

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

**GEAR BOOK**  
**FOR D&D:**  
**WILDERLANDS OF HACK**  
**CAMPAIGN**

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## INTRODUCTION: WEALTH, ENCUMBRANCE, AND AVAILABILITY

### 1--Coins:

Coin	Copper Piece Value	Silver Piece Value	Gold Piece Value
Copper Piece	1	1/10	1/100
Silver Piece	10	1	1/10
Electrum Piece	50	5	½
Gold Piece	100	10	1
Platinum Piece	500	50	5

Each coin weighs about 1/100 of a pound.

### 2—MONTHLY MAINTENANCE

Level	Cost--Person	Cost-Horse	Cost—Dog	Hit Dice
Minimal	10sp	5sp	1sp	Worst of 3
Lackey/Poor	3gp/level	1gp	4sp	Worse of 2
Standard	30gp/level	5gp	1gp	1 roll
Good	60gp/level	25gp	5gp	Better of 2
Excellent	100gp/level	75gp	25gp	Best of 3

Each month, every person, horse and dog under the player's control must be maintained at a given level. The amount spent will determine how the person or animal's hit points will be rolled for the month (see House Rules booklet)

### 3--ENCUMBRANCE:

Encumbrance is measured in pounds of weight carried. If it becomes important, the amounts can be totaled and checked on the table, but it is preferable to just ball-park the character's speed based on armor worn (quick and dirty).

Encumbrance	Quick and Dirty Armor Equivalent	Exploration or Running Move	Combat Move	Miles Per Day
40 pounds or less	No or Leather, Fur	120' (24")	40' (8")	25
41-80 pounds	Chain, Scale, Ring	90' (18")	30' (6")	20
81-120 pounds	Plate, Splint, Lamellar	60' (12")	20' (4")	10
120-160 pounds	Plate plus heavy burdens	30' (6")	10' (2")	5
160-240 pounds		15' (3")	5' (1")	2.5
240+ pounds		0	0	0

**4—SELLING LOOT:** equipment looted from enemies can be sold for 50% of list price. Stolen goods can be fenced for 10% of list price. Thieves can add the higher of their Intelligence or Charisma score to the base 10% fence price.

# CHAPTER ONE: COMBAT GEAR

## 1--MELEE WEAPONS

WEAPON	1-hand Damage	2-hand Damage	Weight	Price	NOTES
Battle Axe	1d6	1d8	6lb	7gp	D2 U
Great Axe/Poleaxe	---	1d10	10lb	10gp	D U
Hand Axe	1d6	---	3b	4gp	Th:10/20/30 U
War Pick	--	1d10	10lb	12gp	D U
Club	1d4	—	5lb	1sp	
Flail	1d6	1d8	5lb	9gp	D2 U2
Mace	1d6	--	3lb	8gp	
Hammer small	1d4	—	3lb	2gp	Th: 10/20/30 W
Mattock	—	1d10	10lb	15gp	D U
War hammer	1d6	1d8	5lb	12gp	D2 U2
Staff	—	1d6	4lb	5sp	D
Lance, Heavy	1d12	--	8lb	10gp	R
Lance, Medium	1d10	--	6lb	8gp	R
Lance, Light	1d8	--	5lb	6gp	R
Javelin	1d6	—	2lb	1gp	Th:20/40/60
Pole-arm	—	1d10	12lb	10gp	D H U
Spear	1d6	1d8	3lb	3gp	Th: 20/40/60, R, S,D2
Pike	--	1d10	10lb	5gp	Reach, Set,D2
Dagger	1d4	—	1lb	3gp	Th: 10/20/30 W
Silver Dagger	1d4	—	1lb	30gp	Th: 10/20/30 W
Gnome Boot Dagger	1d4	--	1lb	6gp	See gnome class
Short Sword	1d6	—	3lb	15gp	D U
Sword	1d6	1d8	6lb	20gp	D U
Two-Handed Sword	—	1d10	10lb	30gp	D U
Net	—	—	1lb	1gp	Capture
Blackjack	1d2	—	1lb	5gp	Knock out
Whip	1d2	—	1lb	5gp	D
Torch	1d4	—	1lb	1sp	Fire W
Punch	1d2	—	—	—	Non-lethal
Kick	1d4	—	—	—	Non-lethal,

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

**Lance:** stats are for when used from horseback, treat as a pole-arm when used on foot. Lances do double damage on charge, Equivalent level of Warhorse needed to use various levels of lance.

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

**Knock Out:** see p63 for details

**Capture:** see page 65 for details

**R:** this weapon can attack at a distance (5' spear, lance, 10' pike)

**S:** weapon can be used for the set vs. charge maneuver

**D:** weapon can be used for the Disarm maneuver, **D2:** can be used to Disarm, but only if in 2 hands

**W:** can be used as a secondary dual-wield weapon

**H:** may be used to make an Unhorse attack, **U;** may be used to sunder **U2**=2-handed only sunder

All weapons used with 2 hands may be used for Trip (also whip) or Mighty Sweep maneuvers

## 2--MISSILE WEAPONS

WEAPON	1-hand Damage	2-hand Damage	Weight	Price	Range/Notes
Arbalest	–	1d12	10 lb	50gp	90/180/360 ROF½ F
Crossbow	–	1d6	8lb	30gp	80/160/240 F
Composite Bow	–	1d8	6lb	100gp	80/160/240 F S R
Long Bow	–	1d8	5lb	60gp	70/140/210 F S R
Short Bow	–	1d6	3lb	15gp	50/100/150 F S R
War Bow		1d10	6lb	85gp	40/80/120 F R T
Bolts x20	–	–	2lb	2gp	Includes case
Arrows x20	--	--	2lb	1gp	Includes quiver
Silver arrow x1	--	--	20=2lb	1gp	
Bola	1d2	–	1 lb	5gp	10/20/30
Darts x5	1d4	–	5= 2lb	2gp	15/30/45 W
Sling	1d4	–	0	1gp	45/90/180 H
30 bullets	–	–	1 lb	1gp	For sling
Stone, small	1d4	–	1 lb	1cp	10/20/30 H
Stone, big	–	1d6	7lb	2cp	5/10/15 H

**ROF½:** the Arbalest crossbow can only be shot every second round, taking a round to reload

**F:** may be used for the Shoot Your Face maneuver

**S:** may be used for the Split-Fire maneuver (see Combat Options for details however)

**R:** may be used for the Rapid Fire maneuver

**W:** may be used as a secondary weapon for dual wielding

**H:** halflings only may use this for the Shoot Your Face maneuver

**T:** 16 or greater Strength score needed to use a war bow

## 3--ARMOR

ARMOR	AC	Weight	Price
Clothing	9	0	2gp+
Hides/Fur	8	10	10gp
Leather or Padded	7	20	20gp
Ring or Scale Armor	6	30	40gp
Chain Mail	5	40	80gp
Splint or Lamellar	4	50	160gp
Plate Armor	3	60	320gp
Shield	-1	10	10gp

Each type of armor includes an appropriate helmet or head covering.

## 4--HORSE ARMOR

ARMOR	AC	Encumbrance	Price
Leather Barding	7	25	20gp
Scale Barding	6	40	75gp
Chain Barding	5	60	150gp
Lamellar Barding	4	80	300gp
Plate Barding	3	100	600gp

## 5--AREA OF EFFECT WEAPONS:

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

Oil must be lit to do damage. Holy Water only affects undead and demons. Unholy Water only affects good-aligned extra-planar creatures.

## 6--SIEGE ENGINES

Weapon	Price (Crew)	Encumbrance	Range	Damage	Area
Ballista	80gp (2-4)	500 lbs	10-640 feet	D10+6	--
Heavy Catapult	200gp (6-10)	1800lbs	360 to 720 feet	D8+8	10' radius
Light Catapult	100gp (4-6)	1200 lbs	300 to 600 feet	D10+10	5' radius
Trebuchet	400gp (8-12)	2400lbs	300 to 900 feet	D12+13	15' radius
Ballista Shot	4gp	10	--	--	--
Catapult Shot	5gp	20	--	--	--
Catapult Shot, with pitch	25gp	20	--	--	--
Trebuchet Shot	10gp	25	--	--	--
Tre with Pitch	50gp	20	--	--	--
Ram	250gp (10-20)	1000lb	Contact	D6+8	--

**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. See RC page 73 for effects of Pitch shot.

## 7--WEAPON ACCESSORIES:

Type	Price	Weight	Notes
Baldric, leather	1gp	0	Holds 1 weapon/pouch
Belt, leather	4sp	0	Holds 2 weapons/pouches
Girdle, broad	2gp	0	Holds 4 weapons/pouches
Large Quiver	2gp	1lb	Holds 40 arrows
Large Case	3 gp	1 lb	Holds 40 bolts
Dart Quiver	2gp	1 llb	Holds 10 darts
Javelin Quiver	2gp	10 lbs	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. A baldric is a shoulder belt that can be worn in addition to belt or girdle.

## 8---SUPERIOR WEAPONRY

Weapon	Special Feature	Weight	Price
Carbelium Arrow	Ignores metal armor	1/10 lb	100gp*
Carbelium Spear	Ignores metal armor	3 lbs	1000gp*
Carbelium Dagger	Ignores metal armor	1 lb	750gp*
Carbelium Short Sword	Ignores metal armor	3 lbs	1500gp*
Superior Arrow	+1 to hit	1/10lb	2d4 gp
Quality Sword	+1 damage	6lbs	70-180gp
Superior Sword	+1 to hit	5lbs	70-180gp

None of these weapons count as magic weapons for hitting enchanted creatures.

**Carbelium metal** is an imperial monopoly and those outside of the military and its suppliers found to possess it face execution. Today, all carbelium is used to make arrows for the Emperor's army, but there are rumors that carbelium spears, daggers and short swords were made in the past. Carbelium used in a thrusting/piercing weapon treats any metallic armor as if it were AC 9 (magic plusses then added in). Carbelium prices are only approximate values for fencing the items on the black market.

**Superior and Quality** Items can be found in certain shops in the City State through careful shopping.

## CHAPTER TWO: GENERAL HARDWARE

### 1---General Adventuring Tools

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



## 2--Light Sources

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

Lanterns burn common oil (3sp)

## 3--Common Tools

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

**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--lbs	Notes
Bushel Basket	1sp	40	2 hands
Belt Pouch	5sp	5	No hands
Small Sack	3sp	30	1 hand
Large Sack	8sp	50	1 or 2 hands
Backpack	2gp	40	No hands
Porter's Pack	5gp	80	No hands
Saddlebag	5gp	35	Up to 4 per horse
Pack Saddle	10gp	200	

#### Notes:

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

#### 5--LIQUID CONTAINERS

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

## 6--BOXES, CHESTS AND TRUNKS

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

## 7--CAGES, TRAPS AND RESTRAINTS

Type	Price	Weight Pounds	Notes
Cage, small animal	6gp/1gp	3	
Cage, halfling/dog	20gp/5gp	75	
Cage, man	25gp/6gp	250	
Cage, tiger/ape	50gp/12gp	500	
Trap, mouse	1sp	0	
Trap, leg fox/weasel	1gp	1	1d6 damage and catch leg
Trap, leg dog	5gp	2	2d4 damage and catch leg
Trap, leg bear	15gp	10	3d6 damage and catch leg
Chain (per foot)	1gp	2	
Manacles	2gp	2	Cannot use hands
Shackles	2gp	3	Reduce movement to 60'
Slave Collar	1gp	2	
Shackles with ball	4gp	12	Reduce movement to 30'

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	Cleric/mage
Robe	6gp	
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	Weight Pounds	Notes
Bedroll	2gp	2	
Blanket	2gp	2 item	wool
Dice, pair	5sp	0	For gambling
Hourglass	25gp	1	Fragile
Cosmetics	15gp	1	Basic set
Handkerchief	1sp	0	linen
Handkerchief, fancy	1gp	0	Silk
Mirror, personal	20gp	1	Silver
Needle and thread	1sp	0	
Perfume	1gp	0	½ pint
Razor	2gp	0	
Scissors	10sp	0	
Soap	1cp	0	1 bar
Wax, 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	Weight	Notes
Book, common	15gp	1d4	
Book, rare	50gp+	1d4	
Chalk	1cp	0	10 pieces
Holy Book	100gp	1d6	Reduces clerical prayer time
Ink (1oz)	8gp	0	
Magic Ink	100gp	0	For spell book or scroll
Sacred Ink	100gp	0	For cleric scroll
Journal	10gp	1	50 pages, flimsy
Metal box, for 1 book	100gp	10	Protects 1 book
Parchment, 1 sheet	1sp	0	loose
Purest Vellum	50gp	0	For writing scrolls
Quill pen	1cp	0	
Scroll case, leather	1gp	1	For 1 scroll/map
Scroll case, metal	5gp	1	For 1 scroll/map
Seal-ring, brass	25gp	0	Personal seal
Seal-ring, silver	200gp	0	Personal seal
Slate	5sp	1	
Spell Book, blank	1000gp	20	Large and sturdy
Spell Book, travelling, blank	500gp	8	Holds up to 8 spells
Wax tablet and stylus	10sp	1	Reusable, for notes
Wax, sealing	1sp	0	10 uses to seal document

## 2—TRAPPINGS AND CEREMONIAL SUPPLIES

Type	Price	Weight	Notes
Beads, prayer	1gp	1	Reduces prayer time
Bell, hand	10gp	1	
Bell, large	750gp	500	
Candle, evil	2sp	1	For evil summonings
Censer, brass	5gp	1	For burning incense
Hat, impressive	10gp	0	
Holy or Unholy Symbol	25gp	1	
Holy or Unholy Water	25gp	1	In crystal vial
Holy Incense	100gp	1	For making Clerical Foci
Mystic Myrrh	100gp	1	For making Arcane Foci
Incense, Common	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	Weight	Notes
Lute/Lyre/Harp	25gp	2	
Lute/Lyre/Harp, superior	50gp	2	+1 performance
Lute/Lyre/Harp, masterpiece	100gp	2	+2 performance
Horn/Flute/Pan Pipe	10gp	1	
Horn/Flute/Pan Pipe, superior	50gp	1	+1 performance
Horn/Flute/Pan Pipe, masterpiece	100gp	1	+2 performance
Hurdy-Gurdy	100gp	3	+2 performance
Bagpipes	25gp	2	
Great Harp	200gp	20	+2 performance
Drum	25gp	2	
Kettle Drum	45gp	20	
Trumpet	50gp	3	+1 performance
Chime	25gp	1	
Gong	75gp	20	



## 5--HERBAL REMEDIES AND CONCOCTIONS

Type	Price	Notes
Belladona	10gp	If ingested after a lycanthrope bite, make a poison save: either die in one turn or be cured of lycanthropy.
Birthwort	10gp	Applied as a poultice, gives 25% chance to re-roll failed poison save
Black Lotus	250gp	Smoked or chewed, save vs. poison, if passed regain 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, heals 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	If taken within a day of infection, 25% chance to avoid a disease
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	Applied to wounds, 1 dose per day, doubles natural healing rate for rest.

All herbals are sold in 1-pound batches, which are 1 dose each (except pipe weed),

## 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 feeble-minded 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	50gp	If thrown against a hard surface, make a flash-bang and smoke. Causes adjacent targets to save vs. paralysis or lose a turn
Assassin's Smoke	50gp	Thrown to ground, instantly produces a 5x5 cloud of smoke, sufficient to allow thrower to attempt to sneak away/hide
Fine Glitter	30gp	Thrown in the air, reduces saving throws vs. Charm, Hold and Confusion spells by -2. Does not work in darkness or strong wind.
Pickled Orc Eyeballs	5gp	If held in the hand, doubles the duration of Detect Evil spells, then withers away. Some find them delicious.
Essence of Krangor	150gp	If breathed in, 50% chance that it will instantly impart 6 temporary hit points (first to be lost), but 50% it will do 1d6 damage instead.
Devil Grease	40gp	Poured onto a 5'x5' hard floor, next person who steps onto it must save vs. paralysis or fall down and flounder for 1-3 rounds
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, devil grease or tanglefoot bag count as 1 pound for encumbrance. All others count as 1 pound per 20 examples.

## CHAPTER FIVE: FOOD, DRINK AND LODGING

### 1--TRAVEL RATIONS

Type	Price	Weight	Notes
Rations, Iron (1 week)	10gp	7	Sailor sausage, hardtack, pickles; lasts 2 months in wilderness, 1 week in dungeon
Rations, Standard (1 week)	5gp	20	Bread, cheese, beans, bacon; lasts 1 week in wilderness, spoils in dungeon
Grain (1 week)	4gp	50	For 1 animal per week; required for heavy and medium warhorses
Fodder (1 week)	3gp	50	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	1-4cp	Turnip, cabbage, stale bread
Meal, average	1-15sp	Root-stew, biscuits, beans
Meal, good	16-39sp	Piece of chicken, bread, fresh vegetables
Meal, fine	4gp	Beef or pork, bread, fresh vegetables
Meal, noble	10gp	5 courses, full of variety
Meal, banquet	15gp	7 courses, high quality
Meal, feast	30gp	All you can eat of the very best

#### 4--BULK RATIONS

Bulk rations come in well-packed ration barrels. Each barrel is about 50 gallons in volume and weighs about 150 pounds empty and around 500 pounds when full.

Type	Cost	Man/Days	Notes
Fresh Foods	230gp	116	Spoils easily, requires fire and pots, +0.5 hp/day healing
Uncooked Rations	45gp	175	Requires fire and pots to cook
Standard Rations	110gp	175	Spoils in dungeons easily
Iron Rations	475gp	350	Very Dry, requires abundant water to eat

**Cost:** the price to fill one barrel (barrel not included, 10gp extra).

**# Man-Days:** the number of men who can be fed by the barrel 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 barrel and still avoid starvation, but all characters suffer a –1 per on all ability checks, “to hit” and damage rolls until full ration restored.

#### EXAMPLES:

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

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

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

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

## 5--LODGING

Type	Price	Notes
Cottage (wooden)	500gp	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)	75gp	10'x10'
Hut (wooden)	150gp	10'x10'
Townhouse (stone)	3000gp	30'x30' 2-story
Stabling (warhorse)	1gp	1 night
Stabling (draft/riding horse)	5sp	1 night

## 6--TOWN SERVICES

Type	Price	Notes
Bath	2cp	
Laundry	1cp	1 basket
Messenger (in town)	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

## 7--DRINKS

Ale/Beer (cheap) 1-2cp	Ale/Beer (inexpensive) 3-4 cp
Ale/Beer (medium) 1-2 sp	Ale/Beer Expensive 3gp+
Wine (cheap) 2-4cp	Wine (inexpensive) 1-2sp
Wine (medium) 3-6sp	Wine (expensive) 7gp+
Mead (berserker) 5sp	Mead (dwarf) 5gp
Kumiss, (1 pint) 1cp	Altanian Strong waters (1/5 pint) 4sp

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

## 8—Drinks, Unusual

Type	Price per pint	Notes
Boiling Grog	3sp	Always served hot and bubbling, increases strength by 1 point, but decreases dexterity 2 points per drink
Dead Berserker Ale	15gp	Drinking this brew allows you to Speak With Dead, as cleric spell, but only to dead berserkers). It is very potent, causing a -2 to all rolls for 1d6 hours.
Gut Bruiser Brew	1sp	A beer made from various common weeds and roots that has a high alcohol content and is sharply deleterious to the stomach. Each drink requires a save vs. poison or it is immediately vomited. Usually used as part of a drink challenge to newcomers or rubes.
Harvest Harp	1sp	A favorite Halving 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	8gp	If cask is blessed by a dwarf priest, drinking a pint gives a +2 on poison saves for 1 day, and increases beard growing speed tremendously. Made by dwarves.
Orcsmead	5gp	Increases the hit and damage rolls of orcs by +1. Non-orcs must save vs. poison or go into a blind rage attacking friends and foes until killed or subdued. Made by orcs.

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

## CHAPTER SIX: ANIMALS AND TRANSPORT

### 1--TRANSPORT ANIMALS

Type	Price	HD	Load	Max Load	Move	Loaded Move
Camel	100gp	2	300	600	150' (30 miles)	75' (15 miles)
Donkey	8gp	1	80	160	120' (24 miles)	60' (12 miles)
Mule	20gp	2	200	400	120' (24 miles)	60' (12 miles)
Ox	40gp	3	450	900	60' (12 miles)	30' (6 miles)
Heavy Draft Horse	40gp	3+3	400	800	120' (24 miles)	60' (12 miles)
Heavy Warhorse	700gp	3+3	400	800	120' (24 miles)	60' (12 miles)
Md. Draft Horse	30gp	3	30	600	180' (36 miles)	90' (18 miles)
Md. Riding Horse	40gp	3	300	600	180' (36 miles)	90' (18 miles)
Md. Warhorse	250gp	3	300	600	180' (36 miles)	90' (18 miles)
Light Riding Horse	75gp	2	200	400	240' (48 miles)	120' (24 miles)
Light Warhorse	150gp	2	200	400	240' (48 miles)	120' (24 miles)

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

**Max Load:** maximum number of pounds 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	350	700	60' (12 miles)	30' (6 miles)
Cart, Small (2 mules)		800	1600	60' (12 miles)	30' (6 miles)
Cart, Large (1 horse)	50gp	800	1600	60' (12 miles)	30' (6 miles)
Cart, Large (2 horses)		1200	2400	60' (12 miles)	30' (6 miles)
Wagon (2 horses)	200gp	1600	3200	60' (12 miles)	30' (6 miles)
Wagon (4 horses)		3200	6400	60' (12 miles)	30' (6 miles)
Coach (4 horses)	500gp	800	1600	150' (30mile)	75' (15 miles)
Coach (8 horses)		1200	2400	180' (36 mile)	90' (18 mile)

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

**Max Load:** maximum number of pounds 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

Type	Price	Max Miles per day	Crew	Cargo
Boat, river	2000gp	36	2	4000
Boat, sailing	4000gp	72	1	600
Canoe	40gp	18	1	600
Galley, large	30,000gp	90	200+50	40000
Galley, small	10,000gp	90	70+20	20000
Galley, war	60,000gp	72	330+75	60000
Lifeboat	1000gp	18	1	1500
Longship	15,000gp	90	75	20000
Raft	1gp/square foot	12	1	25 per square foot
Sailing ship, large	20,000gp	72	20	300,000
Sailing ship, small	10,000gp	90	12	100,000
Troop Transport, large	30,000gp	72	20+50	300,000
Troop Transport, small	10,000gp	90	12+25	100,0000



## 5—OTHER TRANSPORT

Item	Price	Encumbrance	Notes
Dog Sled (8 dogs)	25gp	--	Load: 250, max load 400; Speed 120'; Encumbered speed 60'; on snow only
Hand Cart	15gp	--	Holds up to 300, count as half encumbrance, no running
Ice Skates	5gp	1	Move at full rate on ice
Litter (open)	20gp	50	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sedan Chair (enclosed)	25gp	80	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sleigh	150gp	--	Treat as large cart on snow and ice
Skis	1gp	2	Move at double speed down hill on snow
Snowshoes	2gp	2	Move at full speed on snow (no running)
Stretcher	4gp	10	Split weight and 1 passenger's weight among 2-4 bearers
Travois	5gp	10	Allows injured man or load of up to 400 to be dragged behind a horse (still counts as normal weight); no running
Wheelbarrow	9gp	20	Holds up to 150, 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 200lbs
Tack (draft animals)	5gp	
Saddle and Tack (riding)	10gp	
Saddle and Tack (war)	25gp	
Saddlebag	5gp	Holds 30lbs

## CHAPTER SEVEN: MISCELLANEOUS

### 1—TRAVEL AND SHIPPING

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

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

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

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

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

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

### 2--ART OBJECTS AND LUXURY GOODS

Item	Cost	Weight	Material	Notes
Crystal Goblet	30gp	1	Crystal	
Dishes, Fine	200gp	12	China	6 place settings
Fur, Fine, Small	100gp	15	Fur	
Fur, Fine, Large	500gp	35	Fur	
Painting, small	50gp	10	Canvas	
Painting, medium	200gp	20	Canvas	
Painting, large	500gp	30	Canvas	
Rug	50gp	60	Fur, common	7'x4'
Rug	25gp	60	Wool	10'x10'
Silverware	70gp	3	Silver	6 place-settings
Statue, small	100gp	100	Stone	Bust or hobbit-size
Statue, medium	600gp	600	Stone	Man-sized
Statue, large	2000gp	2000	Stone	Big
Tapestry	35gp	75	Wool	15' long x8' high

All of the above are considered of average quality. Poor quality items are half price, excellent quality items are twice the price, and masterpiece items are 5 times the price. A Common Knowledge roll is used to identify quality (country folk/barbarians/poor folk -2, cultured or educated folk +2).

### 3--TRADE GOODS

Item	1-pound	1 crate	1 barrel	Notes
Cinnamon	1gp	45gp	200gp	
Copper	5sp	225sp	140gp	
Ginger	20sp	900sp	5600sp	
Gold	50gp	2500gp	XXX	
Iron	5cp	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	5cp	25sp	10gp	

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

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

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

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

#### 4--Cloth

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

## 5--FURNITURE

Type	Price	Weight	Notes
Arms Rack	5gp	30	Holds 12 weapons
Bathtub	100gp	150	Made of iron
Bed, small	12gp	100	Sleeps 1
Bed, large	20gp	150	Sleeps 3
Beds, bunk	20gp	120	Sleeps 2
Bench	2gp	50	Seats 4
Book Shelves	10gp	70	Holds 30 books
Brazier	20gp	20	For charcoal
Cabinet	10gp	50	Holds 12
Cauldron	25gp	30	10 gallons
Cauldron, large	50gp	50	25 gallons
Candlestick	1gp/candle	1 # per candle	Lead or iron
Candlestick	10gp/candle	1 # per candle	Silver
Chair	5gp	20	Seats 1
China Closet	50gp	200	50 items
Cot	3gp	20	Sleeps 1
Kitchen Pots	25gp	100	Full set
Desk	25gp	100	
Mirror, full sized	100gp	50	Silver
Sofa	10gp	120	Seats 3
Stool	1gp	10	Seats 1
Table	15gp	60	Seats 6
Table, large	25gp	200	Seats 20
Throne	50gp	50	Seats 1
Throne, awesome	500gp	200	Seats 1
Tripod/Stand	10gp	10	
Wine Rack	15gp	70	30 bottles