

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

GEAR BOOK
FOR BLUEHOLME/OD&D:
THRANCONIA II
CAMPAIGN

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INTRODUCTION: COINS, MAINTENANCE, LOOT

1--Coins:

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

Each coin weighs about 1/50 of a pound.

2—MONTHLY MAINTENANCE: each month players must pay a maintenance fee for themselves and each of their henchmen, soldiers and hirelings. The cost includes, basic food, clothing, lodging, salary, and equipment maintenance. If subordinates are not paid, they will likely leave service unless player takes some appropriate action.

- Player Characters: 50gp per level
- Henchmen, Ship's Captain, Soldier Leader, Knight: 25gp per level
- Light Horse or Mule: 5gp; Medium Horse: 10gp, Heavy Horse: 15gp
- Servant, laborer: 10gp
- Light Foot, Light Archer, Levy: 15gp
- Heavy Foot, Heavy Archer, Ship's Crew: 20gp
- Light Cavalry (includes horse): 20gp
- Medium Cavalry (includes horse): 35gp
- Heavy Cavalry (includes horse): 45gp
- Blacksmith: 20gp, Armorer 50gp
- Alchemist 1000gp, Animal Trainer 500gp, Engineer 700gp, Sage 2000gp
- Spies and Assassins are hired on a per mission basis, no maintenance needed

There is a maintenance discount for owning a stronghold (see House Rules)

3--ENCUMBRANCE:

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

| STANDARD MOVE | NORMAL | ARMORED OR LOADED | ARMORED AND LOADED |
|-------------------------|--------|-------------------|--------------------|
| 25' (dwarf, small folk) | 5" | 4" | 2" |
| 30' (most characters) | 6" | 5" | 3" |
| 35' (heavy horse) | 7" | 6" | 4" |
| 40' (medium horse) | 8" | 7" | 5" |
| 45' (light horse) | 9" | 8" | 6" |

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

Melee Weapons

| Weapon | Wt | S-R | Damage | Hands | Price | Notes |
|---------------|----|-----|--------|-------|-------|--------------------|
| Fist | L | 0 | 1 | 1 | 0 | C,M |
| Dagger | L | 1 | 1d4 | 1 | 3gp | M, H, P |
| Silver Dagger | L | 1 | 1d4 | 1 | 25gp | M, H, P |
| Baton | L | 2 | 1d4 | 1 | 1gp | C,M |
| Club | N | 3 | 1d4 | 1 | 0gp | C, M, H |
| Battle axe | N | 5 | 1d6 | 1 | 7gp | |
| Battle axe | N | 5 | 1d8 | 2 | 7gp | |
| Hand axe | N | 2 | 1d6 | 1 | 3gp | H |
| Mace | N | 3 | 1d6 | 1 | 5gp | C |
| Spear | N | 7 | 1d6 | 1 | 2gp | H, RC, P |
| Spear | N | 8 | 1d8 | 2 | 2gp | Reach-1, RC, P |
| Short sword | N | 3 | 1d6 | 1 | 7gp | P |
| Sword | N | 4 | 1d6 | 1 | 10gp | P |
| Sword | N | 4 | 1d8 | 2 | 10gp | P |
| War Hammer | N | 4 | 1d6 | 1 | 5gp | C |
| Quarterstaff | N | 8 | 1d6 | 2 | 2gp | C,M |
| Flail | H | 7 | 1d8 | 2 | 8gp | C, Sp, K |
| Great Sword | H | 10 | 1d8 | 2 | 15gp | Sp, K |
| Halberd | H | 9 | 1d8 | 2 | 7gp | Reach-1, Sp, K |
| Great Axe | H | 7 | 1d8 | 2 | 10gp | Sp, K |
| Lance—md. | H | 11 | 1d8 | 1 | 4gp | Ch, K, Nd |
| Lance—hvy. | H | 11 | 1d10 | 1 | 4gp | Ch, K, Nd |
| Lance—joust | H | 11 | 1d3 | 1 | 1gp | K, Nd |
| Lance-dismtd. | H | 11 | 1d8 | 2 | 4gp | Reach-1, Nd, K, RC |
| Morning Star | H | 6 | 1d8 | 2 | 6gp | Sp, K |
| Pike | H | 12 | 1d8 | 2 | 5gp | Reach-2, Nd, RC, K |
| Pole-arm | H | 9 | 1d8 | 2 | 7gp | Reach-1, Nd, DM, K |

Weapon: name of weapon (Thieves and fighters may use all weapons)

Wt: weight class (light, normal, heavy)

S-R (size-rating): combination of length and mass for melee initiative

Damage: points scored on a hit

Price: cost of 1 unit

Notes: C—can be used by clerics, M—can be used by magic users.

Reach-1: can attack from 2nd rank -2 to hit, Reach-2: can attack from 2nd/3rd rank -2 to hit; H—can be hurled; Sp: cannot be used if friendlies are within 5' either side; Nd: can't be used in a dungeon or building. Ch—double damage when used to charge. RC—double damage when hits a charging enemy; DM—can dismount a rider, hit AC 4, save vs. poison. P—weapon gets +4 to hit a prone figure in plate armor. K—weapon can knock down an enemy if 5+ damage is scored.

2--MISSILE WEAPONS AND AMMUNITION

Ammunition:

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

Short range attacks are at +1, Long Range attacks are at -1. Crossbows also can deliver a knock-down.

| Weapon | Wt | ROF | Damage | Hands | Price | Range—Inch Conversion |
|----------------|----|------|---------|-------|-------|-----------------------|
| Dagger | L | 1 | 1d4 | 1 | 3gp | 10/20/30--2/4/6" |
| Club | N | 1 | 1d4 | 1 | 0 | 10/20/30--2/4/6" |
| Hand axe | N | 1 | 1d6 | 1 | 3gp | 10/20/30--2/4/6" |
| Spear | N | 1 | 1d6 | 1 | 2gp | 10/20/30--2/4/6" |
| Flask | L | 1 | Special | 1 | Vary | 10/20/50--2/4/10" |
| Javelin | N | 1 | 1d6 | 1 | 1gp | 20/40/80--4/8/16" |
| Short Bow | N | 1 | 1d6 | 2 | 25gp | 50/100/150--10/20/30" |
| Horse Bow | N | 1 | 1d6 | 2 | 30gp | 60/120/180--12/24/36" |
| Long Bow | N | 1 | 1d6 | 2 | 40gp | 70/140/210--14/28/42" |
| Composite Bow | N | 1 | 1d6 | 2 | 50gp | 80/160/240--16/32/48" |
| Sling | L | 1 | 1d4 | 1 | 1gp | 60/120/180--12/24/36" |
| Light Crossbow | H | 1/ 2 | 1d8 | 2 | 15gp | 60/120/180--12/24/36" |
| Hvy Crossbow | VH | 1/ 3 | 1d10 | 2 | 25gp | 80/160/240--16/32/48" |

3--ARMOR

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

4--AREA OF EFFECT WEAPONS:

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

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

5--SIEGE ENGINES

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

6--WEAPON ACCESSORIES:

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

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 | |
| Lock picks/ Thieves' Tools | 25gp | 1 | |
| Mirror, hand-sized | 5gp | 1 | Steel |
| Oil, common (lamp) | 5sp | 1 | 1 pint flask |
| Oil (military) | 2gp | 1 | 1 pint flask |
| Pavilion | 50gp | 35 | Sleeps 6 in style |
| Pick or Pick Axe | 3gp | 10 | |
| Pole, 10' | 1sp | 8 | Wooden |
| Pole, 10' Collapsing | 10gp | 8 | |
| Rod, 5' | 3gp | 3 | Steel |
| Rope, 50', common | 1gp | 10 | Hemp |
| Rope, 50', special | 50gp | 2 | Silk |
| Sledge hammer | 2gp | 10 | |
| Stakes (x4) and Mallet | 3gp | 2 | Wooden |
| String, spool, 100' | 1cp | 0 | wool |
| Tar/Pitch | 1cp | 8 | 1 gallon (needs container) |
| Tent | 20gp | 7 | Sleeps 2 |
| Tinder Box, flint&steel | 3gp | 1 | |
| Torches (x6) | 1gp | 6 | |
| Wire, spool 100' | 3gp | 1 | metal |

2--Light Sources

| Type | Price | 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 | 1gp | 1 lb each | 30' | 6 turns |

Lanterns burn common oil (3sp)

3--Common Tools

| Type | Price | Weight Pounds | Notes |
|-------------------------------|-------|---------------|-----------------------|
| Anvil | 10gp | 150 | |
| Block and Tackle | 5gp | 10 | |
| Branding Iron | 4cp | 2 | |
| Craftsman's Tool Set | 25gp | 10 | For 1 craftsman |
| Craftsman's Workshop | 350gp | 20'x20' | For up to 8 craftsmen |
| Drill | 5sp | 2 | |
| Fishing Hook | 1cp | — | |
| Fish Net (per 10 square feet) | 4cp | 1 | |
| Hacksaw | 8sp | 3 | |
| Hand Saw | 10sp | 3 | |
| Hoe | 5sp | 4 | improv-1 |
| Nails (box of 100) | 1sp | 1 | Iron |
| 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, 1d4 damage

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

4--BAGS AND PACKS

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

5--LIQUID CONTAINERS

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

6--BOXES, CHESTS AND TRUNKS

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

7--CAGES, TRAPS AND RESTRAINTS

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

The two prices for cages are metal and wooden

CHAPTER THREE: CLOTHING AND PERSONAL EFFECTS

1--CLOTHING

| Type | Price | Notes |
|---------------------------|--------|----------------------------|
| Apron, leather | 1gp | craftsman |
| Belt/Sash (leather) | 4sp | Holds 2 weapons or pouches |
| Belt, Knight's | 5gp | Holds 2 weapons or pouches |
| Belt/Sash, silk | 1gp | Holds 1 pouch or dagger |
| Boots (leather, low) | 6sp | |
| Boots (leather, high) | 3gp | |
| Cassock | 7gp | Cleric/mage |
| Chiton/Poncho, wool/linen | 4gp | commoners |
| Chiton/Poncho 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 | 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 | |
| Trousers and Shirt, cheap | 2gp | Serf |
| Trousers and Shirt, fair | 4gp | Freeholder, crafter |
| Trousers and Shirt, good | 20gp | Gentry |
| Trousers and Shirt, fine | 100gp | Noble |
| Undergarments, linen | 2sp | |
| Undergarments, silk | 1gp | |
| Veil, silk | 1gp | |

2--PERSONAL EFFECTS

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

3--UTENSILS

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

6—CRAFTING SUPPLIES

| ITEM | PRICE | LOAD | NOTES |
|---------------------|-------|-------|--|
| Alchemist Workshop | 500gp | 50 | For making alchemicals |
| Craftman's Tools | 25gp | 2 | Tools for 1 workman |
| Craftman's Workshop | 350gp | Large | Complete shop for up to 8 |
| Herbalist Bag | 2gp | 0 | Holds up to 20 herbals |
| Smithy | 500gp | Large | Forge, anvil etc for up to 8 blacksmiths, armorers, swordsmiths etc. |

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 |
| Cleric Spell Book | 100gp/level | 50 | 1 spell level |
| Magic-User Spell Book | 750gp/level | 50 | 1 spell level |
| Ink (1oz) | 8gp | 0 | |
| Scroll Supplies | 100gp/level | 0 | For magic-user scrolls |
| Sacred Ink | 200gp/level | 0 | For cleric scrolls |
| Journal | 10gp | 1 | 50 pages, flimsy |
| Metal box, for 1 book | 100gp | 10 | Protects 1 book |
| Parchment, 1 sheet | 1sp | 0 | loose |
| Quill pen | 1cp | 0 | |
| Scroll case, leather | 1gp | 1 | For up to 7 scroll/smmaps |
| Scroll case, metal | 5gp | 1 | For up to scrolls/maps |
| Seal-ring, brass | 25gp | 0 | Personal seal |
| Seal-ring, silver | 200gp | 0 | Personal seal |
| Slate | 5sp | 1 | |
| Wax tablet and stylus | 10sp | 1 | Reusable, for notes |
| Wax, sealing | 1sp | 0 | 10 uses to seal document |

2—Magic Item Creation Tools

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

3—TRAPPINGS AND CEREMONIAL SUPPLIES

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

4--FUNERAL TRAPPINGS

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

5--MUSICAL INSTRUMENTS

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

6--Magic Research Materials

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

COMMON HERBS, HERBAL REMEDIES AND CONCOCTIONS

| Type | Price | SUP | Notes |
|----------------------|-------|-----|--|
| Assassin's Hemp | 15gp | 2 | Smoked or eaten, +4 to Fear and Morale but -4 to DEX and WIS for 1 hour |
| Belladonna | 10gp | 2 | If ingested after a lycanthrope bite, make a poison save: either die in one turn or be cured of lycanthropy. |
| Birthwort | 10gp | 2 | Applied as a poultice, gives 25% chance to re-roll failed poison save |
| Chaulmoogra Oil | 10gp | 2 | If poured on a dangerous slime infestation, 50% chance to wash off all the slime. |
| Comfrey | 10gp | 2 | Once per day per patient, heals 1d4 points of damage after battle. |
| Felwort | 10gp | 2 | If a tincture is splashed on the face, allows a second saving throw vs. paralysis. |
| Fly Agaric Mushrooms | 25gp | 3 | mixed with alcohol and rubbed on skin, increases STR, CON and Fear Resistance by 1d4 each for 1 hour, fall unconscious for 10 minutes afterward |
| Garlic | 5gp | 1 | Causes a vampire to cringe for 1d4 rounds |
| Goat's Rue | 10gp | 2 | Inhaled as a smoke, allows victim a save vs. death to dangerous parasites |
| Goldenrod | 10gp | 2 | If taken within a day of infection, 25% chance to avoid a disease |
| Healing Salve | 25gp | 3 | Smeared on injury, bandaged causes 1 hour of sleep and cures 1d6 hit points of damage. 1 dose at a time. |
| Pipe Weed | 1sp | 1 | If made into a cigar or smoked in a pipe has a 10% chance to drive all the ladies from the room. |
| Tamarind | 10gp | 2 | If applied as a poultice within an hour of being hit, has a 25% chance of curing any rotting illness |
| Vermifuge | 10gp | 2 | Smoke from burning it kills all bookworms within 10' |
| White byrony | 10gp | 2 | If burnt and breathed, 25% to allow second save vs. mold or other dangerous spores. Handkerchief coated with it and held over nose gives +4 save vs. spores. |
| Wolfsbane | 10gp | 2 | If character strikes a lycanthrope with a sprig, it must save vs poison or flee as if turned. |
| Woundwart | 5gp | 1 | Applied to wounds, 1 dose per day, adds 1 extra hit point healed. |

8--EXOTIC HERBALS

| Type | Price | Notes |
|--------------------|-------|--|
| Black Lotus | 250gp | Smoked or chewed, save vs. poison, if passed regain ability to cast a spell level lost due to spell failure after trance of 10-40 minutes and will heal 1d4 points of damage to Intelligence score. If failed, fall into deep trance for 2d6 hours. On a roll of "1" fall trance lasts 2d6 days. |
| Mandrake | 100gp | ingesting a dose causes Con save or sickness for 1d6 hours, success gives visions, showing you nearby magic, spirits and holy objects. If mixed in a potion, doubles duration |
| Moly | 250gp | when eaten, all magic attacks against you are at disadvantage for 1 hour |
| White Lotus | 100gp | Swallowing the flower gives an immediate re-roll of a failed poison save at +4 on the roll. It will also heal 1d4 points of damage to Wisdom Score. |

10—ALCHEMICAL PRODUCTS

| Type | Price | Notes |
|-------------------------------------|-------|--|
| Greek Fire | 100gp | Kept in a clay vessel, thrown against target, the vessel breaks and a sticky substance ignites, clinging to target. It does 1d6 damage each round until totally smothered by cloth or liquid. If the attack roll is a 1, an ally or the thrower is hit. |
| Grounding Girdle | 75gp | Wearing this copper-lined belt that includes a series of dangling beaded tassels gives the wearer half damage from lightning attacks. |
| 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 | A mage who smokes the weed for 10 minutes should roll 1d100 and if he gets his INT or lower, regains a used spell cast. If it is smoked more than once a day, smoker is feebleminded for 1d6 hours. |
| Third Eye Stone | 75gp | If viewer concentrates with the stone, can see spirits or ethereal beings within 60'. 1 in 6 chance per use that the stone will burn out. |
| Flash Powder Pellet | 50gp | If thrown against a hard surface, make a flash-bang and smoke. Causes adjacent targets who fail a CON check 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. |
| Alchemical Grenade | 100gp | Throw up to 50' explodes in a 15'x15' area, all inside make a DEX check or take 1d8 thunder damage and be knocked prone |
| Essence of Krangor | 150gp | If breathed in, 75% chance that it will instantly impart 6 temporary hit points (first to be lost), but 25% it will do 1d3 damage instead. |
| Devil Grease | 40gp | Poured onto a 5'x5' hard floor, next person who steps onto it must save vs. Dex or fall down and flounder for 1-3 rounds |
| Bottled Phantasm | 60gp | When bottle is opened after an illusion type spell is cast, the spell will last an extra 1d6+1 rounds without concentration by caster. |
| Dragon Breath Bomb | 150gp | Light it and make a thrown weapon attack to move it up to 50', or light it and run away. There is a 5 in 6 chances that it explodes and all in a 15'x15' area around it take 3d6 fire damage, or half as much on a successful DEX check. If it doesn't explode for the next 1D6 rounds there is a 1 in 6 chance it explodes late. Every time someone carrying a bomb takes fire damage, there is a 1 in 6 chance one of the bombs they carry explodes. |
| Ether Lens | 150gp | mounted on a hooded lantern (not included), projects a beam 40' long, 10' wide that reveals any ethereal or invisible being with its illumination. 3 in 6 chance of burn out each use |
| 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). |

CHAPTER FIVE: FOOD, DRINK AND LODGING

1--TRAVEL RATIONS

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

2--FOOD, GENERAL

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

3--MEALS

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

4--BULK RATIONS

Bulk rations come in well-packed ration 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 | 700gp | 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

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

5--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 |
| Stabling (warhorse) | 1gp | 1 night |
| Stabling (draft/riding horse) | 5sp | 1 night |

6--TOWN SERVICES

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

7—HEALING CONSUMABLES

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

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

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

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

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

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

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

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

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

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

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

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

8—DRINKS—by the pint

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

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

9--DRINKS, UNUSUAL

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

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

CHAPTER SIX: ANIMALS AND TRANSPORT

1--TRANSPORT ANIMALS

| Type | Price | HD | Load | Max Load | Move | Loaded | Armored and loaded |
|----------------|-------|----|------|----------|---------|---------|--------------------|
| Camel | 100gp | 2 | 300 | 600 | 45 (9") | 40 (8") | -- |
| Donkey | 8gp | 1 | 80 | 160 | 30 (6") | 25 (5") | -- |
| Mule | 20gp | 2 | 200 | 400 | 30 (6") | 25 (5") | -- |
| Ox | 40gp | 3 | 450 | 900 | 20 (4") | 15 (3") | -- |
| Draft Horse | 30gp | 3 | 400 | 800 | 30 (6") | 25 (5") | -- |
| Heavy Warhorse | 200gp | 3 | 400 | 800 | 35 (7") | 30 (6") | 20 (4") |
| Medium Horse | 100gp | 2 | 300 | 600 | 40 (8") | 35 (7") | 25 (5") |
| Light Horse | 40gp | 2 | 200 | 400 | 45 (9") | 40 (8") | -- |

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 Combat move rate of the animal

Loaded: the move rate if loaded with gear, or with a rider.

Armored and Loaded: speed with barding and rider, or with 2 riders

HORSE QUALITY:

Add 1 HD: 3x price;

Increase Move 10': 3x price

Increase Load 10/20: 2x price

Lose 1 HD: ½ price:

Decrease Move 10': 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 4cp | Boar 4gp |
| Songbird 4cp | Piglet 1gp |
| Pig, Black-haired 6gp | Sheep/Goat Black haired 5gp |
| Pigeon carrier/homing 15gp | Elephant 3000gp |

3--CARTS AND WAGONS

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

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

4--SHIPS AND BOATS

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

5—OTHER TRANSPORT

| Item | Price | Encumbrance | Notes |
|---------------------------|-------|-------------|--|
| Dog Sled (8 dogs) | 25gp | -- | Load: 250, max load 400; Speed 30 Encumbered speed 20'; 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 | 15gp | Holds 200lbs |
| Tack (draft animals) | 5gp | |
| Saddle and Tack (riding) | 25gp | |
| Saddle and Tack (war) | 45gp | |
| Spurs, normal | 1gp | |
| Spurs, silvered | 3gp | Squires only |
| Spurs, gilded | 10gp | Knights only |
| Spurs, solid gold | 75gp | Knights only |
| Saddlebag | 10gp | Holds 30lbs |

CHAPTER SEVEN: MISCELLANEOUS

1—TRAVEL AND SHIPPING

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

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

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

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

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

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

2--ART OBJECTS AND LUXURY GOODS

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

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

3--TRADE GOODS

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

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

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

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

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

4--Cloth

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

5--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 |

6—CIVILIAN BUILDINGS

| Building | Stories | Size | Occupants | Price wood/stone |
|-------------------------|----------------|--------------|-----------------|------------------|
| Tool Shed | 1 | 5'x10' | 0 | 25gp/75gp |
| Primitive Hut | 1 | 17' diameter | 5 | 150gp/-- |
| Hermit Cell | 1 | 17' diameter | 2 | ---/600gp |
| Storage Building | 1 | 20'x20' | 0 | 400gp/800gp |
| Barn | 1.5 | 15'x25' | 8 horses | 500gp/1000gp |
| Wee Cottage | 1 | 12'x12' | 2 | 150gp/300gp |
| Cottage | 1 | 15'x25' | 5 | 375gp/750gp |
| Inn/Stable | 2 | 25'x30' | 30 or 20 horses | 1500gp/3000gp |
| Townhouse | 2+attic | 15'x25' | 10 | 750gp/1500gp |
| Chapel | 2 | 15'x25' | 2 | 750gp/1500gp |
| Church | 2 | 17'x50' | 5 | 1600gp/--- |
| Large Cabin | 1 | 20'x35' | 10 | 700gp/-- |
| Tower house | 3+attic | 15'x15' | 8 | 1000gp/2000gp |
| Courtyard House | 2 + courtyard | 20'x30' | 10 | 1200gp/2500gp |
| Guild Hall, Manor House | 2-3 plus attic | 25'x70' | 100 | 5000gp*/7500gp |

* first floor is stone, upper floors wooden

Offerings based on miniatures available

1gp per square foot wooden, 2gp per square foot stone

7—MILITARY BUILDINGS

| Building | Stories | Size | Occupants | Price |
|--------------------------------|-------------------|---|-----------|----------|
| Earth Rampart | 1 | 75'x15' | | 350gp |
| Stockade Fort | 1 | 70'x85'x15' | | 2100gp |
| Guard Tower | 4 | 12' diameter, 40' tall | 4 | 5000gp |
| Black Tower | 4 | 15' diameter, 45' tall plus 20'x20' platform | 10 | 7,500gp |
| Watch Tower | 5-6 plus platform | 15' diameter, 65' tall | 15 | 10,000gp |
| Small Keep/Blockhouse | 3 plus platform | 20'x20'x30' | 15 | 15,000gp |
| Large Keep | 4 plus platform | 30' diameter, 35' tall with 15' diameter tower | 75 | 20,000gp |
| Stone Castle Wall | 1+battlement | 75' long, 15' tall | | 4000gp |
| Wall section with Gatehouse | 1+battlement | 75' long, 15' tall; Gatehouse 18'x25' | 5 | 7000gp |
| Dungeon Section | 1 | 60'x60' | 25 | 3600gp |

8--POISONS:

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

9—NPC SPELL CASTING

CLERICAL SPELLS:

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

MAGE SPELLS:

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