

# **THE STARKPOOL SHOPPER**

## **GEAR FOR ADVENTURING**

By

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### **Basic Coin Weight and Value:**

Coins in the Starkpool Campaign weight 1/20 of 1 pound, or 1/2 wt unit. 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 1/2 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:**

1 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 2-handed type C weapon can be carried at a time, and it must be in one's hands. Up to 2 1-handed type C weapon can be carried at a time, 1 in each hand.

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/Darts: 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 3". 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 allowed type C weapon or a strung bow and a C type weapon, you lose 3" of movement. For every 400 coins you carry (round down), you lose 3" of movement. If you are overloaded in general equipment, you drop by 3". If you are carrying a body or a person or a treasure chest or some other bulky object, you immediately drop to 3" 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,Dr	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	
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,Dr	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,Dr	Throw, set vs charge
Maul	7gp	150	C	2	8	1d8	F,CM	Space
Halberd or Pollax	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 Inch	Range e	Damag	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, Dr,B	15gp
Padded	7	12"/9"	250	F, CM, S, Dr,B	15gp
Chain Mail	5	9"/6"	500	F, CM	50gp
Plate Armor	3	6"/6"	750	F, CM	100gp
Shield	-1	--	150	F, CM,B	10gp
Wooden Shield	-1	—	100	F, CM, Dr,B	3gp
Pavis	special	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 or crossbow 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

It takes ½ of a character's move allowance during move phase (or reduces ROF from 2 to 1) to restring a bow but it takes a full 10-minute turn to re-string a crossbow.

## SPECIAL ARMS AND ARMOR

ITEM	PRICE	WT	AVAILABLE	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
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; only sword type usable by Druids
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. Druids are permitted to use silver swords in a sickle shape

**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 once 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 once 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/Delvers 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 or flee 2d6 rounds
Belladonna	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	May only be purchased 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

## 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	



## 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 ax	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

## 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.

A Paladin's horse rolls 1d6+2 per hit die instead of 1d8

**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

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.

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 Belladonna and Wolfsbane

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
Black Lotus	350gp	1	If taken before sleep, a caster must make a saving throw. If passed, the caster's dreams will answer one question and the caster can prepare one extra spell of his highest level the next day. If failed, caster sleeps for 1d4 days and can't be awoken.
Felwort	10gp	1	Allows 2 <sup>nd</sup> save vs. paralysis when applied
Panacea	100gp	1	Taking this gives an 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