

**THE LORDS OF HACK**  
**Lodge #1: The Dallastown Destroyers**  
**Present**

**GEAR BOOK**  
**FOR BLUEHOLME/OD&D:**  
**THRANCONIA II**  
**CAMPAIGN**  
**Version 2 Revised**

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## INTRODUCTION: COINS, EXPENSES, ENCUMBRANCE

### 1--Coins:

Coin	Copper Piece Value	Silver Piece Value	Gold Piece Value
Copper Piece	1	1/5	1/50
Silver Piece	5	1	1/10
Electrum Piece	25	5	1/2
Gold Piece	50	10	1
Platinum Piece	250	50	5

Each coin weighs about 1/50 of a pound.

### 2—EXPENSES:

At the beginning of each session, count the number of days in-game that have passed since the last session. Each character must pay 1gp per HD or Level per day for the Player Character, and each one of his Henchmen, Mercenaries, Hirelings and Mounts (horses, mules etc). Some specialist hirelings get a fixed monthly amount instead of a per diem:

- Armorer 50gp, Alchemist 1000gp, Animal Trainer 500gp, Engineer 700gp, Sage 2000gp
- Spies and Assassins are hired on a per mission basis, no maintenance needed

If a character owns a stronghold within the Realm or even just a house, the Living Expenses costs for himself and for henchmen and hirelings are cut in half. If the character owns a stronghold in the Wilderness that has attracted settlers, he needs to pay no living expenses for himself or his henchmen, or his non-soldier hirelings, but soldiers still must be paid half standard maintenance for their type. In all circumstances, soldier hirelings must be paid at least half their standard expenses in cash.

To gain the stronghold maintenance discount, the stronghold must be able to house all the hirelings and at least 1 servant or laborer for every 5 other people. Each type of building available in the Gear Book indicates the number of occupants it can house.

**FAILURE TO PAY LIVING EXPENSES:** If a character fails to pay expenses for himself, all of his arms, armor, and adventuring gear is considered to have become Poor Quality. This means that the first time each piece is used in a dangerous or important situation there is a 1 in 6 chance that it breaks. Permanent magic items such as sword or cloaks are not affected, but potions and scrolls are. Horses and other animals are also affected. If hirelings are not paid their maintenance, they leave service. If henchmen are not paid maintenance, they must roll a morale check or leave service.

### 3--ENCUMBRANCE:

Encumbrance is measured on a vague basis. A character counts as armored if he is wearing Chain or Plate. He is counted as "Loaded" if he has more items than his STR score (with some things like a quiver plus arrows, or a bag of up to 500 coins, or a bag of up to 20 herbal concoctions, counting as a single item each). He is encumbered if he wears metal armor AND exceeds his STR score, or doubles his STR score

STANDARD MOVE	NORMAL	ARMORED OR LOADED	ENCUMBERED
25' (dwarf, small folk)	25'	20'	10'
30' (most characters)	30'	25'	15'
35' (heavy horse)	35'	30'	20'
40' (medium horse)	40'	35'	25'
45' (light horse)	45'	40'	30'

## CHAPTER ONE: COMBAT GEAR

### 1—Melee Weapons

Weapon	Price	Damage	Hands	Type	Weight	Length	Feature
Fist	0	1	1	C	L	S	FD, C, M
Baton	1sp	1d4	1	C	L	S	C
Club-1	0	1d4	1	C	N	M	C, M, H
Club-2	0	1d6	2	C	N	M	C.M, FO
Staff	1sp	1d6	2	C	N	L	C, M, FO
Hammer, Light	3gp	1d4	1	B	L	S	C, H
Mace	4gp	1d6	1	B	N	M	C
Flail	8gp	1d8	2	B	H	M	C, FO
Warhammer-1	5gp	1d6	1	B	N	M	C
Warhammer-2	5gp	1d8	1	B	N	M	C, FO
War Pick	5gp	1d8	2	P	N	M	Ch, FO
Morningstar	6gp	1d8	2	P/B	H	M	FO
Maul	10gp	1d10	2	B	VH	M	C, FO
Knife	1gp	1d4	1	S	L	S	M, FD
Dagger	3gp	1d4	1	P	L	S	M, FD, H
Silver Dagger	25gp	1d4	1	P	L	S	M, FD, H
Short Sword	7gp	1d6	1	P	N	S	FD
Sword-1	10gp	1d6	1	S	N	M	FD
Sword-2	10gp	1d8	2	S	N	M	FD
Great Sword	15gp	1d8	2	S	H	M	FD, FO
Hatchet	2gp	1d4	1	S	L	S	Ch, H
Hand Axe	3gp	1d6	1	S	N	S	Ch, H
Battle-Axe-1	7gp	1d6	1	S	N	M	Ch
Battle-Axe-2	7gp	1d8	2	S	N	M	Ch
Great Axe	10gp	1d8	2	S	H	M	Ch, FO
Spear-1	2gp	1d6	1	P	N	M	RC, H
Spear-2	2gp	1d8	2	P	N	L	RC
Pike	5gp	1d8	2	P	H	VL	RC, ND, FO
Halberd	7gp	1d8	2	S/P	H	N	RC, FO
Bill or Glaive	7gp	1d8	2	S	H	L	DM, FO
Lucerne Ham.	13gp	1d8	2	B/P	H	L	DM, RC, FO
Lance, med.	4gp	1d8	1	P	H	L	DM, CB, ND
Lance, hvy	4gp	1d10	1	P	VH	L	DM, CB, ND
Lance, joust	1gp	1d3	1	C	H	L	DM, ND
Lance, on foot	4gp	1d8	2	P	H	L	DM, ND

## 2--IMPROVISED MELEE WEAPONS (-2 on all to hit rolls)

Weapon	Price	Damage	Hands	Type	Weight	Length	Feature
Hammer	2gp	1d6	1	C	N	S	C, H
Sledgehammer	2gp	1d8	2	C	H	M	C, FO
Lumber Axe	2gp	1d8	2	C	N	M	FO, Ch
Kitchen Knife	5sp	1d4	1	C	L	S	M
Torch	1/6gp	1d4	1	Fire	N	S	C,M, H
Frying Pan	2sp	1d4	1	C	N	S	C, M
Iron Pot	5sp	1d4	2	C	N	S	C, M
Pitchfork	1gp	1d6	2	C	N	M	
Shovel	1gp	1d6	2	C	N	M	C
Pruning Hook	3gp	1d6	2	C	N	L	
Rake	15sp	1d4	2	C	N	M	
Sickle	1gp	1d4	1	C	L	S	M
Scythe	4gp	1d8	2	C	H	M	
Hoe	5sp	1d4	2	C	N	M	
Crowbar	1gp	1d4	1	C	N	S	C, M
5' steel rod	3gp	1d6	2	C	N	M	C.M
Mining Pick	3gp	1d8	2	C	H	M	

## 3--MISSILE WEAPONS:

Weapon	Wt	ROF	Damage	Type	Hands	Price	Range	Notes
Rock	L	1	1d3	C	1	0	10/20/30	M.C
Dagger	L	1	1d4	P	1	3gp	10/20/30	M
Club	N	1	1d4	C	1	0	10/20/30	M, C
Hatchet	L	1	1d4	C	1	2gp	10/20/30	
Hammer, Light	L	1	1d4	B	1	3gp	10/20/30	C
Hand axe	N	1	1d6	S	1	3gp	10/20/30	
Dart	L	2	1d4	P	1	5sp	20/40/60	M
Spear	N	1	1d6	P	1	2gp	10/20/30	
Flask	L	1	Special	Vary	1	Vary	10/20/50	M,C
Javelin	N	1	1d6	P	1	1gp	20/40/80	
Short Bow	N	2	1d6	P	2	25gp	50/100/150	
Horse Bow	N	2	1d6	P	2	30gp	60/120/180	
Long Bow	N	2	1d6	P	2	40gp	70/140/210	FO
Composite Bow	N	2	1d6	P	2	50gp	80/160/240	FO
Sling	L	1	1d4	C	1	1gp	60/120/180	C
Light Crossbow	H	1/ 2	1d8	P/B	2	15gp	60/120/180	
Hvy Crossbow	VH	1/ 3	1d10	P/B	2	25gp	80/160/240	FO

### CODES:

**Weight:** L=light, N=normal, H=Heavy, VH=Very Heavy

**Type:** P=Piercing, B=Bludgeoning, S=Slashing, C=Crude

**Length:** S=short, M=medium, L=long, VL=very long

**Notes:** M=magic-users may use this weapon. C=clerics may use this weapon.

**FD**=fast draw, **Ch**=chopper, **H**=hurled, **CB**=charge bonus, **RC**=Receive Charge, **DM**=dismount attack, **ND**=not usable in a dungeon, **FO**=useable from Foot only

## 4--Ammunition:

Arrows x20	5gp	Quarrels x30	5gp	Sling Stones x30	1gp
Quiver	5gp	Case	5gp	Pouch	1gp
Silver Arrow	5gp	Silver Quarrel	5gp	Silver Sling stone	5gp

## 5--ARMOR

Armor	AC	Price	Notes
Leather	7	15gp	Fighter, Cleric, Thief
Chain mail	5	60gp	Fighter, Cleric
Plate Armor	3	150gp	Fighter, Cleric
Shield	Improves by 1	10gp	Fighter, Cleric
Helmet	Special	10gp	If no helmet, attacks from above are AC9
Barding	5	150gp	Horse Armor, reduces speed

## 6--AREA OF EFFECT WEAPONS:

Weapon	Price	Encumbrance	Range	Damage
Acid	15gp	1 lb	10/20/50	2d4, 1 round
Holy Water	25gp	1lb	10/20/50	1d8, 2 rounds
Unholy Water	25gp	1 lb	10/20/50	1d8, 2 rounds
Common Oil	5sp	1lb	10/20/50	1d4, 2 rounds
Military Oil	2gp	1 lb	10/20/50	1d8 2 rounds

Oil must be lit to do damage. Holy Water only affects undead and demons. Unholy Water only affects angels and creatures summoned by good casters.

## 7--SIEGE ENGINES

Weapon	Price	Damage	Short	Medium	Long	Targets
Ballista	150gp	2d6	100	200	300	1
Lt. Catapult	250gp	3d6	120	240	360	10x10
Hvy Catapult	400gp	4d6	160	320	480	10x10
Caldron	50gp	2d6	Below	--	--	10x10
Ram	1000gp					
Siege Tower	2000gp					

## 8--WEAPON ACCESSORIES:

Type	Price	Weight	Notes
Baldric, leather	1gp	0	Holds 1 weapon/pouch
Belt, leather	4sp	0	Holds 2 weapons/pouches
Belt, Knight's	5gp	0	Holds 2 weapons/pouches, symbol of knighthood
Dart Quiver	2gp	0	Holds 8 darts
Girdle, broad	2gp	0	Holds 4 weapons/pouches
Javelin Quiver	2gp	10 lbs	Holds 6 javelins
Bandoleer	1gp	0	Holds any combination of 5 daggers, vials or flasks
Spare Bow String	1sp	0	
Scabbard, normal	1gp	0	
Scabbard, noble	15gp	0	Looks marvelous

## 9—Masterwork Arms and Armor

**Dragon Mail:** this set of scale mail, made from the hide of a dragon or similar beast, acts as regular chain-mail but is immune to rust monsters 300gp.

**Rowan Shield:** this shield can be sacrificed allowing a missed saving throw against a damage-dealing spell or effect to be re-rolled. 300gp.

**Shining Helmet:** this helmet is polished and silvered to a gleaming shine. A medusa fighting someone who is wearing it is subject to her own gaze attack (the wearer still is too). While wearing this helmet it is impossible to hide in sunlit areas. 250gp.

**Shining Shield:** this shield is polished and silvered to a gleaming shine. Someone fighting a medusa while using this shield can attack without meeting her gaze, but doesn't get the shield AC bonus. The shield can also be used to reflect light as a signal. 300gp.

**Sturdy Shield:** this shield can be used to make a shield sacrifice twice before breaking to pieces. 100gp.

**AP Mace:** a Mace or Warhammer can be made even more dangerous to defeat plate armor, gaining a +1 to damage against targets wearing that armor (or monsters with thick shells (like turtles, beetles or crabs). 400gp.

**Broad-Blade Spear** a high-quality spear with a broad stabbing head. When used in 2-hands it inflicts an additional +1 damage to human/humanoid/demi-human targets in leather or no armor, or mammalian animals with AC 6 or worse (like giant weasels, wolves, boar etc.). 400gp.

**Mail-piercing arrows:** such arrows get +1 to damage against targets in chainmail or reptilian creatures with scaly hides (like dragons, giant lizards and lizardmen). 200gp for 20 arrows.

**Mail-Piercing Spear:** a spear can be made with a narrow, mail-piercing head that offers the user a +1 to damage against enemies wearing chainmail or reptilian monsters with scaly hides (like dragons, giant lizards and lizardmen). 400gp.

**Sharp-Bladed Sword:** a sword or short sword can be made with a superior cutting edge. Such a blade scores +1 to hit against humans/humanoids/demi-humans in leather armor or no armor at all, and animals with an AC 6 or worse (like wolves, camels, giant weasels, most hounds etc.). 400gp.

## CHAPTER TWO: GENERAL HARDWARE

### 1---General Adventuring Tools

Type	Price	Weight-lbs	Notes
Banner or Flag	8gp	1	Needs pole
Blanket	2gp	1	
Climbing Gear	10gp	8	For non-thieves on cliffs
Crowbar	1gp	3	
Grappling Hook	25gp	3	
Hammer (small)	2gp	3	
Iron Spikes (x12)	1gp	2	
Ladder, 10'	1gp	15	
Ladder 20'	5gp	40	
Lock	20gp	1	
Lockpicks (Thieves' Tools)	25gp	1	
Mirror, hand-sized	5gp	1	Steel
Oil, common (lamp)	5sp	1	1 pint flask
Oil (military)	2gp	1	1 pint flask
Pavilion	50gp	35	Sleeps 6 in style
Pole, 10'	1sp	8	Wooden
Pole, 10' Collapsing	10gp	8	
Rod, 5'	3gp	3	Steel
Rope, 50', common	1gp	10	Hemp
Rope, 50', special	50gp	2	Silk
Stakes (x4) and Mallet	3gp	2	Wooden
String, spool, 100'	1cp	0	wool
Tar/Pitch	1cp	8	1 gallon (needs container)
Tent	20gp	7	Sleeps 2
Tinder Box, flint & steel	3gp	1	
Torches (x6)	1gp	6	
Wire, spool 100'	3gp	1	metal



## 2--Light Sources

Type	Price	Weight	Radius	Duration
Candle, tallow x12	2sp	12= 1 lb	10'	6 turns
Candle, wax x12	6sp	12= 1 lb	20'	12 turns
Lantern	10gp	1	30'	24 turns
Torch x6	1gp	1 lb each	30'	6 turns

Lanterns burn common oil (3sp)

## 3--Common Tools

Type	Price	Weight Pounds	Notes
Anvil	10gp	150	
Block and Tackle	5gp	10	
Branding Iron	4cp	2	
Craftsman's Tool Set	25gp	10	For 1 craftsman
Craftsman's Workshop	350gp	20'x20'	For up to 8 craftsmen
Drill	5sp	2	
Fishing Hook	1cp	—	
Fish Net (per 10 square feet)	4cp	1	
Hacksaw	8sp	3	
Hand Saw	10sp	3	
Hoe	5sp	4	improv
Nails (box of 100)	1sp	1	Iron
Mining Pick	3gp	10	improv
Poker, fireplace	1sp	2	improv
Pruning Hook	3gp	10	improv
Saw, 2-man	10gp	25	
Scythe	4gp	12	improv
Sickle	1gp	4	improv
Shovel	10sp	5	improv
Sledge Hammer	2gp	10	improv
Plow	20gp	65	
Rake	15sp	5	improv
Wash Tub	2gp	35	

#### 4--BAGS AND PACKS

Type	Price	Capacity--lbs	Notes
Bushel Basket	1sp	40	2 hands
Belt Pouch	5sp	5	No hands
Small Sack	1gp	30	1 hand
Large Sack	2gp	50	1 or 2 hands
Backpack	5gp	40	No hands
Porter's Pack	10gp	80	No hands
Saddlebag	5gp	35	Up to 4 per horse
Pack Saddle	10gp	200	

#### 5--LIQUID CONTAINERS

Type	Price	Full Weight Pounds	Liquid Capacity
Pint Flask, Clay	1sp	1	1 pint
Pint Flask, Metal	2gp	1	1 pint
Crystal Vial	10gp	1	1 pint
Water/Wine Skin	1gp	2	1 quart
Large Wine Skin	2 gp	4	2 quarts
Wine Bottle, glass	3gp	3	1 quart
Gallon Jug, clay	5sp	10	1 gallon
Cask	4gp	100	10 gallon
Barrel	6gp	500	50 gallons
Amphora	1sp	120	12.5 gallons
Double Amphora	3sp	250	25 gallons
Pitcher, wooden	3cp	4	2 quarts

## 6--BOXES, CHESTS AND TRUNKS

Type	Price	Capacity	Empty Weight
Spice Box	4sp	2	–
Wooden Crate	8sp	50	10
Clay Urn	2cp	10	5
Amphora	4cp	100	20
Double Amphora	1sp	200	50
Wooden Chest	11gp	250	30
Iron-Bound Chest	22gp	300	40
Strong Box	15gp	30	10
Stone Coffre	25gp	140	100
Large Stone Trunk	150gp	500	500
Iron Strong Chest	500gp	500	200

## 7--CAGES, TRAPS AND RESTRAINTS

Type	Price	Weight Pounds	Notes
Cage, small animal	6gp/1gp	3	
Cage, halfling/dog	20gp/5gp	75	
Cage, man	25gp/6gp	250	
Cage, tiger/ape	50gp/12gp	500	
Trap, mouse	1sp	0	
Trap, leg fox/weasel	1gp	1	1d4 damage and catch leg
Trap, leg dog	5gp	2	1d6 damage and catch leg
Trap, leg bear	15gp	10	1d8 damage and catch leg
Chain (per foot)	1gp	2	
Manacles	2gp	2	Cannot use hands
Shackles	2gp	3	Reduce movement to 10'
Slave Collar	1gp	2	
Shackles with ball	4gp	12	Reduce movement to 5'

The two prices for cages are metal and wooden

## CHAPTER THREE: CLOTHING AND PERSONAL EFFECTS

### 1--CLOTHING

Type	Price	Notes
Apron, leather	1gp	craftsman
Belt/Sash (leather)	4sp	Holds 2 weapons or pouches
Belt, Knight's	5gp	Holds 2 weapons or pouches
Belt/Sash, silk	1gp	Holds 1 pouch or dagger
Boots (leather, low)	6sp	
Boots (leather, high)	3gp	
Cassock	7gp	Cleric/mage
Cloak, winter	15gp	Fur-lined
Cloak, hooded	1gp	
Cloak, embroidered	4gp	
Cloak, leather, hooded	10gp	
Cloak, silk, hooded	25gp	
Clogs	1cp	Cheap wooden shoes
Dress, plain	4gp	Crofter/freeholder
Dress, nice	20gp	Middle class
Gown, fine	100gp	Lady, noble
Gown, marvelous	1000gp	Duchess
Gloves	4sp	
Gloves, long leather	1gp	
Hat	8sp	
Mask	1sp	
Poncho, wool/linen	4gp	commoners
Poncho, Chiton silk	20gp	noble
Robe	6gp	Cleric/mage
Sandals, high	6sp	
Shoes, leather	4sp	
Surcoat	10gp	Long over-garment for armor
Tabard	5gp	Sleeveless over-coat , often with heraldry
Trousers and Shirt, cheap	2gp	Serf
Trousers and Shirt, fair	4gp	Freeholder, crafter
Trousers and Shirt, good	20gp	Gentry
Trousers and Shirt, fine	100gp	Noble
Undergarments, linen	2sp	
Undergarments, silk	1gp	
Veil, silk	1gp	

## 2--PERSONAL EFFECTS

Type	Price	Weight Pounds	Notes
Bedroll	2gp	2	
Blanket	2gp	2 item	wool
Dice, pair	5sp	0	For gambling
Hourglass	25gp	1	Fragile
Cosmetics	15gp	1	Basic set
Handkerchief	1sp	0	linen
Handkerchief, fancy	1gp	0	Silk
Mirror, personal	20gp	1	Silver
Needle and thread	1sp	0	
Perfume	1gp	0	½ pint
Razor	2gp	0	
Scissors	10sp	0	
Soap	1cp	0	1 bar
Wax, for Mustache	3sp	0	1 jar
Whistle	1gp	0	metal

## 3--UTENSILS

Wooden spoon/fork 1cp	Metal spoon/fork 1sp
Spurtle 1cp	Beaker, glass 1gp
Kettle, copper 1gp	Mortar and pestle 1gp
Glass tube 1gp	Spatula 1sp
Tweezers 1sp	Ladle 1sp
Tongs 10sp	Funnel 5sp
Bowl, pottery 4cp	Bowl, copper 5gp
Pipe, clay 4cp	Pipe, corncob 1cp
Pipe, wooden 1sp	Pitcher, ceramic 1sp
Cup, wooden or pottery 1cp	Wineglass 1sp
Beer Mug, pint 4cp	Frying Pan 2sp
Stew Pot 4sp	Big Pot 2gp

## CHAPTER FOUR: THE SCHOLARLY, DIVINE AND FINE ARTS

### 1--READING AND WRITING

Type	Price	Weight	Notes
Book, common	15gp	1d4	
Book, uncommon or rare	50—1000gp	1d4	
Chalk	1cp	0	10 pieces
Cleric Spell Book	100gp/level	50	1 spell level
Magic-User Spell Book	750gp/level	50	1 spell level
Ink (1oz)	8gp	0	
Scroll Supplies	100gp/level	0	For magic-user scrolls
Sacred Ink	200gp/level	0	For cleric scrolls
Journal	10gp	1	50 pages, flimsy
Metal box, for 1 book	100gp	10	Protects 1 book
Parchment, 1 sheet	1sp	0	loose
Quill pen	1cp	0	
Scroll case, leather	1gp	1	For 1 scroll/map
Scroll case, metal	5gp	1	For 1 scroll/map
Seal-ring, brass	25gp	0	Personal seal
Seal-ring, silver	200gp	0	Personal seal
Slate	5sp	1	
Wax tablet and stylus	10sp	1	Reusable, for notes
Wax, sealing	1sp	0	10 uses to seal document

### 2—Magic Item Creation Tools

Item	Cost	Use
Healing Potion Supplies	100gp per level	To make clerical healing potions
Clerical Scroll supplies	200gp per level	To make clerical scrolls
Holy Incense	100gp/dose	1 dose per spell level for clerical focus
Magic Myrrh	100gp/dose	1 dose per spell level for magic focus
Wooden/Clay Tablet	1-4cp	For low-tech scroll
Magic Scroll Supplies	100gp per level	Needed for making magic-user scrolls
Potion Supplies	200gp per level	For potions, except clerical healing
Biotite Box (5x4x3)	5000gp	Central Component of Enchanter's Furnace
Biotite Box (10x8x6)	15,000gp	For Large Enchanter's Furnace

### 3—TRAPPINGS AND CEREMONIAL SUPPLIES

Type	Price	Weight	Notes
Beads, prayer	1gp	1	
Bell, hand	10gp	1	
Bell, large	750gp	500	
Candle, evil	2sp	1	For evil summoning
Censer, brass	5gp	1	For burning incense
Hat, impressive	10gp	0	
Holy Symbol, silver	25gp	1	
Holy Symbol, wooden	2gp		
Holy Water	25gp	1	In crystal vial
Unholy Water	25gp	1	In crystal vial (evil)
Incense, Common	1gp	0	Per stick

### 4--FUNERAL TRAPPINGS

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

## 5--MUSICAL INSTRUMENTS

Type	Price	Weight	Notes
Lute/Lyre/Harp	25gp	2	
Lute/Lyre/Harp, superior	50gp	2	+1 performance
Lute/Lyre/Harp, masterpiece	100gp	2	+2 performance
Horn/Flute/Pan Pipe	10gp	1	
Horn/Flute/Pan Pipe, superior	50gp	1	+1 performance
Horn/Flute/Pan Pipe, masterpiece	100gp	1	+2 performance
Hurdy-Gurdy	100gp	3	+2 performance
Bagpipes	25gp	2	
Great Harp	200gp	20	+2 performance
Drum	25gp	2	
Kettle Drum	45gp	20	
Trumpet	50gp	3	+1 performance
Chime	25gp	1	
Gong	75gp	20	

## 6--Magic Research Materials

Item	Cost	Use
Basic Library	4000gp	To research level 1-3 spells; potion formulae
Intermediate Library	25,000gp	To research level 4-6 spells; permanent item formulae
Advanced Library	81,000gp	To research level 7-9 spells
Basic Dues	20gp/month	To access guild basic library
Intermediate Dues	100gp/month	To access guild intermediate library
Advanced Dues	500gp/month	To access guild advanced library
Spell Supplies	100gp/week	For making attempts to create new spell
Spell Laboratory	1000gp	Needed to create new spells



## 7--HERBAL REMEDIES AND CONCOCTIONS

Type	Price	Notes
Belladona	10gp	If ingested after a lycanthrope bite, make a poison save: either die in one turn or be cured of lycanthropy.
Birthwort	10gp	Applied as a poultice, gives 25% chance to re-roll failed poison save
Black Lotus	250gp	Smoked or chewed, save vs. poison, if passed regain 2-5 cast spells after trance of 10-40 minutes. If failed, fall into deep trance for 2d6 hours. On a roll of "1" fall trance lasts 2d6 days.
Chaulmoogra Oil	10gp	If poured on a green slime infestation, 50% chance to wash off all the slime.
Comfrey	10gp	Once per day per patient, heals 1d4 points of damage after battle.
Felwort	10gp	If a tincture is splashed on the face, allows a second saving throw vs. paralysis.
Fly agaric Mushrooms	25gp	Increases melee damage rolls by +2, as well as STR and CON checks for 1 hour, but then fall deeply unconscious for 10-60 minutes
Garlic	5gp	Causes a vampire to cringe for 1d4 rounds
Goldenrod	10gp	If taken within a day of infection, 25% chance to avoid a disease
Healing Salve	25gp	Smear on an injury, heals 1d6 hit points of damage, but causes 1 hour of deep sleep. Only 1 application works at a time
Pipe Weed	1sp	If made into a cigar or smoked in a pipe has a 10% chance to drive all the ladies from the room.
Tamarind	10gp	If applied as a poultice within an hour of being hit, has a 25% chance of curing Mummy Rot.
Vermifuge	10gp	Smoke from burning it kills all bookworms within 10'
White byrony	10gp	If burnt and breathed, 25% to allow second save vs. yellow mold or other dangerous spores. Handkerchief coated with it and held over nose gives +4 save vs. spores.
White Lotus	100gp	Swallowing the flower gives an immediate re-roll of a failed poison save at +4 on the roll.
Wolfsbane	10gp	If character strikes a lycanthrope with a sprig, it must save vs poison or flee as if turned.
Woundwart	5gp	Applied to wounds, 1 dose per day, adds 1 extra hit point healed.

20 doses of herbals counts a 1 item for encumbrance

## 8—ALCHEMICAL PRODUCTS

Type	Price	Notes
Alchemist Fire	100gp	Kept in a clay vessel, thrown against target, the vessel breaks and a sticky substance ignites, clinging to target. It does 1d6 damage each round until totally smothered by cloth or liquid. If the attack roll is a 1, an ally or the thrower is hit.
Stogies of Stench Warding	1gp	Secret cigar recipe of Gnomish alchemists, gives a +2 save vs. offensive odor attacks (skunks etc), but double chance of wandering monster with sense of smell. Each stogy lasts 6 turns.
Shimmering Sand	25gp	Increases the number of targets of a sleep spell by 25%.
Black Sand	100gp	Allows a sleep spell to affect the undead.
Pipeweed of Judicious Contemplation	50gp	An arcane caster who spends 2-7 turns smoking this in a pipe can regain an already cast first level spell slot on an Intelligence check. If it is smoked more than once a day, smoker is feebleminded for 1d6 hours.
Third Eye Stone	75gp	Doubles the duration of any spell with the word "Detect" in the title. 1 in 6 chance per use that the stone will burn out.
Flash Powder Pellet	50gp	If thrown against a hard surface, make a flash-bang and smoke. Causes adjacent targets to Save or lose a turn
Assassin's Smoke	50gp	Thrown to ground, instantly produces a 5x5 cloud of smoke, sufficient to allow thrower to attempt to sneak away/hide
Fine Glitter	30gp	Thrown in the air, reduces saving throws vs. Charm, Hold and Confusion spells by -2. Does not work in darkness or strong wind.
Pickled Orc Eyeball	5gp	If held in the hand, doubles the duration of Detect Evil spells, then withers away. Some find them delicious.
Essence of Krangor	150gp	If breathed in, 75% chance that it will instantly impart 6 temporary hit points (first to be lost), but 25% it will do 1d3 damage instead.
Devil Grease	40gp	Poured onto a 5'x5' hard floor, next person who steps onto it must save or fall down and flounder for 1-3 rounds
Bottled Phantasm	60gp	When bottle is opened after a Phantasmal Image spell is cast, the spell will last an extra 1d6+1 rounds without concentration by caster.
Goblin Candle	5gp	Green candles made from goblin fat. Acts as weak candle (10' radius, 3 turns). User gets +1 on surprise rolls vs. enchanted creatures. Causes horses and mules to make morale check. Causes goblins to instantly attack user.
Tanglefoot Bag	25gp	A wax-lined bag filled with chemicals, if thrown (to hit needed) at a target, save or be unable to move for 1d6 rounds (may still attack and cast spells).

A bottled phantasm, alchemist fire, devil grease or tanglefoot bag count as 1 item for encumbrance. All others count as 1 item per 20 examples.

## CHAPTER FIVE: FOOD, DRINK AND LODGING

### 1--TRAVEL RATIONS

Type	Price	Weight	Notes
Rations, Iron (1 week)	15gp	7	Sailor sausage, hardtack, pickles; lasts 2 months in wilderness, 1 week in dungeon
Rations, Standard (1 week)	5gp	20	Bread, cheese, beans, bacon; lasts 1 week in wilderness, spoils in dungeon
Grain (1 week)	4gp	50	For 1 animal per week; required for heavy and medium warhorses
Fodder (1 week)	1gp	50	For 1 animal per week

### 2--FOOD, GENERAL

Bread, white 4lb, 1sp	Bread, wheat, 8lb 1sp
Bread, coarse, 12 lb 1sp	Cheese, 1lb 4cp
Spices, 1 lb, 3gp	Dried Fruit, 1lb, 1sp
Eggs, dozen 3cp	Meat, 1lb, 1sp
Vegetables, fresh, 5 lb, 1cp	Vegetables, Dried, 5lb 1cp
Pastry, 1 piece, 1sp	Salted Butter, 1 lb 1sp

### 3--MEALS

Type	Price	Notes
Meal, poor	1-4cp	Turnip, cabbage, stale bread
Meal, average	1-15sp	Root-stew, biscuits, beans
Meal, good	16-39sp	Piece of chicken, bread, fresh vegetables
Meal, fine	4gp	Beef or pork, bread, fresh vegetables
Meal, noble	10gp	5 courses, full of variety
Meal, banquet	15gp	7 courses, high quality
Meal, feast	30gp	All you can eat of the very best

#### 4--BULK RATIONS

Bulk rations come in well-packed ration casks. Each cask is about 10 gallons in volume and weighs about 30 pounds empty and around 100 pounds when full.

Type	Cost	Man/Days	Notes
Fresh Foods	50gp	50	Spoils easily, requires fire and pots, +0.5 hp/day healing
Uncooked Rations	20gp	70	Requires fire and pots to cook
Standard Rations	18gp	21	Spoils in dungeons easily
Iron Rations	150gp	70	Very Dry, requires abundant water to eat

**Cost:** the price to fill one cask (cask not included, 4gp extra).

**# Man-Days:** the number of men who can be fed by the cask for 1 day. This is more than the 1 pound of food minimum required to avoid starvation, but rather a 2-4 pound ration more agreeable to morale (except iron rations). You can issue half rations and get twice as many man-days per cask and still avoid starvation, but all characters suffer a –1 per on all ability checks, “to hit” and damage rolls until full ration restored.

#### EXAMPLES:

**Fresh Foods:** fruits, vegetables, fresh meat, bread, cake, berries, cheese, prawns, shrimp

**Uncooked Rations:** flour, butter, olive oil, beans, ham, salt pork, bacon, oats, spuds, turnips, carrots

**Standard Rations:** crackers, corn Dodgers, sailor sausage, smoked meat,

**Iron Rations:** jerky, military biscuit, pemmican, hard tack

**Bulk Rations** should only be used for planning long expeditions, resupply distant outposts, etc. Most ordinary eats are covered by the monthly maintenance fee.

#### 5—Rented Lodging

Type	Price	Notes
Inn, slum	1sp	1 person, 1 night
Inn, average	5sp	1 person, 1 night
Inn, superb	2gp	1 person, 1 night
Stabling (warhorse)	1gp	1 night
Stabling (draft/riding horse)	5sp	1 night

## 6--TOWN SERVICES

Type	Price	Notes
Bath	2cp	
Laundry	1cp	1 basket
Messenger (in town)	4cp	Per message
Messenger	1gp	10-50 miles
Messenger	10gp	50-150 miles
Load/Unload Cargo	4cp per ton	
Paint Shield	1gp	
Paint Wagon	5sp	
Torch boy	1sp	For light at night

## 7—HEALING CONSUMABLES

**Awesome Pie\*:** 15gp: with 30 minutes' rest, any character who eats it is healed 1d4 hp of damage. Maximum once per day. Spoils in 1 week.

**Mighty Dwarf Haggis\*:** 18gp: with 30 minutes' rest, a dwarf or gnome who eats it is healed 1d4, other characters are only healed 1d2. Maximum of 1 per day. Spoils in 1 month.

**Grape Nuts\*:** 20gp: with 30 minutes' rest, an elf or half-elf who eats it is healed 1d4, other characters are only healed 1d2. Maximum of 1 per day. Spoils in 3 months.

**Comfrey Root:** 10gp: applied after battle heals 1d4 hit points. Maximum 1 per day.

**Liver Squeezings:** 2gp: cures 1d4 hit points, but 5% cumulative chance (drinks in one day) to turn drinker permanently blind.

**Mountain Man Breakfast:** 25gp, if cooked on a campfire and consumed at breakfast time, gives the user 2 temporary hit points for the day (max 1 use per day).

**Healing Potion (CLW):** 200gp from temple of one's god, 300gp from another god's temple. Heals 1d6+1 hit points. No maximum number used per day, can be taken as an action in combat.

**Healing Potion (CSW):** 800gp from temple of one's god, 1000gp from another god's temple. Heals 4d6+4 hit points. No maximum number used per day, can be taken as an action in combat.

**Neutralize Poison Potion:** 800gp from temple of one's god, 1000gp from another god's temple. Removes poison effects, makes drinker immune to poison for next 10 minutes. No maximum number used per day, can be taken as an action in combat.

**Healing Potion (CCW):** 1100gp from temple of one's god, 1500gp from another god's temple. Heals 5d6+5 hit points. No maximum number used per day, can be taken as an action in combat.

**Remove Disease Potion:** 700gp from temple of one's god, 900gp from another god's temple. Removes all normal and magical illnesses. No maximum number used per day, can be taken as an action in combat.

\*A character can benefit from maximum of 1 use of Pie, Haggis or Nuts, in one day (so if he eats Awesome Pie and is healed 1d4, a second pie will have no effect, nor will following the pie with haggis or grape nuts).

## 8—DRINKS—by the pint

Ale/Beer (cheap) 1-2cp	Ale/Beer (inexpensive) 3-4 cp
Ale/Beer (medium) 1-2 sp	Ale/Beer Expensive 3gp+
Wine (cheap) 2-4cp	Wine (inexpensive) 1-2sp
Wine (medium) 5sp	Wine (expensive) 7gp+
Mead (berserker) 5sp	Mead (dwarf) 5gp
Kumiss, (1 pint) 1cp	Strong waters (1/5 pint) 4sp

Wholesale by the cask: price per pint x80 x0.66 plus 4gp (for the cask).

## 9--DRINKS, UNUSUAL

Type	Price per pint	Notes
Boiling Grog	3sp	Always served hot and bubbling, increases strength by 1 point, but decreases dexterity 2 points per drink
Dead Berserker Ale	15gp	Drinking this brew allows you to Speak With Dead, as cleric spell, but only to dead berserkers). It is very potent, causing a -2 to all rolls for 1d6 hours.
Gut Bruiser Brew	1sp	A beer made from various common weeds and roots that has a high alcohol content and is sharply deleterious to the stomach. Each drink requires a save vs. poison or it is immediately vomited. Usually used as part of a drink challenge to newcomers or rubes.
Harvest Harp	1sp	A favorite Halfling stout ale, increases dancing skill noticeably
Hercu-Beer	5gp	Once you start, you can't stop till it's all gone. Causes all drinkers to sleep soundly through the night, unwakeable except for Dispel Magic or Neutralize Poison. Heals 1d6 hit points during the 8 hours of rest.
Leaf and Anvil Ale	5sp	Add +1 to reaction roll to a dwarf or elf who drinks a pint and is introduced to the opposite species; made by eccentric elves
Liver Squeezings	2gp	A wild-berry wine with the juices of a female owlbear liver mixed in during fermentation. Cures 1d4 point of damage per drink, but there is a 5% chance (cumulative during each day) per pint of going permanently blind.
Sprucebeard Ale	8gp	If cask is blessed by a dwarf priest, drinking a pint gives a +2 on poison saves for 1 day, and increases beard growing speed tremendously. Made by dwarves.
Orcsmead	5gp	Increases the hit and damage rolls of orcs by +1. Non-orcs must save vs. poison or go into a blind rage attacking friends and foes until killed or subdued. Made by orcs.

Effects of all unusual drinks wear off in hour per drink (except Hercu-Beer).

## CHAPTER SIX: ANIMALS AND TRANSPORT

### 1--TRANSPORT ANIMALS

Type	Price	HD	Move	Loaded	Encumbered
Camel	100gp	2	45'	40'	30'
Donkey/Pony	8gp	1	30'	25'	15'
Mule	20gp	2	30'	25'	15'
Ox	40gp	3	30'	25'	15'
Draft Horse	30gp	3	35'	30'	20'
Heavy Warhorse	200gp	3	35'	30'	20'
Medium Horse	100gp	2	40'	35'	25'
Light Horse	40gp	2	45'	40'	30'

Mount	Normal	Armored or Loaded	Encumbered
Pony or Donkey	20 items or small-sized rider	21-40 items OR regular sized rider	regular rider and 21-40 items or 2 small riders and no items
Mule or Light horse	30 items or unloaded rider	30-60 items OR loaded rider	loaded rider and 30-60 items or 2 unloaded riders
Medium Horse or Camel	35 items or unloaded rider	35-70 items or loaded rider	loaded rider and 35-70 items
Heavy Horse, Draft Horse or Draft Ox	45 items or unloaded rider	46-90 items or loaded rider	46-90 items and loaded rider or 2 riders of any load

#### HORSE QUALITY:

Add 1 HD: 3x price;

Lose 1 HD: ½ price:

Increase Move 10': 3x price

Decrease Move 10': ½ price

Increase Load 25%: 2x price

Decrease Load 25%: ½ price

### 2--LIVESTOCK

Chicken, Goose 1sp	Cow 10gp
Dog, hunting or sled 10gp	Dog, war 75gp
Goat 3gp	Hawk, trained 20gp
Pig 3gp	Sheep 2gp
Bull 50gp	Pigeon 2cp
Swan 3sp	Cat 5sp
Bag of Rats 4cp	Boar 4gp
Songbird 4cp	Piglet 1gp
Pig, Black-haired 6gp	Sheep/Goat Black haired 5gp
Pigeon carrier/homing 15gp	Elephant 3000gp

### 3--CARTS AND WAGONS

**CART:** 100gp, 2 wheels, bench for 3 people, 500 pounds per horse or ox (max 2). Move at  $\frac{3}{4}$  movement of the animals. 2 mules count as 1 horse or ox.

**WAGON:** 200gp, 4 wheels, bench for 3 people, 1000 per pair of oxen or draft horses (max 4 pairs). Move at  $\frac{1}{2}$  the movement of the animals. 2 mules equal 1 horse or ox.

### 4--SHIPS AND BOATS

Type	Price	MPH row/sail	Crew	Cargo
Raft	Varies	7/8	2-10	200
Boat	100gp	8/10	2 sailors or 8 rower	1000
Longship	3000gp	9/12	75	4000
Small Merchant Ship	5000gp	--/12	15	10000
Large Merchant Ship	20,000gp	--/14	20	30000
Galley, small	10,000gp	10/12	50+20 marines	2000
Galley, large	30,000gp	8/10	100+20 marines	4000
War Ship	50,000gp	--/14	15-20 plus 60 marines	6000



## 5—OTHER TRANSPORT

Item	Price	Encumbrance	Notes
Dog Sled (8 dogs)	25gp	--	Speed 30 Encumbered speed 20'; on snow only
Hand Cart	15gp	--	Holds up to 30 items, count as half encumbrance, no running
Ice Skates	5gp	1	Move at full rate on ice
Litter (open)	20gp	50	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sedan Chair (enclosed)	25gp	80	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sleigh	150gp	--	Treat as large cart on snow and ice
Skis	1gp	2	Move at double speed down hill on snow
Snowshoes	2gp	2	Move at full speed on snow (no running)
Stretcher	4gp	10	Split weight and 1 passenger's weight among 2-4 bearers
Travois	5gp	10	Allows injured man or load of up to 400 to be dragged behind a horse (still counts as normal weight); no running
Wheelbarrow	9gp	20	Holds up to 30 items, porters and lackeys count only ½ load as encumbrance; no running

## 6--ACCESSORIES

Type	Price	Notes
Caparison (warhorse)	20gp	Fancy dress for horse
Pack Saddle	15gp	Holds 200lbs
Tack (draft animals)	5gp	
Saddle and Tack (riding)	25gp	
Saddle and Tack (war)	45gp	
Spurs, normal	1gp	
Spurs, silvered	3gp	Squires only
Spurs, gilded	10gp	Knights only
Spurs, solid gold	75gp	Knights only
Saddlebag	10gp	Holds 30lbs

## CHAPTER SEVEN: MISCELLANEOUS

### 1—TRAVEL AND SHIPPING

Ship Passage: 20gp per 500 miles traveled per person.

Caravan Passage: 20gp per 150 miles traveled per person.

Shipping Cargo: 1gp per 100 lbs per 500 miles by sea

Carting Cargo: 1gp per 100 lbs per 150 miles by land.

Chartering a vessel of caravan: you must pay as if the entire cargo hold were filled.

Each human passenger takes up 500 lbs of cargo space, not including food and water.

### 2--ART OBJECTS AND LUXURY GOODS

Item	Cost	Weight	Material	Notes
Crystal Goblet	30gp	1	Crystal	
Dishes, Fine	200gp	12	China	6 place settings
Fur, Fine, Small	100gp	15	Fur	
Fur, Fine, Large	500gp	35	Fur	
Painting, small	50gp	10	Canvas	
Painting, medium	200gp	20	Canvas	
Painting, large	500gp	30	Canvas	
Rug	50gp	60	Fur, common	7'x4'
Rug	25gp	60	Wool	10'x10'
Silverware	70gp	3	Silver	6 place-settings
Statue, small	100gp	100	Stone	Bust or hobbit-size
Statue, medium	600gp	600	Stone	Man-sized
Statue, large	2000gp	2000	Stone	Big
Tapestry	35gp	75	Wool	15' long x8' 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. A Common Knowledge roll is used to identify quality (country folk/barbarians/poor folk -2, cultured or educated folk +2).

### 3--TRADE GOODS

Item	1-pound	1 crate	1 barrel	Notes
Cinnamon	1gp	45gp	200gp	
Copper	1gp	225sp	140gp	
Ginger	20sp	900sp	5600sp	
Gold	50gp	2500gp	XXX	
Iron	4cp	23sp	14gp	
Pepper	2gp	90gp	400gp	
Saffron	15gp	675gp	4200gp	
Salt	5gp	225gp	1400gp	
Silver	5gp	250gp	XXX	
Tea	2sp	9gp	56gp	
Tobacco	5sp	225sp	140gp	
Wheat	4cp	25sp	10gp	

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

**1 crate:** is the cost of 50 pounds of the material in a 10-pound wooden crate

**1 barrel:** is the cost of 350 pounds of the material in a 150-pound barrel

Crate and Barrel prices are included if a wholesale purchase in bulk from a merchant house or ship captain. If single barrel bought, add 10gp, single crate, 1gp, for containers.

#### 4--Cloth

Item	1 yard	10 yards	100 yards	# pounds per yard
Canvas	2sp	18sp	16gp	2
Cotton	5sp	45sp	40gp	1
Leather	5sp	45sp	40gp	2
Linen	2sp	18sp	16gp	1
Silk	20gp	180gp	16,000gp	1/2
Wool	1sp	9sp	8gp	2

#### 5--POISONS:

Type	Cost	Effect
Common Blade Venom	25gp	1d4 damage for 1d6 rounds, save +4
Strong Blade Venom	250gp	Death in 1d3 rounds, save applies
Common Food Poison	15gp	1d4 damage per turn for 2d6 turns, save +4
Strong Food Poison	150gp	Death in 1d4 turns, save applies
Common Contact Poison	75gp	1d4 damage for 2d4 rounds, save +4
Strong Contact Poison	750gp	Death in 1d6 rounds, save applies

#### 6—NPC SPELL CASTING

##### CLERICAL SPELLS:

Spell Level	Own Temple	Other's Temple
1	25gp	50gp
2	50gp	100gp
3	150gp	300gp
4	600gp	1200gp
5	900gp	1800gp
6	1200gp	2400gp
7	2400gp	4800gp

##### MAGE SPELLS:

SPELL LEVEL	PRICE
1	75
2	150
3	500
4	1500
5	2500
6	3500
7	5000
8	8000
9	10000

## 7--FURNITURE

Type	Price	Weight	Notes
Arms Rack	5gp	30	Holds 12 weapons
Bathtub	100gp	150	Made of iron
Bed, small	12gp	100	Sleeps 1
Bed, large	20gp	150	Sleeps 3
Beds, bunk	20gp	120	Sleeps 2
Bench	2gp	50	Seats 4
Book Shelves	10gp	70	Holds 30 books
Brazier	20gp	20	For charcoal
Cabinet	10gp	50	Holds 12
Cauldron	25gp	30	10 gallons
Cauldron, 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	20	Sleeps 1
Kitchen Pots	25gp	100	Full set
Desk	25gp	100	
Mirror, full sized	100gp	50	Silver
Sofa	10gp	120	Seats 3
Stool	1gp	10	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	10	
Wine Rack	15gp	70	30 bottles

## CHAPTER EIGHT: BUILDINGS

### 1— CASTLE BUILDINGS

Building	Cost	Occupants	Notes
Earth Works	25gp		Per 10' long, 10' high, 20' wide section
Ditch	50gp		10'x10'x10'
Tunnel (earth)	100gp		10'x10'x10'
Tunnel (stone)	200gp		10'x10'x10'
Drawbridge	1000gp		Includes lifting mechanisms
Portcullis	1000gp		Includes lifting mechanisms
Palisade	80gp		10' long, 15' high section
Curtain Wall	250gp		10' long, 10' thick, 20' high
Wooden Building	500gp	12	600 square feet footprint, 2 story
Stone Building	2500gp	12	600 square feet footprint, 2 story
Gatehouse	4500gp		20' high, 30' wide, 20' deep
Barbican	20,000gp		20' high, 40' wide, 20' deep with 2 30' high 30'dia towers
Donjon (small)	30,000gp	50	4 story, 40' tall, 1600 square foot area
Donjon (large)	50,000gp	100	5 story, 50' tall, 3500 square foot area

### 2—TOWERS

Tower	Cost	Occupants	Notes
Turret	1000gp		10'diameter, 20' high tower projecting from building
Bastion	3000gp		20' high, 40' long, projecting 20' from curtain wall
Square Tower (s)	2500gp	6	3 story, 20' across, 30' high
Square Tower (l)	4000gp	15	4 story, 30' across, 40' high
Round Tower (s)	5000gp	6	3 story, 20' across, 30' high
Round Tower (l)	8000gp	15	4 story, 30' across, 40' high

### 3—CASTLE FEATURES

Single Wooden Door 10gp; Single Bound Door 20gp, Single Metal Door 50gp;  
Double Wooden Door 15gp, Double Bound Door 30gp, Double Metal Door 75gp;  
Arrow Slit 10gp, Window 15gp;  
1 flight wooden stairs 30gp  
1 flight stone stairs 90gp

#### 4—Civilian Buildings

Building	Cost	Occupants	Notes
Hut, wood	50gp	3	150 sf 1 story
Cottage, wood	150gp	5	400 sf, 1 story
Cottage, stone	900gp	5	400 sf, 1 story
House, wood	500gp	12	600 sf 2 story
House, stone	2500gp	12	600 sf 2 story
Barn, wood	500gp	8 horses	900sf, 1.5 story
Barn, stone	2500gp	8 horses	900sf, 1.5 story
Bunkhouse, wood	900gp	30	1200 sf 2 story
Bunkhouse, stone	4500gp	30	1200 sf 2 story
Shop, wood	500gp	6	600 sf 2 story, space for business
Shop, stone	2500gp	6	600 sf 2 story, space for business
Inn, wood	1350gp	40	1800 sf, 2 story, lodging and food
Inn, stone	6500gp	40	1800 sf, 2 story, lodging and food
Warehouse, wood	1800gp	--	You can cram lots of people in, but doesn't qualify for reduced Living Exepnses
Warehouse, stone	8500gp	--	You can cram lots of people in, but doesn't qualify for reduced Living Exepnses
Stables, wood	900gp	20 horses	1500 sf, 1 story
Stables, stone	4500gp	20 horses	1500 sf, 1 story

The “sf” is the square footage of the ground plan, does not include upper story. Occupants indicates the number of people (or horses) that can be housed in the building to get the ½ reduction to Living expenses.