**DR. SKULL’S**

**RAMPAGE AMID THE RUINS**

**BOOK 3:**

**WHAT THINGS YOU CAN BUY**

**2nd Edition**

**Draft 4**

by David L. Nelson

**CONTENTS**

|  |  |
| --- | --- |
| **Introduction: Wealth and Encumbrance****Chapter One: Arms and Armor**1.1—Melee Weapons1.2—Missile Weapons1.3—Ammunition1.4—Masterwork Weapons1.5—Flask Weapons1.6—Armor 1.6.1—Common Armor 1.6.2—Masterwork Armor1.7—Weapon Accessories**Chapter Two: Adventuring Gear**2.1—Class and Skill Required Tools2.2—Quick Access Common Adventuring Gear2.3—Additional Adventuring Gear2.4—Bags and Packs2.5—Light Sources2.6—Common Tools2.7--Liquid Containers2.8—Boxes and Chests2.9—Cages, Traps and Restraints**Chapter Three: Alchemy, Herbs, Foods**3.1—Alchemy3.2—Herbs3.3—Special Foods and Beverages3.4—Poisons3.5—Ordinary Beverages3.6—Travel Rations3.7—Bulk Rations**Chapter Four: Magic and Scholarship**4.1—NPC spell casting4.2—Commonly Available Potions4.3--Magical and Clerical Trappings and Tools4.4—Reading and Writing Materials4.5—Magical Research Materials | **Chapter Five: Clothing and Personal Effects**5.1—Clothing5.2—Personal Effects5.3—Utensils5.4—Musical Instruments5.5—Art Objects and Luxury Goods5.6—Furniture5.7—Funeral Trappings**Chapter Six: Trade, Travel and Transport**6.1—Shipping and Transport Fees6.2—Transport Animals6.3—Carts and Wagons6.4—Ships and Boats6.5—Horse Accessories6.6—Livestock6.7—Trade Goods6.8—Cloth6.9—Other Transport**Chapter Seven: Buildings**7.1—Castle Buildings7.2—Towers7.3—Castle Features7.4—Civilian Buildings**Chapter Eight: Expenses and Recruiting**8.1—Living Expenses, Livery and Maintenance8.2—Recruiting |

**INTRODUCTION: WEALTH AND ENCUMBRANCE**

**1--Coins**

Copper Piece (Cp): common coin used to buy beer: worth 1/100 of a gold piece.

Silver Piece (Sp): common coin used to buy most everyday things: worth 1/10 of a gold piece

Gold Piece (Gp): coin used for major purchases: worth 10 silver pieces or 100 copper pieces

There are 100 coins in one pound of weight (twice the weight of a silver dime or slightly less than a silver quarter). A belt-pouch can hold 500 coins and counts a 1 item for encumbrance.

**2—Ingots**

Ingots of metal are commonly found among trade goods and dungeons.

25 pound iron: 5gp

25 pound copper: 25gp

25 pound silver: 250gp

10 pound gold: worth 1000gp

Any ingot counts as a “Big” item for encumbrance.

**3—Common Personal Jewelry (all count as 0 for Encumbrance)**

Rings: Lead 1gp, Copper 2gp, Silver 10gp, Gold 100gp, Ruby 500gp, Emerald 800gp

Necklaces: Wood 2cp, Shell 1sp, Copper 4gp, Silver 20gp, Gold 200gp

Amulets: Silver 25gp, Gold 250gp, Platinum 1000gp

**4—Encumbrance:**

Characters can carry 1 item per point of STR score before becoming Loaded, and twice that before becoming Encumbered (see book 1)

Each item in the catalog is rated for encumbrance. They will have one of four descriptions:

0—this item is small and doesn’t count toward encumbrance, some small items can be combined into an item, for example 20 herbs can be held in an herbalist kit to count as a single item.

1—this item counts as 1 item.

Big—one of these items can be carried by a character, but he is automatically counted as Encumbered.

Too Big—this item cannot be carried by a person.

Obviously, things like castle parts, horses, wagons and ships are all too big.

**CHAPTER ONE: WEAPONS AND ARMOR**

**1.1— Melee Weapons**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Price** | **Dmg** | **Hands** | **Size** | **Class** | **Features** |
| Fist | 0 | 1 | 1 | S | All | FD  |
| Kick | 0 | 1-2 | 0 | S | All | FD |
| Baton | 1sp | 1d4 | 1 | S | F J M S L  |   |
| Club-1 | 0 | 1d4 | 1 | M | F J M S L | H |
| Club-2 | 0 | 1d6 | 2 | M | F J M S L |  |
| Torch | 2sp | 1d4 | 1 | M | All | Fire, H |
| Staff | 1sp | 1d6 | 2 | M | F J M S L | DA |
| Blackjack | 1gp | 1d4 | 1 | S | F, J (skilled) | Stun/KO |
| Hammer, Light | 3gp | 1d4 | 1 | S | F J L | AP, H |
| Mace | 5gp | 1d6 | 1 | M | F L | AP |
| Flail | 8gp | 1d8 | 2 | L | F L | AP |
| Warhammer-1 | 7gp | 1d6 | 1 | M | F L  | AP  |
| Warhammer-2 | 7gp | 1d8 | 2 | M | F L  | AP  |
| War Pick | 5gp | 1d8 | 2 | L | F N | AP  |
| Morningstar  | 6gp | 1d8 | 2 | L | F  | AM |
| Maul | 10gp | 2d4 | 2 | L | F J L |   |
| Knife | 1gp | 1d4 | 1 | S | F J X M S | FD, H |
| Dagger | 3gp | 1d4 | 1 | S | F J N X S M | FD, AM, H |
| Silver Dagger | 25gp | 1d4 | 1 | S | F J N X S M | FD, AM, H |
| Short Sword | 7gp | 1d6 | 1 | S | F J N X | FD  |
| Arming Sword | 10gp | 1d6 | 1 | M | F X | FD, DA |
| Bastard Sword-1 | 15gp | 1d6 | 1 | M | F X | FD, DA |
| Bastard Sword-2 | 15gp | 1d8 | 2 | M | F X | FD, DA  |
| Two-H Sword | 20gp | 1d8+1 | 2 | L | F X  |   |
| Hatchet | 2gp | 1d4 | 1 | S | F J X | H |
| Hand Axe | 3gp | 1d6 | 1 | M | F J X | SS |
| Battle-Axe-1 | 7gp | 1d6 | 1 | M | F X | SS  |
| Battle-Axe-2 | 7gp | 1d8 | 2 | M | F X | SS  |
| Great Axe | 10gp | 2d4 | 2 | L | F X | SS |
| Spear-1 | 2gp | 1d6 | 1 | M | F J N | H, AM, R1, RC |
| Spear-2 | 2gp | 1d8 | 2 | M | F J N | R1, RC, AM |
| Pike | 5gp | 1d8 | 2 | L | F N | R2, RC |
| Halberd | 7gp | 1d8 | 2 | L | F X | R1, SS, AP |
| Bill | 7gp | 1d8 | 2 | L | F X | R1, UH, DA |
| Lance, med. | 4gp | 1d8 | 1 | L | F N | R1, CB, UH |
| Lance, hvy | 4gp | 1d10 | 1 | L | F N | R1, CB, UH |
| Lance, joust | 1gp | 1d3 | 1 | L | F, N  | R1, DM |
| Lance, on foot | 4gp | 1d8 | 2 | L | F N  | R1 |

**MISSILE WEAPONS:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Price** | **Damage** | **Hands** | **Size** | **Class** | **ROF** | **Range** |
| Rock | 0 | 1d3 | 1 | S | F J M L | 1 | 10/20/30 |
| Dagger | 3gp | 1d4 | 1 | S | F J N X S M | 1 | 10/20/30  |
| Knife | 1gp | 1d4 | 1 | S | F J M X S | 1 | 10/20/30  |
| Club | 0 | 1d4 | 1 | M | F J M L S | 1 | 10/20/30 |
| Hatchet | 2gp | 1d4 | 1 | S | F J X | 1 | 10/20/30 |
| Hammer, L | 3gp | 1d4 | 1 | S | F J L | 1 | 10/20/30 |
| Hand Axe | 3gp | 1d6 | 1 | M | F J X | 1 | 10/20/30 |
| Torch | 2sp | 1d4 | 1 | M | All | 1 | 5/15/25 |
| Dart | 5sp | 1d4 | 1 | S | F J M N | 2 | 20/40/60 |
| Spear | 2gp | 1d6 | 1 | M | F J N | 1 | 10/20/30 |
| Javelin | 1gp | 1d6 | 1 | M | F J N | 1 | 20/40/80 |
| Flask | Var. | Var. | 1 | S | All | 1 | 10/20/50 |
| Short Bow | 25gp | 1d6 | 2 | M | F J N | 2 | 50/100/150 |
| Horse Bow | 30gp | 1d6 | 2 | M | F N  | 2 | 60/120/210 |
| Long Bow | 40gp | 1d6 | 2 | M | F N  | 2 | 70/140/210 |
| Comp. Bow | 50gp | 1d6 | 2 | M | F N  | 2 | 80/160/240 |
| Sling (Stones) | 1gp | 1d4 | 1 | S | F J L | 1 | 40/80/160 |
| Sling (Bullets) | 1gp | 1d6 | 1 | S | F J L | 1 | 40/80/160 |
| Lt. Crossbow\* | 15gp | 1d8 | 2 | L | F J N  | 1 | 60/120/180 |
| Hvy Crossbow\*\* | 25gp | 2d4\* | 2 | L | F J N  | 1/2 | 80/160/240 |

\*Light crossbow takes a Move action to reload.

\*\*Heavy Crossbow gets, at Short Range, a +3 to hit targets in any armor lamellar (+3) or better and an additional 1d4 damage against all targets. It takes a Move and Attack to reload.

**Ammunition:** a quiver, pouch or case with a set of arrows/quarrels/stones/bullets count as 1 item for encumbrance.

|  |  |  |
| --- | --- | --- |
| Arrows x20 5gpBack Quiver (20) 5gpBelt Quiver (10) 3gpSilver Arrow 5gp | Quarrels x30 5gpBelt Case (10) 2gpBack Case (30) 5gpSilver Quarrel 5gp | Sling Stones x30 1gpSling Bullets x30 5gpPouch 1gpSilver Sling Bullet 5gp |

**FEATURES: BY CODE:**

**FD: Fast Draw:** weapon can be drawn from a scabbard without taking an action.

**DA: Disarm:** weapon can be used for the *Disarm* Combat Training

**UH: Unhorse:** weapon can be used for the *Unhorse* Combat Training
**CB: Charge Bonus:** weapon can be used for the *Lancer* Combat Training

**H: Hurled:**  weapon can be thrown as a missile weapon in addition to melee use

**RC: Receive Charge:**  weapon does double damage against charging enemy with *Spear Fighting Combat*

**R1: Reach 1:** special features with *Spear Fighting* or *Reach For It* Combat Training.

**R2: Reach 2:** special features with *Spear Fighting* or *Reach For It* Combat Training.

**AM: Anti-Mail; AP: Anti-Plate:** special features with *Crack The Shell* Combat Training.

**SS: Split Shield:** special features with *Split/Hook Shield* Combat Training

**Class Codes:** F=Fighter, M=Magic-User, J=Jack, S=Cleric-Spiritual, L=Lawful Militant, N=Neutral Militant, X=Chaotic Militant. C=all militant clerics.

**1.4 MASTERWORK WEAPONS:** these are weapons whose construction is difficult or the methods restricted to a few masters or guilds. They are not magical items, but do give some special benefit to the user. These can be bought only in large cities or larger dwarf strongholds. Each is 1 item.

Broad-Blade Spear: a high-quality spear with a broad stabbing head. When used in 2-hands it inflicts an additional +1 damage to mortal targets or animals with AC 14 or worse (like giant weasels, wolves, boar etc.). 400gp.

DP Mace: a mace or War-hammer can be made even more dangerous to defeat plate armor, gaining a +1 to damage against targets wearing plate or brigandine (or monsters with thick shells (like turtles, beetles or crabs). 400gp.

Heavy War Bow: a longbow or composite bow meant for only the strongest of men. It requires a 15+ in STR to use it, gets +1 to damage rolls. 400gp.

Iron-Wood Mace: this is a mace made entirely of a rare, ultra-hard wood. It acts like a normal mace in all respects, but cannot be destroyed by a rust monster or affected by any magic that affects metal only. 250gp.

Mail-piercing arrows**:** such arrows get +1 to damage against targets in chain or scale or reptilian creatures with scaly hides (like dragons, giant lizards and lizardo). 200gp for 20 arrows.

Mail-Piercing Spear**:** a spear can be made with a narrow, mail-piercing head that offers the user a +1 to damage against enemies wearing chain or scale or reptilian monsters with scaly hides (like dragons, giant lizards and lizardmen). 400gp.

Sharp-Bladed Sword**:** an arming sword, bastard sword or short sword can be made with a superior cutting edge. Such a blade scores +1 to hit against mortals and animals with an AC of 14 or worse (like wolves, camels, giant weasels, most hounds etc.). 400gp.

**Silver-Headed Spear**: a heavy spear whose head is worked with enough silver to damage lycanthropes etc.

**Silver Short Sword**: a sturdy short sword worked with enough silver to damage lycanthropes etc.

**Silvered War-hammer**: a heavy Warhammer with a head weighted with enough silver to hurt lycanthropes etc.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Price** | **Dmg** | **Hands** | **Size** | **Class** | **Special** |
| Broad-Blade Spear | 400gp | 1d8 | 2 | M | F,J, N | RC, +1 dmg vs AC14-, R1, AM |
| DP-Mace | 400gp | 1d6 | 1 | M | F,L | AP, +1 dmg vs plate |
| DP-War-hammer-1 | 400gp | 1d6 | 1 | M | F,L | AP, +1 dmg vs plate |
| DP War-hammer 2 | 400gp | 1d8 | 2 | M | F,L | AP, +1 dmg vs plate |
| Heavy War Bow | 400gp | 1d6+1 | 2 | M | F, N | ROF 2 |
| Iron Wood Mace | 250gp | 1d6 | 1 | M | F,L | AP, not metal |
| MP Arrows (20) | 200gp | 1d6 | -- | -- | F,N, J | +1 dmg vs mail |
| MP Spear-1 | 400gp | 1d4 | 1 | S | F, J, N | AM, RC, +1 dmg v mail |
| MP Spear-2 | 400gp | 1d6 | 1 | M | F, J, N | AM, RC, R1, +1 dmg v mail |
| Sharp A. Sword | 400gp | 1d6 | 1 | M | F,X | FD, DA, +1d vs AC14- |
| Sharp Short sword | 400gp | 1d6 | 1 | S | F, J, N, X | FD, +1 dmg v AC14- |
| Sharp B. Sword-1 | 400gp | 1d6 | 1 | M | F, X | FD, DA, +1 dmg v AC14- |
| Sharp B.Sword-2 | 400gp | 1d8 | 2 | M | F, X | FD, DA, +1 dmg v AC14- |
| Silver-Headed Spear | 125gp | 1d8 | 2 | M | F,J,N | RC, R1 |
| Silver Short Sword | 150gp | 1d6 | 1 | M | F,J, N, X | FD |
| Silver War-hammer | 200gp | 1d8 | 2 | M | F,L | AP |

**1.5—Flask Weapons:** each of these is 1 pint of a dangerous liquid in a flask. A target directly hit suffers the effects on the “Damage” column, those within 5’ of the target are affected by the Splash damage listed (1 round only), if the main target is missed, it will suffer splash damage, but no other targets will. Each flask counts as 1 item.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Weapon** | **Price** | **Range** | **Damage** | **Splash** |
| Acid | 15gp | 10/20/50 | 2d4, 1 round | 1d4 |
| Holy Water | 25gp | 10/20/50 | 1d8, 2 rounds | 1d4 |
| Unholy Water | 25gp | 10/20/50 | 1d8, 2 rounds | 1d4 |
| Sacred Water | 25 | 10/20/50 | 1d8, 2 rounds | 1d4 |
| Lamp Oil | 5sp | 10/20/50 | 1d4, 2 rounds | 1d2 |
| Military Oil | 2gp | 10/20/50 | 1d8 2 rounds | 1d4 |
| Cling Fire | 100gp | 10/20/50 | 1d6 until ext. or 6 rnds | 1d2 |

Flask weapons only require a hit vs. AC10 since armor doesn’t affect them. **Oil** must be lit by a flame to do damage. **Holy Water** only does damage to Undead, Demons and other chaotic supernatural creatures as listed in their descriptions. **Unholy Water** only does damage to Angels and other Lawful supernatural creatures, as listed in their descriptions. **Sacred water** only does damage to Lycanthropes, Elementals, and those supernatural creatures listed in their descriptions.

**1.6 ARMOR**

**1.6.1 STANDARD ARMOR:** these are the types of armors whose construction methods are widely known and which are available from any armorer at more or less standard prices. Each suit of armor or shield counts as 1 item for encumbrance (except clothes, which counts as 0 items). Chain, Scale, Brigandine and Plate count as Heavy Armor for movement and other purposes.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ARMOR** | **AC BONUS** | **MOVE** | **Enc. Items** | **PRICE** |
| Clothes | +0 | Standard | 0 | 1gp+ |
| Hides | +1 | Standard | 1 | 5gp |
| Leather | +2 | Standard | 1 | 10gp |
| Gambeson | +2 | Standard | 1 | 10gp |
| Lamellar | +3 | Standard | 1 | 50gp |
| **Scale Armor** | +4 | Armored | 1 | 65gp |
| **Chain Mail** | +5 | Armored | 1 | 75gp |
| **Brigandine** | +6 | Armored | 1 | 150gp |
| **Plate Armor** | +7 | Armored | 1 | 300gp |
| Buckler | +1 | --- | 1 | 5gp |
| Shield | +2 | --- | 1 | 10gp |
| Pavis | +4 vs Missiles | Encumbered | big | 25gp |

**Descriptions**

**Clothes**: the base AC for mortals is 10.

**Hides**: heavy coverings of animal skins or hides give some protection against attack, includes head protection, such as a wolf’s head placed over person’s head.

**Leather:** clothing of leather, reinforced with boiled leather plates or metal studs at key points, together with a leather helmet offer some combat protection without interfering with stealth.

**Gambeson:** a thick padded garment designed for military use, including a metal cap is common protection for militia and offers the same protection as leather. The gambeson (or an equivalent arming doublet) is also used as the undergarment for chain, scale, brigandine and plate, so if those armors are destroyed (by a rust monster, for instance) the wearer still has a gambeson.

**Lamellar:** a series of boiled leather scales or plates tied to each other and not to a backing and worn over a padded jacket is the best low-weight protection. Includes a leather helmet.

**Scale Armor:** a full suit of overlapping metal scales, sewn onto a foundation garment it is cheaper to assemble but not as effective as chain mail. Includes a metal helmet.

**Chain Mail:** a full suit of interlocking rings with a metal helmet, worn over a gambeson is a common protection worn by professional warriors.

**Brigandine**: this is a breastplate made of overlapping metal strips riveted inside a cloth garment, it is either worn over chain mail or has a series of plate pieces to protect the limbs. It includes a metal helmet.

**Plate Armor**: this is a full suit of steel plates protecting the entire body, including a helmet for the head.

**Buckler:** this is a small round shield, very handy to use but not as much protection as a proper shield. Like a shield, all except those with special training require that the buckler take up the whole use of 1 hand (see Shield below).

**Shield:** this is a wooden, reinforced with metal, protective device which can add its armor protection to any other armor. One hand must be devoted to its use, so, except for Large combatants, weapons needing 2 hands cannot be used while a shield is used.

**Pavis**; this is a large shield meant to be carried in 2 hands and to stand upright on its own, it gives +4 AC against missile weapons, only. It’s not particularly useful in melee; but favored by crossbowmen and magic-users (provided someone else carries it).

**1.6.2 MASTERWORK ARMOR:** these are armors whose fabrication methods are rare, difficult and often secrets kept by certain guilds or individuals. They give some additional benefit beyond common armors and are much more expensive. They are, however, not magically enchanted. They can usually be found for sale only in large cities or large dwarf strongholds.

**Dragon Scale**: +4, this set of scale armor, made from the hide of a dragon or similar beast, acts as regular scale armor but is immune to rust monsters and can’t be destroyed by the type of breath weapon used by the dragon type from which it was made. Includes a helmet. 300gp.

**Light Mail +5**: some armorers (chiefly dwarf master craftsmen) have discovered a metal that can be mixed with iron to produce a very light-weight wire ideal for making chain mail. It doesn’t offer improved protection over regular mail, but allows the wearer to move at the Standard move rate instead of the Armored move rate and it counts as light armor for purposes of skills/training restrictions. However, one does not get the DEX bonus to AC when wearing it. It can be worn by fighters, cleric-militants, and those Jacks who have Militia Trained skill. 700gp

**Quench Steel Plate Armor +8**: using secret techniques, certain armorers have developed the technique of making a suit of plate armor of superior quality. Quench armor counts as plate armor for all class, movements and skill/training purposes. It provides a +8 protection, but costs the quite high price of 3000gp.

**Rowan Shield +2:** this shield can be sacrificed, using the Shield Sacrifice training, allowing a missed saving throw against magic or breath weapon to be re-rolled. 300gp.

**Shining Helmet:** this helmet is polished and silvered to a gleaming shine. A medusa fighting someone who is wearing it is subject to her own gaze attack (the wearer still is too). While wearing this helmet it is impossible to hide in sunlit areas. 250gp.

**Shining Shield +2:** this shield is polished and silvered to a gleaming shine. Someone fighting a medusa while using this shield can attack without meeting her gaze, but doesn't get the shield AC bonus. The shield can also be used to reflect light as a signal. 300gp.

**Silk-lined Gambeson** **+2/+4**, this is a high-quality padded gambeson which has multiple layers of silk sewn in the layers. Wearing this gives +2 AC against arrows and crossbow bolts. It can be worn either on its own or underneath chain, scale, brigandine or plate armor. Worn alone, it counts as a Gambeson for all skill and class purposes. 400gp

**Spider Silk Shirt: +4,** this is an incredibly difficult to make long-sleeved, knee-length shirt made of the silk of giant spider webs. While not magic, it is as expensive as many magic items at 4000gp. It gives the same protection as scale armor, but allows movement and stealth as if wearing leather or even no armor. Even a magic-user can wear this and gain its armor protection. Sneak thieves, assassins, scouts, hunters and spies prize these shirts for the extra protection offered while still allowing full access to their skills. 4000gp

**Stink Leather: +3** this is a set of heavy leather clothing with iron rings sewn into it covering vital organs, it has a really funky odor to it which actually disturbs dogs making them unwilling to track people wearing it. It offers protection similar to lamellar. Stink leather is a secret of the Orcs, who prize it because they like the smell. Stink leather can be worn by Jacks, Fighters and Cleric-militants, and counts in all ways as Light Armor. 100gp

**Sturdy Shield +2**: this shield can be used to make a *shield sacrifice* twice before breaking to pieces. 100gp.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **ARMOR** | **AC BONUS** | **MOVE** | **PRICE** | **CLASSES** |
| Dragon Scale | +4 | Armored | 300gp | C,F |
| Light Mail | +5 | Standard | 700gp | C,F |
| Quench Plate | +8 | Armored | 3000gp | C,F |
| Rowan Shield | +2 | –- | 300gp | C.F |
| Shining Helmet | – | –- | 250gp | C,F |
| Shining Shield | +2 | -- | 300gp | C,F |
| Silk-lined Gambeson | +2 (+4 vs arrows) | Standard | 400gp | C,F,J |
| Spider-Silk Shirt | +4 | Standard | 4000gp | All |
| Stink Leather | +3 | Standard | 100gp | C,F, J |
| Sturdy Shield | +2 | – | 100gp | C,F |

**1.7 Weapon Accessories**

|  |  |  |  |
| --- | --- | --- | --- |
| **Accessory** | **Price** | **Encumbrance** | **Notes** |
| Baldric | 1gp | 0 | Holds 3 items |
| Bandoleer | 1gp | 0 | Holds up to 5 flasks, knives or bottles as 1 item |
| Belt | 4sp | 0 | Holds 2 items |
| Belt, Knight’s | 5gp | 0 | Holds 2 items |
| Girdle | 2gp | 0 | Holds up to 4 items |
| Quiver, Darts | 5gp | 1 | Holds up to 12 darts as 1 item |
| Quiver, Javelin | 5gp | 1 | Holds up to 6 javelins as 1 item |
| Scabbard, fancy | 15gp | 0 | Holds 1 sword, dagger or knife |
| Scabbard, normal | 1gp | 0 | Holds 1 sword, dagger or knife |
| Spare Bow String | 1sp | 0 | To re-string a bow. |

**Bandoleer:** up to 5 flasks, knives, daggers or bottles can be held in a bandoleer, counting as a single item for encumbrance. You must buy the bandoleer; it is not included in starting gear. Only 1 bandoleer can be worn at once to get the 5 for 1 encumbrance bonus, any items in additional bandoleers count as 1 item each, unless you have Grenadier skill, in which 2 bandoleers can be used as 1 item for each bandoleer.

Scabbards, belts, baldrics and girdles are just for convenience and do not improve # of items carried.

**CHAPTER TWO: ADVENTURING GEAR**

**2.1 Class and Skills Necessary Tools:** these items are required in order to execute some class functions and Jack skills.

|  |  |  |  |
| --- | --- | --- | --- |
| **Gear** | **Price** | **Encum.** | **Notes** |
| Alchemist Kit | 25gp | 1 | Required to identify potions and alchemy, can hold 20 small alchemy products |
| Disguise Kit | 25gp | 1 | Required for Disguise Skill |
| Divine Symbol, Silver | 25gp | 1 | Required to turn undead or cast cleric spells |
| Divine Symbol, Wood | 2gp | 1 | As Silver, but a WIS Check also required |
| Healer’s Bag | 15gp | 1 | Required for first aid, treat poison, and treat critical injury |
| Herbalist Bag | 15gp | 1 | Required for Herbalism, can hold 20 herbs |
| Holy Water | 25gp | 1 | Required to use Holy Barrier skill |
| Poisoner’s Kit | 75gp | 1 | Required to use Make Poison skill |
| Potion Making Set | 100gp | 1 | Required for M-U to brew potions |
| Spell Component Bag | 25gp | 1 | Required to cast Magic-User spells |
| Burglary Tools | 25gp | 1 | Required to Pick Locks and Remove Traps |
| Tool Kit | 15gp | 1 | Required for Repairman skill |

**2.2 Quick Access: Common Adventuring Equipment:** these are the most common items bought by dungeon adventurers on the go, collected together for easy access.

|  |  |  |  |
| --- | --- | --- | --- |
| **Gear** | **Price** | **Encum.** | **Notes** |
| Backpack | 5gp | 0 | To carry your gear |
| Crowbar | 1gp | 1 | To pry open doors and chests |
| Flint and Steel | 1gp | 0 | To start a fire |
| Lamp Oil | 5sp | 1 | 4 hour of light from lantern, see also 1.5 above |
| Lantern | 10gp | 1 | To burn oil for vision |
| Pole, 10’ | 1gp | 1 | To poke for pits/traps |
| Rations, iron | 15gp | 1 | 7 days’ well preserved food, in a bag |
| Rations, standard | 5gp | 1 | 7 days’, regular travel food, in a bag |
| Rope 50’, hemp | 1gp | 1 | To climb and tie things up |
| Sack, small | 1gp | 0 | To carry stuff, put over someone’s head |
| Sack, large | 2gp | 0 | To carry more stuff |
| Sledgehammer | 2gp | 1 | To break open doors and chests |
| Spikes, iron x12 | 1gp | 1 | To spike things closed |
| Torches x6 | 1gp | 1 | To illuminate and burn stuff |
| Wine Skin (2 pints) | 1gp | 1 | 1 item when it has wine in it |
| Wine, 1 pint | 1gp | 0 | Becomes an item when put in a skin |

**2.3Additional Adventuring Tools**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Encumbrance** | **Notes** |
| Banner or Flag | 8gp | 1 | Needs pole |
| Blanket | 2gp | 0 |  |
| Climbing Gear | 10gp | 1 |  |
| Grappling Hook | 25gp | 1 |  |
| Hammer (small) | 2gp | 1 |  |
| Ladder, 10' | 1gp | 1 |  |
| Ladder 20' | 5gp | big |  |
| Lock | 20gp | 1 |  |
| Mirror, hand-sized | 5gp | 1 | Steel |
| Pavilion | 50gp | big | Sleeps 6 in style |
| Pole, 10’ Collapsing | 10gp | 1 |  |
| Rod, 5' | 3gp | 1 | Steel |
| Rope, 50', special | 50gp | 0 | Silk, every 3 coils counts as item |
| Stakes (x4) and Mallet | 3gp | 1 | Wooden |
| String, spool, 100' | 1cp | 0 | wool |
| Tar/Pitch | 1cp | 1 | 1 gallon (needs container) |
| Tent | 20gp | 1 | Sleeps 2 |
| Wire, spool 100' | 3gp | 0 | metal |

**2.4—BAGS AND PACKS**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Capacity in Items** | **Notes** |
| Bushel Basket | 1sp | 8 | 2 hands |
| Belt Pouch | 5sp | 1 | No hands |
| Small Sack | 1gp | 6 | 1 hand |
| Large Sack | 2gp | 10 | 1 or 2 hands |
| Backpack | 5gp | 8 | No hands |
| Porter's Pack | 10gp | 12 | No hands |
| Saddlebag | 5gp | 6 | Up to 4 per horse |
| Pack Saddle | 10gp | 25 |  |

**2.5 Light Sources:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Type** | **Price** | **Encumbrance** | **Radius** | **Duration** |
| Candle, tallow x12 | 2sp | 1 (for 12) | 10' | 6 turns |
| Candle, wax x12 | 6sp | 1 (for 12) | 20' | 12 turns |
| Lantern | 10gp | 1 | 30' | 24 turns |
| Torch x6 | 1gp | 1 (for 6) | 30' | 6 turns |
| Continual Light Rock | 150gp | 1 | 30’ | Permanent |

**2.6—Common Tools**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Encumbrance** | **Notes** |
| Anvil | 10gp | Too big |  |
| Block and Tackle | 5gp | 1 |  |
| Branding Iron | 4cp | 1 |  |
| Craftsman's Tool Set | 25gp | 1 | For 1 craftsman |
| Craftsman's Workshop | 350gp | Too big | For up to 8 craftsmen |
| Drill | 5sp | 1 |  |
| Fishing Hook | 1cp | 0 |  |
| Fish Net (per 10 square feet) | 4cp | 1 |  |
| Hacksaw | 8sp | 1 |  |
| Hand Saw | 10sp | 1 |  |
| Hoe | 5sp | 1 | improv-2 |
| Nails (box of 100) | 1sp | 1 | Iron |
| Mining Pick | 3gp | 1 | improv-2 |
| Poker, fireplace | 1sp | 1 | improv-1 |
| Pruning Hook | 3gp | 1 | improv-2 |
| Saw, 2-man | 10gp | big |  |
| Scythe | 4gp | 1 | improv-2 |
| Sickle | 1gp | 1 | improv-1 |
| Shovel | 10sp | 1 | improv-2 |
| Sledge Hammer | 2gp | 1 | improv-2 |
| Plow | 20gp | Too big |  |
| Rake | 15sp | 1 | improv-1 |
| Wash Tub | 2gp | big |  |

Items marked as Improv-1 can be used as an improvised weapon in 1 hand, with a -2 to hit and 1d4 damage. Items marked as improv 2 can be used as an improvised weapon in 2 hands with a -2 to hit and 1d6 damage.

**2.7--LIQUID CONTAINERS**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Encumbrance when full** | **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 | 1 | 2 pints |
| Large Wine Skin | 2 gp | 1 | 4 pints |
| Wine Bottle, glass | 3gp | 1 | 2 pints |
| Gallon Jug, clay | 5sp | 1 | 1 gallon |
| Cask | 4gp | big | 10 gallon |
| Barrel | 6gp | Too big | 50 gallons |
| Amphora | 1sp | big | 12.5 gallons |
| Double Amphora | 3sp | big | 25 gallons |
| Pitcher, wooden | 3cp | 1 | 2 quarts |

**2.8—BOXES, CHESTS AND TRUNKS**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Capacity in Items** | **Full Encumbrance** |
| Spice Box | 4sp | 1 | 1 |
| Wooden Crate (Chest 1) | 8sp | 10 | big |
| Clay Urn (jar) | 2cp | 1 | 1 |
| Amphora (jar) | 4cp | 10 |  big |
| Double Amphora (jar) | 1sp | 20 |  big |
| Metal Coffer (Chest 4) | 10gp | 1 | 1 |
| Wooden Chest (Chest 2) | 11gp | 50 | Too big |
| Iron-Bound Chest (Chest 3) | 22gp | 50 | Too big |
| Strong Box (Chest 4) | 15gp | 6 | big |
| Stone Chest (Chest 5) | 25gp | 50 | Too big |
| Large Stone Trunk (Chest 5) | 150gp | 100 | Too big |
| Iron Strong Chest (Chest 6) | 500gp | 100 | Too big |

**2.9—CAGES, TRAPS AND RESTRAINTS**

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

The two prices for cages are metal and wooden

**CHAPTER THREE: Alchemy, Herbs, and Foods and Beverages**

**3.1 ALCHEMICAL PRODUCTS**

The following are one-use items (except Alchemist Kit) made by alchemists, usable by all.

|  |  |  |
| --- | --- | --- |
| **Type** | **Price** | **Notes** |
| Acid | 15gp | Can be used as a flask weapon (see combat gear) or to burn locks |
| Alchemist Kit | 25gp | Required to identify potions, a trained Jack can carry up to 20 alchemy products (except cling fire, devil grease or tangler) as a single item in it., others only 10 |
| Assassin’s Smoke | 25gp | Thrown to ground, instantly produces a 5x5 cloud of smoke, sufficient to allow thrower to attempt to sneak away/hide |
| Blinding Powder | 50gp | Thrown into someone’s face (hit AC 10) victim must make a save of become blinded for 1d6 exploration turns. |
| Cigar, Mighty | 1gp | Secret cigar recipe of Gnomish alchemists, gives a +4 save vs. offensive odor attacks (skunks, trogs etc), but double chance of wandering monster with sense of smell. Can be used to ignite oil. Each cigar lasts 6 turns. |
| Cling Fire | 75gp | Kept in a clay vessel, thrown against target, the vessel breaks and a sticky substance ignites, clinging to target (To hit AC 10). It does 1d6 damage each round (up to 6 rounds) until totally smothered by cloth (blanket, DEX d20, destroys blanket) or liquid (2+ gallons). If the attack roll is a 1, an ally or the thrower is hit. |
| Crystal of True Thought | 50gp | A magic-user who look through this crystal at a light source for 10 minutes, makes an INT check and can recover a cast first level spell. The crystal then breaks. You may use only 1 per day. |
| Death Sand | 100gp | Allows a sleep spell to affect the undead. |
| Devil Grease | 20gp | Poured onto a 5’x5’ hard floor, next person who steps onto it must save or fall down and flounder for 1-3 rounds |
| Dist. Orc Dust | 25gp | Increases the area of effect of a Fear Spell to 40’x40’ |
| Essence of Krangor | 75gp | 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. Effect lasts 1 hour and taking a second dose within the hour results in immediate unconsciousness for the rest of the hour. |
| Flash Powder | 25gp | If thrown against a hard surface, make a flash-bang and smoke. Causes 1 target to Save or lose a round (undead, constructs, extra-worldly creatures immune) |
| Instant Fire | 5gp | One of these small sticks can light a fire in a single round instead of a turn. |
| Seer Stone | 25gp | Doubles the duration of any spell with the word “Detect” in the title. |
| Sleep Sand | 25gp | Adds 2d4 HD of targets to a sleep spell |
| Spirit Candle | 25gp | Acts as weak candle (10' radius, 3 turns). User will automatically win initiative against Undead whenever held forth. |
| Tangler | 25gp | A jar filled with chemicals, if thrown (to hit AC 10 needed) at a target, save or be unable to move for 1d6 rounds (may still attack and cast spells). |
| Wonder Dust | 30gp | Thrown in the air, reduces saving throws vs. Enchantment Realm spells by -2. Does not work in darkness or strong wind. |

A cling fire, acid, devil grease or tangler each counts as 1 item for encumbrance (can be carried in bandoleer).

A character with Alchemist skill and with an alchemist kit can carry up to 20 of any combination of the others inside it, counting as a single item, other characters only can carry 10 as a single item.

**3.2—HERBAL REMEDIES AND CONCOCTIONS**

|  |  |  |
| --- | --- | --- |
| **Type** | **Price** | **Notes** |
| Herbalist Bag | 15gp | Required to use Herbalist skill, can hold 20 herbals for a skilled Jack |
| Belladona | 10gp | If ingested after a lycanthrope bite, make a poison save: either die in one turn or be cured of lycanthropy. |
| Birthwort | 10gp | Applied as a poultice, gives 25% chance to re-roll failed poison save |
| Black Lotus | 250gp | Smoked or chewed, save vs. poison, if passed regain 2-5 cast spells after trance of 10-40 minutes. If failed, fall into deep trance for 2d6 hours. On a roll of “1” trance lasts 2d6 days. |
| Chaulmoogra Oil | 10gp | If poured on a green slime infestation, 50% chance to wash off all the slime. |
| Comfrey | 10gp | Once per day per patient, heals 1d4 points of damage after battle. |
| Felwort | 10gp | If a tincture is splashed on the face, allows a second saving throw vs. paralysis. |
| Fly agaric Mushrooms | 25gp | Increases melee damage rolls by +2, as well as STR and CON checks for 1 hour, but then fall deeply unconscious for 10-60 minutes |
| Garlic | 5gp | Causes a vampire to cringe for 1d4 rounds |
| Goldenrod | 10gp | If taken within a day of infection, 25% chance to avoid a disease |
| Healing Salve | 25gp | Smeared on an injury, heals 5 hit points of damage, but causes 1 hour of deep sleep. Only 1 application works at a time |
| Pipe Weed | 1sp | If made into a cigar or smoked in a pipe has a 10% chance to drive all the ladies from the room. |
| Tamarind | 10gp | If applied as a poultice within an hour of being hit, has a 25% chance of curing Mummy Rot. |
| Vermifuge | 10gp | Smoke from burning it kills all bookworms within 10' |
| White byrony | 10gp | If burnt and breathed, 25% to allow second save vs. yellow mold or other dangerous spores. Handkerchief coated with it and held over nose gives +4 save vs. spores. |
| White Lotus | 100gp | Swallowing the flower gives an immediate re-roll of a failed poison save at +4 on the roll. |
| Wolfsbane | 10gp | If character strikes a lycanthrope with a sprig, it must save or flee as if turned. |
| Woundwart | 5gp | Applied to wounds, 1 dose per day, adds 1 extra hit point healed. |

Each herbal counts as 1 item, except that 20 doses of herbals count a 1 item for encumbrance if kept in an Herbalist’s Bag for those with the Herbalist Skill, others can carry 10.

**3.3 Special Foods and Beverages**

 There exist a selection of special foods and beverages that exist in various tribes and communities across the world. Because of secret recipes and techniques, these are imbued with minor magical enchantments, even though made by otherwise normal, if skilled, makers. It is entirely at the will of the Judge when, where, how and how many of these might be available for purchase.

 Those foods marked with a # can only provide their healing effect once per person per day. So, if someone eats an Awesome Pie and is healed for 1d6 points, he gains no benefit from a second pie or from eating Gnome Cakes or Graped Nuts etc. Those particular foods, also, must be eaten within 1 week of purchase.

 Each of the foods or beverages listed here counts as 1 item for encumbrance (except Walker Crackers).

|  |  |  |
| --- | --- | --- |
| **Type** | **Price** | **Notes** |
| Awesome Pie# | 15gp | When eaten it heals 1d6 points of damage. |
| Doom Jerky | 10gp | Eating this inflicts 1d4 points of damage on the eater, but grants a +2 on saves vs. poison and disease for 6 hours. |
| Forest Wine | 10gp | When consumed by Elves, Gnomes, Halflings, Sprites, Half-elves or Humans it increases Saving Throws by 1 for 1 hour. It makes Goblins, Hobgoblins, Bugbears, Ogres, Half-Ogres, Orcs, and Half-orcs violently sick for an hour. Dwarves and Trollsons think it tastes like medicine. |
| Gnome Cakes# | 25gp | When eaten, it heals 1d4 points of damage, +2 for Gnomes |
| Graped Nuts# | 25gp | When eaten, it heals 1d4 points of damage, +2 for Elves and half elves |
| The Herring Divine | 250gp | A pickled herring so perfect that consuming it cures all lost hit points of damage and allows a re-roll of a failed disease saving throw. |
| Hercu-Beer | 10gp | When the container is opened, all the pints you might have with you must be consumed by you or your comrades. After an hour or so, each person who has drunk one or more pints falls into a deep sleep for 8 hours which takes either dispel magic or neutralize poison to break. However, each person who so sleeps is healed 10 points of damage. |
| Mighty Haggis# | 15gp | When eaten, it heals 1d4 points of damage, +2 for Dwarves |
| Mountain Man Breakfast | 25gp | When cooked and eaten for breakfast, it gives 5 temporary hit points. No second breakfast. Lasts till next dawn. |
| Ogre Sammich# | 25gp | When eaten by Ogre or Half-ogre, heals 2d4, others get sick |
| Orc Liquor | 10gp | When consumed by Orcs or Half-Orcs, it heals 1d4 points of damage and grants +1 to melee damage and morale for 10 minutes. Non-orcs must make a save, a success heals 1-2 points of damage, a failure inflicts 1 point of damage. |
| Owlbear Punch | 10gp | A potent beverage concocted from berries and various internal organs of an Owlbear. Each pint heals 1d6 hit points of damage, but there is a 5% chance, cumulative, that for each pint consumed in any given day that the drinker will go permanently blind. |
| Porridge Supreme# | 25gp | When eaten, it heals 1d8 points of damage, +2 for Halflings, but requires 20 minutes and a fire to prepare properly. |
| Spirit Brew | 15gp | Infused with shamanistic mushrooms, anyone who drinks this must make a saving throw or be violently sick for 1 hour. If the save is successful, the drinker can see and ask 3 questions of the ghost of someone who has died in the vicinity within the past hour. |
| Walker Crackers | 30gp | This portion of crackers can be kept in a pocket and keeps you fed for 2 weeks, without counting as even 1 item for encumbrance. |

**3.4 POISONS**

It requires a d100 CHA check (1 try per day) within a large town or city to find someone willing to sell poison. If the result is 95+, face arrest by the authorities.

|  |  |  |
| --- | --- | --- |
| **Type** | **Cost** | **Effect** |
| Common Blade Venom | 25gp | 1 use, save +4 |
| Caustic Blade Venom | 100gp | Lasts on blade for 10 rounds, adds 1d6 damage |
| Strong Blade Venom | 250gp | 1 use, normal save |
| Common Food Poison | 15gp | 1 use, save +4 |
| Strong Food Poison | 150gp | 1 use, normal save |
| Common Contact Poison | 75gp | Lingers 1 week, save +4 |
| Strong Contact Poison | 750gp | Lingers until triggered, normal save |

**3.5 ORDINARY BEVERAGES**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Beverage** | **Pint** | **Gallon** | **Amphora** | **Cask** | **Barrel** |
| Cheap Ale | 1cp | 6sp | 9sp | 45sp | 8gp |
| Average Ale | 3cp | 8sp | 27sp | 6gp | 15gp |
| Good Ale | 1sp | 13sp | 9gp | 11gp | 35gp |
| Super Ale | 1gp | 8gp | 90gp | 77gp | 325gp |
| Cheap Wine | 3cp | 8sp | 27sp | 6gp | 15gp |
| Avg. Wine | 3sp | 3gp | 27gp | 25gp | 100gp |
| Good Wine | 1gp | 8gp | 90gp | 77gp | 325gp |
| Super Wine | 7gp | 55gp | 270gp | 508gp | 2000gp |
| Avg. Mead | 5sp | 4gp | 45gp | 40gp | 160gp |
| Super Mead | 5gp | 40gp | 450gp | 364gp | 1600gp |
| Kumiss | 1cp | 6sp | 9sp | 45sp | 9gp |
| Brandy | 2gp | 16gp | 180gp | 148gp | 600gp |

Pints do not come with containers

Gallon price includes a 1-gallon clay jug and sometimes a volume discount

Amphora price includes a 12.5 pottery amphora and a bulk discount

Cask price includes a 10-gallon wooden cask and a bulk discount

Barrel price includes a 50-gallon wooden barrel and a bulk discount

For encumbrance, check the liquid containers in 2.7

**3.6 TRAVEL RATIONS:** each comes in a well-packed sack.

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Encumbrance** | **Notes** |
| Rations, Iron (1 week) | 15gp |  1 item | Sailor sausage, hardtack, pickles; lasts 6 months in wilderness, 2 weeks in dungeon |
| Rations, Superior(9 days) | 20gp | 1 item | Iron rations, but with Special Kick-Ass Biscuits |
| Rations, Standard (1 week) | 5gp |  1 item | Bread, cheese, beans, bacon; lasts 1 week in wilderness, spoils in dungeon |
| Grain (1 week) | 4gp | 1 item | For 1 animal per week; required for heavy and medium warhorses |
| Fodder (1 week) | 1gp | 1 item | For 1 animal per week |

**3.7 BULK RATIONS**

Bulk rations come in well-packed ration casks. Each cask is about 10 gallons in volume and weighs about 30 pounds empty and around 100 pounds when full (big for encumbrance).

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Cost | Man/Days | Notes |
| Fresh Foods | 50gp | 50 | Spoils easily, requires fire and pots, +0.5 hp/day healing |
| Uncooked Rations | 20gp | 70 | Requires fire and pots to cook |
| Standard Rations | 18gp | 21 |  Spoils in dungeons easily |
| Iron Rations | 150gp | 70 | Very Dry, requires abundant water to eat |
| Superior Rations | 200gp | 100 | Iron Rations but with Special Kick-Ass Biscuits |

**Cost**: the price to fill one cask (cask not included, 4gp extra).

**# Man-Days:** the number of men who can be fed by the cask 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 cask 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, corndodgers, sailor sausage, smoked meat, sammiches

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

**Kick-Ass Biscuits**: a superior brand of hard-tack baked only in the finest of bakeries.

**Bulk Rations** should only be used for planning long expeditions, resupply distant outposts, etc. Most ordinary eats are covered by the monthly livery and maintenance or living expenses.

**CHAPTER FOUR: MAGIC AND SCHOLARSHIP**

**4.1—NPC SPELL CASTING**

**4.1.1—CLERICAL SPELLS**:

Going to a temple to get a clerical spell cast has certain baggage attached to it. Anyone at anytime is able to get a first level spell cast for them, but to get a 2-3rd level spell cast requires a bit of bureaucratic wrangling (make CHA d20 check, 1 try per day, to make an appointment). For 4th level spells, the clerics will only cast for those of the same alignment as the god, and 5th level or higher spells require you either to convert to becoming an initiate of the god, or agree to submit to a Quest (with spell). Getting an appointment for a 6-7th level spell casting is more difficult as well, with a d100 CHA check required (1 try per day).

|  |  |  |  |
| --- | --- | --- | --- |
| Spell Level | Own Temple | Other’s Temple | Requirement |
| 1 | 25gp | 50gp | None |
| 2 | 50gp | 100gp | Cha d20 check |
| 3 | 150gp | 300gp | Cha d20 check |
| 4 | 600gp | 1200gp | Cha d20, same alignment |
| 5 | 900gp | 1800gp | Cha d20, Convert or Quest |
| 6 | 1200gp | 2400gp | CHA d100 check, Convert or Quest |
| 7 | 2400gp | 4800gp | CHA d100 check, Convert or Quest |

**4.1.2—MAGE SPELLS**:

There are enough low-level mage guild members and market-place conjurers for anyone to be able to get a first level spell cast by just poking around for a day. Higher level spells require either a CHA d20, or CHA d100 check in order to convince a busy magician to be bothered with you. Spells of level 5 of higher also require the gift of a magic item (not a potion, or scroll less than 3rd level) or a significant task/mission/favor for level 7 or higher.

|  |  |  |
| --- | --- | --- |
| **SPELL LEVEL** | **PRICE** | **Requirement** |
| 1 | 75gp | None |
| 2 | 150gp | CHA d20 check |
| 3 | 500gp | CHA d20 check |
| 4 | 1500gp | CHA d20 check |
| 5 | 2500gp | CHA d100 check, magic item |
| 6 | 3500gp | CHA d100 check, magic item |
| 7 | 5000gp | CHA d100 check, task or magic item |
| 8 | 8000gp | CHA d100 check, task and magic item |
| 9 | 10000gp | CHA d100 check, task and magic item |

**4.2—COMMONLY AVAILABLE POTIONS:**

A certain selection of potions are in high demand and are readily available at temples and the marketplaces of larger towns and cities. Usually 1d4 of any type will be available during any one month.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Potion** | **Caster** | **Own Temple** | **Other Temple** | **Market** |
| Heal Wounded | CL-2 | 200gp | 400gp | 600gp |
| Neutralize Poison | CL-4 | 400gp | 800gp | 1200gp |
| Cure Disease | CL-6 | 600gp | 1200gp | 1800gp |
| Detect Magic | M-3 | -- | -- | 600gp |
| Detect Invisible | M-3 | -- | -- | 600gp |
| Invisibility | M-3 | -- | -- | 900gp |
| Levitate | M-3 | -- | -- | 850gp |
| Water Breathing | M-5 | -- | -- | 1500gp |
| Haste | M-5 | -- | -- | 1500gp |
| See in Darkness | M-5 | -- | -- | 1500gp |

**4.3—MAGICAL** **AND CLERICAL TRAPPINGS AND TOOLS**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Enc** | **Notes** |
| Alchemist Kit | 25gp | 1 | Required to identify potions |
| Beads, prayer | 1gp | 0 |  |
| Bell, hand | 10gp | 1 |  |
| Bell, large | 750gp | Too big |  |
| Book, blank | 50gp | 1 | Suitable to be made into spell book |
| Candle, evil | 2sp | 0 |  |
| Censer, brass | 5gp | 1 | That swingy incense burner thing |
| Divine Symbol, silver | 25gp | 1 |  |
| Divine Symbol, wooden | 2gp | 1 | Must make skill roll if casting/turning with this instead of silver one. |
| Hat, impressive | 10gp | 0 |  |
| Priestly Vestments | 50gp | 0 |  |
| Holy/Unholy Water | 25gp | 1 |  |
| Incense, Common | 1gp | 0 | Per stick |
| Potion Making Set | 100gp | 1 | For Magic-User Potions |
| Scroll Supplies CL | 200gp/level | 1 | To make clerical scrolls |
| Scroll Supplies MU | 100gp/level | 1 | To make magic-user scrolls |
| Spell Component Bag | 25gp | 1 | Must make skill roll to cast MU spells without this. |

**4.4—READING AND WRITING MATERIALS**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Encumb.** | **Notes** |
| Book, common | 50gp | 1 |  |
| Book, uncommon or rare | 100—1000gp | 1 |  |
| Chalk | 1cp | 0 | 10 pieces |
| Ink (1oz) | 8gp | 0 |  |
| Journal | 10gp | 1 | 50 pages, flimsy |
| Map, Local Area | 50gp | 0 | 50 mile radius of town |
| Map, Known World | 100gp | 0 |  |
| Metal box, for 1 book | 100gp | 1 | Protects 1 book |
| Parchment, 1 sheet | 1sp | 0 | loose |
| Quill pen | 1cp | 0 |  |
| Scroll case, leather | 1gp | 1 | For up to 7 scrolls/maps |
| Scroll case, metal | 5gp | 1 | For up to 7 scrolls/maps |
| Seal-ring, brass | 5gp | 0 | Personal seal |
| Seal-ring, silver | 20gp | 0 | Personal seal |
| Slate | 5sp | 1 |  |
| Wax tablet and stylus | 10sp | 1 | Reusable, for notes |
| Wax, sealing | 1sp | 0 | 10 uses to seal document |

**4.5—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 |

**CHAPTER FIVE: CLOTHING AND PERSONAL EFFECTS**

**5.1—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, bad | 1gp | Serf |
| 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 |  |
| Surcoat | 10gp | Long over-garment for armor |
| Tabard | 5gp | Sleeveless over-coat , often with heraldry |
| Trousers and Shirt, cheap | 1gp | 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 |  |

**5.2—PERSONAL EFFECTS**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Item Encumbrance** | **Notes** |
| Bedroll | 2gp | 1 |  |
| Blanket | 2gp | 0 | 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, for Mustache | 3sp | 0 | 1 jar |
| Whistle | 1gp | 0 | metal |

**5.3—UTENSILS** (if marked with # then 1 item, otherwise 0 for encumbrance)

|  |  |
| --- | --- |
| 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 # |

**5.4—MUSICAL INSTRUMENTS**

|  |  |  |
| --- | --- | --- |
| **Type** | **Price** | **Encumb.** |
| Lute/Lyre/Harp | 25gp | 1 |
| Lute/Lyre/Harp, superior | 50gp | 1 |
| Lute/Lyre/Harp, masterpiece | 100gp | 1 |
| Horn/Flute/Pan Pipe | 10gp | 1 |
| Horn/Flute/Pan Pipe, superior | 50gp | 1 |
| Horn/Flute/Pan Pipe, masterpiece | 100gp | 1 |
| Hurdy-Gurdy | 100gp | 1 |
| Bagpipes | 25gp | 1 |
| Great Harp | 200gp | Big |
| Drum | 25gp | 1 |
| Kettle Drum | 45gp | Big |
| Trumpet | 50gp | 1 |
| Chime | 25gp | 1 |
| Gong | 75gp | Big |

### **5.5—ART OBJECTS AND LUXURY GOODS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item | Cost | Encumb. | Material | Notes |
| Crystal Goblet | 30gp | 1 | Crystal |  |
| Dishes, Fine | 200gp | 1 | China | 6 place settings |
| Fur, Fine, Small | 100gp | 1 | Fur |  |
| Fur, Fine, Large | 500gp | 1 | Fur |  |
| Painting, small | 50gp | 1 | Canvas |  |
| Painting, medium | 200gp | 1 | Canvas |  |
| Painting, large | 500gp | Big | Canvas |  |
| Rug | 50gp | Big | Fur, common | 7’x4’ |
| Rug | 25gp | Big | Wool | 10’x10’ |
| Silverware | 70gp | 1 | Silver | 6 place-settings |
| Statue, small | 100gp | Big | Stone | Bust or hobbit-size |
| Statue, medium | 600gp | Too Big | Stone | Man-sized |
| Statue, large | 2000gp | Too big | Stone | Large-Gigantic |
| Tapestry | 35gp | Too Big | 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.

**5.6—FURNITURE**

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

**5.7—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 |

**CHAPTER SIX: TRADE, TRAVEL AND TRANSPORT**

**6.1—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.

**6.2—TRANSPORT ANIMALS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Type** | **Price** | **HD** | **Move** | **Loaded** | **Encumbered** |
| Camel | 100gp | 2d8 | 45’ | 40’ | 30’ |
| Donkey/Pony | 8gp | 1d6 | 30’ | 25’ | 15’ |
| Mule | 20gp | 2d8 | 30’ | 25’ | 15’ |
| Ox | 40gp | 3d8 | 30’ | 25’ | 15’ |
| Heavy Warhorse | 300gp | 3d8+3 | 35’ | 30’ | 20’ |
| Heavy Draft Horse |  100gp | 3d8 | 35’ | 30’ | 20’ |
| Medium Warhorse | 240gp | 2d8+2 | 40’ | 35’ | 25’ |
| Medium horse | 80gp  | 2d8 | 40’ | 35’ | 25’ |
| Light Warhorse | 120gp | 2d8+2 | 45’ | 40’ | 30’ |
| Light Horse | 40gp  | 2d8 | 45’ | 40’ | 30’ |
| Nag Horse | 10gp | 1d8 | 35’ | 30’ | 20’ |

|  |  |  |  |
| --- | --- | --- | --- |
| **Mount** | **Normal** | **Armored or Loaded** | **Encumbered** |
| Pony or Donkey or Nag | 20 items or small-sized rider | 21-40 items OR regular sized rider | regular rider and 21-40 items or 2 small riders and no items |
| Mule or Light horse | 30 items or unloaded rider | 30-60 items OR loaded rider | loaded rider and 30-60 items or 2 unloaded riders |
| Medium Horse or Camel | 35 items or unloaded rider | 35-70 items or loaded rider | loaded rider and 35-70 items |
| Heavy Horse, Draft Horse or Draft Ox | 45 items or unloaded rider | 46-90 items or loaded rider | 46-90 items and loaded rider or 2 riders of any load |

**HORSE QUALITY:**

Add 1 HD: 3x price; Increase Move 10': 3x price Increase Load 25%: 2x price

Lose 1 HD: ½ price: Decrease Move 10': ½ price Decrease Load 25%: ½ price

**6.3—CARTS AND WAGONS**

**CART:** 100gp, 2 wheels, bench for 3 people, 500 pounds per horse or ox (max 2). Move at ¾ movement of the animals. 2 mules count as 1 horse or ox.

**WAGON:** 200gp, 4 wheels, bench for 3 people, 1000lb per pair of oxen or draft horses (max 4 pairs). Move at ½ the movement of the animals. 2 mules equal 1 horse or ox.

**6.4—SHIPS AND BOATS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Type** | **Price** | **MPH row/sail** | **Crew** | **Cargo (tons)** |
| Raft | Varies | 7/8 | 2-10 | 1/10 |
| Boat | 100gp | 8/10 | 2 sailors or 8 rower | 1/2 |
| Longship |  3000gp |  9/12 | 75 | 2 |
| Small Merchant Ship | 5000gp |  --/12 | 15 | 5 |
| Large Merchant Ship |  20,000gp |  --/14 | 20 | 15 |
| Galley, small | 10,000gp | 10/12 | 50+20 marines | 1 |
| Galley, large | 30,000gp | 8/10 | 100+20 marines | 2 |
| War Ship | 50,000gp | --/14 | 15-20 plus 60 marines | 3 |

**6.5—HORSE ACCESSORIES**

|  |  |  |
| --- | --- | --- |
| **Type** | **Price** | **Notes** |
| Caparison (warhorse) | 20gp | Fancy dress for horse |
| Pack Saddle | 15gp | Holds 25 items |
| 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 (up to 4) | 10gp | Holds 6 items |

**6.6—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 |

### **6.7—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, counts as 1 item if carried.

**1 crate:** is the cost of 50 pounds of the material in a 10-pound wooden crate. Counts as Big if carried

**1 barrel**: is the cost of 350 pounds of the material in a 150-pound barrel, counts as Too Big.

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.

### **6.8—Cloth**

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

**6.9—OTHER TRANSPORT**

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Price** | **Encumbrance** | **Notes** |
| Dog Sled (8 dogs) | 25gp | -- | Speed 30 Encumbered speed 20'; on snow only |
| Hand Cart | 15gp | -- | Holds up to 30 items, count as half encumbrance, no running |
| Ice Skates | 5gp | 1 | Move at full rate on ice |
| Litter (open) | 20gp | big | Split the weight and 1-2 passengers' weight among 4-8 bearers |
| Sedan Chair (enclosed) | 25gp | Too big | Split the weight and 1-2 passengers' weight among 4-8 bearers |
| Sleigh | 150gp | -- | Treat as large cart on snow and ice |
| Sks | 1gp | 1 | Move at double speed down hill on snow |
| Snowshoes | 2gp | 1 | Move at full speed on snow (no running) |
| Stretcher | 4gp | big | Split weight and 1 passenger's weight among 2-4 bearers |
| Travois | 5gp | Too big | Allows injured man or load of up to 400 to be dragged behind a horse (still counts as normal weight); no running |
| Wheelbarrow | 9gp | big | Holds up to 30 items, porters and lackeys count only ½ load as encumbrance; no running |

**CHAPTER SEVEN: BUILDINGS**

**7.1— CASTLE BUILDINGS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Building** | **Cost** | **Siege Pts** | **Occup** | **Notes** |
| Earth Rampart | 40gp | 25 |  | Per 10’ long, 10’ high, 20’ wide section |
| Ditch | 20gp | -- |  | 10’x10’x10’ |
| Tunnel (earth) | 75gp | -- |  | 10’x10’x10’ |
| Tunnel (stone) | 250gp | -- |  | 10’x10’x10’ |
| Drawbridge | 800gp | 30 |  | Includes lifting mechanisms |
| Portcullis | 800gp | 35 |  | Includes lifting mechanisms |
| Palisade | 75gp | 10 |  | 10’ long, 15’ high section |
| Curtain Wall | 300gp | 35 |  | 10’ long, 10’ thick, 20’ high |
| Wooden Building | 500gp | 15 | 12 | 600 square feet footprint, 2 story |
| Stone Building | 2500gp | 30 | 12 | 600 square feet footprint, 2 story |
| Gatehouse | 4500gp | 45 |  | 20’ high, 30’ wide, 20’ deep |
| Keep (small) | 28,000gp | 75 | 50 | 4 story,40’ tall, 1600 square foot area |
| Keep (large) | 40,000gp | 100 | 100 | 5 story, 50’ tall, 3500 square foot area |

**7.2—TOWERS**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tower** | **Cost** | **Siege Pts** | **Occup** | **Notes** |
| Turret | 1000gp | -- | -- | 10’diameter, 20’ high tower projecting from building |
| Bastion | 3000gp | 40 | -- | 20’ high, 40’ long, projecting 20’ from curtain wall |
| Square Tower | 2500gp | 35 | 6 | 3 story, 20’ across, 30’ high |
| Square Tower | 4000gp | 40 | 15 | 4 story, 30’ across, 40’ high |
| Round Tower | 5000gp | 45 | 6 | 3 story, 20’ across, 30’ high |
| Round Tower | 8000gp | 50 | 15 | 4 story, 30’ across, 40’ high |

**7.3—CASTLE FEATURES**

Wooden Door 10gp (door-1), Bound Door 20gp (door-2), Metal Door 50gp (door-3), Stone Door (door-4) 250gp.

Arrow Slit 10gp, Window 15gp;

1 flight wooden stairs 30gp

1 flight stone stairs 90gp

**7.4—Civilian Buildings**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Building** | **Cost** | **Occupant** | **Siege Pt** | **Notes** |
| Hut, wood |  50gp | 3 | 1 | 150 sf 1 story |
| Cottage, wood |  150gp | 5 | 5 | 400 sf, 1 story |
| Cottage, stone |  900gp | 5 | 20 | 400 sf, 1 story |
| House, wood |  500gp | 12 | 7 | 600 sf 2 story |
| House, stone | 2500gp | 12 | 25 | 600 sf 2 story |
| Barn, wood | 500gp | 8 horses | 7 | 900sf, 1.5 story |
| Barn, stone | 2500gp | 8 horses | 25 | 900sf, 1.5 story |
| Bunkhouse, wood | 900gp | 30 | 10 | 1200 sf 2 story |
| Bunkhouse, stone | 4500gp | 30 | 30 | 1200 sf 2 story |
| Shop, wood | 500gp | 6 | 7 | 600 sf 2 story, space for business |
| Shop, stone | 2500gp | 6 |  | 600 sf 2 story, space for business |
| Inn, wood | 1350gp | 40 | 10 | 1800 sf, 2 story, lodging and food |
| Inn, stone | 6500gp | 40 |  | 1800 sf, 2 story, lodging and food |
| Warehouse, wood | 1800gp | -- | 10 | You can cram lots of people in, but doesn’t qualify for reduced Living Expenses, 2200 sf |
| Warehouse, stone | 8500gp | -- | 25 | You can cram lots of people in, but doesn’t qualify for reduced Living Expenses, 2200 sf |
| Stables, wood | 900gp | 20 horses | 10 | 1500 sf, 1 story |
| Stables, stone | 4500gp | 20 horses | 25 | 1500 sf, 1 story |
| Temple, wood | 1600gp | 20 | 15 | 2000 sf, 2-story |
| Temple, stone | 8000gp | 20 | 30 | 2000 sf, 2-story |
| Large Temple. stone | 25,00gp | 40 | 40 | 3200 sf, 2-story |

The “sf” is the square footage of the ground plan, does not include upper story.

Occupants indicates the number of people (or horses) that can be housed in the building and get the ½ reduction to Living expenses.

**7.5 SIEGE ENGINES**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Price** | **Dmg** | **Range** |  **Siege Damage** | **Crew** |  **ROF** | **Targets** |
| Ballista | 150gp | 2d6 | 100/200/300 |  1 vs wood | 2 |  3/turn | 1 |
| Lt. Catapult | 250gp | 3d6 | 120/240/360 |  2 | 4 |  1/turn | 10x10 |
| Hvy Catapult | 400gp | 4d6 | 160/320/480 |  3 | 8 |  1/turn | 10x10 |
| Cauldron | 50gp | 2d6 | Below | -- | 1 |  1/turn | 10x10 |
| Covered Ram | 1000gp | -- | Contact | 2 | 10 | 1/turn | 1 |
| Siege Tower | 2000gp | – | -- | -- | 20 | -- | -- |

Siege engines are slow to reload, shooting 1 time per turn (3 times for a ballista).

Damage is the rating for inflicting Hit points of damage against monsters and mortals.

Siege Damage is the amount of Siege Points inflicted by a hit against a building.

Ballista only inflict siege damage against wooden targets, but treat all creatures and buildings as if AC 10.

Catapults roll to hit AC 15 against 10x10’ areas of creatures, or AC10 against buildings.

Rams must be in contact with a target, but don’t miss.

Cauldrons of hot oil or water automatically hit 10x10 areas below them from a wall, inflicting 2d6 hp of damage against all creatures therein.

**CHAPTER EIGHT: EXPENSES AND RECRUITING**

**Living Expenses:**  Each character pays 30gp per month per level/HD for himself, henchmen, mercenaries, other employees (apprentices and Jack lvl-1 npc count as ½ hd), horses and other animals. The player, for himself only, subtracts 1gp per level per month per point of WIS; this reduction is applied before any halving for housing. This is called “Livery and Maintenance” when paid for henchmen, mercenaries and other employees. The total is halved for each person or animal properly housed in a building that you own (see chapter 7). If you have a Freehold, then the living expenses are covered by the farm income.

 Magic-Users who have joined a Guild must pay their monthly dues, in addition to Living Expenses, and clerics must give 10% of their income to their temple.

**Recruiting Henchmen:**

By spending 1 week you can attract 1d6 candidates from the henchmen deck per 100gp you spend on the effort. There is a maximum of 1d6 candidates per 1000 people in the settlement in a single week.

 Henchmen must be offered Livery and Maintence, and a share of the treasure for all dungeon expeditions ( 10% of the character’s share, not to exceed 50% of it if there are more than 5 henchmen). They will come with minimal equipment, typically leather armor and one cheap weapon. Clerics will have a wooden holy symbol and Magic-Users a spellbook, but no component bag. They are poor, that’s why they’re working for you. After making the offer, roll a CHA check d20 for them to accept and join service. For each 50gp in cash (which they will immediately spend on debts and family obligations if they accept) you offer, add +1 to your CHA for the recruiting roll.

**Recruiting Mercenaries**

 To recruit mercenaries, you must be in a town or city. Spend 1 week posting notices and spreading the word. For each 100gp you spend, 1d4 groups of mercenaries will show up, to a maximum of 1d4 per 1000 inhabitants of town or city. The offer of Livery and Maintenance is required and then the PC must make a CHA d20 check, which, if it passes means that the mercenaries join up with the PC. If the squad comes equipped with horses then an additional 10gp signing bonus per man is required. If the squad comes equipped with chain, scale or brigandine armor an additional 10gp per man signing bonus is required. A character with the Recruiting Skill can spend a week and find exactly the species and type of mercenary desired instead a wider draw.

 Mercenaries on guard or garrison duty are paid Livery and Maintenance (Living Expenses). However, if they are led into battle or into a dangerous wilderness, they receive and additional 5gp per level per day (Combat Pay). They are reluctant to go into dungeons or face supernatural foes, and so must be paid 10gp per level per day of such employment (Double Combat Pay). XC mercenaries are counted as one half level for Livery, Combat and Double Combat pay. Take note that the Livery and Maintenance must also cover the expenses for the soldiers’ horses. While the Livery and Maintenance can be covered by owning a freehold, the employer must pay Combat and Double Combat Pay in cash.

**RECRUITING SKILL**: if a character has the Recruiting Jack skill or Fighter Combat Training, he can spend 1 week and NO advertising money he can look through the deck and pick whichever card he desires on a skill check. If he desires, he can choose to roll a skill check instead of using a CHA check to see if the offer succeeds.