**THE STARKPOOL SHOPPER**

**GEAR FOR ADVENTURING**

**Draft 3**

**Basic Coin Weight and Value:**

Coins in the Starkpool Campaign weight 1/20 of 1 pound, or 2 wt units. The coin of least value is the Copper Piece (Cp) and 1 cp is good for the cheapest transaction, like a mug of cheap ale. The Silver Piece (Sp) is worth 10cp, and is used for noticeable everyday transactions like buying a pint of good ale, or 3 day’s feed for your donkey. The Gold Piece (gp) is worth 10sp or 100cp and is the common currency of lords and free-booting adventurers and most transactions they make are made in gold.

Occasionally, adventurers and tomb-robbers will come across Electrum Pieces (ep) which are worth ½ a gp or 5sp, or Platinum Pieces (pp) which are worth 5gp each. These are coins from the Old Kingdom of days of yore and must be exchanged by a money changer to be spent.

**Living Expenses**:

I requires 1gp per person to buy enough food (grain and turnips) to survive adequately for a month. 1 gp per month is the lowest wage a person can be paid. Adventurers must spend 100gp per experience level per month to cover food, equipment replacement and repair, food and care for personal mounts, lodging, taxes, donations to menacing or guilt-tripping religious figures and miscellaneous expenses. An adventurer must pay henchmen 50gp per level for month to cover their similar expenses.

**Encumbrance and Move Allowance.**

Your movement rate is determined by your armor worn and overage of treasure or other gear.

If you are wearing leather, padded or no armor, your movement rate will be 12” (60’)

If you are wearing leather or no armor and you are a dwarf, gnome, halfling or goblin, your movement rate will be 9” (45’)

If you are wearing chain armor, your movement rate will be 9” (45’)

If you are wearing chain armor, and you are a dwarf, gnome, halfling or goblin, your movement rate will be 6” (45’)

If you are wearing plate armor, your movement will be 6” (30’)

If your movement has been lowered from 6” by overload, your movement rate will be 3” (15’)

If your movement is 3” and you are lowered again, you cannot move.

If you are carrying a pavis, you count as overloaded and move at 3” (15’)

Weapons are cumbersome and sometimes pointy. Each weapon on the tables below has an Encumbrance Code Type for how it can be carried:

A—Handy: can be kept in a scabbard and drawn without spending any time, 1 sword, many daggers

B—Beltable: 2 type A or B weapons and be carried on one’s belt.

C—Carried: only 1 type C weapon can be carried at a time, and it must be in one’s hand/hands

E—Backable: one of these weapons can be unstrung and carried on one’s back, if you don’t have a shield or pack there.

F—Javelins/Dart: a special clip will allow three javelins or darts to be clipped inside a shield, a quiver of 6 javelins counts as a type E weapon, while a quiver of 12 darts counts as a type B weapon.

So Frank the Fearless carries a two-handed sword (code C), he cannot carry any other code C weapon. If he wanted to carry a missile weapon, he could carry an unstrung bow on his back or a sling and stones in a pouch on his belt, or perhaps a series of daggers strapped here and there, but couldn’t carry a crossbow.

**General Equipment carried:** if a character wears a back pack, he can carry 8 miscellaneous pieces of gear in it without affecting his movement. These items include things like 50’ rope, a lantern, a flask of holy water. These things do not include things like a large statue, a treasure chest, an anvil. The Judge has final decision. A character can carry up to 16 items with a porter’s pack, but is considered overloaded and his movement rate drops by 30’. Removing anything from a back pack takes the entire Movement Phase and Missile Phase and can only be done if not locked in melee. If a character buys a Bandoleer, he can keep up to 4 flasks (flask weapons and/or potions) in it. These count as 4 of his 8 items, but can be instantly accessed instead of having to be unpacked.

**Trifles:** some items, like scrolls, trinkets, gems, herbs, writing material, and similar low-mass things do not count for weight limit (but a big box of them would). Anything whose listed weight is 0 or 1 counts as a Trifle.

**Overloaded:** if you carry more than 1 type C weapon or a strung bow and a C type weapon, you lose 30’ of movement. For every 400 coins you carry (round down), you lose 30’ of movement. If you are overloaded in general equipment, you drop by 30’. If you are carrying a body or a person or a treasure chest or some other bulky object, you immediately drop to 30’ of movement.

**WEIGHT RATING**: each object in the lists is given a weight rating. Each weight point is 1/10 of a pound. While this won’t be used for player encumbrance, it may be of use to figure out how much stuff can be carried in a sack, or on a mule or horse, or shoved in a box, or hauled in a wagon. 2 coins make up 1 weight point (shilling=1/20 of a pound).

**MELEE WEAPONS**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Wt.** | **Enc.** | **Hands** | **Length** | **Damage** | **Classes** | **Note** |
| Punch | 0 | 0 | -- | 1 | 0 | 1 | All |  |
| Dagger | 3gp | 20 | A | 1 | 1 | 1d4 | F,S,M,D | Throw |
| Hand Ax | 3gp | 50 | B | 1 | 2 | 1d6 | F,S | Throw, SS |
| Club | 0 | 50 | C | 1 | 3 | 1d4 | All | Throw |
| Torch | 1/6gp | 30 | C | 1 | 3 | 1d4 | All | Fire |
| Mace | 5gp | 50 | B | 1 | 3 | 1d6 | F,S, CM |  |
| Hammer | 5gp | 50 | B | 1 | 4 | 1d6 | F,S,CM | Throw |
| Sword | 10gp | 50 | A | 1 | 4 | 1d8 | F,S | Druids may only use silver swords in sickle shape |
| Pick | 8gp | 100 | C | 1 | 5 | 1d6 | F,S |  |
| Battle Ax | 7gp | 100 | C | 1 | 5 | 1d8 | F,S | SS |
| Big Club | 3gp | 150 | C | 2 | 6 | 1d8 | F,CM,D | Space |
| Morning Star | 6gp | 100 | C | 1 | 6 | 1d8 | F,S |  |
| Flail | 8gp | 100 | C | 1 | 7 | 1d8 | F,S,CM | Space |
| Staff | 0 | 50 | C | 2 | 7 | 1d6 | All |  |
| Heavy Ax | 12gp | 150 | C | 2 | 7 | 1d10 | F | Space, SS |
| Spear | 1gp | 100 | C | 1 | 8 | 1d6 | F,S,D | Throw, set vs charge |
| Maul | 7gp | 150 | C | 2 | 8 | 1d8 | F,CM | Space |
| Halberd or Pollaxe | 7gp | 150 | C | 2 | 8 | 1d10 | F | Set vs charge, SS |
| Bill | 7gp | 150 | C | 2 | 9 | 1d10 | F | Unhorse |
| 2-Handed Sword | 15gp | 150 | C | 2 | 10 | 1d10 | F | Space |
| Mt. Lance | 4gp | 150 | C | 1 | 11 | 1d10 | F | Double Charge, No Dungeon, Unhorse |
| Pike | 5gp | 150 | C | 2 | 12 | 1d8 | F | Set vs Charge, No dungeon |

Due to the larger versions of these weapons they use, Ogres and Minotaurs add 3 and Giants add 6 to length.

Mounted Lance can only be used from a Warhorse or Paladin’s Horse (not Riding Horse, Light Riding Horse or Draft Horse).

**Missile Weapons**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Wt.** | **Enc.** | **Hands** | **Range Ft Range Inch** | **Damage** | **Note** |
| Short Bow | 25gp | 50\* | E | 2 | 50/100/150 10/20/30 | 1d6 | ROF 2 |
| Horse Bow | 35gp | 50\* | E | 2 | 60/120/180 12/24/36 | 1d6 | ROF 2 |
| Lt. Crossbow | 15gp | 50\* | C | 2 | 60/120/180 12/24/36 | 1d6 | ROF 1 |
| Long Bow | 40gp | 50\* | E | 2 | 70/140/210 14/28//42 | 1d6 | ROF 2 |
| Composite Bow | 50gp | 50\* | E | 2 | 80/160/240 16/32/48 | 1d6 | ROF 2 |
| Hvy Crossbow | 25gp | 75\* | C | 2 | 80/160/240 16/32/48 | 1d10 | ROF 1/2 |
| Sling | 1gp\* | 10\* | B | 1 | 50/100/150 10/20/30 | 1d4 | ROF 1 |
| Javelin | 1gp | 25 | F | 1 | 20/40/60 4/8/12 | 1d6 | ROF 1 |
| Dart | 5sp | 15 | F | 1 | 20/40/60 4/8/12 | 1d4 | ROF 2 |

\*Weight includes 20 arrows or bolts or sting stones; price for sling includes 20 stones

NOTES:

*Throw:* this weapon may be thrown with a range of 2/4/6” (10’/20’/30’).

*Space*: there must be a 5 foot space, free of friendlies or obstructions, on either side of the wielder in order to use.

*Set vs Charge*: if an enemy charges the user and the user hits the charger on the round of the charge, the charger suffers double damage.

SS: can be used to make the Split Shield Option

Unhorse: can be used to unhorse an enemy rider.

*Double on Charge*: a mounted lance inflicts double damage when hitting an enemy during a charge. *No Dungeon:* pikes and lances may not be used in dungeons (or buildings in general).

ROF: number of shots that can be made (subject to movement restrictions)

**ARMOR**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ARMOR | AC | MOVE (size M/S) | WT. | CLASS | Price |
| Leather | 7 | 12”/9” | 250 | F, CM, S, D | 15gp |
| Padded | 7 | 12”/9” | 250 | F, CM, S, D | 15gp |
| Chain Mail | 5 | 9”/6” | 500 | F, CM | 50gp |
| Plate Armor | 3 | 6”/6” | 750 | F, CM | 100gp |
| Shield | -1 | -- | 150 | F, CM | 10gp |
| Wooden Shield | -1 | – | 100 | F, CM, D | 3gp |
| Pavis | (-3) | 3” | 500 | Special | 25gp |
| Barding | 4 | See horses | 750 | War Horse | 150gp |
| Barding, Paladin’s Horse | 2 | See horses | 750 | Paladin Horse | 150gp |

**AMMUNITION AND MISSILE HOLDERS**

|  |  |  |  |
| --- | --- | --- | --- |
| **ITEM** | **Price** | **WT** | **Notes** |
| Quiver | 5gp | 1 | Holds 20 arrows |
| Bolt Case | 5gp | 1 | Holds 30 crossbow bolts |
| 20 arrows | 5gp | 15 | For any sort of bow |
| 30 bolts | 5gp | 15 | For any sort of crossbow |
| Silver Arrow or Bolt | 5gp | 1 | Useful against werewolves and some other monsters |
| Spare bow string | 1sp | 0 | For re-stringing a snapped bow or crossbow string |
| Javelin Quiver | 5gp | 1 | Hold 6 javelins |
| Dart Quiver | 5gp | 1 | Holds 12 darts |
| Javelin Shield Clip | 2gp | 1 | Holds 3 javelins or darts |

**SPECIAL ARMS AND ARMOR**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ITEM | PRICE | WT | AVAILABILITY | USE/NOTES |
| Broad Head Arrows, 20 | 30gp | 15 | Armorer | -2 to hit, but do 2d4 points of damage |
| Bodkin Arrows, 20 | 30gp | 15 | Armorer | +2 to hit armored targets, but do 1d4+1 damage |
| Heavy War Bow | 300gp | 55 | Armorer | 15+ strength required to use, gains +1 damage |
| Silver-headed Spear | 125gp | 100 | Jeweler | Can strike monsters only vulnerable to silver |
| Silver War Hammer | 150gp | 50 | Jeweler | Can strike monsters only vulnerable to silver |
| Silver Sword | 300gp | 50 | Jeweler | Can strike monsters only vulnerable to silver |
| Silver Dagger | 100gp | 20 | Jeweler | Can strike monsters only vulnerable to silver |
| Ironwood Mace | 100gp | 50 | Importer | Acts as normal mace, but is not metal (ha-ha rust monsters) |
| Sturdy Shield | 50gp | 150 | Armorer | Can be “destroyed” twice by a “6” on a shield parry |
| Light Mail | 500gp | 300 | Dwarf Smith | AC 5, but at the leather move rate. |
| Spider Silk Shirt | 4000gp | 0 | Special | Magic-Users and Clerics-Spiritual can wear this and still cast spells. It acts as leather armor (AC 7). |
| Stink Mail | 45gp | 500 | Orc Smith | Acts in all ways like chain mail, except due to its stench, dogs and similar creatures will not track a person wearing it. |

When using a silver weapon, on a natural 1 roll a saving throw or the weapon useless until repaired.

**FLASK WEAPONS:** each flask weapon weighs 10, can be thrown with a range of 2”/4”/6” (10’/20’/30’), using the “flask” row on the missile attack matrix and affects the target and all combatants within 5’ of the target.

|  |  |  |  |
| --- | --- | --- | --- |
| **WEAPON** | **PRICE** | **Availability** | **EFFECTS** |
| Holy Water | 25gp | Clerics | Undead and demons take 1d8 damage per round for 2 rounds. Initiates of Chaotic gods take 1d4 damage and must make a Morale check or flee for 1d4 rounds. |
| Unholy Tomb Dust | 25gp | Anti-Clerics | Lawful spiritual beings take 1d8 damage per round for 2 rounds. Initiates of Lawful gods take 1d4 damage and must make a Morale check or flee for 1d4 rounds. |
| Acid | 15gp | Alchemist | Targets that are hit take 1d8 damage and save or lose their shield. |
| Oil | 2gp | Common | Used in lamps, lanterns and attempts to open doors silently. If targets are hit and then set on fire with a torch etc., burns for 1d4 damage per round for 2 rounds. |
| Cling Fire | 150gp | Alchemist | Targets take 1d6 damage every round for 4 rounds, unless someone else uses a blanket or full quart of liquid to douse it. In which case, make a save to escape further damage. Does not need to be ignited. |
| Devil Grease | 200gp | Alchemist | Targets save or drop every in their hands and fall prone, flailing around for 1d4 rounds. Can be set as a trap. |
| Blinding Powder | 250gp | Alchemist | Targets save or be unable to see for 1d6 TURNS |
| Smoke Bomb | 50gp | Alchemist | 10’x10’ area is covered by dense smoke. No one can see through the smoke from this missile phase until the end of the next. Breaks melee lock and prevents all missile shots. |
| Tangler | 75gp | Alchemist | Targets save or be unable to move for 1d4 rounds. They may still shoot, fight and cast spells etc. |

**LIGHT SOURCES**

|  |  |  |  |
| --- | --- | --- | --- |
| **ITEM** | **Price** | **WT** | **Notes** |
| Torches x6 | 1gp | 30 /bundle | 30’ radius, 6 turns; |
| Lantern | 10gp | 20 | 30’ radius, 24 turns (uses 1 pint of oil) |
| Pint of Lamp Oil | 2gp | 10 | Usable in a lantern or lamp |
| Shuttered Lantern | 25gp | 25 | Can be used by scouts to move stealthily in darkness and still have normal surprise chance. Uses a wax candle |
| Candle, tallow x10 | 2sp | 1 each | 10’ radius, 6 turns |
| Candle, wax x10 | 6sp | 1 each | 20’ radius, 12 turns, can be used in a lantern |
| Oil lamp | 1gp | 10 | 10’ radius, 6 hours uses 1 pint of oil (genie style lamp) |
| Continual Light pendant | 250gp | 1 | 30’ radius, permanent |

**GENERAL ADVENTURING GEAR**

|  |  |  |  |
| --- | --- | --- | --- |
| **ITEM** | **Price** | **WT** | **Notes** |
| Rope, 50’ | 1gp | 100 |  |
| Blanket | 5sp | 10 |  |
| Disguise Kit | 25gp | 20 | Used to disguise outward appearance |
| War horn | 10gp | 20 |  |
| Whistle | 5gp | 1 |  |
| Drum | 10gp | 40 |  |
| Pole, 10’ | 1gp | 30 | Used for probing for pits and flying a flag |
| Iron spikes x12 | 1gp | 50 | Good for holding a door closed, securing a rope |
| Wooden Stakes x12 | 1cp | 15 | Good for finishing vampires, pitching a tent. |
| Small Sack | 1gp | 1 | Holds 50 weight (5 pounds) |
| Large Sack | 2gp | 1 | Holds 300 weight (30 pounds) |
| Mallet | 3gp | 20 | Good for pounding spikes or stakes |
| Mirror, steel | 5gp | 20 | Good for detecting vampires, fighting medusas |
| Mirror, silver | 15gp | 20 | Good for detecting vampires, fighting medusas |
| Wooden Divine Symbol | 2gp | 5 | Needed to turn undead with WIS d20 check |
| Silver Divine Symbol | 25gp | 10 | Needed to Turn Undead, no WIS check needed |
| Mistletoe | 5gp | 0 | Used to properly cast Druid spells |
| Holy Water | 25gp | 10 | See flask weapons |
| Unholy Tomb Dust | 25gp | 10 | See flask weapons |
| Wine Skin | 1 gp | 2 empty | Holds 2 pints of liquid |
| Quart of Wine | 1gp | 20 | 2 “stiff drinks” after battle |
| Standard Rations | 3gp | 30 | 3 days, spoils in dungeon |
| Iron Rations | 6gp | 30 | 3 days, good in dungeon |
| Climbing Gear | 25gp | 100 | To help chance to climb tasks; grappling hook, pitons, climb shoes etc |
| Tinder Box | 1gp | 5 | Needed to light fires |
| Tool Kit | 25gp | 75 | Small tools to repair, pick locks etc. |
| Venom Kit | 25gp | 50 | Vials and small tools to harvest poison from creatures |
| Crowbar | 3gp | 25 | Needed to pry open sealed box |
| Wolfsbane | 10gp | 1 | Strike a lycanthrope with it (as Club), save of flee 2d6 rounds |
| Belladona | 10gp | 1 | Feed to someone bitten by lycanthrope, roll saving throw +4, success equals prevention of lycanthropy, failure equals death by poison. |

**HEALING ITEMS**

|  |  |  |  |
| --- | --- | --- | --- |
| **ITEM** | **PRICE** | **WT** | **NOTES** |
| Cure Light Wounds Scroll | 300gp | 1 | 100gp discount at a temple to a god to whom you are initiated |
| Healing Potion | 400gp | 10 | 100gp discount at a temple to a god to whom you are initiated |
| Healing Salve | 75gp | 10 | Heals 6hp, but causes 1 hour of unconsciousness. Only 1 works at a time |
| Awesome Pie | 50gp | 20 | Heals 4hp, takes 5 rounds to eat, only once per day. |
| Owlbear Punch | 10gp | 10 | Heals 4hp, immediately, 5% chance cumulative per dose per day for permanent blindness |
| Bandages x20 | 5gp | 5 | Needed for bandage wounds task |

**Additional Adventuring Gear and Tools**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Weight** | **Notes** |
| Banner or Flag | 8gp | 1 | Needs pole |
| Blanket | 2gp | 5 |  |
| Chain, per foot | 1gp | 10 | Smaller thickness |
| Chain, heavy per foot | 3gp | 30 | For heavy duty uses |
| Hacksaw | 1gp | 15 |  |
| Ladder, 10' | 1gp | 75 |  |
| Ladder 20' | 5gp | 150 |  |
| Lock | 20gp | 10 |  |
| Lumber Axe | 2gp | 100 | In 2 hands, acts as a Battle Ax -2 to hit |
| Manacles or Shackles | 5gp | 30 | Immobilize hands or reduce move to 10’ |
| Miner’s Pick | 5gp | 100 | Acts as military pick -2 to hit |
| Nails, box of 100 | 1gp | 1 |  |
| Pavilion | 50gp | 300 | Sleeps 6 in style |
| Pole, 10’ Collapsing | 10gp | 40 | Handy! |
| Rod, 5' | 3gp | 100 | Steel |
| Rope, 50', silk | 50gp | 10 | If you only carry 1, it counts as a trifle. |
| Shovel | 1gp | 100 | Can be used as a club |
| Sledge Hammer | 5gp | 150 | Acts as a Maul -2 to hit |
| String, spool, 100' | 1cp | 0 | wool |
| Tar/Pitch | 1cp | 100 | 1 gallon (needs container) |
| Tent | 20gp | 100 | Sleeps 2 |
| Wire, spool 100' | 3gp | 1 | metal |

**BAGS AND CONTAINERS**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Capacity** | **Notes** |
| Bushel Basket | 1sp | 300 | 2 hands |
| Belt Pouch | 5sp | 25 | No hands |
| Small Sack | 1gp | 50 | 1 hand |
| Large Sack | 2gp | 300 | 1 or 2 hands |
| Bandoleer | 2gp | 4 flasks | Allows 4 flasks to be carried outside of the back pack, but they still count toward the 8 pack items, they’re just easier to get. |
| Backpack | 5gp | 300 | No hands |
| Porter's Pack | 10gp | 1000 | No hands |
| Saddlebag | 5gp | 100 | Up to 4 per horse |
| Pack Saddle | 10gp | 2000 | 1 per horse, but no rider |
| Jug | 5sp | 1 gallon |  |
| Cask | 2gp | 10 gallons |  |
| Barrel | 5gp | 50 gallons |  |

**HORSES AND WAGONS**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Mount** | **AC/HD** | **Move** | **Wt/Normal** | **Wt/Half Move** | **Price** | **Attack** |
| Riding Horse | 7/2 | 24” (120’) | 3000 | 6000 | 75gp | 2 hoof 1d4 |
| Light War Horse | 7/2 | 24” (120’) | 3000 | 6000 | 120gp | 2 hoof 1d4 |
| War Horse | 7/3 | 18” (90’) | 4500 | 9000 | 250gp | 2 hoof 1d6 |
| Draft Horse | 7/3 | 9” (45’) | 4500 | 9000 | 40gp | 1 bite 1d3 |
| Pony | 7/1 | 21” (100’) | 2000 | 4000 | 35gp | 2 hoof 1d4 |
| Mule | 7/2 | 12” (60’) | 3000 | 6000 | 30gp | Kick 1d6 |
| Donkey | 7/1 | 18” (90’) | 2000 | 4000 | 20gp | Kick 1d4 |
| Paladin Horse | 5/5+1 | 18” (90’) | 5000 | 10,000 | --- | 2 hoof 1d8 |

Saddles cost 25gp, weigh 250. Saddlebags cost 5gp each, can hold 100 weight each and up to 4 per horse.

A pack saddle costs 10gp, and can hold 2000 wt., but replaces the rider’s space.

**Horses in Combat**: horses and other mounts can only use their attacks if they don’t move. Mounted Lances can only be used from a War Horse or Paladin’s Horse (not a Riding Horse, Light War Horse, Draft Horse or the others).

Only War Horses, Light War Horses and Paladin’s Horses are trained to battle. All other horses must roll a Morale Check each and every round or bolt away from the fighting.

**Carrying Capacity**: the Wt/Normal column shows the weight units the animal can carry and still move at its full Move Speed. The Wt/Half column shows the maximum weight units it can carry. If the animal is carrying between the Wt/Normal and Wt/Half Move figures, it moves at ½ its normal move.

A man-sized rider weighs 1750. A gnome or halfling weighs 1000.

Assuming a Man-Sized Rider with: 1 large weapon, 1 small weapon, saddle, 2 full saddle bags

Rider In Leather Armor: 2950

Rider in Chain Armor: 3200

Rider in Plate Armor: 3950

Cart (2 wheels): 100gp. Wagon (4 wheels): 200gp

Cart: 2 mules/1 draft horse: 6” (30’), 4000wt

Cart: 4 mules/2 draft horses: 6” (30’) 8000wt

Wagon: 4 mules/2 draft horses: 6” (30’), 15,000wt

Wagon: 8 mules/4 draft horses: 6” (30’), 25,000wt

Carts and wagons can speed up to 9”, but roll 1d6 each turn with a 1 meaning it tips over and a 2 meaning it breaks down.

Carts and wagons cannot go through deserts, forests, mountains or swamps without a road.

Mules are the only mounts/pack animals that can go into a dungeon, but are difficult to handle on stairways.

**FOOD AND BEVERAGES**

**Beverages Galore**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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 | 5sp | 5gp | 45gp | 42gp | 150gp |
| 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

Weight is 10 per pint, 80 per gallon, 800 per cask, 1000 per amphora, 4000 per barrel

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

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Encumbrance** | **Notes** |
| Rations, Iron (3 days) | 6gp | 30 wt, 1 pack item | Sailor sausage, hardtack, pickles; lasts 6 months in wilderness, 2 weeks in dungeon |
| Rations, Standard (3 days) | 3gp | 30 wt, 1 pack item | Bread, cheese, beans, bacon; lasts 1 week in wilderness, spoils in dungeon |
| Grain (3 days) | 3sp | 120 wt | For war horse |
| Feed (3 days) | 1sp | 180 wt | For other mounts (mix grain and fodder) |

**BULK RATIONS**

Bulk rations come in well-packed ration casks. Each cask is about 10 gallons in volume and weighs about 300 wt empty and around 1000 wt when full.

|  |  |  |  |
| --- | --- | --- | --- |
| Type | Cost | Man/Days | Notes |
| Basic Food | 2gp | 35 | Grain and turnips, must be cooked |
| Standard Rations | 20gp | 23 | Spoils in dungeons easily |
| Iron Rations | 40gp | 23 | Very Dry, requires abundant water to eat |

**Cost**: the price to fill one cask (cask not included, 2gp extra).

**# Man-Days:** the number of men who can be fed by the cask for 1 day.

**READING AND WRITING MATERIALS**

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Price** | **Wt** | **Notes** |
| Book, common | 50gp | 20 |  |
| Book, uncommon or rare | 100—1000gp | 20 |  |
| Chalk | 1cp | 0 | 10 pieces |
| Ink (1oz) | 8gp | 0 |  |
| Journal | 10gp | 10 | 50 pages, flimsy |
| Map, Local Area | 50gp | 0 | 50 mile radius of town |
| Map, Known World | 100gp | 0 |  |
| Metal box, for 1 book | 100gp | 30 | Protects 1 book |
| Parchment, 1 sheet | 1sp | 0 | loose |
| Quill pen | 1cp | 0 |  |
| Scroll case, leather | 1gp | 10 | For up to 7 scrolls/maps |
| Scroll case, metal | 5gp | 20 | 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 |
| Scroll Making Supplies | 100gp per level | 5 | Needed to scribe magic scrolls |

**CLOTHING**

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| **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, basic | 5sp | Simple woolen drape, no hood |
| 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 |  |

**Special Alchemical Products**

These are items created by alchemists (as are several flask weapons). Each product is a single use per item.

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| **ITEM** | **PRICE** | **WT** | **NOTES** |
| Essence of Krangor | 75gp | 1 | 75% chance of granting 6 temporary hit points for 1 hour, 25% chance of doing 1d3 points of damage instead. Only 1 dose can be taken per hour |
| Crystal of Pure Thought | 50gp | 1 | 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 | 5 | Dispersing in the air allows a Sleep Spell to affect the undead |
| Instant Fire | 10gp | 0 | A small stick that can instantly produce a flame without a task roll |
| Mighty Cigar | 1gp | 0 | 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. |
| Flash Powder | 25gp | 1 | 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) |

**Special Herbal Products**

These herbs are found and sold by herbalists and druids (using Locate spell)--as are Belladona and Wolfsbane

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| **ITEM** | **PRICE** | **WT** | **NOTES** |
| Stinking Nightshade | 50gp | 1 | Gives user +1 on melee damage, STR and CON checks for 1 hour, but then causes deep unconsciousness for the following hour. |
| Red Cap Mushrooms | 75gp | 1 | Gives user visions for 20 minutes, will be totally helpless but can see hidden doors, pits, traps, spirits, presence of any sort of magic. |
| Mandrake | 150gp | 1 | If eaten, save vs poison or fall unconscious for 2d6 hours. Worn as an amulet, gives +4 save vs first hostile spell, then crumbles. |
| White Lotus | 100gp | 1 | Taking this gives an immediate re-roll of failed poison save at+4 |
| Felwort | 10gp | 1 | Allows 2nd save vs. paralysis when applied |
| Panacea | 100gp | 1 | Taking this gives am immediate re-roll of failed disease save at +4 |
| White Byrony | 10gp | 1 | If taken the round after infection, allows a new save against spores |
| Vermifuge | 10gp | 1 | If burnt, the smoke kills all bookworms in a 10’ radius |
| Tamarind | 10gp | 1 | If taken within an hour, 25% chance to reverse Mummy Rot |