

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

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

By David L. Nelson

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	ENCUMBERED
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/smups
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 Kran-gor	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	Items	Max Items	Move	Loaded	Encumbered
Camel	100gp	2	0-35	36-70	45 (9")	8"	6"
Donkey	8gp	1	0-20	21-40	30 (6")	5"	3"
Mule	20gp	2	0-30	31-60	30 (6")	5"	3"
Ox	40gp	3	0-45	46-90	20 (4")	3"	1"
Draft Horse	30gp	3	0-45	46-90	30 (6")	5"	3"
Heavy Warhorse	200gp	3	0-45	46-90	35 (7")	6"	4"
Medium Horse	100gp	2	0-35	36-70	40 (8")	7"	5"
Light Horse	40gp	2	0-30	31-60	45 (9")	8"	6"

Check the Encumbrance section for details on riders.

HORSE QUALITY:

Add 1 HD: 3x price;

Lose 1 HD: ½ price:

Increase Move 10': 3x price

Decrease Move 10': ½ price

Increase Load 10/20: 2x 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