

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

**GEAR BOOK**

**For ACKS: GATAVIA III Campaign**

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## INTRODUCTION: WEALTH, ENCUMBRANCE, AND AVAILABILITY

### 1--Coins:

Coin	Copper Piece (cp)	Silver Piece (sp)	Gold Piece (gp)
Copper Piece	1	1/10	1/100
Silver Piece	10	1	1/10
Gold Piece	100	10	1

The ACKS rules also include electrum and platinum pieces (1 electrum equals ½ a gold piece, 1 platinum equals 5 gold pieces). But, in this campaign we won't be using them, and will convert all treasure table results for those two currencies into gold pieces of equivalent value.

Each coin weighs about 1/100 of a pound. So, 150 coins makes up 1 item for encumbrance and 1000 coins makes up 1 stone.

### 2--EQUIPMENT AVAILABILITY BY MARKET CLASS

Price	Class I	Class II	Class III	Class IV	Class V	Class VI
1gp	1700	585	260	65	30	10
2-10gp	100	30	15	5	1	1
11-100gp	15	5	2	1	25%	10%
101-1000gp	7	2	1	25%	10%	5%
1001-10,000gp	2	1	25%	10%	5%	1%
10,001+	10%	5%	2%	NA	NA	NA

**Examples:** Frank wants a Lute (25gp) in a Class III city, he'll find that there are 2 available for sale that month. If he wants riverboat (2000gp) he'll find that there is only a 25% chance of one being available for sale.

### 3—Monthly Maintenance

At the beginning of each month, each player character must spend the following amount of gold. It is assumed to cover clothing, food, drink, lodging, entertainment, social obligations, replacement for worn out ordinary equipment. This is for all down time spent at the character's home base, and does not cover new equipment or travel expenses. It covers food and upkeep for mounts, but not for henchmen or hirelings (see chapter seven)

Level 1	25gp	Level 2	50gp
Level 3-4	200gp	Level 5-7	1000gp
Level 8-9	5000gp	Level 10-12	40,000gp
Level 13-14	80,000gp		

#### 4--ENCUMBRANCE:

Encumbrance is measured in “Stones”, each portable object in this book is rated as either an “item” or as a certain number of “Stones”. Stones are an abstract measure of weight and bulkiness, corresponding to roughly 8 to 14 pounds. 6 “items” are considered to be equal to one stone.

Likewise, consider 150 coins to equal an “item” and 1000 coins to equal a “Stone”

Encumbrance	Exploration or Running Move	Combat Move	Miles Per Day
5 stone or less	120'	40'	24
5.1 to 7 stone	90'	30'	18
7.1 to 10 stone	60'	20'	12
10 stone +	30'	10'	6

A character can carry a maximum of 20 plus his Strength adjustment in stones.

#### 5--SPELL AVAILABILITY BY MARKET CLASS

##### DIVINE

Level	Price	Class I	Class II	Class III	Class IV	Class V	Class VI
1	10gp	2d3x100	4d4x10	5d10	4d6	2d6	1d6
2	40gp	8d10	4d6	2d6	2d3	1d3	1d2
3	150gp	2d6	2d3	2d3	1d2	1d2-1	--
4	325gp	2d6	2d3	2d3	1d2	1d2-1	--
5	500gp	1d6	1d4	1d4	1d2-1	--	--

##### ARCANE

Level	Price	Class I	Class II	Class III	Class IV	Class V	Class VI
1	5gp	2d4x100	2d10x10	2d4x10	3d10	2d6	1d4
2	20gp	2d6x10	6d6	2d6	2d4	1d4	1d2
3	75gp	4d6	2d6	2d3	1d4	1d2	—
4	325gp	2d4	2d3	1d4	1d2	1d2-1	—
5	1250gp	1d4	1d4	1d2	—	—	—
6	4500gp	1d3	1d3	1d2-1	—	—	--

For each table, just because the spell casters are available, does not mean they will automatically cast the spell, they must be convinced to do so.

#### 6--BUYING AND SELLING MAGIC ITEMS:

Players can sell magic items they have found or looted for the base price needed to make them. They can buy magic items, or sell those they have made themselves for twice the base price needed to make them. However, they are restrained by the need to find an appropriate buyer or seller, using the same market availability chart above.

## CHAPTER ONE: COMBAT GEAR

### 1--MELEE WEAPONS

WEAPON	1-hand Damage	2-hand Damage	Encumbr .	Price	NOTES
Battle Axe	1d6	1d8	1 item	7gp	
Great Axe	---	1d10	1 stone	10gp	-1 initiative
Hand Axe	1d6	---	1 item	4gp	Th:10/20/30
Club	1d4	–	1 item	1sp	
Flail	1d6	1d8	1 item	5gp	
Mace	1d6	1d8	1 item	5gp	
Hammer small	1d4	–	1 item	2gp	Th: 10/20/30
Morning Star	–	1d10	1 stone	10gp	-1 initiative
War hammer	1d6	1d8	1 item	5gp	
Staff	–	1d6	1 stone	5sp	
Lance	1d10	1d10	1 stone	1gp	Charge, Mounted, -1 initiative
Javelin	1d6	–	1 item	1gp	Th:20/40/60
Pole-arm	–	1d10	1 stone	7gp	Charge, Set, 2R, -1 initiative
Spear	1d6	1d8	1 stone	3gp	Th: 20/40/60; Charge, Set, 2R
Dagger	1d4	–	1 item	3gp	Th: 10/20/30
Silver Dagger	1d4	–	1 item	30gp	Th: 10/20/30
Short Sword	1d6	–	1 item	7gp	
Sword	1d6	1d8	1 item	10gp	
Two-Handed Sword	–	1d10	1 stone	15gp	-1 initiative
Net	–	–	1 item	1gp	+2 wrestle attack
Sap	1d4	–	1 item	1gp	+2 incapacitate
Whip	1d2	–	1 item	5gp	+2 knock down, disarm
Torch	1d4	–	1 item	1sp	fire
Punch	1d3	–	–	–	Non-lethal
Kick	1d4	–	–	–	Non-lethal, -2 to hit

#### NOTES

**-1 initiative:** user suffers -1 to his initiative roll when using this weapon

**Th:** weapon can be thrown at the listed ranges, in addition to being a melee weapon.

**2R:** weapon can strike from the 2nd rank

**Charge:** weapon does double damage when used to charge

**Set:** weapon does double damage when set to receive a charge

**Mounted:** stats are for when used from horseback, treat as a 2-handed pole-arm when used on foot

**+2 Wrestle attack, Incapacitate, Knock Down, Disarm:** using the noted weapons gives a +2 on the to hit roll when making the listed special maneuver attacks.

**Non-lethal:** these attacks do non-lethal damage.

## 2--MISSILE WEAPONS

WEAPON	1-hand Damage	2-hand Damage	Encumbr	Price	Range/Notes
Arbalest	–	1d8	1 stone	50gp	90/180/360
Crossbow	–	1d6	1 stone	30gp	80/160/240
Composite Bow	–	1d6	1 stone	40gp	70/140/210
Long Bow	–	1d6	1 stone	7gp	70/140/210
Short Bow	–	1d6	1 stone	3gp	50/100/150
Bolts x20	–	–	1 item	2gp	Includes case
Arrows x20	--	--	1 item	1gp	Includes quiver
Silver arrow x1	--	--	20=item	1gp	
Bola	1d2	–	1 item	5gp	10/20/30 Knock, Wrest
Darts x5	1d4	–	5= 1 item	2gp	15/30/45
Sling	1d4	–	0	1gp	45/90/180
30 bullets	–	–	1 item	1gp	For sling
Stone, small	1d4	–	1 item	1cp	10/20/30
Stone, big	–	1d6	1 stone	2cp	5/10/15

### NOTES:

A bola can be used to make Knockdown and Wrestling attacks at range

## 3--ARMOR

ARMOR	AC	Encumbrance	Price
Clothing	0	0	2gp+
Hides/Fur	1	1	10gp
Leather	2	2	20gp
Ring or Scale Armor	3	3	30gp
Chain Mail	4	4	40gp
Banded or Lamellar	5	5	50gp
Plate Armor	6	6	60gp
Shield	+1	1	10gp
Light Helmet	--	--	0gp (5gp)
Heavy Helmet	–	--	20gp

Heavy Helmet: -1 to surprise, -4 to hear noise, +2 on mortal wounds table results

Light Helmet: included with armor, reduce AC by 1 if removed (5gp replacement)

#### 4--HORSE ARMOR

ARMOR	AC	Encumbrance	Price
Leather Barding	1	2	40gp
Scale Barding	2	4	75gp
Chain Barding	3	6	150gp
Lamellar Barding	4	8	300gp
Plate Barding	5	10	600gp

#### 5--AREA OF EFFECT WEAPONS:

Weapon	Price	Encumbrance	Range	Damage	Splash
Acid	15gp	1 item	10/30/50	2d4, 1 round	1d3
Holy Water	25gp	1 item	10/30/50	1d8, 2 rounds	1d3
Unholy Water	25gp	1 item	10/30/50	1d8, 2 rounds	1d3
Military Oil	2gp	1 item	10/30/50	1d8 2 rounds	1d3

Oil must be lit to do damage. Holy Water only affects undead, barrow elves, and demons. Unholy Water only affects Lawful extra-planar creatures and light elves.

#### 6--SIEGE ENGINES

Weapon	Price (Crew)	Encumbrance	Range	Damage	Area
Ballista	80gp (2-4)	180 Stone	10-640 feet	3d6	--
Heavy Catapult	200gp (6-10)	180 Stone	360 to 720 feet	4d6	10' radius
Light Catapult	100gp (4-6)	120 Stone	300 to 600 feet	3d6	5' radius
Ballista Shot	4gp	1 stone	--	--	--
Catapult Shot	5gp	2 stone	--	--	--
Catapult Shot, with pitch	25gp	2 stone	--	--	--
Ram	250gp (10-20)	100 stone	Contact	8+1d8	--

**Crew:** the first number is the number needed to shoot the device every 4th round, the second number, every second round. **Range:** the minimum and maximum range of the engine.

## 7--WEAPON ACCESSORIES:

Type	Price	Encumbrance	Notes
Baldric, leather	1gp	0	Holds 3 weapons/pouches
Belt, leather	4sp	0	Holds 2 weapons/pouches
Girdle, broad	2gp	0	Holds 4 weapons/pouches
Large Quiver	2gp	1 item	Holds 40 arrows
Large Case	3 gp	1 item	Holds 40 bolts
Dart Quiver	2gp	1 item	Holds 10 darts
Javelin Quiver	2gp	1 stone	Holds 6 javelins
Dart Clip	1gp	0	Attached to shield, holds 5 darts
Bandoleer	1gp	0	Holds any combination of 5 daggers, darts, vials or flasks
Spare Bow String	1sp	0	
Scabbard, normal	1gp	0	
Scabbard, noble	15gp	0	Looks marvelous

Note that the large quiver, large case, dart quiver and javelin quiver do not come with the ammunition in question, but allow a greater number of arrows etc., to be carried with the same encumbrance.



## CHAPTER TWO: GENERAL HARDWARE

### 1---General Adventuring Tools

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

## 2--Light Sources

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

Lanterns burn common oil (3sp)

## 3--Common Tools

Type	Price	Encumbrance	Notes
Anvil	10gp	10 stone	
Block and Tackle	5gp	1 stone	
Branding Iron	5cp	1 item	
Craftsman's Tool Set	25gp	1 stone	For 1 craftsman
Craftsman's Workshop	350gp	20'x20'	For up to 8 craftsmen
Drill	5sp	1 item	
Fishing Hook	1cp	–	
Fish Net (per 10 square feet)	4cp	1 item	
Hacksaw	8sp	1 item	
Hand Saw	10sp	1 item	
Hoe	5sp	1 item	improv-1
Nails (box of 100)	1sp	1 item	Iron
Mining Pick	3gp	1 stone	improv-2
Poker, fireplace	1sp	1 item	imrpov-1
Pruning Hook	3gp	1 stone	improv-2
Saw, 2-man	10gp	2 stone	
Scythe	4gp	1 stone	improv-2
Sickle	1gp	1 item	improv-1
Shovel	10sp	1 item	improv-1
Sledge Hammer	2gp	1 stone	improv-2
Plow	20gp	6 stone	
Rake	15sp	1 item	improv-1
Wash Tub	2gp	4 stone	

**Improv-1:** tool can be used as an improvised weapon, -2 to hit, 2 hands, 1d6 damage

**Improv-2:** tool can be used as an improvised weapon: -2 to hit, 2 hands, 1d8 damage

#### 4--BAGS AND PACKS

Type	Price	Capacity	Notes
Bushel Basket	1sp	4 stone	2 hands
Belt Pouch	5sp	½ stone	No hands
Small Sack	3sp	3 stone	1 hand
Large Sack	8sp	6 stone	1 or 2 hands
Backpack	2gp	4 stone	No hands
Porter's Pack	5gp	8 stone	No hands
Saddlebag	5gp	3 stone	Up to 4 per horse
Pack Saddle	10gp	20 stone	

**Notes:**

**Porters:** A character with the Proficiency: Labor (Porter), or a member of the Lackey class, counts any items in a backpack or porter's pack as only half their actual encumbrance.

**Encumbrance:** none of these items count as items for encumbrance, only the goods contained count toward the total.

#### 5--LIQUID CONTAINERS

Type	Price	Full Encumbrance	Liquid Capacity
Pint Flask, Clay	5cp	1 item	1 pint
Pint Flask, Metal	2gp	1 item	1 pint
Crystal Vial	5gp	1 item	1 pint
Water/Wine Skin	6sp	1 item	1 quart
Large Wine Skin	1 gp	1 item	2 quarts
Wine Bottle, glass	3gp	1 item	1 quart
Gallon Jug	10sp	1 stone	1 gallon
Cask	4gp	10 stone	10 gallon
Barrel	6gp	50 stone	50 gallons
Amphora	5cp	7 stone	12.5 gallons
Double Amphora	1sp	12 stone	25 gallons
Pitcher, wooden	3cp	1 item	2 quarts

## 6--BOXES, CHESTS AND TRUNKS

Type	Price	Capacity	Empty Encumbrance
Spice Box	4sp	1 item	–
Wooden Crate	8sp	5 stone	1 stone
Clay Urn	2cp	1 stone	½ stone
Amphora	5cp	5 stone	2 stone
Double Amphora	1sp	10 stone	3 stone
Wooden Chest	11gp	20 stone	3 stone
Iron-Bound Chest	22gp	20 stone	4 stone
Strong Box	15gp	3 stone	1 stone
Stone Coffar	25gp	7 stone	10 stone
Large Stone Trunk	150gp	50 stone	100 stone
Iron Strong Chest	500gp	50 stone	20 stone

## 7--CAGES, TRAPS AND RESTRAINTS

Type	Price	Encumbrance	Notes
Cage, small animal	6gp/1gp	1 item	
Cage, halfling/dog	20gp/5gp	10 stone	
Cage, man	25gp/6gp	25 stone	
Cage, tiger/ape	50gp/12gp	50 stone	
Trap, mouse	1sp	0	
Trap, leg fox/weasel	1gp	1 item	1d6 damage and catch leg
Trap, leg dog	5gp	1 item	2d4 damage and catch leg
Trap, leg bear	15gp	1 stone	3d6 damage and catch leg
Chain (per foot)	1gp	1 item	
Manacles	2gp	1 item	Cannot use hands
Shackles	2gp	1 item	Reduce movement to 60(20)
Slave Collar	1gp	1 item	
Shackles with ball	4gp	1 stone	Reduce movement to 30(10)

The two prices for cages are metal and wooden

## CHAPTER THREE: CLOTHING AND PERSONAL EFFECTS

### 1--CLOTHING

Type	Price	Notes
Apron, leather	1gp	craftsman
Belt/Sash (leather)	4sp	Holds 2 weapons or pouches
Belt/Sash embossed leather	1gp	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
Chiton, wool/linen	4gp	commoners
Chiton, silk	20gp	noble
Cloak, winter	15gp	Fur-lined
Cloak, hooded	1gp	
Cloak, embroidered	4gp	
Cloak, leather, hooded	10gp	
Cloak, silk, hooded	25gp	
Clogs	1cp	Cheap wooden shoes
Dress, plain	4gp	Crofter/freeholder
Dress, nice	20gp	Armiger
Gown, fine	100gp	Lady, noble
Gown, marvelous	1000gp	Duchess
Gloves	4sp	
Gloves, long leather	1gp	
Hat	10sp	Armiger
Mask	1sp	
Robe	6gp	Cleric/mage
Sandals, high	6sp	
Shoes, leather	4sp	
Tunic and pants, cheap	2gp	Serf
Tunic and pants, fair	4gp	Freeholder, crafter
Tunic and pants, good	20gp	Armiger
Tunic and pants, fine	100gp	Noble
Undergarments, linen	2sp	
Undergarments, silk	1gp	
Veil, silk	1gp	

## 2--PERSONAL EFFECTS

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

## 3--UTENSILS

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

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

### 1--READING AND WRITING

Type	Price	Encumbrance	Notes
Book, common	15gp	1 item	
Book, rare	50gp+	1 item	
Chalk	1cp	0	10 pieces
Holy Book	20gp	1 item	+1 theology checks
Ink (1oz)	8gp	0	
Journal	10gp	1 item	50 pages, flimsy
Metal box, for 1 book	100gp	1 stone	Protects 1 book
Parchment, 1 sheet	1sp	0	loose
Quill pen	1cp	0	
Scroll case, leather	1gp	1 item	For 1 scroll/map
Scroll case, metal	5gp	1 item	For 1 scroll/map
Seal-ring, brass	25gp	0	Personal seal
Seal-ring, silver	200gp	0	Personal seal
Slate	5sp	1 item	
Spell Book, blank	20gp	1 item	100 pages, sturdy
Wax tablet and stylus	10sp	1 item	Reusable, for notes
Wax, sealing	1sp	0	10 uses to seal document

### 2--RELIGIOUS TRAPPINGS

Type	Price	Encumbrance	Notes
Beads, prayer	1gp	1 item	Reduces spell prayer 25%
Bell, hand	10gp	1 item	
Bell, large	750gp	50 stone	
Candle, evil	2sp	1 item	For evil summonings
Censer, brass	5gp	1 item	For burning incense
Hat, impressive	10gp	0	
Holy Symbol	25gp	1 item	
Holy Water	25gp	1 item	In crystal vial
Incense	1gp	0	Per stick

### 3--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

### 4--MUSICAL INSTRUMENTS

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



## 5--HERBAL REMEDIES AND CONCOCTIONS

Type	Price	Notes
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 Healer a +2 proficiency check to neutralize poison.
Black Lotus	250gp	Smoked or chewed, save vs. poison, if passed regain a cast spell after trace of 10-40 minutes. If failed, fall into deep trance for 2d6 hours. On a roll of "1" fall trance lasts 2d6 days.
Chaulmoogra Oil	10gp	If poured on a green slime infestation, 50% chance to wash off all the slime.
Comfrey	10gp	Once per day per patient, someone with healing proficiency can heal 1d3 points of damage after battle.
Felwort	10gp	If a tincture is splashed on the face, allows a second saving throw vs. paralysis.
Garlic	5gp	Causes a vampire to cringe for 1d4 rounds
Goat's Rue	10gp	Inhaled as a smoke, allows victim a save vs. death to kill rot grubs.
Goldenrod	10gp	Someone with healing proficiency gains +2 to cure disease if uses this herb.
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 a 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 spores. Handkerchief coated with it and held over nose gives +4 save vs. yellow mold.
White Lotus	100gp	Swallowing the flower gives an immediate re-roll of a failed poison save at +4 on the roll.
Wolfsbane	10gp	If character strikes a lycanthrope with a sprig, it must save vs poison or flee as if turned.
Woundwart	10gp	Someone with healing proficiency gains +2 bonus on checks to cure light and cure serious wounds if this herb is given in a tincture.

All herbals are sold in 1-pound batches, which are 1 dose each (except pipe weed), and count as 1 item for encumbrance.

## 6—ALCHEMICAL PRODUCTS

Type	Price	Notes
Stogies of Stench Warding	1gp	Secret cigar recipe of Gnomish alchemists, gives a +2 save vs. offensive odor attacks (skunks etc), but double chance of wandering monster with sense of smell. Each stogy lasts 6 turns.
Shimmering Sand	25gp	Increases the number of targets of a sleep spell by 25%.
Black Sand	100gp	Allows a sleep spell to affect the undead.
Pipeweed of Judicious Contemplation	50gp	An arcane caster who spends 2-7 turns smoking this in a pipe can regain an already cast first level spell slot on a proficiency roll of 11+. If it is smoked more than once a day, smoker is feebleminded for 1d6 hours.
Third Eye Stone	75gp	Doubles the duration of any spell with the word "Detect" in the title. 1 in 6 chance per use that the stone will burn out.
Flash Powder Pellets	10gp	If thrown against a hard surface, make a flash-bang and smoke. If used while no one is currently engaged in melee, causes enemies of low to average intelligence, to make morale check or waste a round in hesitation.
Fine Glitter	30gp	Thrown in the air, reduces saving throws vs. Charm, Hold and Confusion spells by -2. Does not work in darkness or strong wind.
Pickled Orc Eyeballs	5gp	If held in the hand, doubles the duration of Detect Evil spells, then withers away. Some find them delicious.
Powdered Mummy Foot	50gp	When sprinkled on corpse, allows caster to roll twice on reincarnation table. When used with animate dead, 1-6 corpses will be maximum hit points.
Bottled Phantasm	60gp	When bottle is opened after a Phantasmal Force spell is cast, the spell will last an extra 1d6+1 rounds without concentration by caster.
Goblin Candle	5gp	Green candles made from goblin fat. Acts as weak candle (10' radius, 3 turns). User gets +1 on surprise rolls vs. enchanted creatures. Causes horses and mules to make morale check. Causes goblins to instantly attack user.
Tanglefoot Bag	25gp	A wax-lined bag filled with chemicals, if thrown (to hit needed) at a target, save vs. paralysis or be unable to move for 1d6 rounds (may still attack and cast spells).

A bottled phantasm or tanglefoot bag count as 1 item for encumbrance. All others count as an item per 20 examples.

## 7—MONSTER VENOMS

Venom Type	Price	Onset Time	Save Mod.	Effect of Failed Save
Giant Centipede	50gp	1 turn	+2	Sickness 1d10 days
Spitting Cobra	100gp	1 turn	+2	1d6 damage
Giant Crab Spider	100gp	1d10 turns	+4	1d10 damage
Pit Viper	200gp	1d10 turns	+2	1d10 damage
Giant Killer Bee	250gp	1 turn	+2	1d10 damage
Carcass Scavenger	250gp	1 turn	+2	Paralysis 2d4 turns
Sea Snake	275gp	1d10 turns	+2	4d4 damage
Giant Black Widow	300gp	1d6 turns	+2	4d4 damage
Giant Rattlesnake	300gp	1d10 turns	+2	2d10 damage
Giant Tarantula	350gp	1d6 turns	+2	2d10 damage
Giant Scorpion	400gp	1 turn	+2	2d10 damage
Rockfish	500gp	1 round	+1	4d6 damage
Wyvern	700gp	1 round	+1	5d6 damage
Purple Worm	1500gp	Instant	-	Death
Dragon Blood	1500gp	Instant	-	Death

## 8—PLANT TOXINS

Plant Toxin	Naturalism	Price	Onset-Injury	Onset-ingested	Save Mod	Effect of Failed Save
Belladonna	11+	350gp	1 turn	1d3 turns	+2	2d8 damage, confusion 1d4 turns
Curare	20+	1500gp	Instant	-	-	2d12 damage and paralysis 2d4 turns
Foxglove	14+	275gp	-	1d6 turns	-3	2d8 damage and confusion 1d4 turns
Hellebore	8+	225gp	1 turn	1d3 turn	+2	1d6 damage and sickness 1d10 days
Henbane	8+	350gp	1 turn	1d6 turn	+2	1d6 damage and feeblemind 1d4 hours
Hemlock	8+	225	-	2d4 turns	+4	2d12 damage and sickness 1d10 days
Wolfsbane	11+	350gp	1 turn	2d4 turn	+2	2d8 damage and paralysis 2d4 turns
Yew	4+	200gp	1 hour	1d6 hour	+4	1d10 damage

## CHAPTER FIVE: FOOD, DRINK AND LODGING

### 1--TRAVEL RATIONS

Type	Price	Encumbrance	Notes
Rations, Iron (1 week)	5gp	1 stone	Sailor sausage, hardtack, pickles; lasts 2 months in wilderness, 1 week in dungeon
Rations, Standard (1 week)	1gp	1 stone	Bread, cheese, beans, bacon; lasts 1 week in wilderness, spoils in dungeon
Grain (1 week)	4gp	5 stone	For 1 animal per week; required for heavy and medium warhorses
Fodder (1 week)	3gp	5 stone	For 1 animal per week

### 2--FOOD, GENERAL

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

### 3--MEALS

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

#### 4--LODGING

Type	Price	Notes
Cottage (wooden)	300gp	20'x30'
Inn, slum	1sp	1 person, 1 night
Inn, average	5sp	1 person, 1 night
Inn, superb	2gp	1 person, 1 night
Hut (wattle)	25gp	10'x10'
Hut (wooden)	50gp	10'x10'
Townhouse (stone)	1200gp	30'x30' 2-story
Stabling (warhorse)	1gp	1 night
Stabling (draft/riding horse)	5sp	1 night

#### 5--TOWN SERVICES

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

#### 6--DRINKS

Ale/Beer cheap (3 pints) 1cp	Ale/Beer, good (1 pint) 2cp
Wine, cheap, (1 pint), 2cp	Wine, good (1 pint), 1sp
Wine, rare, (1 pint), 5sp	Ale/Beer, strong, (1 pint), 1sp
Mead, average (1 pint) 1sp	Mead, excellent (1 pint), 1gp
Kumiss, (1 pint) 1cp	Ardean Strong waters (1/5 pint) 4sp

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

## 7—Drinks, Unusual

Type	Price per pint	Notes
Boiling Grog	3sp	Always served hot and bubbling, increases strength by 1 point, but decreases dexterity 2 points per drink
Dead Viking Ale	15gp	Drinking this brew allows you to Speak With Dead, as cleric spell, but only to dead Vikings (Northron Pirates). It is very potent, causing a -2 to all rolls for 1d6 hours.
Gut Bruiser Brew	1sp	A beer made from various common weeds and roots that has a high alcohol content and is sharply deleterious to the stomach. Each drink requires a save vs. poison or it is immediately vomited. Usually used as part of a drink challenge to newcomers or rubes.
Harvest Harp	1sp	A favorite Halfling stout ale, increases Performance (Dance) by 2.
Leaf and Anvil Ale	5sp	Add +1 to reaction roll to a dwarf or elf who drinks a pint and is introduced to the opposite species; made by eccentric elves
Liver Squeezings	2gp	A wild-berry wine with the juices of a female owlbear liver mixed in during fermentation. Cures 1d4 point of damage per drink, but there is a 5% chance (cumulative during each day) per pint of going permanently blind.
Sprucebeard Ale	5gp	If cask is blessed by a dwarven craftpriest, drinking a pint gives a +2 on poison saves for 1 day, and increases beard growing speed tremendously. Made by dwarves.
Orcsmead	5gp	Increases the hit and damage rolls of characters with "berserker-gang" proficiency by +1. Non-orcs must save vs. poison or go into a blind rage attacking friends and foes until killed or subdued. Made by orcs.

Effects of all unusual drinks wear off in hour per drink.

## CHAPTER SIX: ANIMALS AND TRANSPORT

### 1--TRANSPORT ANIMALS

Type	Price	HD	Load	Max Load	Move	Loaded Move
Camel	100gp	2	30	60	150' (30 miles)	75' (15 miles)
Donkey	8gp	1	8	16	120' (24 miles)	60' (12 miles)
Mule	20gp	2	20	40	120' (24 miles)	60' (12 miles)
Ox	40gp	3	45	90	60' (12 miles)	30' (6 miles)
Heavy Draft Horse	40gp	3+3	40	80	120' (24 miles)	60' (12 miles)
Heavy Warhorse	700gp	3+3	40	80	120' (24 miles)	60'(12 miles)
Md. Draft Horse	30gp	3	30	60	180' (36 miles)	90' (18 miles)
Md. Riding Horse	40gp	3	30	60	180' (36 miles)	90' (18 miles)
Md. Warhorse	250gp	3	30	60	180'(36 miles)	90' (18 miles)
Light Riding Horse	75gp	2	20	40	240' (48 miles)	120' (24 miles)
Light Warhorse	150gp	2	20	40	240' (48 miles)	120' (24 miles)

**Load:** number of stone carried or less to move at standard move

**Max Load:** maximum number of stone carried to move at Loaded Move

**Move:** the Exploration/Running speed in feet, and overland speed in miles/day

**Loaded Move:** Exploration/Running Speed in feet and overland speed in miles per day when carrying between Load weight and Maximum Load.

**Combat Move:** divide the Exploration speed by 3 to get the Combat speed.

### HORSE QUALITY:

Add 1 HD: 3x price;

Increase Move 30': 3x price    Increase Load 10/20: 2x price

Lose 1 HD: ½ price:

Decrease Move 30': ½ price    Decrease Load 10/20: ½ price

### 2--LIVESTOCK

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

### 3--CARTS AND WAGONS

Type	Price	Load	Max Load	Move	Loaded Move
Cart, Small (1 mule)	25gp	35	70	60' (12 miles)	30' (6 miles)
Cart, Small (2 mules)		80	160	60' (12 miles)	30' (6 miles)
Cart, Large (1 horse)	50gp	80	160	60' (12 miles)	30' (6 miles)
Cart, Large (2 horses)		120	240	60' (12 miles)	30' (6 miles)
Wagon (2 horses)	200gp	160	320	60' (12 miles)	30' (6 miles)
Wagon (4 horses)		320	640	60' (12 miles)	30' (6 miles)
Coach (4 horses)	500gp	80	160	150' (30mile)	75' (15 miles)
Coach (8 horses)		120	240	180' (36 mile)	90' (18 mile)

**Load:** number of stone carried or less to move at standard move

**Max Load:** maximum number of stone carried to move at Loaded Move

**Move:** the Exploration/Running speed in feet, and overland speed in miles/day

**Loaded Move:** Exploration/Running Speed in feet and overland speed in miles per day when carrying between Load weight and Maximum Load.

**Combat Move:** divide the Exploration speed by 3 to get the Combat speed.

### 4--SHIPS AND BOATS (see page 95 for full details)

Type	Price	Max Miles per day	Crew	Cargo
Boat, river	2000gp	36	2	400
Boat, sailing	4000gp	72	1	600
Canoe	40gp	18	1	60
Galley, large	30,000gp	90	200+50	4000
Galley, small	10,000gp	90	70+20	2000
Galley, war	60,000gp	72	330+75	6000
Lifeboat	1000gp	18	1	150
Longship	15,000gp	90	75	2000
Raft	1gp/square foot	12	1	2.5 per square foot
Sailing ship, large	20,000gp	72	20	30,000
Sailing ship, small	10,000gp	90	12	10,000
Troop Transport, large	30,000gp	72	20+50	30,000
Troop Transport, small	10,000gp	90	12+25	10,000



## 5—OTHER TRANSPORT

Item	Price	Encumbrance	Notes
Dog Sled (8 dogs)	25gp	--	Load: 25 stone, max load 40 stone; Speed 120'; Encumbered speed 60'; on snow only
Hand Cart	15gp	--	Holds up to 30 stone, count as half encumbrance, no running
Ice Skates	5gp	1 item	Move at full rate on ice
Litter (open)	20gp	5 stone	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sedan Chair (enclosed)	25gp	8 stone	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sleigh	150gp	--	Treat as large cart on snow and ice
Skis	1gp	1 item	Move at double speed down hill on snow
Snowshoes	2gp	1 item	Move at full speed on snow (no running)
Stretcher	4gp	1 stone	Split weight and 1 passenger's weight among 2-4 bearers
Travois	5gp	1 stone	Allows injured man or load of up to 30 stone to be dragged behind a horse (still counts as normal weight); no running
Wheelbarrow	9gp	2 stone	Holds up to 15 stone, porters and lackeys count only ½ load as encumbrance; no running

## 6--ACCESSORIES

Type	Price	Notes
Caparison (warhorse)	20gp	Fancy dress for horse
Pack Saddle	10gp	Holds 20 stone
Tack (draft animals)	5gp	
Saddle and Tack (riding)	10gp	
Saddle and Tack (war)	25gp	
Saddlebag	5gp	Holds 3 stone

## CHAPTER SEVEN: HENCHMEN AND HIRELINGS

### 1--RECRUITING COSTS

Market Class	Recruiting cost per week per type of hireling
I	1d6+15gp
II	1d10+10 gp
III	1d8+5 gp
IV	1d6+3 gp
V	1d6 gp
VI	1d3 gp

### 2--HENCHMEN MONTHLY SALARY

Level 0	12gp	Level 8	3000gp
Level 1	25gp	Level 9	7,250gp
Level 2	50gp	Level 10	12,000gp
Level 3	100gp	Level 11	35,000gp
Level 4	200gp	Level 12	60,000gp
Level 5	400gp	Level 13	145,000gp
Level 6	800gp	Level 14	350,000gp
Level 7	1600gp		

Additionally, henchmen expect a share of treasure taken equal to 15% of what a player character gets.

### 3--MERCENARIES

Troop Type	Man	Dwarf/ Gnome	Elf	Halflings	Goblin	Orc	Hobgoblin
Peasant	3	-	-	3	-	-	--
Light Infantry	6	-	10	6	2	4	8
Slingers	6	--	--	6	2	--	--
Heavy Infantry	12	20	24	--	--	6	12
Crossbowmen	12	24	--	--	--	8	16
Bowmen	15	--	30	15	6	9	18
Longbowmen	30	--	60	--	--	--	--
Light Cavalry	30	--	60	--	--	--	--
Mounted Crossbowmen	--	45	--	--	--	--	--
Horse Archers	45	--	90	--	--	--	--
Medium Cavalry	45	--	--	--	--	--	--
Heavy Cavalry	60	--	--	--	--	--	--
Cataphract Cavalry	75	--	--	--	--	--	--
Wolf Riders	--	--	--	--	15	--	--
Artillerist	35	45	--	--	--	--	30

Monthly salary in gold pieces. An artillerist is a crewman for a catapult or ballista

### 4--SPECIALISTS

Alchemist 250gp	Animal Trainer 25gp to 250gp
Armorer 75gp	Engineer 250gp
Healer 1gp/day/patient	Healer-physicker—2gp/patient/day
Healer-chirurgeon 4gp/day/patient	Rower 3gp
Sailor 6gp	Navigator 25gp
Ship captain 100gp	Ruffian, carouser 6gp
Ruffian footpad 25gp	Ruffian reciter 25gp
Ruffian spy 125gp	Ruffian thug 25gp
Sage 500gp	Servant/Laborer 3-12gp
Herald/Butler 35gp	Steward 500gp
Craftsmen: 10/20/40 gp	Artists 10/20/40 gp

## 5--HIRELING AND HENCHMEN PER MARKET CLASS:

### A-- MERCENARIES

Type	Class I	Class II	Class III	Class IV	Class V	Class VI
Light Infantry	4d100	5d20	5d10	3d4	1d6	1d2
Slingers	8d20	4d10	2d10	1d6	1d2	1(70%)
Heavy Infantry	2d100	5d10	3d8	1d8	1d3	1(85%)
Crossbowmen	2d100	5d10	3d8	1d8	1d3	1(85%)
Bowmen	8d20	4d10	2d10	1d6	1d2	1(70%)
Longbowmen	4d20	2d10	1d10	1d3	1	1(33%)
Light Cavalry	4d20	2d10	1d10	1d3	1	1(33%)
Mounted Crossbow	3d20	4d4	2d4	1d2	1(75%)	1(25%)
Horse Archers	3d20	4d4	2d4	1d3	1(70%)	1(23%)
Medium Cavalry	3d20	4d4	2d4	1d2	1(70%)	1(23%)
Heavy Cavalry	4d10	1d10	1d6	1d2(50%)	1(50%)	1(15%)
Cataphract Cavalry	3d10	1d8	1d4	1d2(33%)	1(40%)	1(10%)
Wolf Riders	3d10	1d8	1d4	1d2(33%)	1(40%)	1(10%)
Artillerists	4d10	1d10	1d6	1d2(50%)	1(50%)	1(15%)

### B-- HENCHMEN

Level	Class I	Class II	Class III	Class IV	Class V	Class VI
0	4d100	5d20	4d8	3d4	1d6	1d2
1	5d10	2d6	1d4	1d2	1(65%)	1(20%)
2	3d10	2d4	1d3	1	1(40%)	1(15%)
3	1d10	1d3	1(85%)	1(33%)	1(15%)	1(5%)
4	1d6	1d2	1(45%)	1(15%)	1(5%)	0

## C-- SPECIALISTS

Type	Class I	Class II	Class III	Class IV	Class V	Class VI
Alchemist	1d10	1d3	1	1(33%)	1(15%)	1(5%)
Animal Trainer(common)	5d10	2d6	1d6	1d2	1(65%)	1(20%)
Animal Trainer (exotic)	1d10	1d3	1	1(33%)	1(15%)	1(5%)
Armorer	3d10	2d4	1d4	1	1(40%)	1(15%)
Engineer	1d10	1d3	1	1(33%)	1(15%)	1(5%)
Healer	5d10	2d6	1d6	1d2	1(65%)	1(20%)
Healer-physicker	3d10	2d4	1d4	1	1(40%)	1(15%)
Healer-chirurgeon	1d10	1d3	1	1(33%)	1(15%)	1(5%)
Mariner-captain	4d6	1d6	1d3	1(80%)	1(33%)	1(10%)
Mariner-navigator	5d10	1d12	1d6	1d2	1(60%)	1(45%)
Sailor/Rower	4d100	5d20	5d10	3d4	1d6	1d2
Ruffian-Carouser	4d100	5d20	5d10	3d4	1d6	1d2
Ruffian-Footpad	5d20	4d6	2d6	1d3	1d2	1(40%)
Ruffian-Spy	2d10	1d6	1d3	1(65%)	1(25%)	1(10%)
Ruffian-Thug	5d20	4d6	2d6	1d3	1d2	1(40%)
Sage	1d6	1d2	1(65%)	1(15%)	1(5%)	0
Servant/Laborer	8d100	10d20	10d10	6d4	2d6	1d6
Herald/Butler	2d10	1d6	1d3	1(65%)	1(25%)	1(10%)
Steward	1d6	1d2	1(65%)	1(15%)	1(5%)	0
Artist	5d10	2d6	1d6	1d2	1(65%)	1(20%)
Craftsman	5d20	4d6	2d6	1d3	1d2	1(40%)

## CHAPTER EIGHT: BUILDINGS, ACCESSORIES AND FURNITURE

### 1--STRONGHOLD STRUCTURE COSTS:

Type	Price	Notes
Barbican	38,000gp	Gatehouse, 2 small towers, drawbridge
Battlement	5000gp	100' long, crenelated parapets
Building, stone	3000gp	20' high, 30'square, wood doors, floor, stair, roof
Building, wooden	1500gp	20' high, 30' square
Corridor, dungeon	500gp	10'x10'x10' section, hewn walls, flagstone floor
Drawbridge	250gp	Wooden, 10'x20'
Gatehouse	6,500gp	20' high, 20'x30', portcullis, wooden floors, doors
Keep, square	75,000gp	80' high, 60' square; wooden doors, stairs, floors
Moat, unfilled	400gp	100'x20', 10' deep
Moat, filled	800gp	100x20', 10' deep
Palisade, wooden	125gp	10' high, 100' long, 1' thick
Rampart, earthen	2500gp	10' high, 100' long, 15' thick
Tower, small round	15,000gp	30' high, 20' diameter; wood floors, stair, doors
Tower, md, round	22,500gp	40' high, 20' diameter; wood floors, stair, doors
Tower, lrg, round	30,000gp	40' high, 30' diameter; wood floors, stair, doors
Tower, huge, round	54,000gp	60' high, 30' diameter; wood floors, stair, doors
Wall, castle	5000gp	Stone; 20'high, 100' long, 10' thick
Wall, castle	7500gp	Stone; 30'high, 100' long, 10' thick
Wall, castle	12,500gp	Stone; 40'high, 100' long, 10' thick
Wall, castle	17,500gp	Stone; 50'high, 100' long, 10' thick
Wall, castle	22,500gp	Stone; 60'high, 100' long, 10' thick

### 2--CIVILIAN BUILDINGS

Type	Price	Notes
Cottage	300gp	Wood, 20' high, 30' square, wood stairs, thatched roof
Hut, pit	15gp	8' high, 8' square, thatched roof, sunken floor
Hut, sod or wattle	25gp	10' high, 10' square, thatched roof, dirt floor
Hut, wood	50gp	Or mudbrick; 10'high, 10'square, thatched roof, dirt floor
Longhouse, wood	300gp	15'high, 30'long, 15' wide, thatched roof, earth floor
Roundhouse	125gp	Wood, 15'high, 15' diameter. Thatched roof, earth floor
Townhouse	1200gp	Stone, 20' high, 30'square, thatched roof, wood floor

### 3--BUILDING ACCESSORIES

Type	Price	Notes
Arrow Slit or Window	10gp	
Door, wooden	10gp	3'x7'
Door, reinforced wood	20gp	3'x7'
Door, iron/stone	50gp	3'x7'
Door, secret	X5	3'x7'
Floor/Roof—flagstone or tiles	40gp	10'x10' section
Floor/Roof—wooden	10gp	10'x10' section
Shutters (window)	5gp	
Shifting Wall	100gp	10'x10'
Stairs, wood	20gp	3'x10', 1 flight
Stairs, stone	60gp	3'x10', 1 flight

If these upgrades are made at the time the building or stronghold is constructed, they cost only 25% of the list price

### 4--PITS

Type	Price	Notes
Pit, open, earth	20gp	10x10x10
Pit, open, tiled stone	500gp	10x10x10
Pit, covered,	+5gp	piled material or rug
Pit, concealed trap door	+500gp	Opens under feet
Pit, concealed, spring door	+1100gp	Shuts after opening
Pit Spikes	+100gp	1d4 spikes each doing 1d6 damage per 10x10

All pits inflict 1d6 damage for each 10 feet fallen

### 5--TRAPS

Type	Price	Notes
Arrow Trap	400gp	As Fighter-1, 1d6+1 damage
Bricks	1200gp	10x10 collapse, save vs balst or 2d6 damage
Dart	380gp	As Fighter-1, 1d4+1 damage
Needle	120gp	1 damage
Portcullis	1850gp	Save vs. blast or 3d6 damage
Rolling Rock	400gp	Save vs. blast or 3d6 damage
Scything Blade	550gp	Save vs. blast or 1d8 damage

## 6--FURNITURE

Type	Price	Encumbrance	Notes
Arms Rack	5gp	3 stone	Holds 12 weapons
Bathtub	100gp	15 stone	Made of iron
Bed, small	12gp	10 stone	Sleeps 1
Bed, large	20gp	15 stone	Sleeps 3
Beds, bunk	20gp	12 stone	Sleeps 2
Bench	2gp	5 stone	Seats 4
Book Shelves	10gp	7 stone	Holds 30 books
Brazier	20gp	2 stone	For charcoal
Cabinet	10gp	5 stone	Holds 12 stone
Cauldron	25gp	3 stone	10 gallons
Cauldron, large	50gp	5 stone	25 gallons
Candlestick	1gp/candle	1 item per candle	Lead or iron
Candlestick	10gp/candle	1 item per candle	Silver
Chair	5gp	2 stone	Seats 1
China Closet	50gp	20 stone	50 items
Cot	3gp	2 stone	Sleeps 1
Kitchen Pots	25gp	10 stone	Full set
Desk	25gp	10 stone	
Mirror, full sized	100gp	5 stone	Silver
Sofa	10gp	12 stone	Seats 3
Stool	1gp	1 stone	Seats 1
Table	15gp	6 stone	Seats 6
Table, large	25gp	20 stone	Seats 20
Throne	50gp	5 stone	Seats 1
Throne, awesome	500gp	20 stone	Seats 1
Tripod/Stand	10gp	1 stone	
Wine Rack	15gp	7 stone	30 bottles



## CHAPTER NINE: TRADE GOODS

### 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 10 stone per 500 miles by sea

Carting Cargo: 1gp per 10 stone 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 200 stone of cargo space, not including food and water.

### 2—COMMON MERCHANDISE

D100 Roll	Type	1 load	Stone per Load	Base Price
01-04	Grain, vegetables	20 bags	80	10gp
05-08	Fish, preserved	10 barrels	80	50gp
09-12	Wood, common	1 cord of logs	80	50gp
13-16	Animals	Roll 1d6 on animal table	See animals	See animals
17-20	Salt	150 bricks	80	100gp
21-25	Beer, ale	10 barrels	80	100gp
26-30	Oil, lamp	5 jars	30	100gp
31-35	Textiles	4 bags	20	100gp
36-39	Hides, furs	10 bundles	30	150gp
40-43	Tea or coffee	2 bags	10	150gp
44-47	Metals, common	200 ingots	100	200gp
48-51	Meats, preserved	10 barrels	80	200gp
52-54	Cloth	20 rolls	80	200gp
55-60	Wine, spirits	1 barrel	16	200gp
61-63	Pottery	2 crates	10	200gp
64-68	Tools	1 crate	10	200gp
69-73	Armor, weapons	1 crate	10	225gp
74-75	Dye, pigments	5 jars	25	250gp
76-80	Glassware	2 crates	10	400gp
81-85	Mounts	1d4+4 on Animal Table	See animals	See animals
86-00	Go to Precious			

### 3—PRECIOUS MERCHANDISE

Roll	Type	1 Load	Stone/Load	Base Price
01-10	Monster Parts	1 crate	5	300gp
11-25	Wood, rare	1 cord	16	500gp
26-35	Furs, rare	1 bundle	5	500gp
36-45	Metals, precious	2 ingots	4	600gp
46-60	Ivory	1 tusk	8	800gp
61-65	Spices	1 jar	1	800gp
66-70	Porcelain, fine	2 crates	10	1000gp
71-75	Books, rare	1 box	2	1000gp
76-90	Silk	5 rolls	20	2000gp
91-95	Semiprecious stones	1 box	1	1000gp
96-00	Gems	1 box	1	3000gp

### 4—ANIMALS

Roll	Animal	Stone/Animal	Animal/Load	Fodder per load ( 10 stone)	Price Per Load
1	Rabbit, hen	1 per 2	200(100 stone)	5gp/week	60gp
2	Sheep	6 stone	30 (180 stone)	5gp/week	60gp
3	Pig, goat	12 stone	20 (240 stone)	5gp/week	60gp
4	Cattle	50 stone	5 (250 stone)	5gp/week	50gp
5-6	Horse, yak	150 stone	2 (300 stone)	5gp/week	80gp
7	Warhorse	200 stone	2 (400 stone)	7gp/week	500gp
8	Elephant	1000stone	1 (1000stone)	20gp/week	1500gp