 cp, and 20 sp make up a gold piece.

**Gold Piece** (gp): based on the old imperial Solidus gold coin, it is 1/100 of a pound in weight and is set as the standard price set for 2 bushels of grain (1 month's basic ration)

**Silver Pound:** a standard ingot weighing 1 pound, and worth 5 gp.

**Gold Pound:** one pound of gold is the standard means of measuring large expenditures from the treasury. It is worth 100 gp

### Exchange:

Coin	CP	SP	GP	Pound of Silver	Pound of Gold
CP	1	1/10	1/200	1/1000	1/20,000
SP	10	1	1/20	1/100	1/2000
GP	200	20	1	1/5	1/100
Pound of Silver	1000	100	5	1	1/20
Pound of Gold	20,000	2000	100	20	1

On treasure tables, convert platinum pieces to Silver Pound ingots and convert Electrum pieces into ½ the amount of gold

## B. Farms:

The single greatest store of value is in farmland. For game purposes, farms are categorized into several standard sizes. The farm produces a certain income in gold pieces, and has a sale price in gp too.

Farm	Total Acres	Plowed Acres	Workers	Income	Price
Plot	10	5	1	100gp	1000gp-R
Farm	25	12	2	200gp	2000gp-R
Stead	120	40	10	1000gp	10,000gp-R
Hold	640	300	50	5000gp	50,000gp-R
Estate	3200	1500	250	25,000gp	250,000gp-R

A stead is 1 “Hide” considered the proper portion for an independent free-holder family.  
A hold is 1 square mile, or 5 hides, enough for a minor aristocrat, full-time warrior  
An estate is 5 square miles, minimum for a proper nobleman

### Workers, Yield and Upkeep

Each farm has a minimum number of workers. This is the number of workers needed to plow and harvest the plowed acres on the land, and produce the income in gold pieces. This is the total income for the farm. If there is rent or taxes, these must be deducted from the income.

The workers on the farm can be men or women, but must either be hired laborers or slaves. Hired laborers require 36gp per year in maintenance. Slaves require 6gp per year in maintenance (at absolute minimum, but there are likely to be great losses from disease). In either case, upkeep must be paid for each worker out of the yield in gold pieces each year, before the owner can spend any excess. The farm owner collects  $\frac{1}{4}$  of the yield income on June 1<sup>st</sup>, a second quarter on August 1<sup>st</sup>, and the remaining half on November 1<sup>st</sup> each year. It is best to pay the upkeep for the entire year for farm workers on November 1<sup>st</sup>, but the owner may pay month to month if it is more practical.

### Rent and Taxes

If a farm is rented, rather than worked directly, the owner typically gets 1/4 of the year’s yield, paid in November. Taxes are handled more abstractly. The overlord of the area will get 7sp (fighters) or 9sp (clerics) per person per month, mostly collected through tariffs and dues indirectly.

## C. Buying and Selling

**List price:** each item has a price listed in silver, copper or gold pieces. This is the retail price an adventurer can expect to pay in a town market or shop.

**List price with an “R”:** if the price has an “R” after it, it is either rare, restricted, or requires special arrangements. A player must get specific permission from the DM in order to buy the item and cannot just assume it is immediately available.

**Loot price:** items that have been captured as loot or plunder from raids or dungeon adventures can be sold at the town market for 1/3 of their list price. A player can attempt to make a harder bargain. Roll 1d20, add the character's Charisma reaction bonus. If the total is 14 or greater, the character gets 50% of list price. If the total is 4 or less, he walks away with only 15%, shaking his head wondering how it happened.

**Selling at Auction:** players can put up lots of goods for wholesale auction. Find the total list price of each lot and roll 1d6 times 10% for the final value gotten at auction.

**Fence price:** goods that are stolen, illegal, or otherwise too hot to handle can be sold for 10% of their list price, assuming a fence can be found. A thief character can always find a fence in his home town. Thieves can find a fence in a new town 25% chance per week. Non-thieves have a 5% chance per week of finding a fence.

**Pawning Goods:** at a pawn-broker a character can deposit an item and get a loan equal to 25% of the list price. If he pays the pawnbroker back 10% of the amount loaned within 6 months, he returns the pawned item. If he fails to pay the money back, the broker puts the item up for sale (typically for 50% of list). If you buy an item from a pawn-broker there is a 1 in 8 chance that it will turn out to be defective.

**Buying at Auction:** sometimes rare goods are sold at auction (gems, jewelry, excellent wine etc). If a PC is interested, roll 1d6 for the number of interested bidders. For each bidder roll 3d6 x10% to get his maximum bid as a percentage of the list price, however, each "6" rolled results in another d6 added to the total (subsequent "6"s result in additional d6's). Run the auction out with the various bidders dropping out when their maximum is reached.

## D. Common Jewelry Items

For each item listed, the price is the minimum gold piece price for purchasing the item in question from a retail shop. Jewelry taken as loot might have widely different prices.

Item	Copper	Silver	Silver and Gold	Gold	Silver and gems	Gold and Gems
Amulet	30gp	300gp	450gp	750gp	1500gp	3000gp
Arm-Ring	80gp	800gp	950gp	1250gp	2500gp	5000gp
Bracelet	60gp	600gp	750gp	1050gp	2100gp	4200gp
Brooch	40gp	400gp	550gp	850gp	1700gp	3400gp
Crown	100gp	1000gp	1150gp	1450gp	2900gp	5800gp
Earring	10gp	100gp	250gp	550gp	1100gp	2200gp
Locket	50gp	500gp	650gp	950gp	1900gp	3800gp
Necklace	70gp	700gp	850gp	1150gp	2300gp	4600gp
Ring	20gp	200gp	350gp	650gp	1300gp	2600gp
Tiara	90gp	900gp	1050gp	1350gp	2700gp	5400gp

# CHAPTER TWO: ARMS AND ARMOR

## A. ARMOR

Armor	AC	Movement	Type	Price	Availability
Padded	8	9"	C	5gp	Villager
Skins	8	9"	C	5gp	Tribesman
Leather	8	12"	C	10gp	Villager
Studded Leather	7	9"	C	15gp	Blacksmith
Heavy Hides	7	6"	C	10gp	Tribesman
Ring mail	6	6"	M	40gp	Blacksmith
Scale Mail	6	9"	M	50gp	Armorer
Chain Mail	5	9"	M	75gp	Armorer
Lamellar	5	9"	P	80gp-R	Foreign
Elf Mail	5	12"	M	500gp-R	Elf smith
Dwarf Mail	4	9"	M	300gp-R	Dwarf smith
Heavy Mail	4	6"	M	250gp-R	Master
Bronze Breastplate	6	9"	P	125gp-R	Found
Old One Armor	5	9"	P	200gp-R	Old Ones
Iron Breastplate	5	9"	P	150gp-R	Found/Foreign
Shield, wooden	-1	--	S	1gp	Villager
Shield, normal	-1	--	S	10gp	Armorer
Shield, large	-2	-1"	S	15gp	Armorer

**AC:** the base AC the armor grants, for shields, the number of AC points it improves the AC

**Movement:** base movement when wearing this armor. A large shield subtracts 1. Magic armor increases base move by 1 inch per plus.

**Type:** basic armor Type (C=cloth, M=Mail, P=plate, S=Shield)

**Price:** the standard market price for 1 complete new suit

**Availability:** the type of person who can make the armor

### ARMOR DESCRIPTIONS:

**Padded:** think coat and cap of quilted wool and linen over linen suit and light boots

**Skins:** crudely stitched animal skins or berserker-style wolf or bearskin

**Leather:** boiled leather breastplate, cap and boots over soft leather suit

**Studded Leather:** soft leather suit with boots and jacket covered in close metal studs and helmet

**Heavy Hides:** thick layers of crude, but thick, animal or monster hides

**Ring Mail:** soft leather suit with coat sewn over with metal rings; boots and helmet included

**Scale Mail:** padded linen/wool suit, boots, light helmet, shirt of overlapping metal scales

**Chain Mail:** padded linen/wool suit, boots, helmet, shirt of interlocking metal chain

**Lamellar:** padded linen suit, boots, helmet, shirt of small metal plates wired to one another

**Elf Mail:** as chain mail, but links are of a stronger and lighter elven alloy.

**Dwarf Mail:** as chain mail, but links are of a stronger dwarven alloy.

**Heavy Mail:** as chain mail but longer coat of mail with coif for neck, heavier helmet, thicker links

**Bronze Breastplate:** linen tunic, sandals, heavy bronze breastplate, greaves and helm

**Old One Armor:** padded suit, boots, advanced bronze breastplate, greaves and helm

**Iron Breastplate:** linen tunic, marching boots, heavy iron breastplate, greaves and helm

**Shield, Wooden:** cheap shield made entirely of wood (useable by druids)

**Shield, Normal:** shield of wood with leather cover and iron rim

**Large Shield:** larger shield of wood with leather cover and iron rim.

## B. Weapon Tables:

### 1. Daggers and Swords

**Critical Effect:** On a critical hit, all these weapons do double damage and allow the attacker to make a bonus attack roll against any adjacent target.

Weapon	Hands	Damage	Price	Notes
Knife	1	1d3	1gp	Throw
Dagger	1	1d4	2gp	throw
Stiletto	1	1d3	3gp	+1C,M,P
Saxe knife	1	1d4+1	5gp	
Short Sword	1	1d6	8gp	
Broad Sword	1	2d4	10gp	
Long Sword	1	1d8	15gp	+1 C
Bastard Sword	1	1d8	25gp	
Bastard Sword	2	1d10	25gp	
Two-Handed Sword	2	1d10	30gp	+2 M
Scimitar	1	1d8	15gp	

All weapons on the sword/dagger list come with a scabbard or sheath  
A bastard sword can be used with either 1 or 2 hands with different stats

### 2. Axes and Picks

**Critical Effect:** on a critical hit, all weapons on this list will do double damage and split and enemy's shield, if the enemy has no shield it will knock the enemy prone.

Weapon	Hands	Damage	Price	Notes
Hand Axe	1	1d6	1gp	throw
Battle Axe	1	1d8	5gp	
Battle Axe	2	2d4	5gp	+1 M
Poleax or Great Axe	2	1d10	8gp	+2 M
Horseman's Pick	1	1d4+1	5gp	+1 P
Footman's Pick	2	1d6+1	8gp	+2 P
Miner's Pick	2	1d6	5gp	+1 P

A battle axe can be used with 1 or 2 hands, with different stats  
All weapons on this list can be used to hook an enemy's shield from his hands, to hit AC5.

### 3. Bludgeons

**Critical Effect:** On a critical hit, all weapons do double damage and stun an enemy for 1 round

Weapon	Hands	Damage	Price	Notes
Fist	1	1	0	All prof.
Kick	0	2	0	-1 to hit; all prof
Cestus	1	1d3	1gp	
Club	1	1d4	0	throw
Heavy Club	2	1d6	0	
Horseman's Mace	1	1d6	4gp	+1 P
Footman's Mace	1	1d6+1	8gp	+1 P
Horseman's Flail	1	1d4+1	3gp	+1 S, +1 C
Footman's Flail	2	1d6+1	8gp	+1 S, +1 M
Staff	2	1d6	0	
War hammer	1	1d4+1	1gp	+1 M, throw
Morning Star	2	2d4	5gp	+1 C, +1 M
Maul/Sledge	2	2d4	5gp	+1 P

All prof: all characters are proficient with fist attacks and kicks

-1 to hit: all characters, except monks, suffer an additional -1 to hit when kicking

### 4. Spears, Lances and Pole-arms

**Critical Effect:** On a critical hit, all weapons on this list do triple damage

Weapon	Hands	Damage	Price	Notes
Spear	1	1d6	1gp	Throw
Spear	2	1d6+1	1gp	Throw
Long Spear/Partisan	2	1d8	2gp	Reach 1 inch
Pike	2	1d8	3gp	Reach 2 inches
Light Lance	1	1d6	4gp	Charge x2, dismount
Medium Lance	1	1d6+1	5gp	Charge x2, dismount
Heavy Lance	1	2d4+1	6gp	Charge x2, Reach 1, dismount
Bill	2	2d4	5gp	
Pitchfork	2	1d6	1gp	
Trident	1	1d6+1	4gp	Disarm
Fork	2	1d8	4gp	Dismount
Halberd	2	1d10	9gp	Dismount, +2M, +1P

A spear can be used with either 1 or 2 hands with different stats

All weapons on the spear list can be set to receive charge for double damage

Treat lances as spears on foot. Treat Heavy lance as long spear on foot.

Disarm: can disarm an enemy instead of doing damage (hit AC5)

Throw: the weapon can be thrown (see ranged weapons)

Reach: the weapon can attack targets 1 or 2 inches away from attacker

Dismount: can knock an enemy off his horse, instead of doing damage, on a regular hit roll

Charge x2: this weapon does double damage from a charging horse.



## 5. Unusual Melee Weapons

**Critical Effect:** On a critical hit, all weapons on this do double damage

Weapon	Hands	Damage	Price	Notes
Blackjack	1	1d3	1gp	Knock Out
Bullwhip	1	1d2	4gp	Disarm
Caltrop	--	1d4	1gp	Slow
Scourge	1	1d6	5gp	Morale
Scythe	2	2d4	5gp	
Sickle	1	1d4	3gp	

Disarm: weapon can be used to disarm enemy (to hit AC 5) instead of doing damage

Knock Out: if hit by surprise on back of head, save vs. poison or get knocked out (only works on size M or S humanoids in leather armor or less).

Morale: if hit scored against a person or animal in leather armor or less, must make a morale check or flee.

Slow: if a 10x10 area is spread with caltrops, there is a 1 in 20 chance per caltrop that anyone moving through the area is hit by one, unless they slow their speed down to 3" or less.

## 6. Ranged Weapons

**Critical Effect:** On a critical hit, all weapons on this list cause triple damage

Weapon	Hands	Damage	Price	Range	ROF	Notes
Axe	1	1d6	1gp	2/4/6	1	
Bow, composite long	2	1d8	100gp	12/24/42	2	
Bow, Composite Short	2	1d6	75gp	10/20/36	2	
Bow, long	2	1d8	60gp	14/28/42	2	
Bow, short	2	1d6	15gp	10/20/30	2	
Club	1	1d4	0	2/4/6	1	
Crossbow, heavy	2	1d10	20gp	16/32/48	1/2	
Crossbow, light	2	1d6	12gp	12/24/36	1	
Dagger	1	1d4	2gp	2/4/6	2	
Dart	1	1d3	5sp	4/8/12	3	
Hammer	1	1d4+1	1gp	2/4/6	1	+1 M
Lasso	2	1	5sp	2/4/6	1	Pin, disarm
Knife	1	1d3	1gp	2/4/6	2	
Javelin	1	1d6	10sp	4/8/12	1	
Sling, (bullet)	1	1d4+1	5sp	10/20/40	1	
( sling stone)	1	1d4	0	8/16/32	1	
Spear	1	1d6	1gp	2/4/6	1	
Stone, thrown, small	1	1d2	0	4/8/12	1	Halflings prof.
Stone, thrown, larger	2	1d4	0	2/4/6	1	

Pin, Disarm: a lasso can be used to make a Pin or Disarm attack (see combat)

Halflings Prof.: all Halflings get a free weapon proficiency in thrown small stone

## 7. Ammunition and Containers

Item	Cost	Notes
12 arrows	1 gp	
10 crossbow bolts	1gp	
20 sling bullets	10sp	
1 silver arrow or bolt	1gp	
Small Quiver	8sp	Holds 12 arrows
Large Quiver	12sp	Holds 24 arrows
Small Bolt quiver	15sp	Holds 20 crossbow bolts
Large Bolt quiver	1gp	Holds 40 crossbow bolts
Sling Pouch	15sp	Holds sling and 20 bullets or stones
Dart Quiver	2gp	Holds 12 darts
Javelin Quiver	2gp	Holds 6 javelins
Dart Clip	5sp	Allows 3 darts to be clipped inside a shield
Bandolier	1gp	Holds 5 daggers, knives or vials/flasks
Spare Bow string	1sp	
Scabbard, normal	1gp	Spare or replacement
Scabbard, noble quality	15gp	Looks really good

## 8. Area of Effect Weapons:

Type	Cost	Range	Damage	Splash
Acid	15gp-R	2/4/6	2d4	1
Holy Water	25gp-R	2/4/6	1d6+1	2
Unholy Water	25gp-R	2/4/6	1d6+1	2
Flaming Oil	1gp	2/4/6	2d6+1d6	1d3

**Damage:** is the damage scored by a direct hit. For Flaming oil it is 2d6 the first round and 1d6 the second round.

**Splash:** all units adjacent to the target must save vs. poison or take the indicated amount of splash damage.

**Holy Water:** affects all undead, and demons, devils and other chaotic planar creatures.

**Unholy Water:** affects paladins and lawful planar creatures.

## 9. Siege Engines (see p108 DMG for targeting and siege damage)

Engine	Price	Range	Damage	ROF	Crew
Ballista	75gp-R	1"--64"	2d6	1/4—1/2	2-4
Catapult, Heavy	200gp-R	36—72	2d12	1/4	6-10
Catapult, light	150gp-R	30—60	2d10	1/4	4-6
Ram/Sow	500gp-R	1/4"	8+1d8	1/2	10-20
Trebuchet	500gp-R	48-96"	3d10	1/4	8-12

## 10. Silver Weapons

While silver arrows and crossbow bolts are reasonably commonly available, other silver weapons can be commissioned as well. Any weapon on the bludgeon table can be made with a thick silver plating for 10 times the list price and will function normally,

except it will be able to hit creatures only hit by silver weapons. Weapons on the axe, spear and sword tables can be made with enough silver content to be able to strike creatures only hit by silver weapons, but this will cost 15 times the list price and the weapon in question will be -1 to hit and damage due to the inferior strength of the silver in the cutting blade.

# CHAPTER THREE: RELIGIOUS AND MAGICAL EQUIPMENT

## A. Scholarly and Religious Trappings

Item	Cost	Weight	Notes
Beads, prayer	1gp	1	Required to pray for level 3+ spells
Bell, hand	10gp	2	
Bell, large	750gp	500	Church bell
Blank Book	440gp	2	100 sheets (parchment)
Blank Book	220gp	2	100 sheets (papyrus)
Book, Sacred	1000gp	2	
Book, Secular	700gp	2	
Book Box, metal	100gp	10	-1 move, protects 1 book
Candle, Evil	2sp	¼	2" radius, 6 hour duration
Censer, Brass	5gp	2	For incense burning
Chalk	1cp	1	10 pieces
Hat, Impressive	10gp	1	Bishop's miter or Merlin hat
Holy Symbol, iron	2gp	1	To cast level 1 or 2 cleric spells
Holy Symbol, silver	50gp	1	To cast level level 1-7 cleric spells
Holy Symbol, wooden	7sp	1	To cast level 1 cleric spells
Holy Water	25gp-R	1	1 crystal vial of holy water
Incense	1gp	1/10	Per stick
Ink	1sp	1/10	
Ink Pen	5sp	1/10	
Mistletoe	1gp	1/10	To cast Druid spells for 1 month
Parchment	4gp	0	1 page
Papyrus	2gp	0	1 page
Vellum	8gp	0	1 page
Robes, Official	8gp	1	
Scroll Case, bone	5gp	1	Holds 1 scroll or map
Scroll Case, leather	15sp	1	Holds 1 scroll or map
Signet Ring, brass	25gp	1/10	With unique seal for impressions
Signet Ring, silver	200gp	1/10	With unique seal for impressions
Slate	5sp	1	Hand held
Wax tablet & stylus	10sp	1	Re-useable note pad
Wax, sealing`	1sp	¼	For sealing envelopes, documents

## B. Holy Water Creation Receptacles (see DMG page 115)

Metal	Capacity	Basin Cost	Font Cost
Copper	6 vials	150gp-R	200gp-R
Silver	10 vials	2200gp-R	500gp-R
Electrum	18 vials	10,000gp-R	1000gp-R
Gold	32 vials	20,000gp-R	1500gp-R
Platinum	50 vials	150,000gp-R	2000gp-R

### C. Magical Equipment

Item	Cost	Notes
Purest Vellum	50gp-R	For scroll of 1 spell
Sacred Beech Stick	25gp-R	For Gothi rune wand of 1 spell
Magic Ink	100gp/spell level-R	For M-U or Illusionist scrolls
Blessed Ink	100gp/spell level-R	For Cleric Scrolls
Sacred Ink	100gp/spell level-R	For Druid Scrolls
Sacred Dye	100gp/spell level-R	For Gothi Rune-Wands
Silver Knife	25gp	For carving Gothi Rune-Wands
Alchemy Laboratory	750gp-R	For making potions
Enchanter's Furnace	2500gp-R	For making magic items
Blank Spell Book	1000gp-R	200 pages: 1 level of spells
Travelling Spell Book	500gp-R	100 pages: (each spell 1+level pages)
Component Bag	10gp-R (lasts 1 month)	For all mundane components (those without gp cost or difficult conditions)
Research Library and Laboratory	2000gp-R x highest spell level that can be researched there	Needed for spell or item research; includes texts and equipment, but not building

### D. Funeral Trappings

Item	Cost	Notes
Wood for Pyre	1gp	
Wood for Big Pyre	10gp	
Professional Mourner	1gp	
Simple Grave	5sp	1 day's work for a grave digger
Timber Chamber	200gp	
Stone Chamber	500gp	
Burial Mound/barrow	300gp	
Simple Tombstone	50gp	Polished, inscribed
Large Inscribed Stone	200gp	1 ton, inscribed
Cairn of Stones	10gp	Large, rough pile

## E. Herbs, Medicines and Bandages

Herb	Cost	Use
Belladonna	4sp	25% chance to avert lycanthropy, within 1 hour of bites (see MM)
Black Lotus	100gp-R	Save vs. poison: success means regain one cast spell after a trance of 10-40 minutes, failure equals deep trance for 2d6 hours, natural 1 on the save means trance lasts 2d6 days.
Chaulmoogra oil	1gp	50% chance to wash off green slime (1 pint flask)
Cigar	1sp	10% chance to drive ladies from the room
Comfrey Root	1gp	25% chance to cure 1 hp of damage. Increases natural heal rate by 1/3 of a point per day (must have a dose every day)
Felwort	8sp	25% chance of second save vs. paralysis
Garlic	5cp	Holds off vampires (see Monster Manual)
Goat's Rue	1sp	25% chance to cure rot grubs
Herbal Bandage	25gp	Roll wisdom or less on d20, will cure 1d6 hit points of battle damage (1 use per battle, takes 1 turn to apply, 1 turn to take effect)
Pipeweed	5cp	10% chance to drive ladies from the room (pipe required)
Standard Bandage	1gp	Roll wisdom or less on d20, will cure 1d2 hit points of battle damage (1 use per battle, takes 1 turn to apply, 1 turn to take effect)
Tamarind	5sp	25% chance to avert mummy rot, within 1 hour of hit.
Tea Leaves	2gp	25% chance of allowing second saving throw vs. poison
Vermifuge	5gp	Kills bookworms in a single book or scroll
White bryony	10sp	25% chance to allow a second saving throw vs. yellow mold spores. A handkerchief treated with it, held over mouth and nose, gives a +4 on saving throws vs. yellow mold spores.
White lotus	50gp-R	Allows a re-roll of saving throw against poisons
Wolfsbane	10sp	Causes werewolves to make morale check; Helps treat lycanthropy (see DMG)

Cost is for 1 use or treatment of the remedy. Only one attempt can be made for each remedy.  
A small sack will hold 20 individual doses of herbs or other remedies

# CHAPTER FOUR: GENERAL HARDWARE

## A. CONTAINERS

### Liquid Containers

Type	Cost	Capacity	Empty Weight	Loaded Weight
Pint Flask, Clay	5cp	1 pint	1 pound	2 pounds
Pint Flask, Metal	2gp	1 pint	1 pound	2 pounds
Crystal Vial	4gp	1 pint	1 pound	2 pounds
Quart Skin or Bottle	10sp	1 quart	1 pound	3 pounds
2-quart wine skin	15sp	2 quarts	1 pound	5 pounds
Gallon Jug	10sp	1 gallon	2 pounds	10 pounds
Cask	4gp	10 gallons	35 pounds	115 pounds
Barrel	6gp	50 gallons	150 pounds	550 pounds
Mount Water Bag	2gp	2 gallons	2 pounds	18 pounds
Amphora	5cp	12.5 gallons	20 pounds	70 pounds
Double Amphora	1sp	25 gallons	30 pounds	130 pounds

### Bags and Packs

Type	Cost	Capacity	Empty Weight (move penalty)
Bushel Basket	1cp	1 bushel	1 pound
Belt Pouch	1gp	3 pounds	--
Small Sack	10cp	10 pounds	½ (-1 move for 3 full sacks)
Big Sack	16cp	15 pounds	1 (-1 move for 2 full sacks)
Back Pack	2gp	50 pounds	2 (-1 move, if str 8 or less)
Porter's Pack	3gp	85 pounds	3 (-2 move)
Saddlebag	3gp	30 pounds	4
Pack Saddle	4gp	200 pounds	5

### Boxes, Chests and Trunks

Type	Cost	Capacity	Weight (empty)
Spice Box	4sp	1 pound	1 pound
Wooden Crate	8sp	50 pounds	10 pounds
Clay Urn	2cp	10 pounds	5 pounds
Amphora	5cp	50 pounds	20 pounds
Double Amphora	1sp	100 pounds	30 pounds
Wooden Chest	17sp	100 pounds	30 pounds
Iron Trunk	28gp	150 pounds	50 pounds
Strong Box	35gp	30 pounds	10 pounds
Stone Coffin	50gp	75 pounds	100 pounds
Large Stone Trunk	100gp	500 pounds	1000 pounds
Iron Strong Chest	50gp	500 pounds	200 pounds

## B. Clothing and Personal Effects

Item	Cost	Notes
Tunic	5sp	
Shirt	6sp	
Trousers	10sp	Cost double for non-humans
Skirt/Kilt	5sp	
Robe	6sp	
Dress	1gp	
Silk Harem pants	2gp	
Breastplates, copper	2gp	For Harem girls and dancers
Cloak	5sp	
Jacket	1gp	
Coat	4gp	
Baldric	3gp	Holds sword and dagger scabbard, and belt pouch
Belt	3sp	Holds 1 weapon or pouch
Girdle, normal	10sp	Holds 2 weapons or pouches
Girdle, broad	2gp	Holds 3 weapons or pouches
Apron, Leather	1gp	Protects against stains and sparks
Sandals	3cp	
Shoes	8sp	
Clogs	1cp	
City boots	8sp	Low, soft
Riding Boots	1gp	High, soft
Work Boots	1gp	Low, hard
Marching Boots	2gp	High, hard
Loin Cloth	1cp	
Underbritches	1sp	
Underbritches, silky	1gp	
Mask	1sp	Leather or cloth
Hat/Bonnet	7sp	
Hood/cap	1sp	
Gloves	1gp	
Leather Gloves	2gp	
Merchant Quality	X5	Gives +1 CHA in urban social situations
Noble Quality	X15	Gives +2 CHA in urban social situations



### Personal Effects

Item	Cost	Weight	Notes
Bedroll	1gp	4	
Blanket	10sp	4	
Hourglass	25gp	1	
Cosmetics	15gp	1/10	
Handkerchief	1sp	0	cotton
Handkerchief	1gp	0	silk
Mirror	20gp	1	Small, silver
Needle & Thread	1sp	0	
Perfume	1gp	1 ounce	
Razor	2gp	¼	
Scissors	10sp	¼	
Wax, mustache	3sp	¼	
Soap	1cp	1	
Whistle	1gp	0	

### MUSICAL INSTRUMENTS

Type	Cost	Weight	Notes
Bagpipes	60gp	20	-1 enemy morale checks
Chime	2gp	3	
Cithara	150gp	8	Stringed, +5% to bard charm
Drum	4gp	8	Increase charges by 2 inches
Flute	15gp	2	Bards can charm animals
Gong	5gp	10	
Harp, Great	75gp	50	Stringed, +5% to bard charms
Harp, Hand	25gp	15	stringed
Horn	6gp	4	+1 on morale checks (10 inches)
Hurdy-Gurdy	15gp	5	stringed
Lute	25gp	1	stringed
Lyre	100gp	15	Stringed, +5% to bard charms
Mandolin	28gp	10	stringed
Pan Flute	5gp	1	Bards can charm animals
Trumpet	20gp	4	+1 on morale checks (20 inches)

**Utensils**

Type	Cost	Weight	Notes
Spoon, fork	1cp	1/10	Wood
Spook, fork	1sp	1/10	Iron
Spurtle	1cp	1/10	+1 to make oatmeal
Beaker	1gp	¼	glass
Kettle	1gp	1	Copper
Mortar and pestle	1gp	2	Ceramic
Glass tube	1gp	1/20	
Spatula	1sp	1/10	Iron
Tweezers	1sp	0	Iron
Ladle	1sp	1/10	Iron
Tongs	10sp	1	
Funnel	5sp	1	
Bowl	5cp	1	Pottery
Pipe, clay	5cp	1/6	For pipeweed
Pipe, corncob	1cp	1/6	For pipeweed
Pipe, wooden	1sp	1/6	For pipeweed

## C. Adventuring Tools

Item	Cost	Weight	Notes
Banner or Flag	2gp	5	Increases range of rally attempts
Chain (per foot)	1gp	2	
Chain, hv (per foot)	2gp	4	
Climbing gear	10gp	5	+10% to climb natural cliffs
Crowbar	10sp	2	Required to open iron/stone boxes
Fish hook	1cp	0	
Fishing Net	4cp	5	Per 10sq feet
Flint and Steel	1gp	1	
Grappling Hook	5gp	2	
Ladder, 10'	1gp	20	
Ladder, 20'	5gp	50	
Mallet	1gp	1	
Manacles	1gp	2	
Pavilion	100gp	20	Sleeps 6, incl rope/pegs
Pennant	5sp	1	Attach to spear, lance or pole
Poker, fireplace	1sp	2	Good for poking
Pole, 10'	3cp	12	
Rod, steel 5'	3gp	5	
Rope, Hemp 50'	4sp	15	-1 move per 50' carried
Rope, Silk 50'	50gp	5	
Shackles	2gp	5	Reduces movement to 4" maximum
Shackles with ball	3gp	10	Reduces movement to 2" maximum
Shovel	10sp	5	
Slave Collar	1gp	2	
Spike, Iron	1cp	½	
Stake, Wooden x10	1cp	1	
String, 100' spool	1cp	0	
Tar/Pitch	1cp	8	1 gallon (no container)
Tent	5gp	10	Sleeps 2, inc. rope/pegs
Thieves' Tools	30gp	1	Required to pick locks, disarm traps
Whetstone	1sp	1	
Wire, 100'spool	3gp	1	

### Light Sources

Item	Cost	Weight	Radius	Duration
Candle, tallow*	1cp	1/10	10'	4 hours
Candle, wax*	1sp	1/10	20'	4 hours
Lamp (oil)*	5gp	2	30'	4 hours
Lantern (hooded)	7gp	3	30'	4 hours
Lantern (bullseye)	12gp	3	80'	4 hours
Oil flask (for lanterns/lamp)	1gp	1	--	--
Torch	1cp	1	40'	1 hour

\*candles and oil lamps must be kept stationary or they will spill or blow out.

## D. GENERAL TOOLS AND FURNISHINGS

### CAGES AND TRAPS

Item	Cost	Weight	Notes
Cage, small animal	6gp	3	
Cage, halfling/dog	20gp	100	
Cage, man	25gp	250	
Cage, tiger/ape	50gp	500	
Trap, mouse	1cp	1/2	
Trap, leg, fox/weasel	5sp	3	1d6 damage and catch leg
Trap, leg, dog/coyote	1gp	15	2d6 damage and catch leg
Trap, leg, bear	5gp	30	4d8 damage and catch leg

### OTHER TOOLS

Item	Cost	Weight	Notes
Anvil	10gp	100	
Block and Tackle	5gp	5	
Branding Iron	5cp	3	
Drill	5sp	2	
Hacksaw	8sp	1	
Hand Saw	10sp	1	
Hoe	5sp	3	
Nails (box of 100)	1sp	1	
Mining Pick	3gp	12	
Pruning Hook	3gp	5	
Saw, 2-man	10gp	15	
Scythe	4gp	6	
Sickle	1gp	2	
Sledge Hammer	2gp	10	
Plow	20gp	75	
Rake	15sp	3	
Wash Tub	2gp	75	

### TOOL SETS AND SHOPS

Item	Cost	Weight	Notes
Drafting/Cartography tools	50gp	20 pounds	Compasses, rules, special inks, drawing board, etc.
Forge	400gp	Immoveable	For smithcraft
Smith Tools	40gp	50 pounds	
Carpenter Tools	20gp	30 pounds	
Lathe Set	200gp	Very large	For cabinet making, shipbuilding
Loom Set	100gp	Very large	For commercial weaving
Tanner's Vats	300gp	Very large	
Vintner's Vats	500gp	Very large	

## FURNISHINGS

Item	Cost	Weight	Note
Arms Rack	5gp	35	12 weapons
Bathtub	100gp	150	iron
Bed, small	12gp	100	Sleeps 1
Bed, large	20gp	150	Sleeps 3
Bed, Bunks	20gp	125	Sleeps 2
Bench	2gp	50	Seats 4
Book Shelves	10gp	75	30 books
Brazier	20gp	25	For charcoal
Cabinet	10gp	50	120 pounds
Caldron	25gp	30	10 gallons
Caldron, large	50gp	50	25 gallons
Candlestick	1gp/candle	1 per candle	Lead or iron
Candlestick	10gp/candle	1 per candle	Silver
Chair	5gp	20	Seats 1
China Closet	50gp	200	50 items
Cot	3gp	25	Sleeps 1
Kitchen Pots	25gp	100	Full set
Desk	25gp	100	
Mirror, full-sized	100gp	50	
Sofa	10gp	125	Seats 3
Stool	1gp	15	Seats 1
Table	15gp	60	Seats 6
Table, Large	25gp	200	Seats 20
Throne	50gp	50	Seats 1
Throne, awesome	500gp	200	Seats 1
Tripod/Stand	10gp	15	
Wine Rack	15gp	75	30 bottles

Prices are for ordinary quality, suitable for prosperous free farmers, country knights, craftsmen etc. Multiply by 5 for wealthy merchant quality, multiply by 15 for Noble quality. You can get crappy quality stuff for ½ price

## E. LUXURY AND TRADE GOODS

### ART OBJECTS AND LUXURY GOODS, GENERAL

Item	Cost	Weight	Material	Notes
Crystal Goblet	30gp	1	Crystal	
Dishes, Fine	200gp	12	China	6 place settings
Painting, small	50gp-R	10	Canvas	
Painting, medium	200gp-R	20	Canvas	
Painting, large	500gp-R	30	Canvas	
Rug	50gp	60	Skin	7'x4'
Rug	25gp	60	Wool	10'x10'
Silverware	70gp	3	Silver	6 place-settings
Statue, small	100gp-R	100	Stone	Bust or hobbit-size
Statue, medium	600gp-R	600	Stone	Man-sized
Statue, large	2000gp-R	2000	Stone	Big
Tapestry	150gp	30	Wool	15' long x9' high

All of the above are considered of average quality. Poor quality items are half price, excellent quality items are twice the price, and masterpiece items are 5 times the price.

### FURS

Fur	Pelt	Trimming	Cape/Jacket	Coat
Beaver	2gp	20gp	200gp	400gp
Ermine	4gp	120gp	3600gp	7200gp
Fox	3gp	30gp	300gp	600gp
Marten	4gp	40gp	400gp	800gp
Mink	3gp	90gp	2700gp	5400gp
Muskrat	1gp	10gp	100gp	200gp
Sable	5gp	150gp	4500gp	9000gp
Seal	5gp	25gp	125gp	250gp

### Other Valuable Goods:

Tapestry	10gp per square yard
Rare Incense	15gp per stick
Ivory	5gp per pound
Rare Spice	1d4sp per scruple
Rare Unguent	10-60gp per gill

## TRADE GOODS, DRY

Item	1-pound	1 crate	1 barrel	Notes
Copper	10sp	25gp	175gp	
Gold	100gp	5000gp	XXX	
Grain	2cp	10sp	3gp	
Iron	1sp	2gp	17gp	
Salt	5sp	2gp 10sp	15gp	
Silver	5gp	250gp	1750gp	

**1-pound:** is the amount for 1 pound loose of the material, retail

**1 crate:** is the cost of 50 pounds (for grain this is 1 bushel) of the material in a 10-pound wooden crate or sack

**1 barrel:** is the cost of 350 pounds of the material in a 150-pound barrel, sometimes with bulk discount  
Crate and Barrel prices are included if a wholesale purchase in bulk from a merchant house or ship captain. If single barrel bought, add cost of containers

### Cloth

Item	1 yard	10 yards	100 yards	# pounds per yard
Canvas	4sp	2gp	20gp	2
Cotton	5gp	50gp	500gp	1
Linen	14sp	7gp	70gp	1
Silk	10gp	100gp	1000gp	1/2
Wool	14sp	7gp	70gp	2

## F. POISON

Type	Cost	Onset	Damage	Save	Detect
Ingest A	5gp-R	2d4 rounds	10/20	+4	80%
Ingest B	30gp-R	2-5 rounds	15/30	+3	60%
Ingest C	200gp-R	1-2 rounds	20/40	+2	40%
Ingest D	500gp-R	1 segment	25/death	+1	15%
Ingest E	1000gp-R	1-4 turns	30/death	0	0
Venom A	10gp-R	2-5 rounds	0/15	+4	80%
Venom B	75gp-R	1-3 rounds	0/25	+3	60%
Venom C	600gp-R	1 round	0/35	+2	40%
Venom D	1500gp-R	1 segment	0/death	+1	15%

**Ingest Poison:** poison must be eaten or drank

**Venom:** poison is put on a weapon and poisons when wound scored.

**Cost:** price for 1 dose of poison

**Onset:** time between application and effect of poison.

**Damage:** first number is damage done if a save is made, second number is damage if save is failed

**Save:** bonus to victim's saving throw.

**Detect:** chance to detect poison by victim or by-stander

# CHAPTER FIVE: FOOD AND DRINK

**BULK RATIONS** Bulk rations come in well-packed ration barrels (included in price). Each barrel is about 50 gallons in volume and weighs about 150 pounds empty and around 500 pounds when full. The barrels cost 6gp extra, if the purchaser does not have an empty.

Type	Cost	Man/days	Notes
Grain	14gp	200	Extensive cooking required
Standard Rations	45gp	100	Some cooking required
Iron Rations	135gp	200	No cooking required

## INDIVIDUAL RATIONS

Individual rations come in a sack or plain wrapping.

Type	Cost	Weight	Notes
Grain	10sp	12 pounds	Extensive cooking required
Standard Rations	3gp	25 pounds	Requires some cooking
Iron Rations	5gp	12 pounds	No cooking required

**Weight:** the weight of 1 week's ration, **Cost:** the cost for 1 week's ration

## HORSE RATIONS

Type	Cost	Weight	Notes
Grain	1gp	25 pounds	Required for Heavy/Medium war
Fodder	5sp	50 pounds	

**Weight:** the weight of 1 week's ration, **Cost:** the cost for 1 week's ration

## BEVERAGES

Beverages listed do not include containers, see container section for capacity:

Type	Restore	Pint	Quart	Gallon	Cask	Barrel
Water	1d4	0	0	0	0	0
Beer	1d4	5cp	1sp	4sp	2gp	10gp
Ale	1d6	1sp	2sp	8sp	4gp	20gp
Kumiss	1d4	5cp	1sp	4sp	2gp	10gp
Mead (average)	1d8	5sp	10sp	2gp	20gp	100gp
Mead (excellent)	1d10	5gp-R	10gp-R	40gp-R	400gp-R	2000gp-R
Wine (bad)	1d4	1sp	2sp	8sp	4gp	20gp
Wine (average)	1d6	5sp	10sp	2gp	20gp	100gp
Wine (good)	1d8	10sp	1gp	4gp	40gp	200gp
Wine (excellent)	1d10	4gp-R	8gp-R	32gp-R	320gp-R	1600gp-R

Restore:: the number of points regained if a character "drains a flagon (i.e. pint)" after a battle

A pint weighs 1 pound (plus 1 pound for a flask)

A quart weighs 2 pounds (plus 1 pound for a skin or bottle)

A gallon weighs 8 pounds (plus 2 pounds for jug)

A cask weighs 80 pounds (plus 35 pounds for the cask itself)

A barrel weighs 400 pounds (plus 150 pounds for the barrel itself)

Kumiss is fermented mare's milk, made by nomads



A person needs 2 quarts of water per day to avoid thirst. In most terrain, carrying a 1-quart water skin will be sufficient, since it can be refilled periodically from springs, streams and ponds. 1 water barrel per 100 men, or 20 beasts is likewise sufficient in most terrain. It is only in arid or otherwise barren terrain that carrying a larger supply is necessary.

## MEALS

### Generic Meal Choices

Lackey quality meal: 3cp

Merchant quality meal: 1sp

Rich Quality Meal: 1gp

### COOKING TOOLS

Bowl	3cp	½ pound
Frying Pan	2sp	2 pounds
All-purpose Pot	4sp	3 pounds
Mug (clay)	1cp	½ pound
Mug (metal)	4sp	--
Field Kitchen Pots (for up to 100 men)	50gp	100 pounds

### LODGING AND OTHER TOWN SERVICES

Service	Cost	Notes
Bath	2cp	
Laundry	1cp	1 load
Messenger (in town)	5cp	Per message
Messenger	1gp	10-50 miles
Messenger	10gp	50-150 miles
Room, common	1cp/day	Place to crash on bar floor or stable
Room, shared	1sp/day each	Shared with 5 other people
Room, double	10sp/day each	Shared with 1 other person
Room, private	1gp/day	
Ship passage, deck	1sp/day	Includes hard tack and place to sleep on deck
Ship passage, cabin	1gp/day	Includes ½ of a cabin and meals
Stabling	3cp/day per horse	Includes fodder
Item Repair	¼ of new price	
Load/Unload Cargo	5cp per ton	
Paint Shield	1gp	With heraldic design
Paint Wagon	5sp	
Paint Ship/House	10gp	
Minstrel	1gp	Evening performance by level 0 minstrel
Bard	5gp x level-R	Evening performance by a bard
Play performance	25gp	1 performance by a troupe of actors

# CHAPTER SIX: TRANSPORT AND LIVESTOCK

## WHEELED VEHICLES

### Freight Wagon:

**Cost** 400gp

**Capacity:** 2 people and 8 tons of cargo (about 32 loaded 50-gallon barrels).

**Full Speed:** 8 draft horses or 20 mules, riding horses or oxen

**Slow speed:** 4 draft horses or 12 mules, riding horses or oxen

### Farm Wagon:

**Cost** 150gp

**Capacity:** 2 people and 2 tons of cargo (about 8 loaded 50-gallon barrels).

**Full Speed:** 4 draft horses or 12 mules, riding horses or oxen

**Slow speed:** 2 draft horses or 6 riding horses, mules or oxen

### Cart:

**Cost** 50gp

**Capacity:** 1 person and 1000 lbs. of cargo (about 2 loaded 50-gallon barrels).

**Full Speed:** 1 horse or 2 mules, riding horses or oxen

**Slow speed:** 1 mule or ox

### Coach:

**Cost** 500gp

**Capacity:** 8 people and 800 lbs of cargo

**Full Speed:** 6 riding horses

**Slow speed:** 4 riding horses

### Racing Chariot:

**Cost** 400gp

**Capacity:** 2 people and personal gear

**Full Speed:** 4 light horses

**Slow speed:** 2 light horses

## TACK AND HARNESS

Saddle, Saddle Blanket, Bit and Bridle: 12gp (for a ridden horse)

Harness, Bit and Bridle: 2gp (for a draft animal)

Horse Armor: Chain mail: +4 AC, 75 pounds

Horse Armor: Leather: +2 AC, 30 pounds

Horse Armor: Heavy Scale: +6 AC, 110 pounds

Horseshoes (including installation) 2cp each

## SHIPS AND BOATS

Ship	Cost	Cargo	Speed	Crew
Raft	50gp	500 pounds	50 mi/day	2
Small Boat	75gp	1 ton	75 mi/day	4
Long Boat	150gp	1 ton	75mi/day	8
Small Merchant	5000gp	40 tons	60 mi/day	20
Large Merchant	15,000gp-R	100 tons	60 mi/day	40
Small Galley	10,000gp-R	25 tons	100 mi/day	30-60
Large Galley	25,000gp-R	40 tons	100 mi/day	40-120
War Ship	20,000gp-R	20 tons	100mi/day	50-100

A warship has 2 ballistae and a catapult

## TRANSPORT ANIMALS

Animal	Cost	HD, Size	Move	Capacity
Donkey	8gp	1-M	12"	100/400
Mule	20gp	3-L	12"	200/600
Ox	15gp	3-L	12"	400/650
Nag	12gp	2-L	10"	200/400
Pony	15gp	2-L	12"	200/300
Riding Horse	25gp	2-L	24"	300/500
Light Warhorse*	150gp	2-L	24"	300/500
Superior Racer	2000gp-R	2-L	26"	300/500
Medium Warhorse*	225gp	2+2-L	18"	400/650
Heavy Warhorse*	300gp	3+3-L	15"	500/750
Superior Charger*	2000gp-R	4+4-L	18"	600/800
Draft Horse	30gp	3-L	12"	400/800
Camel	50gp	3-L	21"	400/600

\*these horses can be brought into combat, and can be made to attack if they don't move

## Dogs

Dog	Price	AC/HD	Attacks	Notes
Guard	25gp	Ac7 HD 1+1	1d6	Sounds alarm
Hunting	17gp	Ac7 HD 1+1	1d4	Tracks animals
War	75gp	Ac 6 HD 2+2	2d4	Deadly
Sled	17gp	Ac7 HD 1+1	1d4	Pulls sled
Bloodhound	50gp	Ac7 HD 1+1	1d4	Excellent tracker

### Other Livestock

Boar	4gp	Goose	1sp
Bull	15gp	Partridge	5cp
Cow, milk	10gp	Piglet	1gp
Cow, calf	4gp	Pig	3gp
Cat	5sp	Pig, black	4gp-R
Chicken	3cp	Pigeon	2cp
Bag of Rats	5cp	Pigeon, Homing/Carrier	15gp
Goat	1gp	Ram	3gp
Goat or Sheep, Black	3gp-R	Rooster	3cp
Hawk, Large	40gp-R	Sheep	2gp
Hawk, small	18gp-R	Songbird	4cp
Hawk, small	18gp-R	Swan	3sp

### Other Transport

Item	Cost	Notes
Dog Sled	25gp	8 dogs, carries 1 person and 100pounds gear
Hand Cart	15gp	Carry up to 300 pounds
Ice Skates	5gp	Move +4" on ice
Litter (open)	20gp	1 person carried by 4-8 lackeys
Sedan Chair (enclosed)	25gp	1 person carried by 4 lackeys
Sleigh	150gp	As farm wagon, but moves through snow
Skis	1gp	Move +6" downhill, normally cross country, but -2 AC in close combat
Snowshoes	2gp	Move normally in deep snow
Stretcher	4gp	1 person carried by 2
Travois	5gp	Carry up to 400 pounds, dragged behind horse
Wheelbarrow	4gp	Carry up to 150 pounds

# CHAPTER SEVEN: BUILDINGS

**Buildings:** buildings are made of Timber or of Stone. Some brick buildings are still being made, mostly from scavenged bricks from old imperial buildings. Treat brick buildings as 75% of the cost and 50% of the defense value of stone ones. See the DMG for defense point values of buildings and for additional custom features.

**Type:** general description of the building's purpose.

**Cost:** standard cost of 1 such building. Most villagers have decent carpentry skills and so finding a gang to build timber buildings is relatively easy (the land might not be as easy to get). Stone buildings, beyond a rough hut or cottage requires an expert set of craftsmen much harder to find, thus stone buildings are marked as R for price.

**Dimensions:** inside dimensions of outer wall, always: length, width, height order.

**Floors:** number of above-ground stories, with note of additional hayloft or cellar.

**Houses:** a "free" number is the number of people that the building was designed to house as a regular accommodation. A number in parentheses indicates the number who can sleep in the building if they are crammed in during an emergency.

**Descriptions:** any additional notes. Unless noted here, all buildings have 1' outer walls, a single wooden door, 1 set of stairs connecting multiple floors and up to 4 shuttered windows. If the description says "customized interior walls" then there are any number of dividing walls and doors inside the building. Additional doors and windows, interior or exterior, can be purchased (see below)

## Timber Buildings

Type	Cost	Dimensions	Floors	Houses	Descriptions
Shed/Hut	40gp	10'x10'x10'	1	2(4)	
Cabin	80gp	10'x20'x10'	1	4(8)	
Barn	200gp	40'x20'x20'	1+loft	(40)	
Stable	200gp	50'x10'x20';	1+loft	(40)	Up to 10 horses
Storehouse	200gp	30'x30'x20'	2	(72)	72 barrels (144 if stacked 2 deep)
House	250gp	40'x20'x20'	2	10(64)	Customized interior walls
Bunkhouse	250gp	40'x20'x20'	2+cellar	30(64)	
Shrine	400gp	60'x30'x20'	2	(144)	First floor shrine, second floor quarters
Inn	500gp	60'x30'x20'	2+cellar	40(144)	Common room, bar, kitchen, 12 rooms, wine cellar
Hall	1500gp-R	120'x30'x20'	1	70 (144)	10' thick outer walls, great room 100x20, lord's chamber 20x30
Temple	1500gp-R	120x30x20	1	10 (144)	As hall

## Stone Buildings

Type	Cost	Dimensions	Floors	Houses	Descriptions
Shed/Hut	90gp	10'x10'x10'	1	2 (4)	
Cottage	200gp	10'x20'x10'	1	4 (8)	
Stable	500gp-R	50'x10'x20';	1+loft	(40)	Up to 10 horses
Store	600gp-R	30'x30'x20'	2	(72)	Customized interior walls
House	600gp-R	40'x20'x20'	2	10 (64)	Customized interior walls
Barracks	600gp-R	40'x20'x20'	2+cellar	30 (64)	
Church	1500gp-R	90x30x20	2	(60)	First floor shrine, second floor quarters
Inn	1250gp-R	60'x30'x20'	2+cellar	40 (144)	Common room, bar, kitchen, 12 rooms, wine cellar
Hall	5000gp-R	120'x30'x20'	2+cellar	100 (300)	10' thick outer walls, great room 100x20, kitchen 20x30, 2 <sup>nd</sup> floor has customizable inner walls
Cathedral	20,000gp-R	180x60x30	1+cellar	(500)	30' vaulted ceiling, 10ft thick outside walls, customized inner walls
Grand Temple	20,000gp-R	180x60x30	2+cellar	(750)	10ft thick outside walls, customized inner walls
Oratory	600gp-R	30'x30'x20'	2+cellar	7 (72)	7 monk cells, chapel, kitchen, library, wine cellar
Cloister	2000gp-R	60'x30'x20'	2+cellar	55 (144)	49 monk cells, chapel, kitchen, library, infirmary, cellar, servant quarters
Palace	8000gp-R	180x60x20	2+cellar	100 (700)	Customized inner walls

## Fortifications

Type	Cost	Construction	Dimensions	Notes
Ditch	100gp	Dirt	100'x10'x20'	
Rampart	100gp	Dirt	100'x10'x10'	
Stockade	100gp	Log	100'x10'	
Wall	1000gp-R	Stone	100'x20'x10'	
Gatehouse	2000gp-R	Stone	20'x30'x30'	
Tower	1500gp-R	Stone	30'h x20'dia	Standard
Great Tower	3500gp-R	Stone	60'hx30'dia	
Watch post	300gp	Wooden	30'x10'x10'	
Tunnel	100gp	Underground	5'x8'x10'	
Pit	4gp	Underground	5'x5'x5'	

## Doors and Gates

Type	Cost	Construction	Dimensions	Notes
Door, iron	100gp	Iron	4x7	
Door, secret	50gp	Wooden	2x4	
Door, trap	2gp	Wooden	2x3	
Door, wooden	10gp	Wooden	4x7	
Door, reinforced	25gp	Wooden, iron	4x7	
Drawbridge	400gp	Wooden	10x20	
Window, shuttered	7gp	Wooden	2x4	
Window, shuttered and barred	10gp	Wooden, iron	2x4	

## Monuments

Type	Cost	Material	Size	Notes
Basic Idol	100gp	Wooden	300 pounds	
Altar	500gp	Stone	600 pounds	
Statue, small	100gp-R	Stone	100 pounds	
Statue, medium	600gp-R	Stone	600 pounds	
Statue, large	2000gp-R	Stone	1 ton	
Rune Stone	1000gp-R	Stone	1 ton	
Pillar	1500gp-R	Stone	2 tons	
Standing Stone	3000gp-R	Stone	10 tons	
Arch	25,000gp-R	Stone	1000 tons	

**Construction Time:** the listed price is ½ materials, ½ labor. Divide the labor cost by 300 to get the number of weeks a standard gang of 100 men (30 craftsmen, 70 laborers) takes to complete the work. Each additional 300gp spent decreases the time by 1 week (but the final time cannot be decreased to less than 70% of original time). If a dwarf crew is hired the labor cost is 10 times the normal price, but the time is cut by 3.

## CHAPTER EIGHT: NPC SPELL CASTING

### Common Cleric Spells

Spell	Cost	Notes
Augury	300gp	
Bless	5 per person per caster level	
Cure Light Wounds	100gp	
Detect Chaos	100gp	
Detect Magic	150gp	
Purify Food and Drink	100gp	
Slow Poison	200gp per level of caster	

These spells can be cast by the typical village or ward priest and can be purchased during downtime without role-play effort, as long as the character is not in bad favor with the clergy in a given area.

### Uncommon Cleric Spells

Spell	Cost	Notes
Cure Blindness	1000gp-R	25%
Cure Disease	1000gp-R	25%
Cure Serious Wounds	350gp-R	40%
Cure Critical Wounds	600gp-R	25%
Dispel Magic	100gp-R per caster level	35%
Divination	1000gp-R	35%
Neutralize Poison	1000gp-R	75%
Remove Curse	1000gp-R	40%

These spells must be cast by more senior priests and are more difficult to arrange. The percentage chance indicated is the chance that an adventurer, not in bad favor with the church, can enter a town and get one of these spells cast during any one week. If a character is willing to spend a boon or favor awarded by the church, he can get the spell cast automatically (but still has to pay if he has the money).

### Rare Cleric Spells

Spell	Cost	Notes
Atonement	500gp-R per recipient level	
Commune	1000gp+500gp-R per question	
Exorcise	1000gp-R per level of caster	
Heal	2500gp-R	
Raise Dead	5000gp-R	
Regenerate	15,000gp-R	
Restoration	1000gp+1000gp-R per level of recipient	

These spells require the permission of the bishop or high priest of an area. A boon or favor from the church is mandatory before the spell will be cast.



### Common Magic-User Spells

Spell	Cost	Notes
Detect Chaos/Law	100gp	
Detect Invisible	100gp	
Detect Magic	150gp	
Identify	500gp	
Invisibility	500gp	
Mending	50gp	
Continual Light	250gp	
Knock	150gp	
Locate Object	200gp	
Wizard Lock	200gp	

These spells can be cast by the typical low-level hedge wizard, spell-wife or shaman, these can be purchased during downtime without role-play effort, as long as the character is in a large city or a village known to have such a conjurer.

### Uncommon Magic-User Spells

Spell	Cost	Notes
Clairaudience	400gp-R	
Clairvoyance	300gp-R	
Dispel Magic	100gp per caster level-R	
Remove Curse	1000gp-R	
Contact Other Plane	1000gp-R	
Stone Shape	1000gp-R	
Teleport	1000gp-R	

These spells can be cast by wizards of level 5 to 10 who must be located and must be approached and convinced to cast the spell.

### Rare Magic-User Spells

Spell	Cost	Notes
Legend Lore	1000gp plus 100gp per day-R	
Reincarnation	2500gp-R	
Stone to Flesh	2500gp-R	
Spiritwrack	10,000gp-R	
Limited Wish	10,000gp-R	
Permanency	50,000gp-R	
Clone	25,000gp-R	
Wish	100,000gp-R	

These spells can be cast by wizards of level 11 or greater who must be located and must be approached and convinced to cast the spell. These mighty wizards are highly unlikely to take casual requests seriously.