

**DR. SKULL'S**

**RAMPAGE AMID THE RUINS**

**2<sup>nd</sup> Edition**

**BOOK 3: WHAT THINGS YOU CAN BUY**

by David L. Nelson

# CONTENTS

<p><b>Introduction: Wealth and Encumbrance p3</b></p> <p><b>Chapter One: Arms and Armor p4</b> 1.1—Melee Weapons p4 1.2—Missile Weapons p5 1.3—Ammunition p5 1.4—Masterwork Weapons p6 1.5—Flask Weapons p6 1.6—Armor p7     1.6.1—Common Armor p7     1.6.2—Masterwork Armor p7 1.7—Weapon Accessories p8</p> <p><b>Chapter Two: Adventuring Gear p9</b> 2.1—Class and Skill Required Tools p9 2.2—Quick Access Common Adventuring Gear p9 2.3—Additional Adventuring Gear p10 2.4—Bags and Packs p10 2.5—Light Sources p10 2.6—Common Tools p11 2.7—Liquid Containers p11 2.8—Boxes and Chests p12 2.9—Cages, Traps and Restraints p12</p> <p><b>Chapter Three: Alchemy, Herbs, Foods p13</b> 3.1—Alchemy p13 3.2—Herbs p14 3.3—Special Foods and Beverages p15 3.4—Poisons p16 3.5—Ordinary Beverages p16 3.6—Travel Rations p17 3.7—Bulk Rations p17</p> <p><b>Chapter Four: Magic and Scholarship p18</b> 4.1—NPC spell casting p18 4.2—Commonly Available Potions p19 4.3—Magical and Clerical Trappings and Tools p19 4.4—Reading and Writing Materials p20 4.5—Magical Research Materials p20</p>	<p><b>Chapter Five: Clothing and Personal Effects p21</b> 5.1—Clothing p21 5.2—Personal Effects p22 5.3—Utensils p22 5.4—Musical Instruments p23 5.5—Art Objects and Luxury Goods p23 5.6—Furniture p24 5.7—Funeral Trappings p24</p> <p><b>Chapter Six: Trade, Travel and Transport p25</b> 6.1—Shipping and Transport Fees p25 6.2—Transport Animals p25 6.3—Carts and Wagons p25 6.4—Ships and Boats p26 6.5—Horse Accessories p26 6.6—Livestock p26 6.7—Trade Goods p26 6.8—Cloth p27 6.9—Other Transport p27</p> <p><b>Chapter Seven: Buildings p28</b> 7.1—Castle Buildings p28 7.2—Towers p28 7.3—Castle Features p28 7.4—Civilian Buildings p29 7.5—Siege Engines p30</p> <p><b>Chapter Eight: Expenses and Recruiting p31</b> 8.1—Living Expenses, Livery and Maintenance p31 8.2—Recruiting p31</p>
---	---

February 14, 2023

# INTRODUCTION: WEALTH AND ENCUMBRANCE

## 1--Coins

Copper Piece (Cp): common coin used to buy beer: worth 1/100 of a gold piece.

Silver Piece (Sp): common coin used to buy most everyday things: worth 1/10 of a gold piece

Gold Piece (Gp): coin used for major purchases: worth 10 silver pieces or 100 copper pieces

There are 100 coins in one pound of weight (twice the weight of a silver dime or slightly less than a silver quarter). A belt-pouch can hold 500 coins and counts as 1 item for encumbrance.

## 2—Ingots

Ingots of metal are commonly found among trade goods and dungeons.

25 pound iron: 5gp

25 pound copper: 25gp

25 pound silver: 250gp

10 pound gold: worth 1000gp

Any ingot counts as a "Big" item for encumbrance.

## 3—Common Personal Jewelry (all count as 0 for Encumbrance)

Rings: Lead 1gp, Copper 2gp, Silver 10gp, Gold 100gp, Ruby 500gp, Emerald 800gp

Necklaces: Wood 2cp, Shell 1sp, Copper 4gp, Silver 20gp, Gold 200gp

Amulets: Silver 25gp, Gold 250gp, Platinum 1000gp

## 4—Encumbrance:

Characters can carry 1 item per point of STR score before becoming Loaded, and twice that before becoming Encumbered (see book 1)

Each item in the catalog is rated for encumbrance. They will have one of four descriptions:

0—this item is small and doesn't count toward encumbrance, some small items can be combined into an item, for example 10 or 20 herbs can be held in an herbalist kit to count as a single item.

1—this item counts as 1 item.

Big—one of these items can be carried by a character, but he is automatically counted as Encumbered.

Too Big—this item cannot be carried by a person.

Obviously, things like castle parts, horses, wagons and ships are all too big.

# CHAPTER ONE: WEAPONS AND ARMOR

## 1.1— Melee Weapons

Weapon	Price	Dmg	Hands	Size	Class	Features
Fist	0	1	1	S	All	FD
Kick	0	1-2	0	S	All	FD
Baton	1sp	1d4	1	S	F J M S L	
Club-1	0	1d4	1	M	F J M S L	H
Club-2	0	1d6	2	M	F J M S L	
Torch	2sp	1d4	1	M	All	Fire, H
Staff	1sp	1d6	2	M	F J M S L	DA
Blackjack	1gp	1d4	1	S	F, J (skilled)	Stun/KO
Hammer, Light	3gp	1d4	1	S	F J L	AP, H
Mace	5gp	1d6	1	M	F L	AP
Flail	8gp	1d8	2	L	F L	AP
Warhammer-1	7gp	1d6	1	M	F L	AP
Warhammer-2	7gp	1d8	2	M	F L	AP
War Pick	5gp	1d8	2	L	F N	AP
Morningstar	6gp	1d8	2	L	F	AM
Maul	10gp	2d4	2	L	F J L	
Knife	1gp	1d4	1	S	F J X M S	FD, H
Dagger	3gp	1d4	1	S	F J N X S M	FD, AM, H
Silver Dagger	25gp	1d4	1	S	F J N X S M	FD, AM, H
Short Sword	7gp	1d6	1	S	F J N X	FD
Arming Sword	10gp	1d6	1	M	F X	FD, DA
Bastard Sword-1	15gp	1d6	1	M	F X	FD, DA
Bastard Sword-2	15gp	1d8	2	M	F X	FD, DA
Two-H Sword	20gp	1d8+1	2	L	F X	
Hatchet	2gp	1d4	1	S	F J X	H
Hand Axe	3gp	1d6	1	M	F J X	SS
Battle-Axe-1	7gp	1d6	1	M	F X	SS
Battle-Axe-2	7gp	1d8	2	M	F X	SS
Great Axe	10gp	2d4	2	L	F X	SS
Spear-1	2gp	1d6	1	M	F J N	H, AM, R1, RC
Spear-2	2gp	1d8	2	M	F J N	R1, RC, AM
Pike	5gp	1d8	2	L	F N	R2, RC
Halberd	7gp	1d8	2	L	F X	R1, SS, AP
Bill	7gp	1d8	2	L	F X	R1, UH, DA
Lance, med.	4gp	1d8	1	L	F N	R1, CB, UH
Lance, hvy	4gp	1d10	1	L	F N	R1, CB, UH
Lance, joust	1gp	1d3	1	L	F, N	R1, DM
Lance, on foot	4gp	1d8	2	L	F N	R1

## MISSILE WEAPONS:

Weapon	Price	Damage	Hands	Size	Class	ROF	Range
Rock	0	1d3	1	S	F J M L	1	10/20/30
Dagger	3gp	1d4	1	S	F J N X S M	1	10/20/30
Knife	1gp	1d4	1	S	F J M X S	1	10/20/30
Club	0	1d4	1	M	F J M L S	1	10/20/30
Hatchet	2gp	1d4	1	S	F J X	1	10/20/30
Hammer, L	3gp	1d4	1	S	F J L	1	10/20/30
Hand Axe	3gp	1d6	1	M	F J X	1	10/20/30
Torch	2sp	1d4	1	M	All	1	5/15/25
Dart	5sp	1d4	1	S	F J M N	2	20/40/60
Spear	2gp	1d6	1	M	F J N	1	10/20/30
Javelin	1gp	1d6	1	M	F J N	1	20/40/80
Flask	Var.	Var.	1	S	All	1	10/20/50
Short Bow	25gp	1d6	2	M	F J N	2	50/100/150
Horse Bow	30gp	1d6	2	M	F N	2	60/120/210
Long Bow	40gp	1d6	2	M	F N	2	70/140/210
Comp. Bow	50gp	1d6	2	M	F N	2	80/160/240
Sling (Stones)	1gp	1d4	1	S	F J L	1	40/80/160
Sling (Bullets)	1gp	1d6	1	S	F J L	1	40/80/160
Lt. Crossbow*	15gp	1d8	2	L	F J N	1	60/120/180
Hvy Crossbow**	25gp	2d4*	2	L	F J N	1/2	80/160/240

\*Light crossbow takes a Move action to reload.

\*\*Heavy Crossbow gets, at Short Range, a +3 to hit targets in any armor lamellar (+3) or better and an additional 1d4 damage against all targets. It takes a Move and Attack to reload.

**Ammunition:** a quiver, pouch or case with a set of arrows/quarrels/stones/bullets count as 1 item for encumbrance.

Arrows x20	5gp	Quarrels x30	5gp	Sling Stones x30	1gp
Back Quiver (20)	5gp	Belt Case (10)	2gp	Sling Bullets x30	5gp
Belt Quiver (10)	3gp	Back Case (30)	5gp	Pouch	1gp
Silver Arrow	5gp	Silver Quarrel	5gp	Silver Sling Bullet	5gp

## FEATURES: BY CODE:

**FD: Fast Draw:** weapon can be drawn from a scabbard without taking an action.

**DA: Disarm:** weapon can be used for the *Disarm* Combat Training

**UH: Unhorse:** weapon can be used for the *Unhorse* Combat Training

**CB: Charge Bonus:** weapon can be used for the *Lancer* Combat Training

**H: Hurlled:** weapon can be thrown as a missile weapon in addition to melee use

**RC: Receive Charge:** weapon does double damage against charging enemy with *Spear Fighting Combat*

**R1: Reach 1:** special features with *Spear Fighting* or *Reach For It* Combat Training.

**R2: Reach 2:** special features with *Spear Fighting* or *Reach For It* Combat Training.

**AM: Anti-Mail; AP: Anti-Plate:** special features with *Crack The Shell* Combat Training.

**SS: Split Shield:** special features with *Split/Hook Shield* Combat Training

**Class Codes:** F=Fighter, M=Magic-User, J=Jack, S=Cleric-Spiritual, L=Lawful Militant, N=Neutral Militant, X=Chaotic Militant. C=all militant clerics.

**1.4 MASTERWORK WEAPONS:** these are weapons whose construction is difficult or the methods restricted to a few masters or guilds. They are not magical items but do give some special benefit to the user. These can be bought only in large cities or larger dwarf strongholds. Each is 1 item.

**Broad-Blade Spear:** a high-quality spear with a broad stabbing head. When used in 2-hands it inflicts an additional +1 damage to mortal targets or animals with AC 14 or worse (like giant weasels, wolves, boar etc.). 400gp.

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

**Heavy War Bow:** a longbow or composite bow meant for only the strongest of men. It requires a 15+ in STR to use it, gets +1 to damage rolls. 400gp.

**Iron-Wood Mace:** this is a mace made entirely of a rare, ultra-hard wood. It acts like a normal mace in all respects but cannot be destroyed by a rust monster or affected by any magic that affects metal only. 250gp.

**Mail-piercing arrows:** such arrows get +1 to damage against targets in chain or scale or reptilian creatures with scaly hides (like dragons, giant lizards and lizardo). 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 chain or scale or reptilian monsters with scaly hides (like dragons, giant lizards and lizardmen). 400gp.

**Sharp-Bladed Sword:** an arming sword, bastard sword or short sword can be made with a superior cutting edge. Such a blade scores +1 to hit against mortals and animals with an AC of 14 or worse (like wolves, camels, giant weasels, most hounds etc.). 400gp.

**Silver-Headed Spear:** a heavy spear whose head is worked with enough silver to damage lycanthropes etc. 125gp.

**Silver Short Sword:** a sturdy short sword worked with enough silver to damage lycanthropes etc. 150gp.

**Silvered War-hammer:** a heavy Warhammer with a head weighted with enough silver to hurt lycanthropes etc. 200gp.

Weapon	Price	Dmg	Hands	Size	Class	Special
Broad-Blade Spear	400gp	1d8	2	M	F,J, N	RC, +1 dmg vs AC14-, R1, AM
DP-Mace	400gp	1d6	1	M	F,L	AP, +1 dmg vs plate
DP-War-hammer-1	400gp	1d6	1	M	F,L	AP, +1 dmg vs plate
DP War-hammer 2	400gp	1d8	2	M	F,L	AP, +1 dmg vs plate
Heavy War Bow	400gp	1d6+1	2	M	F, N	ROF 2
Iron Wood Mace	250gp	1d6	1	M	F,L	AP, not metal
MP Arrows (20)	200gp	1d6	--	--	F,N, J	+1 dmg vs mail
MP Spear-1	400gp	1d4	1	S	F, J, N	AM, RC, +1 dmg v mail
MP Spear-2	400gp	1d6	1	M	F, J, N	AM, RC, R1, +1 dmg v mail
Sharp A. Sword	400gp	1d6	1	M	F,X	FD, DA, +1d vs AC14-
Sharp Short sword	400gp	1d6	1	S	F, J, N, X	FD, +1 dmg v AC14-
Sharp B. Sword-1	400gp	1d6	1	M	F, X	FD, DA, +1 dmg v AC14-
Sharp B.Sword-2	400gp	1d8	2	M	F, X	FD, DA, +1 dmg v AC14-
Silver-Headed Spear	125gp	1d8	2	M	F,J,N	RC, R1
Silver Short Sword	150gp	1d6	1	M	F,J, N, X	FD
Silver War-hammer	200gp	1d8	2	M	F,L	AP

**1.5—Flask Weapons:** each of these is 1 pint of a dangerous liquid in a flask. A target directly hit suffers the effects on the "Damage" column, those within 5' of the target are affected by the Splash damage listed (1 round only), if the main target is missed, it will suffer splash damage, but no other targets will. Each flask counts as 1 item.

Weapon	Price	Range	Damage	Splash
Acid	15gp	10/20/50	2d4, 1 round	1d4
Holy Water	25gp	10/20/50	1d8, 2 rounds	1d4
Unholy Water	25gp	10/20/50	1d8, 2 rounds	1d4
Sacred Water	25	10/20/50	1d8, 2 rounds	1d4
Lamp Oil	5sp	10/20/50	1d4, 2 rounds	1d2
Military Oil	2gp	10/20/50	1d8 2 rounds	1d4
Cling Fire	100gp	10/20/50	1d6 until ext. or 6 rounds	1d2

Flask weapons only require a hit vs. AC10, since armor doesn't affect them. **Oil** must be lit by a flame to do damage. **Holy Water** only does damage to Undead, Demons and other chaotic supernatural creatures as listed in their descriptions. **Unholy Water** only does damage to Angels and other Lawful supernatural creatures, as listed in their descriptions. **Sacred water** only does damage to Lycanthropes, Elementals, and those supernatural creatures listed in their descriptions.

## 1.6 ARMOR

**1.6.1 STANDARD ARMOR:** these are the types of armors whose construction methods are widely known and which are available from any armorer at more or less standard prices. Each suit of armor or shield counts as 1 item for encumbrance (except clothes, which counts as 0 items). Chain, Scale, Brigandine and Plate count as Heavy Armor for movement and other purposes.

ARMOR	AC BONUS	MOVE	Enc. Items	PRICE
Clothes	+0	Standard	0	1gp+
Hides	+1	Standard	1	5gp
Leather	+2	Standard	1	10gp
Gambeson	+2	Standard	1	10gp
Lamellar	+3	Standard	1	50gp
Scale Armor	+4	Armored	1	65gp
Chain Mail	+5	Armored	1	75gp
Brigandine	+6	Armored	1	150gp
Plate Armor	+7	Armored	1	300gp
Buckler	+1	---	1	5gp
Shield	+2	---	1	10gp
Pavis	+4 vs Missiles	Encumbered	big	25gp

### Descriptions

**Clothes:** the base AC for mortals is 10.

**Hides:** heavy coverings of animal skins or hides give some protection against attack, includes head protection, such as a wolf's head placed over person's head.

**Leather:** clothing of leather, reinforced with boiled leather plates or metal studs at key points, together with a leather helmet offer some combat protection without interfering with stealth.

**Gambeson:** a thick padded garment designed for military use, including a metal cap is common protection for militia and offers the same protection as leather. The gambeson (or an equivalent arming doublet) is also used as the undergarment for chain, scale, brigandine and plate, so if those armors are destroyed (by a rust monster, for instance) the wearer still has a gambeson.

**Lamellar:** a series of boiled leather scales or plates tied to each other and not to a backing and worn over a padded jacket is the best low-weight protection. Includes a leather helmet.

**Scale Armor:** a full suit of overlapping metal scales, sewn onto a foundation garment it is cheaper to assemble but not as effective as chain mail. Includes a metal helmet.

**Chain Mail:** a full suit of interlocking rings with a metal helmet, worn over a gambeson is a common protection worn by professional warriors.

**Brigandine:** this is a breastplate made of overlapping metal strips riveted inside a cloth garment, it is either worn over chain mail or has a series of plate pieces to protect the limbs. It includes a metal helmet.

**Plate Armor:** this is a full suit of steel plates protecting the entire body, including a helmet for the head.

**Buckler:** this is a small round shield, very handy to use but not as much protection as a proper shield. Like a shield, all except those with special training require that the buckler take up the whole use of 1 hand (see Shield below).

**Shield:** this is a wooden, reinforced with metal, protective device which can add its armor protection to any other armor. One hand must be devoted to its use, so, except for Large combatants, weapons needing 2 hands cannot be used while a shield is used.

**Pavis;** this is a large shield meant to be carried in 2 hands and to stand upright on its own, it gives +4 AC against missile weapons, only. It's not particularly useful in melee; but favored by crossbowmen and magic-users (provided someone else carries it).

**1.6.2 MASTERWORK ARMOR:** these are armors whose fabrication methods are rare, difficult and often secrets kept by certain guilds or individuals. They give some additional benefit beyond common armors and are much more expensive. They are, however, not magically enchanted. They can usually be found for sale only in large cities or large dwarf strongholds.

**Dragon Scale:** +4, this set of scale armor, made from the hide of a dragon or similar beast, acts as regular scale armor but is immune to rust monsters and can't be destroyed by the type of breath weapon used by the dragon type from which it was made. Includes a helmet. 300gp.

**Light Mail +5:** some armorers (chiefly dwarf master craftsmen) have discovered a metal that can be mixed with iron to produce a very light-weight wire ideal for making chain mail. It doesn't offer improved protection over regular mail, but allows the wearer to move at the Standard move rate instead of the Armored move rate and it counts as light armor for purposes of skills/training restrictions. However, one does not get the DEX bonus to AC when wearing it. It can be worn by fighters, cleric-militants, and those Jacks who have Militia Trained skill. 700gp

**Quench Steel Plate Armor +8:** using secret techniques, certain armorers have developed the technique of making a suit of plate armor of superior quality. Quench armor counts as plate armor for all class, movements and skill/training purposes. It provides a +8 protection, but costs the quite high price of 3000gp.

**Rowan Shield +2:** this shield can be sacrificed, using the Shield Sacrifice training, allowing a missed saving throw against magic or breath weapon 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 +2:** 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.

**Silk-lined Gambeson +2/+4,** this is a high-quality padded gambeson which has multiple layers of silk sewn in the layers. Wearing this gives +2 AC against arrows and crossbow bolts. It can be worn either on its own or underneath chain, scale, brigandine or plate armor. Worn alone, it counts as a Gambeson for all skill and class purposes. 400gp

**Spider Silk Shirt: +4,** this is an incredibly difficult to make long-sleeved, knee-length shirt made of the silk of giant spider webs. While not magic, it is as expensive as many magic items at 4000gp. It gives the same protection as scale armor, but allows movement and stealth as if wearing leather or even no armor. Even a magic-user can wear this and gain its armor protection. Sneak thieves, assassins, scouts, hunters and spies prize these shirts for the extra protection offered while still allowing full access to their skills. 4000gp

**Stink Leather: +3** this is a set of heavy leather clothing with iron rings sewn into it covering vital organs, it has a really funky odor to it which actually disturbs dogs making them unwilling to track people wearing it. It offers protection similar to lamellar. Stink leather is a secret of the Orcs, who prize it because they like the smell. Stink leather can be worn by Jacks, Fighters and Cleric-militants, and counts in all ways as Light Armor. 100gp

**Sturdy Shield +2:** this shield can be used to make a *shield sacrifice* twice before breaking to pieces. 100gp.

ARMOR	AC BONUS	MOVE	PRICE	CLASSES
Dragon Scale	+4	Armored	300gp	C,F
Light Mail	+5	Standard	700gp	C,F
Quench Plate	+8	Armored	3000gp	C,F
Rowan Shield	+2	--	300gp	C,F
Shining Helmet	-	--	250gp	C,F
Shining Shield	+2	--	300gp	C,F
Silk-lined Gambeson	+2 (+4 vs arrows)	Standard	400gp	C,F,J
Spider-Silk Shirt	+4	Standard	4000gp	All
Stink Leather	+3	Standard	100gp	C,F, J
Sturdy Shield	+2	-	100gp	C,F

## 1.7 Weapon Accessories

Accessory	Price	Encumbrance	Notes
Baldric	1gp	0	Holds 3 items
Bandoleer	1gp	0	Holds up to 5 flasks, knives or bottles as 1 item
Belt	4sp	0	Holds 2 items
Belt, Knight's	5gp	0	Holds 2 items
Girdle	2gp	0	Holds up to 4 items
Quiver, Darts	5gp	1	Holds up to 12 darts as 1 item
Quiver, Javelin	5gp	1	Holds up to 6 javelins as 1 item
Scabbard, fancy	15gp	0	Holds 1 sword, dagger or knife
Scabbard, normal	1gp	0	Holds 1 sword, dagger or knife
Spare Bow String	1sp	0	To re-string a bow.

**Bandoleer:** up to 5 flasks, knives, daggers or bottles can be held in a bandoleer, counting as a single item for encumbrance. You must buy the bandoleer; it is not included in starting gear. Only 1 bandoleer can be worn at once to get the 5 for 1 encumbrance bonus, any items in additional bandoleers count as 1 item each, unless you have Grenadier skill, in which 2 bandoleers can be used as 1 item for each bandoleer.

Scabbards, belts, baldrics and girdles are just for convenience and do not improve # of items carried.



## CHAPTER TWO: ADVENTURING GEAR

**2.1 Class and Skills Necessary Tools:** these items are required in order to execute some class functions and Jack skills.

<b>Gear</b>	<b>Price</b>	<b>Encum.</b>	<b>Notes</b>
Alchemist Kit	25gp	1	Required to identify potions and alchemy, can hold 20 small alchemy products
Disguise Kit	25gp	1	Required for Disguise Skill
Divine Symbol, Silver	25gp	1	Required to turn undead or cast cleric spells
Divine Symbol, Wood	2gp	1	As Silver, but a WIS Check also required
Healer's Bag	15gp	1	Required for first aid, treat poison, and treat critical injury
Herbalist Bag	15gp	1	Required for Herbalism, can hold 20 herbs
Holy Water	25gp	1	Required to use Holy Barrier skill
Poisoner's Kit	75gp	1	Required to use Make Poison skill
Potion Making Set	100gp	1	Required for M-U to brew potions
Spell Component Bag	25gp	1	Required to cast Magic-User spells
Burglary Tools	25gp	1	Required to Pick Locks and Remove Traps
Tool Kit	15gp	1	Required for Repairman skill

**2.2 Quick Access: Common Adventuring Equipment:** these are the most common items bought by dungeon adventurers on the go, collected together for easy access.

<b>Gear</b>	<b>Price</b>	<b>Encum.</b>	<b>Notes</b>
Backpack	5gp	0	To carry your gear
Crowbar	1gp	1	To pry open doors and chests
Flint and Steel	1gp	0	To start a fire
Lamp Oil	5sp	1	4 hour of light from lantern, see also 1.5 above
Lantern	10gp	1	To burn oil for vision
Pole, 10'	1gp	1	To poke for pits/traps
Rations, iron	15gp	1	7 days' well preserved food, in a bag
Rations, standard	5gp	1	7 days', regular travel food, in a bag
Rope 50', hemp	1gp	1	To climb and tie things up
Sack, small	1gp	0	To carry stuff, put over someone's head
Sack, large	2gp	0	To carry more stuff
Sledgehammer	2gp	1	To break open doors and chests
Spikes, iron x12	1gp	1	To spike things closed
Torches x6	1gp	1	To illuminate and burn stuff
Wine Skin (2 pints)	1gp	1	1 item when it has wine in it
Wine, 1 pint	1gp	0	Becomes an item when put in a skin

## 2.3 Additional Adventuring Tools

Type	Price	Encumbrance	Notes
Banner or Flag	8gp	1	Needs pole
Blanket	2gp	0	
Climbing Gear	10gp	1	
Grappling Hook	25gp	1	
Hammer (small)	2gp	1	
Ladder, 10'	1gp	1	
Ladder 20'	5gp	big	
Lock	20gp	1	
Mirror, hand-sized	5gp	1	Steel
Pavilion	50gp	big	Sleeps 6 in style
Pole, 10' Wooden	1gp	1	For probing and flags
Pole, 10' Collapsing	10gp	1	Handy!
Rod, 5'	3gp	1	Steel
Rope, 50', special	50gp	0	Silk, every 3 coils counts as item
Stakes (x4) and Mallet	3gp	1	Wooden
String, spool, 100'	1cp	0	wool
Tar/Pitch	1cp	1	1 gallon (needs container)
Tent	20gp	1	Sleeps 2
Wire, spool 100'	3gp	0	metal

## 2.4—BAGS AND PACKS

Type	Price	Capacity in Items	Notes
Bushel Basket	1sp	8	2 hands
Belt Pouch	5sp	1	No hands
Small Sack	1gp	6	1 hand
Large Sack	2gp	10	1 or 2 hands
Backpack	5gp	8	No hands
Porter's Pack	10gp	12	No hands
Saddlebag	5gp	6	Up to 4 per horse
Pack Saddle	10gp	25	

## 2.5 Light Sources:

Type	Price	Encumbrance	Radius	Duration
Candle, tallow x12	2sp	1 (for 12)	10'	6 turns
Candle, wax x12	6sp	1 (for 12)	20'	12 turns
Lantern	10gp	1	30'	24 turns
Torch x6	1gp	1 (for 6)	30'	6 turns
Continual Light Rock	150gp	1	30'	Permanent

## 2.6—Common Tools

Type	Price	Encumbrance	Notes
Anvil	10gp	Too big	
Block and Tackle	5gp	1	
Branding Iron	4cp	1	
Craftsman's Tool Set	25gp	1	For 1 craftsman
Craftsman's Workshop	350gp	Too big	For up to 8 craftsmen
Drill	5sp	1	
Fishing Hook	1cp	0	
Fish Net (per 10 square feet)	4cp	1	
Hacksaw	8sp	1	
Hand Saw	10sp	1	
Hoe	5sp	1	improv-2
Nails (box of 100)	1sp	1	Iron
Mining Pick	3gp	1	improv-2
Poker, fireplace	1sp	1	improv-1
Pruning Hook	3gp	1	improv-2
Saw, 2-man	10gp	big	
Scythe	4gp	1	improv-2
Sickle	1gp	1	improv-1
Shovel	10sp	1	improv-2
Sledge Hammer	2gp	1	improv-2
Plow	20gp	Too big	
Rake	15sp	1	improv-1
Wash Tub	2gp	big	

Items marked as Improv-1 can be used as an improvised weapon in 1 hand, with a -2 to hit and 1d4 damage. Items marked as improv 2 can be used as an improvised weapon in 2 hands with a -2 to hit and 1d6 damage.

## 2.7--LIQUID CONTAINERS

Type	Price	Encumbrance when full	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	1	2 pints
Large Wine Skin	2 gp	1	4 pints
Wine Bottle, glass	3gp	1	2 pints
Gallon Jug, clay	5sp	1	1 gallon
Cask	4gp	big	10 gallon
Barrel	6gp	Too big	50 gallons
Amphora	1sp	big	12.5 gallons
Double Amphora	3sp	big	25 gallons
Pitcher, wooden	3cp	1	2 quarts

## 2.8—BOXES, CHESTS AND TRUNKS

Type	Price	Capacity in Items	Full Encumbrance
Spice Box	4sp	1	1
Wooden Crate (Chest 1)	8sp	10	big
Clay Urn (jar)	2cp	1	1
Amphora (jar)	4cp	10	big
Double Amphora (jar)	1sp	20	big
Metal Coffe (Chest 4)	10gp	1	1
Wooden Chest (Chest 2)	11gp	50	Too big
Iron-Bound Chest (Chest 3)	22gp	50	Too big
Strong Box (Chest 4)	15gp	6	big
Stone Chest (Chest 5)	25gp	50	Too big
Large Stone Trunk (Chest 5)	150gp	100	Too big
Iron Strong Chest (Chest 6)	500gp	100	Too big

## 2.9—CAGES, TRAPS AND RESTRAINTS

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

The two prices for cages are metal and wooden

# CHAPTER THREE: Alchemy, Herbs, Foods and Beverages

## 3.1 ALCHEMICAL PRODUCTS

The following are one-use items (except Alchemist Kit) made by alchemists, usable by all.

Type	Price	Notes
Acid	15gp	Can be used as a flask weapon (see combat gear) or to burn locks
Alchemist Kit	25gp	Required to identify potions, a trained Jack can carry up to 20 alchemy products (except cling fire, devil grease or tangler) as a single item in it., others only 10
Assassin's Smoke	25gp	Thrown to ground, instantly produces a 5x5 cloud of smoke, sufficient to allow thrower to attempt to sneak away/hide
Blinding Powder	50gp	Thrown into someone's face (hit AC 10) victim must make a save or become blinded for 1d6 exploration turns.
Cigar, Mighty	1gp	Secret cigar recipe of Gnomish alchemists, gives a +4 save vs. offensive odor attacks (skunks, trogs etc), but double chance of wandering monster with sense of smell. Can be used to ignite oil. Each cigar lasts 6 turns.
Cling Fire	75gp	Kept in a clay vessel, thrown against target, the vessel breaks and a sticky substance ignites, clinging to target (To hit AC 10). It does 1d6 damage each round (up to 6 rounds) until totally smothered by cloth (blanket, DEX d20, destroys blanket) or liquid (2+ gallons). If the attack roll is a 1, an ally or the thrower is hit.
Crystal of True Thought	50gp	A magic-user who look through this crystal at a light source for 10 minutes, makes an INT check and can recover a cast first level spell. The crystal then breaks. You may use only 1 per day.
Death Sand	100gp	Allows a sleep spell to affect the undead.
Devil Grease	20gp	Poured onto a 5'x5' hard floor, next person who steps onto it must save or fall down and flounder for 1-3 rounds
Dist. Orc Dust	25gp	Increases the area of effect of a Fear Spell to 40'x40'
Essence of Krangor	75gp	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. Effect lasts 1 hour and taking a second dose within the hour results in immediate unconsciousness for the rest of the hour.
Flash Powder	25gp	If thrown against a hard surface, make a flash-bang and smoke. Causes 1 target to Save or lose a round (undead, constructs, extra-worldly creatures immune)
Instant Fire	5gp	One of these small sticks can light a fire in a single round instead of a turn.
Seer Stone	25gp	Doubles the duration of any spell with the word "Detect" in the title.
Sleep Sand	25gp	Adds 2d4 HD of targets to a sleep spell
Spirit Candle	25gp	Acts as weak candle (10' radius, 3 turns). User will automatically win initiative against Undead whenever held forth.
Tangler	25gp	A jar filled with chemicals, if thrown (to hit AC 10 needed) at a target, save or be unable to move for 1d6 rounds (may still attack and cast spells).
Wonder Dust	30gp	Thrown in the air, reduces saving throws vs. Enchantment Realm spells by -2. Does not work in darkness or strong wind.

A cling fire, acid, devil grease or tangler each counts as 1 item for encumbrance (can be carried in bandoleer). A character with Alchemist skill and with an alchemist kit can carry up to 20 of any combination of the others inside it, counting as a single item, other characters only can carry 10 as a single item.

### 3.2—HERBAL REMEDIES AND CONCOCTIONS

Type	Price	Notes
Herbalist Bag	15gp	Required to use Herbalist skill, can hold 20 herbals for a skilled Jack
Belladonna	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" 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 5 hit points of damage, but causes 1 hour of deep sleep. Only 1 application works at a time
Lupins	10gp	Eating the beans gives a +2 on disease saves that day
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 or flee as if turned.
Woundwart	5gp	Applied to wounds, 1 dose per day, adds 1 extra hit point healed.

Each herbal counts as 1 item, except that 20 doses of herbals count a 1 item for encumbrance if kept in an Herbalist's Bag for those with the Herbalist Skill, others can carry 10.

### 3.3 Special Foods and Beverages

There exist a selection of special foods and beverages that exist in various tribes and communities across the world. Because of secret recipes and techniques, these are imbued with minor magical enchantments, even though made by otherwise normal, if skilled, makers. It is entirely at the will of the Judge when, where, how and how many of these might be available for purchase.

Those foods marked with a # can only provide their healing effect once per person per day. So, if someone eats an Awesome Pie and is healed for 1d6 points, he gains no benefit from a second pie or from eating Gnome Cakes or Graped Nuts etc. Those particular foods, also, must be eaten within 1 week of purchase. Each of the foods or beverages listed here counts as 1 item for encumbrance (except Walker Crackers).

Type	Price	Notes
Awesome Pie#	15gp	When eaten it heals 1d6 points of damage.
Doom Jerky	10gp	Eating this inflicts 1d4 points of damage on the eater, but grants a +2 on saves vs. poison and disease for 6 hours.
Forest Wine	10gp	When consumed by Elves, Gnomes, Halflings, Sprites, Half-elves or Humans it increases Saving Throws by 1 for 1 hour. It makes Goblins, Hobgoblins, Bugbears, Ogres, Half-Ogres, Orcs, and Half-orcs violently sick for an hour. Dwarves and Trolls think it tastes like medicine.
Gnome Cakes#	25gp	When eaten, it heals 1d4 points of damage, +2 for Gnomes
Graped Nuts#	25gp	When eaten, it heals 1d4 points of damage, +2 for Elves and half elves
The Herring Divine	250gp	A pickled herring so perfect that consuming it cures all lost hit points of damage and allows a re-roll of a failed disease saving throw.
Hercu-Beer	10gp	When the container is opened, all the pints you might have with you must be consumed by you or your comrades. After an hour or so, each person who has drunk one or more pints falls into a deep sleep for 8 hours which takes either dispel magic or neutralize poison to break. However, each person who so sleeps is healed 10 points of damage.
Mighty Haggis#	15gp	When eaten, it heals 1d4 points of damage, +2 for Dwarves
Mountain Man Breakfast	25gp	When cooked and eaten for breakfast, it gives 5 temporary hit points. No second breakfast. Lasts till next dawn.
Ogre Sammich#	25gp	When eaten by Ogre or Half-ogre, heals 2d4, others get sick
Orc Liquor	10gp	When consumed by Orcs or Half-Orcs, it heals 1d4 points of damage and grants +1 to melee damage and morale for 10 minutes. Non-orcs must make a save, a success heals 1-2 points of damage, a failure inflicts 1 point of damage.
Owlbear Punch	10gp	A potent beverage concocted from berries and various internal organs of an Owlbear. Each pint heals 1d6 hit points of damage, but there is a 5% chance, cumulative, that for each pint consumed in any given day that the drinker will go permanently blind.
Porridge Supreme#	25gp	When eaten, it heals 1d8 points of damage, +2 for Halflings, but requires 20 minutes and a fire to prepare properly.
Six Legs on a Goat	15gp	A powerful cheese, eating it gives +2 save vs poison, paralysis and disease for 24 hours.
Spirit Brew	15gp	Infused with shamanistic mushrooms, anyone who drinks this must make a saving throw or be violently sick for 1 hour. If the save is successful, the drinker can see and ask 3 questions of the ghost of someone who has died in the vicinity within the past hour.
Walker Crackers	30gp	This portion of crackers can be kept in a pocket and keeps you fed for 2 weeks, without counting as even 1 item for encumbrance.

### 3.4 POISONS

It requires a d100 CHA check (1 try per day) within a large town or city to find someone willing to sell poison. If the result is 95+, face arrest by the authorities.

Type	Cost	Effect
Common Blade Venom	25gp	1 use, save +4
Caustic Blade Venom	100gp	Lasts on blade for 10 rounds, adds 1d6 damage
Strong Blade Venom	250gp	1 use, normal save
Common Food Poison	15gp	1 use, save +4
Strong Food Poison	150gp	1 use, normal save
Common Contact Poison	75gp	Lingers 1 week, save +4
Strong Contact Poison	750gp	Lingers until triggered, normal save

### 3.5 ORDINARY BEVERAGES

Beverage	Pint	Gallon	Amphora	Cask	Barrel
Cheap Ale	1cp	6sp	9sp	45sp	8gp
Average Ale	3cp	8sp	27sp	6gp	15gp
Good Ale	1sp	13sp	9gp	11gp	35gp
Super Ale	1gp	8gp	90gp	77gp	325gp
Cheap Wine	3cp	8sp	27sp	6gp	15gp
Avg. Wine	3sp	3gp	27gp	25gp	100gp
Good Wine	1gp	8gp	90gp	77gp	325gp
Super Wine	7gp	55gp	270gp	508gp	2000gp
Avg. Mead	5sp	4gp	45gp	40gp	160gp
Super Mead	5gp	40gp	450gp	364gp	1600gp
Kumiss	1cp	6sp	9sp	45sp	9gp
Brandy	2gp	16gp	180gp	148gp	600gp

Pints do not come with containers

Gallon price includes a 1-gallon clay jug and sometimes a volume discount

Amphora price includes a 12.5 pottery amphora and a bulk discount

Cask price includes a 10-gallon wooden cask and a bulk discount

Barrel price includes a 50-gallon wooden barrel and a bulk discount

For encumbrance, check the liquid containers in 2.7



### 3.6 TRAVEL RATIONS: each comes in a well-packed sack.

Type	Price	Encumbrance	Notes
Rations, Iron (1 week)	15gp	1 item	Sailor sausage, hardtack, pickles; lasts 6 months in wilderness, 2 weeks in dungeon
Rations, Superior (9 days)	20gp	1 item	Iron rations, but with Special Kick-Ass Biscuits
Rations, Standard (1 week)	5gp	1 item	Bread, cheese, beans, bacon; lasts 1 week in wilderness, spoils in dungeon
Grain (1 week)	4gp	1 item	For 1 animal per week; required for heavy and medium warhorses
Fodder (1 week)	1gp	1 item	For 1 animal per week

### 3.7 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 (big for encumbrance).

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
Superior Rations	200gp	100	Iron Rations but with Special Kick-Ass Biscuits

**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, corndodgers, sailor sausage, smoked meat, sammiches

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

**Kick-Ass Biscuits:** a superior brand of hard-tack baked only in the finest of bakeries.

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

# CHAPTER FOUR: MAGIC AND SCHOLARSHIP

## 4.1—NPC SPELL CASTING

### 4.1.1—CLERICAL SPELLS:

Going to a temple to get a clerical spell cast has certain baggage attached to it. Anyone at anytime is able to get a first level spell cast for them, but to get a 2-3rd level spell cast requires a bit of bureaucratic wrangling (make CHA d20 check, 1 try per day, to make an appointment). For 4<sup>th</sup> level spells, the clerics will only cast for those of the same alignment as the god, and 5<sup>th</sup> level or higher spells require you either to convert to becoming an initiate of the god, or agree to submit to a Quest (with spell). Getting an appointment for a 6-7<sup>th</sup> level spell casting is more difficult as well, with a d100 CHA check required (1 try per day).

Spell Level	Own Temple	Other's Temple	Requirement
1	25gp	50gp	None
2	50gp	100gp	Cha d20 check
3	150gp	300gp	Cha d20 check
4	600gp	1200gp	Cha d20, same alignment
5	900gp	1800gp	Cha d20, Convert or Quest
6	1200gp	2400gp	CHA d100 check, Convert or Quest
7	2400gp	4800gp	CHA d100 check, Convert or Quest

### 4.1.2—MAGE SPELLS:

There are enough low-level mage guild members and market-place conjurers for anyone to be able to get a first level spell cast by just poking around for a day. Higher level spells require either a CHA d20, or CHA d100 check in order to convince a busy magician to be bothered with you. Spells of level 5 or higher also require the gift of a magic item (not a potion, or scroll less than 3<sup>rd</sup> level) or a significant task/mission/favor for level 7 or higher.

SPELL LEVEL	PRICE	Requirement
1	75gp	None
2	150gp	CHA d20 check
3	500gp	CHA d20 check
4	1500gp	CHA d20 check
5	2500gp	CHA d100 check, magic item
6	3500gp	CHA d100 check, magic item
7	5000gp	CHA d100 check, task or magic item
8	8000gp	CHA d100 check, task and magic item
9	10000gp	CHA d100 check, task and magic item

## 4.2—COMMONLY AVAILABLE POTIONS:

A certain selection of potions are in high demand and are readily available at temples and the marketplaces of larger towns and cities. Usually 1d4 of any type will be available during any one month.

Potion	Caster	Own Temple	Other Temple	Market
Heal Wounded	CL-2	200gp	400gp	600gp
Neutralize Poison	CL-4	400gp	800gp	1200gp
Cure Disease	CL-6	600gp	1200gp	1800gp
Detect Magic	M-3	--	--	600gp
Detect Invisible	M-3	--	--	600gp
Invisibility	M-3	--	--	900gp
Levitate	M-3	--	--	850gp
Water Breathing	M-5	--	--	1500gp
Haste	M-5	--	--	1500gp
See in Darkness	M-5	--	--	1500gp

## 4.3—MAGICAL AND CLERICAL TRAPPINGS AND TOOLS

Type	Price	Enc	Notes
Alchemist Kit	25gp	1	Required to identify potions
Beads, prayer	1gp	0	
Bell, hand	10gp	1	
Bell, large	750gp	Too big	
Book, blank	50gp	1	Suitable to be made into spell book
Candle, evil	2sp	0	
Censer, brass	5gp	1	That swingy incense burner thing
Divine Symbol, silver	25gp	1	
Divine Symbol, wooden	2gp	1	Must make skill roll if casting/turning with this instead of silver one.
Hat, impressive	10gp	0	
Priestly Vestments	50gp	0	
Holy/Unholy Water	25gp	1	
Incense, Common	1gp	0	Per stick
Potion Making Set	100gp	1	For Magic-User Potions
Scroll Supplies CL	200gp/level	1	To make clerical scrolls
Scroll Supplies MU	100gp/level	1	To make magic-user scrolls
Spell Component Bag	25gp	1	Must make INT roll to cast MU spells without this.

## 4.4—READING AND WRITING MATERIALS

Type	Price	Encumb.	Notes
Book, common	50gp	1	
Book, uncommon or rare	100—1000gp	1	
Chalk	1cp	0	10 pieces
Ink (1oz)	8gp	0	
Journal	10gp	1	50 pages, flimsy
Map, Local Area	50gp	0	50 mile radius of town
Map, Known World	100gp	0	
Metal box, for 1 book	100gp	1	Protects 1 book
Parchment, 1 sheet	1sp	0	loose
Quill pen	1cp	0	
Scroll case, leather	1gp	1	For up to 7 scrolls/maps
Scroll case, metal	5gp	1	For up to 7 scrolls/maps
Seal-ring, brass	5gp	0	Personal seal
Seal-ring, silver	20gp	0	Personal seal
Slate	5sp	1	
Wax tablet and stylus	10sp	1	Reusable, for notes
Wax, sealing	1sp	0	10 uses to seal document

## 4.5—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

## CHAPTER FIVE: CLOTHING AND PERSONAL EFFECTS

### 5.1—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, basic	5sp	Simple woolen drape, no hood
Cloak, silk, hooded	25gp	
Clogs	1cp	Cheap wooden shoes
Dress, bad	1gp	Serf
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	
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	1gp	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	

## 5.2—PERSONAL EFFECTS

Type	Price	Item Encumbrance	Notes
Bedroll	2gp	1	
Blanket	2gp	0	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

### 5.3—UTENSILS (if marked with # then 1 item, otherwise 0 for encumbrance)

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 #

#### 5.4—MUSICAL INSTRUMENTS

Type	Price	Encumb.
Lute/Lyre/Harp	25gp	1
Lute/Lyre/Harp, superior	50gp	1
Lute/Lyre/Harp, masterpiece	100gp	1
Horn/Flute/Pan Pipe	10gp	1
Horn/Flute/Pan Pipe, superior	50gp	1
Horn/Flute/Pan Pipe, masterpiece	100gp	1
Hurdy-Gurdy	100gp	1
Bagpipes	25gp	1
Great Harp	200gp	Big
Drum	25gp	1
Kettle Drum	45gp	Big
Trumpet	50gp	1
Chime	25gp	1
Gong	75gp	Big

#### 5.5—ART OBJECTS AND LUXURY GOODS

Item	Cost	Encumb.	Material	Notes
Crystal Goblet	30gp	1	Crystal	
Dishes, Fine	200gp	1	China	6 place settings
Fur, Fine, Small	100gp	1	Fur	
Fur, Fine, Large	500gp	1	Fur	
Painting, small	50gp	1	Canvas	
Painting, medium	200gp	1	Canvas	
Painting, large	500gp	Big	Canvas	
Rug	50gp	Big	Fur, common	7'x4'
Rug	25gp	Big	Wool	10'x10'
Silverware	70gp	1	Silver	6 place-settings
Statue, small	100gp	Big	Stone	Bust or hobbit-size
Statue, medium	600gp	Too Big	Stone	Man-sized
Statue, large	2000gp	Too big	Stone	Large-Gigantic
Tapestry	35gp	Too Big	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.

## 5.6—FURNITURE

Type	Price	Encumbrance	Notes
Arms Rack	5gp	big	Holds 12 weapons
Bathtub	100gp	Too big	Made of iron
Bed, small	12gp	Too big	Sleeps 1
Bed, large	20gp	Too bug	Sleeps 3
Beds, bunk	20gp	Too big	Sleeps 2
Bench	2gp	big	Seats 4
Book Shelves	10gp	Too big	Holds 30 books
Brazier	20gp	big	For charcoal
Cabinet	10gp	big	Holds 24 items
Cauldron	25gp	big	10 gallons
Cauldron, large	50gp	Too big	25 gallons
Candlestick	1gp/candle	1 (up to 12 candles)	Lead or iron
Candlestick	10gp/candle	1 (up to 12 candles)	Silver
Chair	5gp	big	Seats 1
China Closet	50gp	Too big	50 items
Cot	3gp	big	Sleeps 1
Kitchen Pots	25gp	Too big	Full set
Desk	25gp	Too big	
Mirror, full sized	100gp	big	Silver
Sofa	10gp	Too big	Seats 3
Stool	1gp	1	Seats 1
Table	15gp	Too big	Seats 6
Table, large	25gp	Too big	Seats 20
Throne	50gp	Too big	Seats 1
Throne, awesome	500gp	Too big	Seats 1
Tripod/Stand	10gp	1	
Wine Rack	15gp	Too big	30 bottles

## 5.7—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



# CHAPTER SIX: TRADE, TRAVEL AND TRANSPORT

## 6.1—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.

## 6.2—TRANSPORT ANIMALS

Type	Price	HD	Move	Loaded	Encumbered
Camel	100gp	2d8	45'	40'	30'
Donkey/Pony	8gp	1d6	30'	25'	15'
Mule	20gp	2d8	30'	25'	15'
Ox	40gp	3d8	30'	25'	15'
Heavy Warhorse	300gp	3d8+3	35'	30'	20'
Heavy Draft Horse	100gp	3d8	35'	30'	20'
Medium Warhorse	240gp	2d8+2	40'	35'	25'
Medium horse	80gp	2d8	40'	35'	25'
Light Warhorse	120gp	2d8+2	45'	40'	30'
Light Horse	40gp	2d8	45'	40'	30'
Nag Horse	10gp	1d8	35'	30'	20'

Mount	Normal	Armored or Loaded	Encumbered
Pony or Donkey or Nag	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;      Increase Move 10': 3x price    Increase Load 25%: 2x price

Lose 1 HD: ½ price;      Decrease Move 10': ½ price    Decrease Load 25%: ½ price

## 6.3—CARTS AND WAGONS

**CART:** 100gp, 2 wheels, bench for 3 people, 500 pounds per horse or ox (max 2). Move at ¾ movement of the animals. 2 mules count as 1 horse or ox.

**WAGON:** 200gp, 4 wheels, bench for 3 people, 1000lb per pair of oxen or draft horses (max 4 pairs). Move at ½ the movement of the animals. 2 mules equal 1 horse or ox.

#### 6.4—SHIPS AND BOATS

Type	Price	MPH row/sail	Crew	Cargo (tons)
Raft	Varies	7/8	2-10	1/10
Boat	100gp	8/10	2 sailors or 8 rower	1/2
Longship	3000gp	9/12	75	2
Small Merchant Ship	5000gp	--/12	15	5
Large Merchant Ship	20,000gp	--/14	20	15
Galley, small	10,000gp	10/12	50+20 marines	1
Galley, large	30,000gp	8/10	100+20 marines	2
War Ship	50,000gp	--/14	15-20 plus 60 marines	3

#### 6.5—HORSE ACCESSORIES

Type	Price	Notes
Caparison (warhorse)	20gp	Fancy dress for horse
Pack Saddle	15gp	Holds 25 items
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 (up to 4)	10gp	Holds 6 items

#### 6.6—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

#### 6.7—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, counts as 1 item if carried.

**1 crate:** is the cost of 50 pounds of the material in a 10-pound wooden crate. Counts as Big if carried

**1 barrel:** is the cost of 350 pounds of the material in a 150-pound barrel, counts as Too Big.

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.

### 6.8—Cloth

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

### 6.9—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	big	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sedan Chair (enclosed)	25gp	Too big	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sleigh	150gp	--	Treat as large cart on snow and ice
Sks	1gp	1	Move at double speed down hill on snow
Snowshoes	2gp	1	Move at full speed on snow (no running)
Stretcher	4gp	big	Split weight and 1 passenger's weight among 2-4 bearers
Travois	5gp	Too big	Allows injured man or load of up to 400 to be dragged behind a horse (still counts as normal weight); no running
Wheelbarrow	9gp	big	Holds up to 30 items, porters and lackeys count only ½ load as encumbrance; no running

## CHAPTER SEVEN: BUILDINGS

### 7.1— CASTLE BUILDINGS

Building	Cost	Siege Pts	Occup	Notes
Earth Rampart	40gp	25		Per 10' long, 10' high, 20' wide section
Ditch	20gp	--		10'x10'x10'
Tunnel (earth)	75gp	--		10'x10'x10'
Tunnel (stone)	250gp	--		10'x10'x10'
Drawbridge	800gp	30		Includes lifting mechanisms
Portcullis	800gp	35		Includes lifting mechanisms
Palisade	75gp	10		10' long, 15' high section
Curtain Wall	300gp	35		10' long, 10' thick, 20' high
Wooden Building	500gp	15	12	600 square feet footprint, 2 story
Stone Building	2500gp	30	12	600 square feet footprint, 2 story
Gatehouse	4500gp	45		20' high, 30' wide, 20' deep
Keep (small)	28,000gp	75	50	4 story, 40' tall, 1600 square foot area
Keep (large)	40,000gp	100	100	5 story, 50' tall, 3500 square foot area

### 7.2—TOWERS

Tower	Cost	Siege Pts	Occup	Notes
Turret	1000gp	--	--	10' diameter, 20' high tower projecting from building
Bastion	3000gp	40	--	20' high, 40' long, projecting 20' from curtain wall
Square Tower	2500gp	35	6	3 story, 20' across, 30' high
Square Tower	4000gp	40	15	4 story, 30' across, 40' high
Round Tower	5000gp	45	6	3 story, 20' across, 30' high
Round Tower	8000gp	50	15	4 story, 30' across, 40' high

### 7.3—CASTLE FEATURES

Wooden Door 10gp (door-1), Bound Door 20gp (door-2), Metal Door 50gp (door-3), Stone Door (door-4) 250gp.

Arrow Slit 10gp, Window 15gp;

1 flight wooden stairs 30gp

1 flight stone stairs 90gp

## 7.4—Civilian Buildings

Building	Cost	Occupant	Siege Pt	Notes
Hut, wood	50gp	3	1	150 sf 1 story
Cottage, wood	150gp	5	5	400 sf, 1 story
Cottage, stone	900gp	5	20	400 sf, 1 story
House, wood	500gp	12	7	600 sf 2 story
House, stone	2500gp	12	25	600 sf 2 story
Barn, wood	500gp	8 horses	7	900sf, 1.5 story
Barn, stone	2500gp	8 horses	25	900sf, 1.5 story
Bunkhouse, wood	900gp	30	10	1200 sf 2 story
Bunkhouse, stone	4500gp	30	30	1200 sf 2 story
Shop, wood	500gp	6	7	600 sf 2 story, space for business
Shop, stone	2500gp	6		600 sf 2 story, space for business
Inn, wood	1350gp	40	10	1800 sf, 2 story, lodging and food
Inn, stone	6500gp	40		1800 sf, 2 story, lodging and food
Warehouse, wood	1800gp	--	10	You can cram lots of people in, but doesn't qualify for reduced Living Expenses, 2200 sf
Warehouse, stone	8500gp	--	25	You can cram lots of people in, but doesn't qualify for reduced Living Expenses, 2200 sf
Stables, wood	900gp	20 horses	10	1500 sf, 1 story
Stables, stone	4500gp	20 horses	25	1500 sf, 1 story
Temple, wood	1600gp	20	15	2000 sf, 2-story
Temple, stone	8000gp	20	30	2000 sf, 2-story
Large Temple. stone	25,00gp	40	40	3200 sf, 2-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 and get the ½ reduction to Living expenses.

## 7.5 SIEGE ENGINES

Weapon	Price	Dmg	Range	Siege Damage	Crew	ROF	Targets
Ballista	150gp	3d6	100/200/300	1	2	3/turn	1
Lt. Catapult	250gp	5d6	120/240/360	2	4	1/turn	10x10
Hvy Catapult	400gp	6d6	160/320/480	3	8	1/turn	10x10
Cauldron	50gp	3d6	Below	--	1	1/turn	10x10
Covered Ram	1000gp	--	Contact	2	10	1/turn	1
Siege Tower	2000gp	--	--	--	20	--	--

Siege engines are slow to reload, shooting 1 time per turn (3 times for a ballista).  
 Damage is the rating for inflicting Hit points of damage against monsters and mortals.  
 Siege Damage is the amount of Siege Points inflicted by a hit against a building.  
 Ballistae treat all creatures and buildings as if AC 10.  
 Catapults roll to hit AC 15 against 10x10' areas of creatures, or AC10 against buildings.  
 Rams must be in contact with a target, but don't miss.  
 Cauldrons of hot oil or water automatically hit 10x10 areas below them from a wall, inflicting 3d6 hp of damage against all creatures therein.

## CHAPTER EIGHT: EXPENSES AND RECRUITING

**Living Expenses:** Each character pays 30gp per month per level/HD for himself, henchmen, mercenaries, other employees (apprentices and Jack lvl-1 npc count as ½ hd), horses and other animals. The player, for himself only, subtracts 1gp per level per point of WIS; this reduction is applied before any halving for housing. This is called “Livery and Maintenance” when paid for henchmen, mercenaries and other employees. The total is halved for each person or animal properly housed in a building that you own (see chapter 7). If you have a Freehold, then the living expenses are covered by the farm income.

Magic-Users who have joined a Guild must pay their monthly dues, in addition to Living Expenses, and clerics must give 10% of their income to their temple.

### Recruiting Henchmen:

By spending 1 week you can attract 1d6 candidates from the henchmen deck per 100gp you spend on the effort. There is a maximum of 1d6 candidates per 1000 people in the settlement in a single week.

Henchmen must be offered Livery and Maintenance, and a share of the treasure for all dungeon expeditions ( 10% of the character’s share, not to exceed 50% of it if there are more than 5 henchmen). They will come with minimal equipment, typically leather armor and one cheap weapon. Clerics will have a wooden holy symbol and Magic-Users a spellbook, but no component bag. They are poor, that’s why they’re working for you. After making the offer, roll a CHA check d20 for them to accept and join service. For each 50gp in cash (which they will immediately spend on debts and family obligations if they accept) you offer, add +1 to your CHA for the recruiting roll.

### Recruiting Mercenaries

To recruit mercenaries, you must be in a town or city. Spend 1 week posting notices and spreading the word. For each 100gp you spend, 1d4 groups of mercenaries will show up, to a maximum of 1d4 per 1000 inhabitants of town or city. The offer of Livery and Maintenance is required and then the PC must make a CHA d20 check, which, if it passes means that the mercenaries join up with the PC. If the squad comes equipped with horses then an additional 10gp signing bonus per man is required. If the squad comes equipped with chain, scale or brigandine armor an additional 10gp per man signing bonus is required. A character with the Recruiting Skill can spend a week and find exactly the species and type of mercenary desired instead a wider draw.

Mercenaries on guard or garrison duty are paid Livery and Maintenance (Living Expenses). However, if they are led into battle or into a dangerous wilderness, they receive an additional 5gp per level per day (Combat Pay). They are reluctant to go into dungeons or face supernatural foes, and so must be paid 10gp per level per day of such employment (Double Combat Pay). XC mercenaries are counted as one half level for Livery, Combat and Double Combat pay. Take note that the Livery and Maintenance must also cover the expenses for the soldiers’ horses. While the Livery and Maintenance can be covered by owning a freehold, the employer must pay Combat and Double Combat Pay in cash.

**RECRUITING SKILL:** if a character has the Recruiting Jack skill or Fighter Combat Training, he can spend 1 week and NO advertising money he can look through the deck and pick whichever card he desires on a skill check. If he desires, he can choose to roll a skill check instead of using a CHA check to see if the offer succeeds.