**COST OF LIVING AND MAINTENANCE**

**BASE LEVEL LIVING**: The base level cost of living for “normal men” requires about 1gp per person per month. This represents 1 pound of grain per day (2cp) and 1 pound of turnips (or some other vegetable or in-season fruit) per day (1cp), for 90 cp total, leaving 10cp per month for other food expenses. So, a household servant, beggar, apprentice or day laborer in the off season could squeak by with 3cp per day or so, assuming he slept in the barn or in a communal bunkhouse etc.

A warhorse needs about 4 pounds of grain per day (8cp), or 240cp (2.4gp) per month. Riding or draft animals need 2 pounds of grain (4cp) and 4 pounds of fodder (1cp) per day, or 150cp (1.5 gp) per month.

Any sort of travel rations for soldiers are covered by the additional pay for “Campaigning” when they leave their home area.

On the soldiery table, we see the following:

A non-fighter member of an army (cook, digger, servant) gets 2gp per month, meaning he eats better than the base level, and can have a small surplus if desired (gambling money, save for a better pair of shoes next year).

A heavy horseman makes 40gp in garrison. He spends 2.4gp on grain for his warhorse, 1.5gp on feed for his riding horse. He spends 5gp on his own food (5 times better than base), perhaps 2gp on a servant and 1.5gp for his servant’s donkey’s food. This leaves about 27gp for his “need a replacement horse fund”, wine, fancy clothes, gambling money etc.

**Adventurer Cost of Living:**

While normal men just are assumed for the most part to live off the pay given them from the pay on the Soldiery or Specialist pay charts. Characters who have a class and level work on a different scale of expenses. They spend 100gp per experience level on lodging, food, taxes, equipment maintenance and food for their personal mounts (only bother with specific details once they have a over half a dozen animals). The exception is if they are first level fighting-men in a military unit and are receiving normal veteran pay, they are able to live off their military pay. Henchmen are paid 50gp per level per month and are able to live off this amount.

Travel rations for adventurers are more expensive than normal food, being prepared and packaged for long-term use and for little to no cooking required. Each day of standard rations cost 1gp and 3 such rations equals 30 wt., filling 1 item in the backpack. Each day of iron rations costs 2gp and 7 such rations equals 50 wt., filling 1 item in the backpack. Standard rations go bad on a sea voyage or when taken into a dungeon, iron rations do not and are low-volume as well.