

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

GEAR BOOK
FOR
ELDRITCH EARTH:
FIVE HACKS DEEP

By David L. Nelson
And Andrew Smith

CONTENTS

<p>Introduction: goods and spending p3</p> <p>Chapter 1: Combat Gear: p5</p> <ul style="list-style-type: none">1—Simple Melee Weapons p52—Martial Melee Weapons p53—Missile Weapons p64—Armor p65—Area of Effect Weapons p76—Accessories p7 <p>Chapter 2: General Hardware p8</p> <ul style="list-style-type: none">1—General Adventuring Tools p82—Light Sources p93—Common Tools p94—Bags and Packs p105—Liquid Containers p106—Boxes, Chests and Trunks p117—Cages, Chains and Traps p11 <p>Chapter 3: Clothing and Personal Effects p12</p> <ul style="list-style-type: none">1—Clothing p122—Personal Effects p133—Utensils p13 <p>Chapter 4: Scholarly, Divine and Fine Arts p14</p> <ul style="list-style-type: none">1—Reading and Writing p142—Trappings p153—Funeral Trappings p154—Holy Symbols and Foci p165—Musical Instruments p176—Crafting Supplies p177—Common Herbals p188—Exotic Herbals p199—Acids p1910—Alchemical Products p20	<p>Chapter 5: Food Drink and Lodging p21</p> <ul style="list-style-type: none">1—Travel Rations p212—Food, General p213—Meals p214—Bulk Rations p225—Lodging p226—Town Services p237—Healing Consumables p238—Drinks p249—Drinks, unusual p24 <p>Chapter 6: Animals and Transport p25</p> <ul style="list-style-type: none">1—Mounts p252—Livestock p253—Carts and Wagons p264—Ships and Boats p265—Other Transport p276—Accessories p27 <p>Chapter 7: Miscellaneous p28</p> <ul style="list-style-type: none">1—Travel and Shipping p282—Art Objects and Luxury goods p283—Trade Goods p284—Furniture p295—Cloth p29 <p>Chapter 8: Buildings p30</p> <ul style="list-style-type: none">1—Civilian Buildings p302—Military Buildings p31
---	--

INTRODUCTION: GOODS AND SPENDING IN GENERAL

1--COINS:

Coin	Copper Penny Value	Silver Penny Value	Gold Mark Value
Copper Penny cp	1	1/10	1/100
Silver Penny sp	10	1	1/10
Gold Mark gp	100	10	1
Atlantean Orb ao	25,000	2500	250

A copper penny, silver penny and gold mark each weighs about 1/100 of a pound (these don't represent historical values, but decimal conversion makes game play far easier). An Atlantean Orb is a perfect round sphere of a strange gold-alloy, usually covered by strange glyphs. These are found throughout the Atlantean ruins of the continent. Each has a weigh of 2.3375 pounds, but has an established market value of 250 gold marks.

2—LIVING EXPENSES. At the start of the session, each player counts-up the total HD/Levels of his PC, henchmen, horses, and any retainers that remained in his service. Then multiply that total by the number of in-game days since his character last adventured. If the player owns sufficient buildings to house all his entourage, divide the total in half. This final total is the number of gold pieces he has spent on food, shelter, entertainment, equipment repair and replacement, training and booze. If he doesn't have enough money to cover the tab, he has just spent all of his money.

3--ENCUMBRANCE: Each item in this book is rated in "Loads" of 5 pounds each. A character can carry one load for each point of Strength he possess. If he goes over the load limit, he loses 5' of movement per Load over his limit, and is at disadvantage to all checks.

4—SHOPPING : The chance of finding particular items and the number available depends on the size of the market and the price of the goods. Check the size of the market below (generally, most shopping will be in Kingston—Class III, or Jorvikburg—Class IV) and cross-reference the cost of the good to determine the number available or the chance of 1 being available.

EQUIPMENT AVAILABILITY BY MARKET CLASS

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

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

Market Class Town Population and Examples

Class I: 100,000+: Constantinople

Class II: 25,000-100,000 Rome, Paris

Class III: 8,000-25,000: London, Kingston

Class IV: 3,000—8,000: Jorvikburg, Leifsby, Thorsburg

Class V: 1000-3000: Red Lion

Class VI: less than 1000

SHOPPING PROCEDURE: If players do not wish to spend real time at the table shopping, they can declare “I spend I week of game time shopping (paying their upkeep for themselves and their entourage for that week)” and then they can buy anything that meets the availability on the Market Class Availability chart above.

5—SELLING LOOT: CP, SP, and GP can be freely exchanged at full value. Selling Atlantean Orbs is trickier and requires a CHA check or perhaps a service charge, unless you have developed a steady buyer. Ordinary goods (enemy arms, barrels of wine, furniture etc) can be sold for 1/3 list value in a Class IV or larger market. At a Class V or VI market, goods can be sold at ¼ of list price, but probably only goods worth 100gp or less will find a buyer.

If the goods are stolen, or seem to be stolen, the player must spend one week locating a “fence”, passing a CHA check to do so. The fence will buy stolen goods for 1/10 their list price.

Top of Form

Bottom of Form

Quick and Dirty Selling Method for Unusual Goods, Jewels, and Artifacts: if you have a bunch of stuff you want to sell at without fuss, declare “I want to spend a week selling stuff” and spend the maintenance for that week. The DM adds full value of the gems, jewelry and the like, plus the 1/3 value of the ordinary goods or 1/10 value of stolen goods, for a grand total. Add the LOWER of the character's CHA or INT bonus to 1d8 if at Kingston, 1d6 if at a smaller town, and multiply the total by 10, this is the percentage of the total value the player will receive.

CHAPTER ONE: COMBAT GEAR

1—SIMPLE MELEE WEAPONS

Weapon	Damage	Bonus	Price	Load/ Hands	Dur	Note
Club	1d6	Str	1sp	1	1	B
Club, Big	1d8	Str	2sp	2	1	B
Dagger	1d6	Str/Dex	2gp	1	3	S/P thrown, stealthy
Dagger, Silver	1d6	Str/Dex	102gp	1	2	S/P thrown, stealthy
Hatchet	1d6	Str	5gp	1	2	S/B, throw
Javelin	1d6	Str	5sp	1	2	P, throw
Lumber Axe	1d8	Str	7gp	2	2	S/B
Mace	1d6	Str	5gp	1	3	B/S
Quarterstaff	1d8	Str/Dex	2sp	2	1	B 10' reach
Saex	1d6	Str/Dex	1gp	1	3	S, stealthy
Short Spear-1	1d6	Str	1gp	2/1	2	P thrown (50')
Short Spear-2	1d8	Str	1gp	2	2	P
Shield	1d6	Str	10gp	1	2	B
Sickle	1d6	Str/Dex	3gp	1	3	S
Sickle, Silver	1d6	Str/Dex	103gp	1	2	S

2—MARTIAL MELEE WEAPONS

Weapon	Damage	Bonus	Price	Load/ Hands	Dur	Note
Arming Sword	1d10	Str	15gp	1	3	S
Bill	1d12	Str	20gp	2	2	S, Reach 10'
Dane Axe	1d12	Str	30gp	2	2	S,B
Frankish Axe	1d10	Str	10gp	1	2	S, throw (50')
Garrote	1d10	Dex	1gp	1-2	1	B, only from hiding
Lance	1d12	Str	10gp	2/1	2	P, 2x charge, 10' reach
Long Spear	1d12	Str or Int	5gp	2	1	P. 10' reach
Long Sword	1d12	Str	50gp	2	3	S
Scimitar	1d10	Dex	15gp	1	3	S
War Axe	1d10	Str	8gp	1	2	S
Ulfberht Sword	1d10+1	Str	500gp	1	5	S, Masterwork

3--MISSILE WEAPONS

Weapon	Damage	Bonus	Price	Load/ Hands	Dur	Note
Crossbow	1d12	Dex/Wis	50gp	2	2	P, martial, reload, ranged
Frank Axe	1d10	Str	10gp	1	2	S, martial, thrown
Hunting Bow	1d8	Dex	25gp	2	2	P, simple, ranged
Javelin	1d6	Str	5sp	1	2	P, simple, thrown
Sling	1d6	Dex	1sp	1	1	B, simple, ranged
War Bow	1d12	Dex/Str	50gp	2	2	P, martial, ranged

Ammunition:

Item	Price	Load	SUP	Note
Arrows x10	1gp	1	1	bows
Quiver	1gp	0	–	Holds 20
Silver Arrow x1	10gp	0.1	2	silvered
Bolts x15	1gp	1	1	Crossbow
Bolt Case	1gp	0	–	Holds 30
Silver Bolt x1	10gp	0.1	2	Silvered
Sling Bullets x20	4cp	1	1	sling
Bullet Pouch	5sp	0	–	Holds 40
Silver Bullet x1	10gp	0.1	2	silvered

4—ARMOR

Armor	AC	Price	STR	Load	DUR	Note
Master Mail	17	2000gp	13+	5	4	MW
Mail, good	16	200gp	13+	5	3	
Mail, avg	15	100gp	15+	5	3	
Mail, cheap	14	50gp	15+	5	3	
Master Gambeson	12+Dex	100gp	--	2	3	MW
Gambeson	12+Dex	10gp	--	2	2	
Leather	12+Dex	5gp	--	2	1	
MW Kite	+2	150gp	--	2	4	Horse rig
Kite Shield	+2	15gp	--	1	3	Horse rig
MW Round	+2	100gp	--	1	3	Shield wall
Round Shield	+2	10gp	--	1	2	shield wall
MW Buckler	+2	50gp	--	0.5	2	Thrown
Buckler	+2	5gp	--	0.5	1	thrown

NOTES:

STR: if a character does not have the required STR score, he suffers a -5 ' to movement
Regardless of All magic effects, maximum AC for any character or creature is 22.

Notes;

Kite Shield's hang strap allows reins and weapon to be held on horse and still get AC bonus
Buckler can be thrown up to 50'; Round Shields can be used for Shield Wall formation

5--AREA OF EFFECT WEAPONS:

Weapon	Price	Load	SUP	Damage
Acid Flasks	25gp	0.2	5	2d4, 1 round
Holy Water	25gp	0.2	5	1d8, 2 rounds
Lamp Oil	1sp	0.2	1	1d4, 2 rounds

Lamp Oil must be lit to do damage. Acid flasks can have other special effects, depending on type of acid. Holy Water only affects undead, evil spirits and demons. All area of effect weapons do full damage to the target struck and half damage to all targets standing immediately adjacent to it. These weapons can be thrown up to 50'.

6--WEAPON ACCESSORIES:

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

CHAPTER TWO: GENERAL HARDWARE

1---General Adventuring Tools

Type	Price	Load	SUP	Notes
Bandages 50'	5cp	1	1	10 uses to stabilize
Banner or Flag	8gp	0	--	Needs pole
Blanket	5sp	0	--	
Climbing Gear	25gp	2	2	For non-thieves on cliffs
Crowbar	2gp	1	1	
Chisel	5cp	0.1	1	
Grappling Hook	2gp	1	1	
Hammer (small)	1gp	1	1	
Healer's Kit	25gp	1	2	Per 1 use; advant to stable
Iron Spikes (x12)	1gp	1	1	
Lens, Glass	25gp	0	—	
Lock	10gp	1	4	
Lock picks	5gp	1	1	Lasts till 1 failed check
Marbles	1gp	0.2	1	1 pound sack
Mirror, hand-sized	5gp	1	--	Steel
Needle and Thread	5cp	0	1	Up to heavy duty
Noisemaker, auto	1gp	0.1	1	
Pavilion	50gp	7	--	Sleeps 6 in style
Pole, 10'	1sp	2	1	Wooden
Pole, 10' Collapsing	10gp	2	5	
Rasp, coarse	1gp	0.2	1	
Rod, 5'	3gp	1	2	Steel
Rope, 100, common	1gp	4	1	Hemp
Rope, 50', special	50gp	0.5	5	Silk
Shovel, Folding	5gp	1	1	
Sinew, treated	1gp	0.2	1	
Smith Kit	25gp	2	2	Advantage to field repair 1/use
Stakes (x4) and Mallet	3gp	1	1	Wooden
String, spool, 100'	1cp	0	1	Wool
Tarp, Oilskin	1gp	1	1	10' x10'
Tar/Pitch	1cp	2	1	1 gallon (needs container)
Tent	2gp	2	--	Sleeps 2
Tinder Box, flint&steel	5sp	0.2	1	
Whistle	1gp	0	--	
Wire, copper, 30'	3gp	0.2	1	Metal
Wool, roll	1cp	0	1	

2--Light Sources

Type	Price	Load	SUP	Radius	Duration
Candle, tallow	1cp	0.1	1	10'	3 hours
Candle, wax	2cp	0.1	1	20'	3 hours
Lantern	5gp	1	2	30'	3 hours
Lantern, Hooded	7gp	1	2	50' x10' beam	3 hours
Lamp (Aladin)	1gp	0.1	1	15'	6 hours
Lamp Oil	1sp	0.2	1	As lantern	3 hours
Torch	1cp	1	1	30'	1 hour

Lanterns burn lamp oil for 3 hours per flask; Lamps burn for 6 hours

3--Common Tools

Type	Price	Load	Notes
Anvil	10gp	30	
Block and Tackle	1gp	2	
Branding Iron	4cp	1	
Craftsman's Tool Set	25gp	3	For 1 craftsman
Drill	5sp	0.5	
Fishing Hook	1cp	–	
Fish Net (per 10 square feet)	4cp	0.2	
Hacksaw	8sp	1	
Hand Saw	10sp	1	
Hoe	5sp	1	improv-1
Ladder, 10'	1sp	5	
Ladder 20'	5sp	10	
Nails (box of 100)	1sp	0.2	Iron
Mining Pick	3gp	2	improv-2
Poker, fireplace	1sp	1	imrpov-1
Pruning Hook	3gp	2	improv-2
Saw, 2-man	10gp	4	
Scythe	4gp	2	improv-2
Sickle	1gp	1	improv-1
Shovel	1gp	2	improv-1
Sledge Hammer	2gp	2	improv-2
Plow	20gp	10	
Rake	15sp	2	improv-1
Wash Tub	2gp	7	

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--Loads	Notes
Bushel Basket	1sp	8	2 hands
Belt Pouch	5sp	1	No hands
Small Sack	1cp	6	1 hand
Large Sack	2cp	10	1 or 2 hands
Backpack	2gp	8	No hands
Porter's Pack	5gp	16	No hands
Saddlebag	5gp	7	Up to 4 per horse
Pack Saddle	10gp	40	1 per horse

5--LIQUID CONTAINERS

Type	Price	Full Load	Liquid Capacity
Pint Flask, Clay	2cp	0.2	1 pint
Pint Flask, Metal	1gp	0.2	1 pint
Crystal Vial	10gp	0.2	1 pint
Water/Wine Skin	2sp	0.4	1 quart
Large Wine Skin	4sp	1	2 quarts
Wine Bottle, glass	1gp	0.5	1 quart
Gallon Jug, clay	5sp	2	1 gallon
Cask	1gp	20	10 gallon
Barrel	2gp	100	50 gallons
Amphora	1sp	24	12.5 gallons
Double Amphora	3sp	50	25 gallons
Pitcher, wooden	3cp	1	2 quarts

6--BOXES, CHESTS AND TRUNKS

Type	Price	Capacity--Loads	Empty Load
Spice Box	4sp	0.4	—
Wooden Crate	8sp	10	2
Clay Urn	2cp	2	1
Amphora	1sp	20	4
Double Amphora	3sp	40	10
Wooden Chest	5gp	50	6
Iron-Bound Chest	20gp	60	8
Strong Box	15gp	6	2
Stone Coffar	25gp	28	20
Large Stone Trunk	150gp	100	100
Iron Strong Chest	500gp	100	40

7--CAGES, TRAPS AND RESTRAINTS

Type	Price	Load	Notes
Cage, small animal	6gp/1gp	1	
Cage, halfling/dog	20gp/5gp	15	
Cage, man	25gp/6gp	50	
Cage, tiger/ape	50gp/12gp	100	
Trap, mouse	1sp	0	
Trap, leg f-ox/weasel	1gp	0.2	1d4 damage and catch leg
Trap, leg- beaver	5gp	0.4	1d6 damage and catch leg
Trap, leg -bear	15gp	1	1d8 damage and catch leg
Chain (10', light)	3gp	2	iron
Manacles	2gp	0.5	Cannot use hands
Shackles	2gp	1	Reduce movement to 10'
Slave Collar	1gp	0.5	
Shackles with ball	4gp	2	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
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	Load	Notes
Bedroll	1gp	0.5	
Blanket	5sp	0.5	wool
Dice, pair	5sp	0	For gambling
Hourglass	25gp	0.2	Fragile
Cosmetics	15gp	0.2	Basic set
Handkerchief	1sp	0	linen
Handkerchief, fancy	1gp	0	Silk
Mirror, personal	20gp	0.2	Silver
Needle and thread	5cp	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

CHAPTER FOUR: THE SCHOLARLY, DIVINE AND FINE ARTS

1--READING AND WRITING

Type	Price	Load	Notes
Book, common, small	3d6x10gp	0.2	
Book, common,	3d6x10gp	1	
Book, common, large	3d6x20gp	4	
Book, uncommon, small	1d6x100gp	0.2	
Book, uncommon	1d6x100gp	1	
Book, uncommon, large	1d6x200gp	4	
Book, rare, small	1d6x1000gp	0.2	
Book, rare	1d6x1000gp	1	
Book, rare, large	1d6x1000gp	4	
Book making supplies, small	30gp	0.2	Parchment, ink, quills to make small book
Book making supplies, normal	80gp	1	Parchment, ink, quills to make book
Book making supplies, large	160gp	4	Parchment, ink, quills to make large book
Chalk	1cp	0	10 pieces
Ink (1oz)	8gp	0	
Journal	10gp	0.2	50 pages, flimsy
Metal box, for 1 book	100gp	2	Protects 1 book
Parchment, 1 sheet	1sp	0	loose
Quill pen	1cp	0	
Scribe Kit	9gp	0	Pen, ink, 10 parchment 6 SUP
Scroll case, leather	1gp	0.2	For 1 scroll/map
Scroll case, metal	5gp	0.2	For 1 scroll/map
Seal-ring, brass	25gp	0	Personal seal
Seal-ring, silver	200gp	0	Personal seal
Slate	5sp	0.2	
Wax tablet and stylus	10sp	0.2	Reusable, for notes
Wax, sealing	1sp	0	10 uses to seal document

2—TRAPPINGS AND CEREMONIAL SUPPLIES

Type	Price	Load	Notes
Bell, hand	10gp	0.5	
Bell, large	750gp	100	
Candle, evil	2sp	0.2	For evil summoning
Censer, brass	5gp	0.5	For burning incense
Hat, impressive	10gp	0	
Holy Water	25gp	0.2	In crystal vial
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—Holy Symbols, Defensive Amulets, Arcane Foci

Type	Price	Load	Durability	Notes
Amulet, hammer of Thor	10gp	0.1	3	Protects vs spirits
Beads, prayer	1gp	0.2	3	Muslim or Rosary
Component Bag	1gp	1	2	Contains all carried spell components
Components, Spell	10gp/level	0	--	2 SUP per level
Holy Symbol, jeweled	500gp	0.1	4	First—Fifth level spells
Holy Symbol, Gold	75gp	0.1	4	First—Fourth level spells
Holy Symbol, Silver	25gp	0.1	4	First—Third level spells
Holy Symbol, Brass	10gp	0.1	4	First and 2 nd level spells
Holy Symbol, wooden	2gp	0.1	3	First level spells only
Holy Water	25gp	0.2	--	In crystal vial
Amulet, Kabbalistic	25gp	0	3	Kabbalist Focus
Staff, MW	10gp	2	3	Hermetic or Rune Focus
Sickle, Silver	103gp	1	3	Druid Focus
Staff, Oak with mistletoe, mw	55gp	2	3	Druid Focus
Spear, MW	10gp	2	3	Rune Caster Focus
Wand, Rowan, mw	10gp	1	3	Druid Focus
Wand, other, mw	10gp	1	3	Hermetic Focus
Rod, Metal, mw	30gp	1	4	Hermetic Focus
Crystal Orb	35gp	1	2	Hermetic Focus
Arming Sword, MW	150gp	1	4	Sufi Focus
Scimitar, Masterwork	150gp	1	4	Sufi Focus
Long Sword, MW	500gp	2	4	Sufi Focus
Amulet of Faravahar	50gp	0	3	Zoroastrian Focus
Lantern, Masterwork	50gp	1	4	Zoroastrian Focus
Lamp, Masterwork	10gp	0.1	4	Zoroastrian Focus

5--MUSICAL INSTRUMENTS

Type	Price	Load	Notes
Lute/Lyre/Harp	25gp	0.4	
Lute/Lyre/Harp, superior	50gp	0.4	+1 performance
Lute/Lyre/Harp, masterpiece	100gp	0.4	+2 performance
Horn/Flute/Pan Pipe	10gp	0,2	
Horn/Flute/Pan Pipe, superior	50gp	0.2	+1 performance
Horn/Flute/Pan Pipe, masterpiece	100gp	0.2	+2 performance
Hurdy-Gurdy	100gp	0.6	+2 performance
Bagpipes	25gp	0.4	
Great Harp	200gp	4	+2 performance
Drum	25gp	0.4	
Kettle Drum	45gp	4	
Trumpet	50gp	1	+1 performance
Chime	25gp	0.2	
Gong	75gp	4	

6—CRAFTING SUPPLIES

ITEM	PRICE	LOAD	NOTES
Alchemist Kit	10gp	1	Advantage for field testing 1 per use --2 SUP
Alchemist Workshop	500gp	50	For making alchemicals
Alchemist Laboratory	2000gp	Large	Advantage for alchemy tasks
Craftman's Tools	25gp	2	Tools for 1 workman
Craftman's Workshop	350gp	Large	Complete shop for up to 8
Divine Scroll Supplies	100gp/spell level	0.1	Enough Holy Parchment and Blessed Ink of St. Benedict to make 1 scroll of 1 spell of the indicated level.
Herb Garden	25gp, 2 Aprils	Immobile	Advantage to gathering herbs and creating herbals
Herbalist Bag	2gp	0	Holds up to 20 herbals
Potionery Glassware	10gp	0.1	
Smith Kit	25gp	2	Single use, adv to repairs, 2 SUP
Smithy	500gp	Large	Forge, anvil etc for up to 8 blacksmiths, armorers, swordsmiths etc.

7—COMMON HERBS, HERBAL REMEDIES AND CONCOCTIONS

Type	Price	SUP	Notes
Assassin's Hemp	15gp	2	Smoked or eaten, advantage to Fear and Morale but disadvantage 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.

Each dose of an herbal remedy is 0.05 of a Load.

8--EXOTIC HERBALS

Type	Price	SUP	Notes
Black Lotus	250gp	10	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	7	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	9	when eaten, all magic attacks against you are at disadvantage for 1 hour
White Lotus	100gp	7	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.

Each dose of an exotic herbal is 0.05 of a Load.

9—ACIDS: available from Alchemists and Poisoners

Type	Price	Load	Supply	Prime Ingredient	Effects
Oil of Vitriol (sulfuric acid)	25gp	0.2	5	Brimstone	A powerful agent to burn away organic material, used to treat a chest or wooden door, give advantage to breaking attempts. If used in an acid bomb, 1 in 6 chance of wrecking a shield carried by target
Spirits of Salt (hydrochloric acid)	35gp	0.2	5	Green Vitriol	Used to clean and prepare precious metals and gemstones, a dose of this acid can grant a reroll to Appraisal checks on items that could benefit from such a treatment. If used in an acid bomb, 1 in 6 chance of doing 1 point of Durability damage to weapon wielded by the target
Spirits of Niter (nitric acid)	35gp	0.2	5	Niter	Good from dissolving base metal, using a dose of this can grant a lockpicker a second attempt to pick a rusty lock or to disarm an ancient trap. If used in an acid bomb, 1 in 6 chance of doing 1 point of Durability damage to target's armor
Aqua Regius (mixture)	50gp	0.2	6	Niter and Green Vitriol	Strong metal dissolver, also gold, silver, useful in destroying precious items, and can automatically open metallic seals on doors or boxes. If used in an acid bomb, has a 1 in 6 chance each of doing Durability damage to both weapon and armor of target

10—ALCHEMICAL PRODUCTS

Type	Price	Supply	Load	Notes
Greek Fire	100gp	7	1	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	1	0.2	Wearing this copper-lined belt that includes a series of dangling beaded tassels gives the wearer resistance to lightning damage but imposes disadvantage on any Athletics or Stealth checks.
Stogies of Stench Warding	1gp	1	0.2	Secret cigar recipe of Turkish 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	2	0.2	Increases the number of targets of a sleep spell by 25%.
Black Sand	100gp	7	0.2	Allows a sleep spell to affect the undead.
Pipeweed of Judicious Contemplation	50gp	5	0.2	A mage who smokes the weed for 10 minutes before casting a spell gains +3 on casting check. If it is smoked more than once a day, smoker is feebleminded for 1d6 hours.
Third Eye Stone	75gp	6	0.2	Allows viewer to make a Perception check to see any disembodied spirits within 60'. 1 in 6 chance per use that the stone will burn out.
Flash Powder Pellet	50gp	5	0.2	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	5	0.2	Thrown to ground, instantly produces a 5x5 cloud of smoke, sufficient to allow thrower to attempt to sneak away/hide
Fine Glitter	30gp	3	0.1	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	7	1	Throw up to 50' explodes in a 15'x15' area, all inside make a CON check or take 1d8 thunder damage and be knocked prone
Essence of Kran-gor	150gp	9	0.2	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	4	1	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	6	1	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	9	1	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	9	0.2	mounted on a hooded lantern (not included), projects a beam 40' long, 10' wide that reveals any disembodied spirit with its illumination. 1 in 6 chance of burn out each use
Tanglefoot Bag	25gp	2	1	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	Load	SUP	Notes
Rations, Iron (1 day)	2gp	0.5	2	Sailor sausage, hardtack, pickles; lasts 2 months in wilderness, 1 week in dungeon
Rations, Standard (1 day)	5sp	1	1	Bread, cheese, beans, bacon; lasts 1 week in wilderness, spoils in dungeon
Grain (1 day)	4sp	3	3	For 1 animal per day; required for warhorses
Fodder (1 day)	1sp	3	1	For 1 animal per day

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 (30 load) and around 500 pounds when full (100 load).

Type	Cost	Man/Days	Notes
Fresh Foods	75gp	60	Spoils easily, requires fire and pots, +0.5 hp/day healing
Uncooked Rations	25gp	70	Requires fire and pots to cook
Standard Rations	37gp	70	Spoils in dungeons easily
Iron Rations	150gp	140	Very Dry, requires abundant water to eat

Cost: the price of 1 full barrel of rations.

Man-Days: the number of men who can be fed by the barrel for 1 day. 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 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, cornodgers, 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	7cp	1 person, 1 night
Inn, average	8sp	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. SUP-2, Load-1.

Mighty Haggis*: 18gp: with 30 minutes' rest, a Scot who eats it is healed 1d4, other characters are only healed 1d2. Maximum of 1 per day. Spoils in 1 month. SUP-2, Load-1.

Comfrey Root: 10gp: applied after battle heals 1d4 hit points. Maximum 1 per day. SUP-2. Load-0.05

Liver Squeezings: 2gp: cures 1d4 hit points, but 5% cumulative chance (drinks in one day) to turn drinker permanently blind. SUP-1, Load-0.5.

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). SUP-3, Load-1.

Bandages: 5cp for 10 uses, SUP-1, Load-1, required to make Stabilization attempt.

Healer's Kit: 25gp for 1 use, SUP-2, Load-1, gives advantage to Stabilization attempt

*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).

8—DRINKS—by the pint (each pint is 0.2 Load)

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 (royal) 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 (each pint is 0.2 Load)

Type	Price per pint	Notes
Boiling Grog	3sp	Always served hot and bubbling, increases strength by 1 point, but decreases dexterity 2 points per drink
Dead Viking Ale	15gp	Drinking this brew allows you to Speak With Dead, as cleric spell, but only to dead pagan Norsemen). 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 Irish 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.
Liver Squeezings	2gp	A wild-berry wine with the juices of a Hooger 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.
Puma Juice	5gp	Gives drinker resistance to force damage, like a puma, for 10 minutes

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

CHAPTER SIX: ANIMALS AND TRANSPORT

1--TRANSPORT ANIMALS

Animal	Price	AC	HD	Move	Carry--load
Heavy Warhorse	400gp	11	3	50	75
Light Warhorse	250gp	11	2	60	60
Riding Horse	75gp	10	2	60	60
Draft Horse	50gp	10	3	40	120
Draft Ox	15gp	10	3	25	100
Pony	30gp	10	2	40	25
Mule	8gp	10	2	40	45
Donkey	4gp	10	1	40	35

Riders: Male 40 load, Female 25 load, Children 15 load; plus gear carried

Excess Load: for every 5 load above carrying capacity, subtract 5' of movement, -1 check

Lance charges can only be made from heavy warhorses.

HORSE QUALITY:

Add 1 HD: 3x price;

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

Lose 1 HD: ½ price:

Decrease Move 10': ½ price Decrease Load 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: 15gp, 2 wheels, bench for 2 people, can carry up to 4x collective carrying capacity of animals pulling it (including 40 Load of the cart). Maximum 2 animals.

WAGON: 35gp, 4 wheels, bench for 3 people, can carry 5x collective carrying capacity of the animals pulling it (including the 80 Load of the wagon).

4--SHIPS AND BOATS

Type	Price	MPH row/sail	Crew	Cargo-Load
Raft	Varies	7/8	2-10	40
Boat	100gp	8/10	2 sailors or 8 rower	200
Longship	3000gp	9/12	75	800
Small Merchant Ship	5000gp	--/12	15	2,000
Large Merchant Ship	20,000gp	--/14	20	6,000
Galley, small	10,000gp	10/12	50+20 marines	400
Galley, large	30,000gp	8/10	100+20 marines	800
War Ship	50,000gp	--/14	15-20 plus 60 marines	1200

5—OTHER TRANSPORT

Item	Price	Load	Notes
Dog Sled (8 dogs)	25gp	--	Load: 50; Speed 30; on snow only
Hand Cart	15gp	--	Holds up to 60, count as half encumbrance, no running
Ice Skates	5gp	0.2	Move at full rate on ice
Litter (open)	20gp	2	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sedan Chair (enclosed)	25gp	18	Split the weight and 1-2 passengers' weight among 4-8 bearers
Sleigh	150gp	--	Treat as large cart on snow and ice
Skis	1gp	1	Move at double speed down hill on snow
Snowshoes	2gp	1	Move at full speed on snow (no running)
Stretcher	4gp	2	Split weight and 1 passenger's weight among 2-4 bearers
Travois	5gp	2	Allows injured man or load of up to 80 to be dragged behind a horse (still counts as normal weight); no running
Wheelbarrow	9gp	4	Holds up to 30, only ½ load as encumbrance; no running

6--ACCESSORIES

Type	Price	Notes
Caparison (warhorse)	20gp	Fancy dress for horse
Pack Saddle	10gp	Holds 40-load
Tack (draft animals)	5gp	
Saddle and Tack (riding)	25gp	
Saddle and Tack (war)	45gp	
Spurs, normal	1gp	
Spurs, silvered	3gp	Squires only
Spurs, gilded	10gp	Knights only
Spurs, solid gold	75gp	Knights only
Saddlebag	5gp	Holds 7-load
Horse Armor, Heavy	300gp	AC +5, Load 15
Horse Armor, Light	100gp	AC +2, Load 6

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	Load	Material	Notes
Crystal Goblet	30gp	0.2	Crystal	
Dishes, Fine	200gp	2	China	6 place settings
Fur, Fine, Small	100gp	3	Fur	
Fur, Fine, Large	500gp	7	Fur	
Painting, small	50gp	2	Canvas	
Painting, medium	200gp	4	Canvas	
Painting, large	500gp	6	Canvas	
Rug	50gp	12	Fur, common	7'x4'
Rug	25gp	12	Wool	10'x10'
Silverware	70gp	1	Silver	6 place-settings
Statue, small	100gp	20	Stone	Bust or hobbit-size
Statue, medium	600gp	120	Stone	Man-sized
Statue, large	2000gp	400	Stone	Big
Tapestry	35gp	15	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	50gp	350gp	
Ginger	20sp	900sp	5600sp	
Gold	100gp	5000gp	XXX	
Iron	4cp	23sp	14gp	
Pepper	2gp	90gp	400gp	
Saffron	15gp	675gp	4200gp	
Salt	5gp	225gp	1400gp	
Silver	10gp	500gp	XXX	
Tea	2sp	9gp	56gp	
Tobacco	5sp	225sp	140gp	
Wheat	4cp	25sp	10gp	

1-pound: is the amount for 0.2 of load loose of the material, retail

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

1 barrel: is the cost of 70-Load 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 2gp, single crate, 1gp, for containers.

4--FURNITURE

Type	Price	Load	Notes
Arms Rack	5gp	6	Holds 12 weapons
Bathtub	100gp	30	Made of iron
Bed, small	12gp	20	Sleeps 1
Bed, large	20gp	30	Sleeps 3
Beds, bunk	20gp	24	Sleeps 2
Bench	2gp	10	Seats 4
Book Shelves	10gp	14	Holds 30 books
Brazier	20gp	4	For charcoal
Cabinet	10gp	10	Holds 12
Cauldron	25gp	6	10 gallons
Cauldron, large	50gp	10	25 gallons
Candlestick	1gp/candle	0.2 per candle	Lead or iron
Candlestick	10gp/candle	0.2 per candle	Silver
Chair	5gp	4	Seats 1
China Closet	50gp	40	50 items
Cot	3gp	5	Sleeps 1
Kitchen Pots	25gp	20	Full set
Desk	25gp	20	
Mirror, full sized	100gp	10	Silver
Sofa	10gp	24	Seats 3
Stool	1gp	2	Seats 1
Table	15gp	12	Seats 6
Table, large	25gp	40	Seats 20
Throne	50gp	10	Seats 1
Throne, awesome	500gp	40	Seats 1
Tripod/Stand	10gp	2	
Wine Rack	15gp	14	30 bottles

5--Cloth

Item	1 yard	10 yards	100 yards	# Load per yard
Canvas	2sp	18sp	16gp	0.4
Cotton	5sp	45sp	40gp	0.2
Leather	5sp	45sp	40gp	0.4
Linen	2sp	18sp	16gp	0.2
Silk	20gp	180gp	16,000gp	0.1

CHAPTER 8: BUILDINGS

CIVILIAN BUILDINGS

Type	Occupants	Dimensions	Stories	Square Feet	Wooden price	Stone Price
Tool Shed	0	1" x 2"	1	50	25gp	75gp
Primitive Hut	5	3.5" diameter	1	300	150gp	----
Hermit Cell	2	3.5" diameter	1	300	–	600gp
Storage Building	0	4" x 4"	1	400	400gp	800gp
Barn	8 horses	3"x5"	1.5	500	500gp	1000gp
Wee Cottage	2	2.5" x 2.5"	1	150	150gp	300gp
Cottage	5	3" x 5"	1	375	375gp	750gp
Inn or Stable	20 people or 30 horses	5" x 6"	2	1500	1500gp	3000gp
Townhouse	10	3" x 5"	2+attic	750	750gp	1500gp
Chapel	2	3" x 5"	2	750	750gp	1500gp
Mead Hall, small	8	4.5"x5.5"	1	620	620gp	---
Church	5	3.5"x10"	2	1600	1600gp	3200gp
Large Cabin	10	4" x 7"	1	700	700gp	----
Tower house	8	3" x 3"	3+attic	675	1000gp	2000gp
Courtyard House	10	4" x6"	2 plus court	1200	1200gp	2500gp
Guild Hall or Manor House	100	5" x 14"	2-3 plus attic	5250	5000gp*	7500gp

*first floor of "wooden" guild hall/manor is stone, upper floors are wooden

Prices are calculated at 1gp per square foot for wooden, 2gp per square foot for stone construction, with a discount for tool sheds and primitive huts because of their simple construction style

Occupants indicated number of people who can be housed and receive the ½ price reduction in daily spending

MILITARY BUILDINGS

Type	Occupants	Dimensions	Stories	Square Feet or length	Wooden price	Stone Price
Earth Rampart	0	15" x 3"	1	75 feet long	350gp	----
Stockade Fort	0	14"x17"x3"	1	5950	2100gp	----
Stockade wall section	0	3.25"	1	16 feet long	100gp	----
Stockade corner	0	2"x2"	1	10 feet long	100gp	----
Stockade small gate	0	3.25"	1	16 feet long	200gp	----
Stockade big gate	0	3.25"	1	16 feet long	300gp	-----
Stockade Tower	2	2"x2"x3"	2	100	400gp	----
Round Tower, Storage	4	3" dia, 3" tall	2	353	500gp	--
Square Tower, Storage	6	3"x3'x4"	3	675	750gp	--
Guard Tower	4	2.5" dia x8" tall	4	488	-----	5000gp
Black Tower	10	3" dia x 9" tall plus 4x4 platform	4	704	-----	7500gp
Watch Tower	15	3" dia x 13" tall	5-6, plus platform	1056	-----	10,000gp
Small Keep/Blockhouse	20	4"x4"x6"	3 plus platform	1600	-----	15,000gp
Large Keep	50	6" dia x 7" tall 3" dia tower	4 plus platform	3528	-----	20,000gp
Wall Type A—plain	0	15"x3"	1	75 feet long	----	3500gp
Wall Type A—with gate	0	15"x3"	1	75 feet long	----	3700gp
Wall Type B—plain	0	15"x3"	1	75 feet long	----	4500gp
Wall Type B—postern	0	15"x3"	1	75 feet long	----	4700gp
Wall Type B— gatehouse	2	15"3" GH—3.75" x5"	1	75 feet long 470 area gate house	----	7000gp
Dungeon Section	20	12"x12"	1	1800	---	3600gp

Prices are meant to match the general structure costs in the D&D PHB and DMG, with some information from the AD&D 2nd ed. Castle Guide