

# **THE GEAR BOOK FOR THE MIGHTY**

**BOOK 3 OF  
RAMPAGE AMID THE RUINS, THIRD EDITION**

**BY**

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# 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 Characters section of book 1) and no more than 3 times the score.

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

**0**—this item is small, a **trifle**, and doesn’t count toward encumbrance, some small items can be combined into an item, for example 12 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.

### EXAMPLE:

Frank The Fierce has a STR of 12. He carries the following:

Chainmail Armor (1 item) over his Clothes and boots (0 items)

Shield (1 item)

Sword (1 item) and dagger (1 item) in scabbards (0 items) on a baldric (0 item)

A Backpack (0 items) containing 5 days’ iron rations (1 item), skin with 2 pints of wine (1 item), a coil of rope (1 item), a crowbar (1 item), 6 torches (1 item), tinder box (1 item), and a vial of Holy Water (1 item)

This adds up to 11 items, 1 less than his STR score, so he is not Loaded and can move the full allowance for Chainmail, 9 inches.

If he wanted to carry a bow and a quiver of arrows, that would be 2 more items and would put him over the limit and make him “Loaded”, his movement would drop from 9” to 6”

If his pal, Amazing Steve, were severely wounded, and Frank wanted to carry him to safety, Steve would count as “Big” and would drop Frank’s movement from 9” to 3”. He could not carry the bow and arrows and Steve.

# CHAPTER ONE: WEAPONS AND ARMOR

## 1.1— MELEE WEAPONS

Weapon	Cost	Enc.	Hands	Size	Damage	Note
Punch	0	--	1	S	1	Fast Draw
Knife	1gp	1	1	S	1d3	Throw, Fast Draw
Dagger	3gp	1	1	S	1d4	Throw, Fast Draw, vs Prone
Hand Ax	3gp	1	1	S	1d6	Throw, SS
Short Sword	10gp	1	1	S	1d6	Fast Draw
Club	0	1	1	M	1d4	Throw
Torch	1/6gp	1	1	S	1d4	Fire
Mace	4gp	1	1	M	1d6	
Hammer	5gp	1	1	M	1d6	Throw
Sword	15gp	1	1	M	1d8	Fast Draw
Pick	8gp	1	1	M	1d6	
War-hammer	12gp	1	1	M	1d8	As Hammer or Pick, Fighters only
Battle Ax	7gp	1	1	M	1d8	SS
Big Club	3gp	1	2	L	1d8	Space, KD
Morning Star	6gp	1	1	M	1d8	
Flail	8gp	1	1	M	1d8	Space
Staff	0	1	2	L	1d6	KD
Heavy Ax	12gp	1	2	L	1d10	Space, SS, KD
Spear	1gp	1	1	M	1d6	Throw, set vs charge (Double Charge)
Maul	7gp	1	2	L	1d8	Space, KD
Halberd	7gp	1	2	L	1d10	Set vs charge, SS, KD
Bill	7gp	1	2	L	1d10	Unhorse, KD
2-Handed Sword	25gp	1	2	L	1d10	Space, KD
Mt. Lance	4gp	1	1	L	1d10	Double Charge, No Dungeon, Unhorse, KD
Pike	5gp	1	2	G	1d8	Set vs Charge, No dungeon, KD

War-hammer can be used as either a Hammer or a Pick on the attack matrix, Fighters only.

Mounted Lance can only be used from a Warhorse or Paladin's Horse

Double Charge: scores double damage when used from a charging horse.

Fast Draw: weapon can be drawn without spending an action.

Fire: the attack counts as fire, not as normal weapon damage

KD: weapon can be used for the knock down maneuver

No Dungeon: the weapon cannot be used indoors.

Set vs Charge: weapon can use the Set to Receive Charge maneuver

Space: weapon requires adjacent spaces to be free of friendly combatants to use

SS: weapon may be used for the Split or Hook shield maneuver

Throw: weapon can be thrown with a 2"/4"/6" range

Unhorse: weapon may be used with the Unhorse maneuver

vs. Prone: daggers do 3d4 damage against prone targets

Size S characters can use a Size S in one hand, a Size M in two hands and cannot use Size L or G.

Size M characters can use Size S or M in one hand, and Size L or G in 2 hands.

Pikes are the only size G weapons usable by size M combatants

## 1.2—MISSILE WEAPONS:

### Missile Weapons

Weapon	Cost	Enc.	Hands	Size	Range	Damage	ROF
Short Bow	25gp	1	2	M	10/20/30	1d6	2
Horse Bow	35gp	1	2	M	12/24/36	1d6	2
Lt. Crossbow	15gp	1	2	M	12/24/36	1d6	1
Long Bow	40gp	1	2	L	14/28//42	1d8	2
Composite Bow	50gp	1	2	L	16/32/48	1d8	2
Heavy Crossbow	25gp	1	2	L	16/32/48	2d4*	1/2
Sling	1gp	0*	1	S	10/20/30	1d4/1d6*	1
Javelin	1gp	1	1	S	4/8/12	1d6	1
Dart	5sp	0*	1	S	4/8/12	1d4	2

Halflings and Gnomes cannot use size L weapons.

Dwarves cannot use Long Bows or Composite Bows, but may use Heavy Crossbows.

A heavy crossbow gets an additional 1d4 damage at short range.

Sling stones do 1d4 damage, sling bullets do 1d6

A sling together with a pouch of bullets or stones count as a single item for encumbrance.

A single javelin can count as 1 item, but a quiver of 6 javelins or 12 darts counts as a single item.

## 1.3 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
Dart Quiver (12)	5gp	Javelin Quiver (6)	5gp		
Silver Dart	10gp	Silver Javelin	20gp		

## 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 large, 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 6 or worse (like giant weasels, wolves, boar etc.). 400gp.

**Anti-Plate 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 armor (or monsters with thick shells (like turtles or crabs). 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 armor or reptilian creatures with scaly hides (like dragons, giant lizards and lizard men). 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 armor 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 damage against enemies with an AC of 6 or worse (like wolves, camels, giant weasels, most hounds etc.). 400gp or 350gp for short sword.

**Silver Dagger:** a dagger with a silvered point and cutting edge that can injure lycanthropes etc.

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

**Silver Sword:** a sturdy sword (or short sword) worked with enough silver to damage lycanthropes etc. In its sickle form, this is the only sword usable by druids.

**Silvered Mace:** a mace with a head worked with enough silver to hurt lycanthropes etc.

Weapon	Price	Dmg	Hands	Size	Special
Broad-Blade Spear	400gp	1d8	2	L	+1 damage vs AC 6 or lower
AP-Mace	400gp	1d6	1	M	+1 damage vs Plate
AP hammer-1	400gp	1d6	1	M	+1 damage vs Plate
Iron Wood Mace	250gp	1d6	1	M	Not metal
MP Arrows (20)	200gp	1d6	--	--	+1 damage vs mail
MP Spear	400gp	1d6	1	M	+1 damage vs mail
Sharp Sword	400gp	1d8	1	M	+1 damage vs AC 6 or lower
Sharp Short Sword	350gp	1d6	1	S	+1 damage vs AC 6 or lower
Silver Dagger	25gp	1d4	1	S	Counts as silver
Silver-Headed Spear	125gp	1d6	1	M	Counts as silver
Silver Sword	300gp	1d8	1	M	Counts as silver
Silver Short Sword	300gp	1d6	1	S	Counts as silver
Silver Mace	200gp	1d6	1	M	Counts as silver

## 1.5—FLASK WEAPONS:

Each flask weapon is 1 item, can be thrown with a range of 2"/4"/6", using the "flask" row on the missile attack matrix and affects the target and all combatants within 1" of the target. Holy Water, Sacred Oil and Tomb dust are ½ pint in a crystal vial, oil is 1 pint in a pottery flask, the rest are 1 quart each in a sealed metal Alchemy Flask.

WEAPON	PRICE	Availability	EFFECTS
Holy Water	25gp	Lawful Temple	Undead and demons take 1d8 damage per round for 2 rounds. Initiates of Chaotic gods take 1d4 damage once. All 3 drop Morale by 2 for 10 minutes and must make a Morale Check or flee for 1d4 rounds.
Unholy Tomb Dust	25gp	Chaos Temple	Lawful Spiritual beings take 1d8 damage per round for 2 rounds. Initiates of Lawful gods take 1d4 damage once. All 3 drop Morale by 2 for 10 minutes and must make a Morale Check or flee for 1d4 rounds.
Sacred Oil	25gp	Neutral Temple	Lycanthropes and Elementals take 1d8 damage per round for 2 rounds, drop Morale by 2 for 10 minutes and must make a Morale Check or flee for 1d4 rounds.
Acid	30gp	Alchemist	Targets that are hit take 1d8 damage and save or lose their shield.
Oil	2gp	Common	Used in lamps, lanterns and attempts to open doors silently. If targets are hit and then set on fire with a torch etc., burns for 1d4 damage per round for 2 rounds.
Cling Fire	150gp	Alchemist	Targets take 1d6 damage every round for 4 rounds, unless someone else uses a blanket or full quart of liquid to douse it. In which case, make a save to escape further damage. Does not need to be ignited.
Devil Grease	200gp	Alchemist	Targets save or drop everything in their hands and fall prone, flailing around for 1d4 rounds. Can be set as a trap.
Blinding Powder	250gp	Alchemist	Targets save or be unable to see for 1d6 TURNS
Smoke Bomb	50gp	Alchemist	10'x10' area is covered by dense smoke. No one can see through the smoke until the end of the next round. Breaks melee lock and prevents all missile shots.
Tangler	75gp	Alchemist	Targets save or be unable to move for 1d4 rounds. They may still shoot, fight and cast spells etc.

## 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). Barding counts as 1 item for a horse, but as Big for a person.

ARMOR	AC	MOVE	Enc	Class	Price
Leather	7	12"/9"	1	F, B, CA, J, D	15gp
Gambeson	7	12"/9"	1	F, B, J, CA	15gp
Chain Mail	5	9"/6"	1	F, CA	50gp
Scale Armor	5	9"/6"	1	F, CA	50gp
Plate Armor	3	6"	1	F, CA	150gp
Shield	-1	--	1	F, B, CA	10gp
Wooden Shield	-1	--	1	F, Dr	3gp
Pavis	special	--	Big	special	25gp
Barding	4	See horses	Sp	War Horse	150gp
Barding, Paladin's Horse	2	See horses	Sp.	Paladin's Horse	150gp

**Move:** the first number is for Men and Elves, the second for Dwarves, Gnomes and Halflings.

**Class Code:** F (Warrior, Paladin, Ravager), B (Berserker), J (Jack), CA (Militant, Guardian, Punsier), D (druid).

### Descriptions

**Clothes:** the base AC for mortals is 9.

**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 and plate, so if those armors are destroyed (by a rust monster, for instance) the wearer still has a gambeson.

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

**Scale Armor:** a full suit of overlapping metal scales, sewn onto a foundation garment is an alternative to chain mail worn by some warriors. Includes a metal helmet.

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

**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 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 inflicts a -4 against all missile weapons shot at the person(s) behind it. It's not particularly useful in melee; but favored by crossbowmen and mages (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:** 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. Includes a helmet. 300gp.

**Light Mail:** 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 12" (9" for Dwarves). Jacks can wear this armor without the usual penalty for wearing mail. 1000gp

**Quench Steel Plate Armor:** using secret techniques, certain armorers have developed the technique of making a suit of plate armor of superior quality. It provides AC 1, but costs the quite high price of 3000gp.

**Rowan Shield:** this shield can be sacrificed, using a Shield Parry, 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:** 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:** 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 or plate armor. 800gp.

**Spider Silk Shirt:** 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 5000gp. It gives the same protection as chain mail 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. Jacks prize these shirts for the extra protection offered while still allowing full access to their skills. Any time the wearer takes any damage from fire, he must make a Saving Throw or the shirt will be destroyed.

**Stink Leather:** 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 AC 6. Stink leather is a secret of the Orcs, who prize it because they like the smell. 50gp.

ARMOR	AC	MOVE	PRICE	CLASSES
Dragon Scale	5	9"/6"	300gp	F, CA
Light Mail	5	12"/9"	1000gp	F, CA
Quench Plate	1	6"	3000gp	F, CA
Rowan Shield	-1	--	300gp	F, CA, B, D
Shining Helmet	--	--	250gp	F, CA
Shining Shield	-1	--	300gp	F, CA, B
Silk-lined Gambeson	7, 5 vs arrows/bolts	12"/9"	800gp	F, CA, B, D, J
Spider-Silk Shirt	5	12"/9"	5000gp	All
Stink Leather	6	12"/9"	50gp	F, CA, B, D, J

## 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. Some Lackeys can have this act 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 for easy access. For Lackeys with "Grenadier" all 5 count as a single item for encumbrance. You must buy the bandoleer; it is not included in starting gear.

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



# CHAPTER TWO: ADVENTURING GEAR

## 2.1 TASK TOOLS

These items are required in order to various Adventuring Tasks

Gear	Price	Encum.	Notes
Bandages x20	5gp	1	20 bandages count as 1 item; used for Bandage Wounds
Climbing Gear	25gp	1	+1 to Climb Tasks
Crowbar	3gp	1	For Pry Box task; fight as mace -1 to hit
Disguise Kit	25gp	1	For Disguise task
Mule	30gp	Too Big	Mule on the stairs
Oil	2gp	1	For open door silently (as well as lamps and lanterns)
Pole, 10'	1gp	1	For Probe for Pits task
Shuttered Lantern	25gp	1	For some Jacks to sneak in dungeons, needs candle
Tinder Box	1gp	1	For Light Fire task
Tool Kit	25gp	1	For Find Trap, Mech Device. Pick Lock, Repair, Set Trap
Venom Kit	25gp	1	For Harvest Venom task
Wax Candles x12	6sp	1	For shuttered lantern
Woodsman's Ax	4gp	1	Chopping doors; fight as a Battle Ax -1 to hit and 2 handed

## 2.2 COMMON ADVENTURING EQUIPMENT

Apart from the Task Tools, these are the most common items bought by dungeon adventurers on the go, collected together for easy access.

Gear	Price	Encum.	Notes
Backpack	5gp	0	To carry your gear
Lantern	10gp	1	To burn oil for vision
Holy Water	25gp	1	Burn the undead
Mallet	1gp	1	To pound spikes and stakes; fight as hammer -2 to hit
Rations, iron	15gp	1	5 days' well preserved food, in a bag
Rations, standard	5gp	1	5 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	Breaks doors; fight as a Maul with -2 to hit
Stakes, wood x12	1sp	1	For tents, trip lines and killing vampires
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	
Grappling Hook	25gp	1	
Hammer (small)	2gp	1	Fight as hammer -2 to hit, 1d4 damage
Ladder, 10'	1gp	1	
Ladder 20'	5gp	big	
Lock	20gp	1	
Mirror, hand-sized	5gp	1	Steel
Pavilion	50gp	big	Sleeps 6 in style
Poison Kit	25gp	1	Punishers and Warlocks make poison
Pole, 10' Collapsing	10gp	1	
Rod, 5'	3gp	1	Steel
Rope, 150', silk	50gp	0	Silk
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	1 per animal

## 2.5 LIGHT SOURCES:

ITEM	Price	Enc	Notes
Torches x6	1gp	1/bundle	4" radius, 6 turns; even 1 torch is not considered a "trifle"
Lantern	10gp	1	4" radius, 24 turns (uses 1 pint of oil)
Pint of Lamp Oil	2gp	1	Usable in a lantern or lamp
Shuttered Lantern	25gp	1	Can be used by Jacks to move stealthily in darkness and still have normal surprise chance. Uses a wax candle
Candle, tallow x12	2sp	0	2" radius, 6 turns
Candle, wax x12	6sp	t0	3" radius, 12 turns, can be used in a lantern
Oil lamp	1gp	1	2" radius, 6 hours uses 1 pint of oil (genie style lamp)
Radiant Orb Spell	--	--	6" radius. 6 hours (36 turns)
Floating Torch Spell	--	--	4" radius, lasts 4 hours (24 turns)

## 2.6—COMMON TOOLS

Type	Price	Encumb	Notes
Anvil	10gp	Too big	
Block and Tackle	5gp	1	
Branding Iron	4cp	1	Fight as club
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	Fight as staff -1 to hit
Nails (box of 100)	1sp	1	Iron
Mining Pick	3gp	1	Fight as Military Pick -2 to hit, 2 hands
Poker, fireplace	1sp	1	Fight as club
Pruning Hook	3gp	1	Fight as Bill, -2 to hit
Saw, 2-man	10gp	big	
Scythe	4gp	1	Fight as bill, -2 to hit
Sickle	1gp	1	Fight as dagger, -2 to hit
Shovel	10sp	1	Fight as staff -1 to hit
Sledge Hammer	2gp	1	Breaks doors; fight as a Maul with -2 to hit
Plow	20gp	Too big	
Rake	15sp	1	Fight as staff -1 to hit
Wash Tub	2gp	big	
Woodsman's Ax	4gp	1	Chops doors; fight as a Battle Ax -1 to hit and 2 handed

## 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
Alchemy Flask, metal	5gp	1	1 quart
Crystal Vial	5gp	1	1/2 pint
Water/Wine Skin	1gp	1	2 pints
Large Wine Skin	2gp	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	8sp	10	big
Clay Urn	2cp	1	1
Amphora	4cp	10	big
Double Amphora	1sp	20	big
Metal Coffar	10gp	1	1
Wooden Chest	11gp	50	Too big
Iron-Bound Chest	22gp	50	Too big
Strong Box	15gp	6	big
Stone Chest	25gp	50	Too big
Large Stone Trunk	150gp	100	Too big
Iron Strong Chest	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 2"
Slave Collar	1gp	0	
Shackles with ball	4gp	big	Reduce movement to 1"

The two prices for cages are metal and wooden

# CHAPTER THREE: ALCHEMY, HERBS, FOOD AND DRINK

## 3.1 ALCHEMICAL PRODUCTS

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

Type	Price	Notes
Acid	30gp	Flask Weapon: Targets that are hit take 1d8 damage and save or lose their shield. Also can be used to burn through locks (See adventuring)
Alchemist Bag	25gp	Can carry 12 alchemical products as 1 item (except those marked Flask Weapons) , Alchemists can carry 24.
Blinding Powder	250gp	Flask Weapon: targets save or blinded 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	150gp	Flask Weapon: Targets take 1d6 damage every round for 4 rounds, unless someone else uses a blanket or full quart of liquid to douse it. In which case, make a save to escape further damage. Does not need to be ignited.
Crystal of True Thought	50gp	A mage who look through this crystal at a light source for 10 minutes, makes an INT check and can recover 1d4 spell points. The crystal then breaks. You may use only 1 per day.
Death Sand	100gp	Allows a sleep spell to affect the undead.
Devil Grease	40gp	Flask Weapon: Targets save or drop every in their hands and fall prone, flailing around for 1d4 rounds. Can be set as a trap.
Dist. Orc Dust	25gp	Sprinkled on the ground, makes dogs unable to follow a trail
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. Effect lasts 1 hour and taking a second dose within the hour results in immediate unconsciousness for the rest of the hour.
Flash Powder	50gp	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 round, no task roll
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
Smoke Bomb	50gp	Flask Weapon: 2"x2" area is covered by dense smoke. No one can see through the smoke until the end of the next round. Breaks melee lock and prevents all missile shots.
Spirit Candle	25gp	Acts as weak candle (2" radius, 3 turns). User will automatically win initiative against Undead whenever held forth.
Tangler	75gp	Flask Weapon: Targets save or be unable to move for 1d4 rounds. They may still shoot, fight and cast spells etc.
Wonder Dust	30gp	Thrown in the air, reduces saving throws vs. Enchantment Realm spells by -2. Does not work in darkness or strong wind.

### 3.2—HERBAL REMEDIES AND CONCOCTIONS

Type	Price	Notes
Herbalist Bag	15gp	Holds 12 herbal remedies or concoctions as 1 item, 24 for Druids.
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 3d6 power points after trance of 1d3 hours. If failed, fall into deep trance for 3d6 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 Root	10gp	Once per day per patient, heals 3 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 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	Smeared on an injury, heals 6 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 or flee for 3d6 rounds
Woundwart	5gp	Applied to wounds, 1 dose per day, adds 1 extra point of natural healing per day

Each herbal counts as 1 item, except that 12 doses of herbals count a 1 item if in an herbalist bag (double for Druids)

### 3.3 MARVELOUS FOOD 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. None of these food or beverages count as “Magical Healing” for the purposes of recovery from Near Death.

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 4 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, 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 Trollsons think it tastes like medicine.
Gnome Cakes#	25gp	When eaten, it heals 4 points of damage, +2 for Gnomes
Graped Nuts#	25gp	When eaten, it heals 4 points of damage, +2 for 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 4 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.
Ogre Sammich#	25gp	When eaten by Ogre or Half-ogre, heals 8, 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 4 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#	15gp	When eaten, it heals 4 points of damage, +2 for Halflings, but requires 20 minutes and a fire to prepare properly.
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 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. 12 portions equals 1 item,



### 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 (5 days)	15gp	1 item	Sailor sausage, hardtack, pickles; lasts 6 months in wilderness, 2 weeks in dungeon
Rations, Superior (5 days)	20gp	1 item	Iron rations, but with Special Kick-Ass Biscuits
Rations, Standard (5 days)	5gp	1 item	Bread, cheese, beans, bacon; lasts 1 week in wilderness, spoils in dungeon
Grain (5 days)	4gp	1 item	For 1 animal per week; required for heavy and medium warhorses
Fodder (5days)	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	36	Spoils easily, requires fire and pots, +0.5 hp/day healing
Uncooked Rations	20gp	50	Requires fire and pots to cook
Standard Rations	18gp	15	Spoils in dungeons easily
Iron Rations	150gp	50	Very Dry, requires abundant water to eat
Superior Rations	200gp	70	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, corn dodgers, 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 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 3<sup>rd</sup> or 5<sup>th</sup> level spell cast requires a bit of bureaucratic wrangling (make CHA d20 check, 1 try per day, to make an appointment). For 7<sup>th</sup> level spells, the clerics will only cast for those of the same alignment as the god, and 9<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 9<sup>th</sup> or 10<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
3	50gp	100gp	Cha d20 check
5	150gp	300gp	Cha d20 check
7	600gp	1200gp	Cha d20, same alignment
9	900gp	1800gp	Cha d100, Convert or Quest
10	1200gp	2400gp	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 in a proper city. 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 7 or higher also require the gift of a magic item (not a potion, or scroll less than 5<sup>th</sup> level) or a significant task/mission/favor for level 7 or higher. 10<sup>th</sup> level spells require a task AND a magic item.

SPELL LEVEL	PRICE	Requirement
1	75gp	None
3	150gp	CHA d20 check
5	500gp	CHA d20 check
7	1500gp	CHA d20 check, magic item or task
9	2500gp	CHA d100 check, magic item or task
10	3500gp	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	Own Temple	Other Temple	Market
Heal Wounds	200gp	500gp	750gp
Neutralize Poison	400gp	1000gp	1500gp
Cure Disease	800gp	1600gp	2000gp
Detect Magic	--	--	1000gp
Disguise	--	--	1000gp
Detect Invisible	--	--	1500gp
Invisibility	--	--	1500gp
Levitate	--	--	1500gp
Water Breathing	--	--	1500gp
See in Darkness	--	--	2500gp

### 4.3—MAGICAL AND CLERICAL TRAPPINGS

Type	Price	Enc	Notes
Ark, Brass	30gp	Too big	40 items
Ark, Silver	300gp	Too big	40 items
Ark, Gold	3000gp	Too big	40 items
Beads, prayer	1gp	0	
Bell, hand	10gp	1	
Bell, large	750gp	Too big	
Book, blank	50gp	1	
Book, religiously important	1000gp	1	
Candle, evil	2sp	0	
Censer, brass	5gp	1	That swingy incense burner thing
Cultist Hooded Robes	4gp	0	
Druid Robes	50gp	0	
Hat, impressive	10gp	0	
Incense, Common	1gp	0	Per stick
Priestly Vestments	50gp	0	
Throne, High Priestly			
Tombstone, common	25gp	big	
Tombstone, grand	250gp	Too big	

### 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—Magical and Clerical Tools

Type	Price	Enc	Notes
Alchemy Workshop	1500gp	Too big	For Alchemists making alchemy items or reproducing potions.
Altar	1000gp	Too big	For clerics making dust/oil/water, healing potions, talisman, permanent items.
Blade of Death, replacement	2500gp	1	You shouldn't lose your stuff
Blade of Doom, replacement	2500gp	1	You shouldn't lose your stuff
Blood Chalice	25gp	1	For Blood Magic
Chalk (10 pieces)	1cp	0	For Divine Circle or Circle of Protection
Drum, small	25gp	1	For chant
Focus, replacement	50gp	1	You shouldn't lose your stuff
Grimoire, replacement	1500gp	1	You shouldn't lose your stuff
Holy Symbol, replacement	500gp	1	You shouldn't lose your stuff
Holy Water	25gp	1	For blessing
Magical Laboratory	1000gp	Too big	For mages making wands and permanent items
Potion Kit	350gp	1	For making potions
Potion Supplies	150gp/level	1	For making potions
Sacred Oil	25gp	1	For blessing or curse
Scriptorium	500gp	Too big	A scriptor's scroll making workshop
Scroll Supplies	100gp/level	1	To make scrolls
Shield of the Gods, replacement	1500gp	1	You shouldn't lose your stuff
Tomb Dust	25gp	1	For curse

## 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, 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	

\* except on humans, Trousers never fit properly.

## 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 big	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

## 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—MOUNTS

Mount	AC/HD	Move	Carry/Normal	Carry/ Encumb.	Price	Attack
Riding Horse	7/2	24"	30	60	75gp	2 hoof 1d4
Light War Horse	7/2	24"	30	60	120gp	2 hoof 1d4
War Horse	7/3	18"	45	90	250gp	2 hoof 1d6
Draft Horse	7/3	15"	45	90	40gp	1 bite 1d3
Pony	7/1	15"	20	40	35gp	2 hoof 1d4
Ox	7/3	12"	45	90	40gp	1 smash 1d10
Camel	7/3	21"	35	70	100gp	2 hoof 1d6
Mule	7/2	12"	30	60	30gp	Kick 1d6
Donkey	7/1	15"	20	40	20gp	Kick 1d4
Paladin Horse	5/5+1	18"	50	100	---	2 hoof 1d8

**Horse Encumbrance:** the number listed is the number of Items the horse can carry. Normal means that number of items or less at regular movement rate. Encumb. Means up to that number of items at a 6" penalty. However, a small rider counts as 15 items; a fully armed small rider in chain or heavier armor counts as 25 items. A medium rider counts as 25 items. A medium rider in chain or heavier armor counts as 35 items. Barding drops movement by 6", counts as 1 item for the horse, but Big for a person to carry.

**Horses in Combat:** horses and other mounts can only use their attacks if they don't move. Mounted Lances can only be used from a War Horse or Paladin's Horse (not a Riding Horse, Light War Horse, Draft Horse or the others). Only War Horses, Light War Horses and Paladin's Horses are trained to battle. All other horses must roll a Morale Check each and every round or bolt away from the fighting. A Paladin's horse rolls 1d6+2 per hit die instead of 1d8.

#### HORSE QUALITY:

Add 1 HD: 3x price;    Increase Move 2": 3x price    Increase Load 25%: 2x price

Lose 1 HD: ½ price;    Decrease Move 2": ½ price    Decrease Load 25%: ½ price

### 6.3—CARTS AND WAGONS

**CART:** 100gp, 2 wheels, bench for 3 people, 500 pounds (100 items) 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 (500 items) 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	10gp	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	5gp	Holds 6 items

## 6.6—DOGS AND LIVESTOCK

### Dogs

Type	AC/HD	Move	Attack	Cost	Notes
Tracking Dog-S	7/1	15"	1d4	10gp	+3 track, reduce surprise
Guard Dog-S	7/1+1	15"	1d6	20gp	Reduce surprise
War Dog-M	6/2+2	12"	2d4	75gp	Attack on command
Sheep Dog-S	7/1	15"	1d4	10gp	Protect Sheep
Sled Dog-S	7/1	15"	1d4	10gp	Pull sled

### General Livestock

Chicken, Goose 1sp	Cow 10gp
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 15 Encumbered speed 9'; on snow only
Hand Cart	15gp	--	Holds up to 30 items, count as half encumbrance,
Ice Skates	5gp	1	Move at full rate on ice
Litter (open)	20gp	big	4-8 bearers
Sedan Chair (enclosed)	25gp	Too big	4-8 bearers
Sleigh	150gp	--	Treat as large cart on snow and ice
Skies	1gp	1	Move at double speed down hill on snow
Snowshoes	2gp	1	Move at full speed on snow (no running)
Stretcher	4gp	big	2-4 bearers
Travois	5gp	Too big	Allows injured man or load of up to 40 items to be dragged behind a horse
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	20		Includes lifting mechanisms
Fortress Gate	500gp	25		
Portcullis	800gp	25		Includes lifting mechanisms
Palisade	25gp	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	2d6	20/40/60	1 vs wood	2	3/turn	1
Lt. Catapult	250gp	3d6	24/48/72	2	4	1/turn	2"x2"
Hvy Catapult	400gp	4d6	32/64/96	3	8	1/turn	2"x2"
Trebuchet	2000gp	6d6	40/80/120	5	20	1/3 turns	2"x2"
Cauldron	50gp	2d6	Below	--	1	1/turn	2"x2"
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.

Ballista only inflict siege damage against wooden targets, but treat all creatures and buildings as if AC 9.

Catapults roll to hit AC 5 against 2"x2" areas of creatures, or AC 9 against buildings.

Rams must be in contact with a target, but don't miss.

Cauldrons of hot oil or water automatically hit 2"x2" areas below them from a wall, inflicting 2d6 hp of damage against all creatures therein.

## CHAPTER EIGHT: EXPENSES AND RECRUITING

### 8.1—LIVING EXPENSES

**8.1.1 Base Level Living:** For the sake of reference, the base level cost of living for "normal men" requires about 1gp per person per month. This represents 1 pound of grain per day (2cp) and 1 pound of turnips (or some other vegetable or in-season fruit) per day (1cp), for 90 cp total, leaving 10cp per month for other food expenses. So, a household servant, beggar, apprentice or day laborer in the off season could squeak by with 3cp per day or so, assuming he slept in the barn or in a communal bunkhouse etc.

A warhorse needs about 4 pounds of grain per day (8cp), or 240cp (2.4gp) per month. Riding or draft animals need 2 pounds of grain (4cp) and 4 pounds of fodder (1cp) per day, or 150cp (1.5 gp) per month.

#### **8.1.2 Adventurer Cost of Living:**

While normal men just are assumed for the most part to live off the pay given them from the pay on the Soldiery or Specialist pay charts. Characters who have a class and level work on a different scale of expenses. They spend 100gp per experience level per month on lodging, food, taxes, clothing, equipment maintenance and food for their personal mounts, dogs etc. The exception is if they are soldiers in a military unit and are receiving normal pay, they are able to live off their military pay. Henchmen are paid 50gp per level per month and are able to live off this amount.

The Adventurers and their Henchmen (but not specialists or soldiers) will have their monthly living expenses cut in half if they own (not rent) their own dwelling (from cottage to castle). This assumes that the adventurers spend at least half the month at home, otherwise they pay full expenses. Soldiers must have occupancy space or they are considered "on campaign". Specialists must have occupancy space to be hired. Chapter 7: Buildings, tells the number of "Occupants" any particular building can hold and give each the half expenses benefit.

Clerics must give 10% of their income to their temple as tithes, in addition to paying living expenses. Paladins must give much of their money away as alms.

### 8.2—RECRUITING AND MAINTAINING HENCHMEN, SOLDIERS AND SPECIALISTS

#### **8.2.1—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 per 1000 people in the settlement per month. When the candidates are assembled, the PC must roll his CHA or less on 1d20 to hire any one that he wants. Once the candidate is hired, roll 2d6 to determine what his Morale Score is, adding 1 to that score if the PC has a CHA of 15+. The henchman must be paid Living Expenses and a share of the treasure. Failure to pay or other mistreatment will lead to desertion.

#### **8.2.2—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 standard wages from the Troop Table below, based on their type and morale class 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 or scale armor an additional 10gp per man signing bonus is required.

#### **8.2.3—Vassals**

If a character rules over his own barony, he will have official vassal soldiers from the populace. Up to around 5% of the total population can be full time soldiers and a further 20% can make up a town or peasant militia. The soldiers can be anywhere from class E to Class A, but most should be class C. The militia should be mostly class D, with some E and C. (see below for troop classes). The pay for these troops is covered while they are in garrison, but the baron must pay them standard rates any time they go on campaign or expedition.

#### **8.2.4—Specialists**

**Alchemists:** There is a 1 in 4 chance that there will be an NPC Alchemist looking for work in a town, and a 2 in 4 chance in a city. Such Alchemists will only sign on with someone who owns a castle, rules a town or otherwise is a big shot. The character must roll his CHA or less on 1d20 to sign on the Alchemist. Each search/recruitment attempt takes 1 week. The Alchemist must be provided with a laboratory space and equipment (1500gp) and then paid 1000gp for what is left of the current month and 1000gp per month thereafter.

Alchemists have 4d2+8 hit points and are 4<sup>th</sup> level Alchemist Mages, but will have only Mastered *Read Magic* and *Circle of Protection*. These Hired Alchemists are completely uninterested in going on adventures of any kind and prefer a quiet life making potions and alchemical products or doing research. If given any potion, they can analyze (and thus destroy that sample) and create a formula for the potion. Thereafter they can create new copies of the potion for half the normal time and cost. An Alchemist can also create any of the Special Alchemical Products and Flask Weapons from the gear book (except Holy Water, Sacred Oil and Tomb Dust). These cost ¼ the retail price and take the retail price divided by 50 days to create.

**Engineers:** There is a 1 in 4 chance that there will be an Engineer looking for work in a town, and a 2 in 4 chance in a city. The character must roll his CHA or less on 1d20 to sign on the Engineer. Each search/recruitment attempt takes 1 week. The Engineer must be paid 750gp for what is left of the current month and 750gp per month thereafter. Engineers have 4d4+8 hit points and count as 4<sup>th</sup> level Jacks, except they do not have the Jack individual class Special Abilities and do not advance in level. Instead, they are required in order to build most stone fortifications, mines, siege engines, etc., and are useful for attacking fortifications.

**Scriptors:** There is a 1 in 4 chance that there will be a Scriptor looking for work in a town, and a 2 in 4 chance in a city. The character must roll his CHA or less on 1d20 to sign on the Scriptor. Each search/recruitment attempt takes 1 week. The Scriptor must be provided with a scriptorium space and equipment (500gp) and then paid 750gp for what is left of the current month and 750gp per month thereafter. Scriptors have 4d2+8 hit points and count as 4<sup>th</sup> level Mages, but do not advance in level. They only may use 1<sup>st</sup> and 2<sup>nd</sup> level spells of the following Spell Realms: Magic Art, Defense, Enchantment, Illusion, Knowledge, Perception, Summoning. They have mastered Read Magic, Read Languages, Invisible Chuggins, and Circle of Protection. They are not at all interested in adventuring of any kind, but are happy to use their spells for translating, identification, detecting or reading minds around the house or castle. They will also make scrolls of any 1<sup>st</sup> or 3<sup>rd</sup> level spell in their realms at no cost to their boss beyond the salary.

**Smith:** 25gp/month: 1 smith is required for every 50 horsemen employed by the character or the pay rate of the horsemen goes up by 25%. A smithy consists of a wooden or stone building and 350gp for Workshop Tools you need 1 smithy for each 8 smiths.

**Armorer:** 100gp/month: 1 armorer is required for every 100 soldiers employed by the character or the pay rate of the soldiers goes up by 25%. An armory consists of a wooden or stone building and 350gp for Workshop Tools you need 1 armory for each 8 armorers. Dwarf armorers can service 200 soldiers and cost 150gp each per month.

**Lieutenant:** 2x Class A pay/month, since troops must be led, and a character can only lead so many, based on his Charisma (see Charisma in Section 1 of Book 1), a player might want assistance. He can use his henchmen, of course, but may not want to tie them down. He can have a Class B or Class A soldier in his employ become a Lieutenant. He must be trained in leadership by the baron or a Fighter henchman for 1 month, but afterwards can lead troops like a player character.

### 8.3—SOLDIER TYPES

#### Troop Morale Classes:

**Green/Untrained (Class E):** these are men without military experience, coming without any armor, weapons or training of any sort. They will have morale 4, -2 on the to hit table, and 1d6 hit points. If they are trained with 1 level of Fighter per 10 men as instructors for 1 month, they become Green/Trained.

**Green/Trained (Class D):** men with training and arms, but no battlefield experience. After each adventure where the unit sees significant fighting, roll 1d12 and on a 6+ the unit moves from Green to Regular grade. Green/Trained troops are morale 6,, -1 on the hit table and have 1d6 hit points.

**Regular (Class C):** are trained and have some combat experience. Regular troops have 1d8 hit points, Morale 7 if AC6 or worse, Morale 8 if AC5 or better, and suffer no bonus or penalty to combat. These are the majority of soldiers, guards, bandits, Dwarves, nomads etc. that will be encountered. After every adventure in which they fight, roll 1d12 and on 10+ the unit becomes veteran.

**Veteran (Class B):** are very experienced combatants. They are in all ways equal to first level fighters (because that's what they are). After every adventure in which they fight, roll 1d12 and on 11+ the unit becomes elite. They have Morale 9 and all the powers and abilities of a level-1 Warrior.

**Elite (Class A):** the cream of troops encountered in units. These are 2<sup>nd</sup> level Warriors, with 2d6+4 hit points, Morale 10 and all other abilities of fighting-men. The crack guards of kings and nobles are usually elite. Elite troops get 5 times the pay of normal troops. There is no further progression for troops, unless individual Veterans or Elite are made into Lieutenants or Henchmen.



**Troop Type Table (Men):**

<b>Troop Type</b>	<b>Pay E,D,C</b>	<b>Pay B</b>	<b>Pay A</b>	<b>AC</b>	<b>Move/Charge</b>
Non-fighter	2gp	--	--	9	12"
Light Foot	4gp	8gp	20gp	7/6	12"/15"
Heavy Foot	6gp	12gp	30gp	5/4	9"/12"
Armored Foot	25gp	50gp	125gp	3/2	6"
Light Pike	15gp	30gp	75gp	7	12"/15"
Heavy Pike	17gp	34gp	85gp	5	9"/12"
Armored Pike	36gp	72gp	180gp	3	6"
Berserker	15gp	30gp	75gp	6	12"/15"
Archer	10gp	20gp	50gp	7	9"/12"
Lt. Crossbow	5gp	10gp	25gp	7	12"/15"
Heavy Crossbowman	8gp	16gp	40gp	5	9"/12"
Longbowman	20gp	40gp	100gp	7	12"/15"
Light Horse	20gp	40gp	100gp	6	24"/30"
Medium Horse	30gp	60gp	150gp	4	18"/24"
Heavy Horse	40gp	80gp	200gp	2	12"/18"
Horse Archer	25gp	50gp	125gp	7	24"/30"
Scouts	--	24gp	60gp	7	12"/15"
Mounted Scouts	--	50gp	125gp	7	24"

**Pay:** the amount in gold pieces to cover pay/supplies for one soldier of this type for one month of garrison duty. If the soldiers are taken into the wilderness or on a military campaign, they must be paid double, and if they are brought into a dungeon or against a super-natural foe at any time in the month they must be paid 5 times normal. The first listing is for Class E,,D and C troops, the second is for Class B (Veterans/1st level fighters) and the third listing is for Class A (Elite/2nd level fighters).

**AC:** the normal armor class of these troops If 2 AC's are listed the first is used if they are using shields and 1-handed weapons, the second if they are not using shields and instead are using a 2-handed weapon.

**Move/Charge:** the movement rate for the troop type, followed by any increased movement rate for a Charge move.

### Troop Type Cost Table (Non-Mannish):

Troop Type	Pay E,D,C	Pay B	Pay A	AC	Move/Charge
Dwarf Heavy Foot	8gp	16gp	40gp	4	6"/9"
Dwarf Crossbow	10gp	20gp	50gp	5	6"/9"
Elf Med Horse	35gp	70gp	175gp	4	18/24"
Elf Heavy Foot	10gp	20gp	50gp	4	9"/12"
Elf Longbow	30gp	60gp	150gp	5	12"/15"
Elf Archer	12gp	24gp	60gp	7	12/15"
Goblin Light Foot	1gp	2gp	5gp	6	9"/12"
Goblin Archer	5gp	10gp	25gp	7	9"
Goblin Wolf Rider	20gp	40gp	100gp	6	18"/24"
Gnoll Heavy Foot	--	--	30gp	5	9"/12"
Gnome Heavy Foot	7gp	14gp	35gp	4	6/9"
Gnome Light Foot	4gp	8gp	20gp	6	9/12"
Gnome Archers	10gp	20gp	50gp	7	9/12"
Halfling Light Foot	4gp	8gp	20gp	6	9"/12"
Halfling Archer	10gp	20gp	50gp	7	9"/12"
Hobgoblin* Crossbow	8gp	16gp	40gp	5	9"
Hobgoblin* Hvy Foot	6gp	12gp	30gp	4/5	9"/12"
Hobgoblin* Hvy Pike	17gp	34gp	85gp	5	9"/12"
Hoborg Scouts	--	24gp	60gp	7	12"/15"
Orc Light Foot	2gp	4gp	10gp	6/7	9"/12"
Orc Archer	6gp	12gp	30gp	7	9"
Orc Heavy Foot	3gp	6gp	15gp	4/5	9"/12"
Orc Heavy Pike	14gp	28gp	70gp	5	9"/12"

\* Or Hoborg

Gnoll Heavy Foot are all class A (prices already adjusted)

### Troops Type Equipment Examples:

Non-Fighter: clothes, digging tool, club

Light Foot: leather and shield, spear or sword; leather and bill; leather and shield, javelins and ax

Heavy Foot: chain and shield, spear, ax or sword; chain and bill or halberd

Armored Foot: plate and shield, sword or pick; plate and poll-axe

Light Pike: gambeson, pike or pole-arm, sword

Heavy Pike: chain, pike or pole-arm, sword

Armored Pike: plate, pike or pole-arm, sword

Berserker: leather, shield, sword, battle ax, hand ax (must be blessed by a Druid level 4 to raise).

Archer: leather, short bow, arrows, hand ax

Light Crossbowman: gambeson, light crossbow, hand ax

Crossbowman: chain, heavy crossbow, bolts, mace

Longbow Man: leather, longbow, arrows, hand ax or mace

Light Horse: leather and shield, spear, sword, javelins, light warhorse

Medium Horse: chain and shield, lance, sword, warhorse, spare riding horse

Heavy Horse: plate and shield, lance, sword, warhorse with barding, spare riding horse

Horse Archer: leather, horse bow, sword, light warhorse

Elf Longbow: chain, long bow, arrows, sword

Scouts: leather, composite bow, arrows, sword. Jacks (scouts) B=level 1; A=level 2

Mt. Scouts: leather, composite bow, arrows, sword, riding horse, Jacks (scouts) B=level 1; A=level 2

Goblin Wolf Rider: leather, shield, spear, wolf

## 8.4 The Law of Plunder

Every Army, Adventurer Company, Pirate Crew, Band of Thieves, Mercenary Company, Noble Retinue, or gang of raiding Orcs follows the same law about the division of plunder from warfare or theft. When this law is broken, every NPC involved will feel violated and cheated, even if it is in his favor. If there are no henchmen, soldiers or NPCs in the company, PC's are free to divide things as they like.

### Step 1: The Captain's Share:

The captain of the company will get 1/3 of the total plunder, typically allotted randomly if there are non-cash items involved.

### Step 2: The Lord's Share:

Each captain in an army or fleet will give 1/3 of his share to the overlord of the expedition if there is one.

### Step 3: The Men's Share:

The 2/3 not given to the captain is divided among the men by rank (i.e. level). Each non-combatant (torch boy, cook, porter) is granted a quarter share. Each Normal Man (orc, dwarf, etc.) is given a half share. Each character with a level or more than 1 HD gets 1 share per level. In a small band, the captain can forgo his share and just count himself as one of the men (ideal for small adventure parties)

### Example:

The Red Stompers, a bandit gang made up of a 4<sup>th</sup> level Captain, 10 first-level fighters, 2 second level warlocks, 50 normal bandits and 8 dogsbodies who mind the mules and clean stuff up. They attack a settlement of halflings and capture a huge haul of 9000gp.

The Captain gets 3000gp (if there were an overlord, the captain would have to give him 1000gp of his share).

10xlevel 1= 10 shares, 2xlevel 2=4 shares, 50 times 1/2=25 shares, and 8x 1/4=2 shares, for a total of 41 shares.

6000/41= 146gp per share (the remainder is spent on the funerals of the dead).

Each level 1 fighter gets 146gp. Each warlock gets 292gp. Each normal bandit gets 73gp, and each dogsbody gets 36.5gp.

**ITEMS:** if there are items that can't or won't be cashed out for whatever reason then they must be given a notional value and be diced for to see whose share they fall to.