

What can be Bought.



By Robin D. and Albert B.
For use with Dungeons & Dragons
And the World of Mystara

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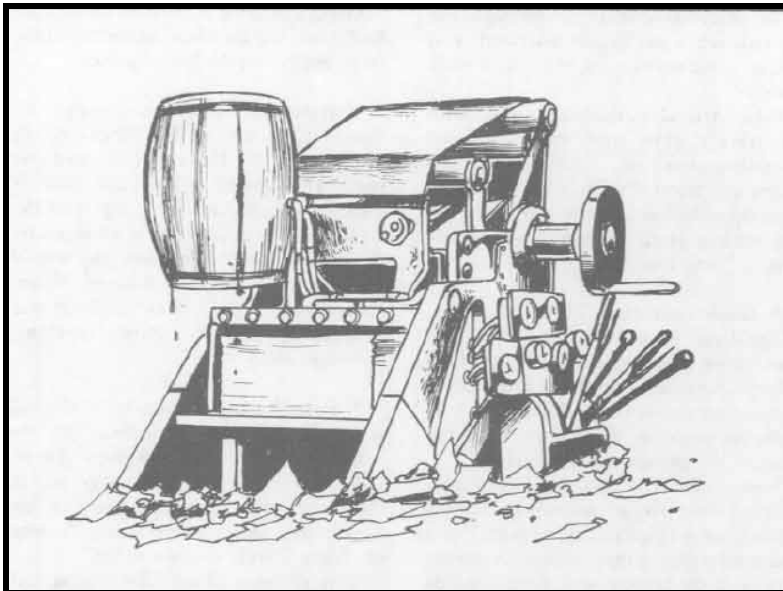
A Word from Charles Mauntea of the Darokin Diplomatic Corpse (DDC)

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We Thank all who worked together to help this work come to an end. (Pandius, and The Piazza)

This compilation document created 2005 was lastly handled and partially rewritten and layout improved by the writer and collector of this huge bulk of information on 26 – 08 – 2015.

Coinage and Currencies

Coinage	Platinum		Gold		Electrum		Silver		Copper		Other		Description
	PP	GP	GP	GP	EP	GP	SP	GP	CP	GP		GP	
Alphatia & Territories	Various	5	Crown	1	Various	0,5	Mirror	0,1	Judge	0,01	Gems		Used by many merchants
Alfheim													
Atruaghin							Cloud	0,5	Land	0,01	Barter		Minted in Darokin
Darokin			Daro/Piaster	1			Tendrid	0,1	Passim	0,01	Gems Cloc		
Ethengar	Tang 1 Tang 5 Tang 10	5 25 50	Tang 1 Tang 5 Tang 10	1 5 10	Tang 1 Tang 5 Tang 10	0,5 2,5 5	Tang 1 Tang 5 Tang 10	0,1 0,5 1	Tang 1 Tang 5 Tang 10	0,01 0,05 0,1	Barter		Foreign Currency Illegal
Five Shires			Yellow	1			Star	0,1	Sunset	0,01	Silver bars	50	
Hule													
Glantri	Crown		Ducat Crown	1 3-4			Sovereign	0,1	Penny	0,01			Crowns are Magical Foreign coins discouraged, illegal in Glantri City
Heldannic Territories	Groschen	5	Gelder	1	Erzer	0,5	Markschen	0,1	Fenneg	0,01			Foreign coins discouraged.
Pre-invasion Heldann Lands	Daalder	5	Gulden	1	Kwartje	0,25	Dubbelkje	0,1	Cent	0,01			Owning pre-invasion coins is 1 year Imprisonment
Ierendi	Pali	10	Geleva	1			Sana	0,1	Cokip	0,01			Prefers Foreign Coins
Karameikos	Thyatian Emperor	5	Royal	1			Crona	0,1	Kopec	0,01			
Minrothad			Crona	1	Byd	0,5	Quert	0,1	Plen	0,01			
Ostland			Krona	1			Eyrir	0,1	Oren	0,01			
Rockhome			Sun Trader	10 1			Moon Star	1 0,1	Stone	0,01	Gems		
Shadow Elf Territories			Bright				Shine		Glint		Khalafi (fungus bark)	10, 50, 100	
Sind	Guru (25)	25	Ruppee	5	Bhani	1	Khundar	0,1	Piaster	0,01	Gems		
Soderfjord			Markka	1	Penne	0,5	Gundar	0,1	Oren	0,01			
Thyatis	Emperor	5	Lucin	1			Asterius	0,1	Denarius	0,01	Gems		
Thyatian Colonies	Various	3-5	Various	1-1,5			Various	01-0,5	Various	0,01	Gems		Imperial Coins Legal Tender
Vestland	Schilder	5	Guldan	1	Hellar	0,5	Floren	0,1	Oren	0,01			
Ylaruam			Dinar	1			Dirham	0,1	Fal	0,01			
Wendar			Di	1			On	0,1	Teci	0,01			

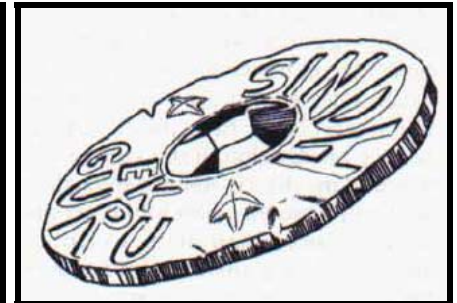


Old Karameikan Royal
Source: Gazetteer 1 Grand Duchy of Karameikos



New Karameikan Coins

Source: AD&D2 1013AC Joshua's Almanac



Complete Sindhi Guru
Source: Champions of Mystara

Coinage Facts

Alfheim

In Alfheim, elves barter, coins are superfluous. When dealing with outsiders, coins are a convenience and occasionally a necessity. The King and Council and some larger Clans used coins to pay debts with outside nations, Elven coins are relative rare, minted more as novelties or at objects than as money. They are non-standard and may vary in size and metal content as much as plus or minus 50% of the standard metal coin. Therefore, the official (i.e. most common) coin in Alfheim is the Darokin Piaster. Once, King Doriath contracted mints in Darokin to produce an Alfheim trade coin. The Leaf, as it was called, was so-admired by the elves that one trader acquired the entire run, sold it back to individual elves as novelties for an unprincipled profit, then retired comfortably to Ierendi.



Source: D&D Basic boxed set

Thyatian Emperor

Atruaghin

Most Atruaghin tribesmen have no need for money, trade being accomplished through barter. What few coins are used include the cloud (worth 5 sp) and the land (cp). The old ruins on the plateau and in the jungles at its southern foot do yield gold, but it is not valued beyond its decorative nature.

Broken Lands

Whatever they can steal; there is no native coinage of the Broken Lands, only the plunder from raids.

Darokin,

For large, amounts of money, a document called a "CLOC," or "certified letter of credit," is standard. Only institution authorized by the Darokin government may issue CLOC's and the government issues more of them than anyone else.

Source: AD&D2 1013AC Joshua's Almanac

The larger merchant houses, and quite a few of the guilds may also issue them. In addition new institutions have recently been formed in the capital whose sole purpose is to issue certified letters of credit. These institutions are called credit houses, and are still looked at suspiciously by some of the old-line merchant houses.

When a doc is issued, the issuer is promising to pay whatever holds the letter the amount specified. There are many ways to get a CLOC, including paying for one in cash (the price is usually the amount of the letter plus five percent). Merchant houses often issue CLOC's backed by their own assets, and many of Darokin's most prestigious merchants can get a CLOC in almost any amount based simply on their reputation. When using a CLOC to pay a debt, the letter is signed over to the Payee, and both parties must sign the letter and affix a personal seal as well. Forging a certified letter of credit, or the signatures required to transfer one, is considered "Theft by Deception and usually carries the highest penalty permissible by law.

Many CLOC's are transferred many times before they are ever presented for payment to the issuing party, so they become a sort of paper money—though the majority of Darokin citizens will never own one.

The certified letter of credit is the basis of all finance in Darokin. Gold Daros(aka piasters) can be stolen; many people turn their coins to a credit house in exchange for safe, theft-proof CLOC's of a slightly lesser value. Other people receive CLOC's from a credit house on a promise to deposit a much higher amount of money than the letter specifies by a certain date. In more familiar terms, they take out a loan. As creative financial minds of Darokin merchants, the sharpest in the Known World at such things, continue to mull over the possible uses a certified letter of credit can be put to, more interesting financial arrangements are sure to follow.



Minrothad Money Source: Gazetteer 9 Minrothad

MIRROS MONEYCHANGER

Wilhelm Gulden, Proprietor

Fully Licensed by the City of Mirros
(Tax Records Available to the Public—By Appointment Only)

**Native or Visitor:
— SAME LOW EXCHANGE RATE! —**

Specializing in unusual coinage from Ierendi
Take advantage of our reasonable lending rates
for property owners

We Speak Your Language, From Alphatian to Ylari



Karameikan GP, SP, CP and EP

Source: AD&D2 Karameikos Kingdom of Adventure Box

Glantri

The base currency from Glantri's mint is the golden Ducat, a coin about an inch and a half in diameter, depicting a (former) prince, as it remains in circulation after death. The silver sovereign a small coin, measures less than an inch across, equals 1 tenth of the value of a Ducat. The silver coin bears a stylized image of the Parliament building in Glantri City. The small copper penny, only an inch across, displays an image of Lard Alexander Glantri on each face. Although the coins equates in value to most coins from other land, using foreign currency is discouraged in Glantri and forbidden in the capital (or with Ethengar Tang Coins). Therefore, money changing proves a popular business in the city (or at the border towns); changers charge fees of 5% to 10%.



Source: AD&D2 Glantri Kingdom of Magic

Lastly, the Crown—a heavy platinum coin—measures almost 2 inches in diameter and mostly glows with a faint silvery light. This type of coin, unique in the Known World, holds an enchantment, making it valuable for magical as well as economic use. A secret process enables a crown to store magical power, which the wizard can tap to cast spells (similar to a Rod of Absorption). One hundred Crowns contain enough power for a 1st level spell. As only one such application exhausts a coin's strength, magical use of Crowns is rare; most people use them simply as currency, though an enchanted Crown brings 50 Ducats. Should a Crown ever lose its power (such as through a dispel Magic, Day of Dread or similar), its glow fades, and it drops in value to a mere 3 to 4 ducats. Each side of a Crown bears a symbol that represents a particular spell. Collectors like to gather as many coins with different spells as they can.

Some Glantrians play a game with the currency, matching the princes on Ducats and the spells on Crowns in a one-on-one competition, with each image possessing a different value. This is definitely a game for the rich.

Heldannic Territories

The pre-invasion coins of the Heldannic people have been confiscated, and their ownership is grounds for imprisonment. The official coins are the groshen (a 5-gp coin), the gleder (gp), the erzer (ep), the markshen (sp), and the fenneg (cp). All carry the face of Vanya on one side and the knights' black lion rampant on the other.

Rockhome

The Rockhome gold piece is called a trader, its silver piece a moon, which is disc-shaped, and its copper piece a stone, which is more a pebble shape. The dwarves also use a heavy, 10-gp gold 8-sided coin called a sun, but this is not used with foreigners.

Sind

The King of Sind's mints produce only two official coins. The largest denomination is the guru a 1" diameter platinum piece with a small semi-precious rose quartz set in its center. A Guru is worth 25 gp. If the platinum and the crystal are separated, each is worth only 5 gp. The Rupee is the other standard coin minted. It's also made of platinum and is also an inch in diameter, but doesn't have a crystal. The Rupee is worth 5 gp.

Individual maharajahs and certain Rishiya orders exercise the right to mint their own coins as well. The most common coins are the Bhani (a gold coin worth 1 gp); the Khundar (a silver coin worth 1 ep and the copper piaster (1 cp). Many of these coins are traded freely throughout Sind, and are often accepted at face value in foreign trade. Literally dozens of other types of legal tender may be found in Sind as well, including glazed ceramic beads called Aydhas (two equal 1 cp) and large silver wins called Annas (5 sp apiece).

Graakhalia

Graakhalian rely on barter to trade with one another. They use coins as well, though not in quite the same manner most cultures do. To a Graakhalian, a coin is a convenient item of trade—easy to carry, durable, and recognized by other Graakhalian as being valuable. But Graakhalian don't assess specific values to their coins. Instead, coins are bartered for goods or services just as though they were goods themselves. A coin is worth more if it is pleasing to the eye and to the fingers. Shiny new coins are worth more than pitted or worn ones; smooth coins are worth more than rough ones; and decorated coins are worth more than plain ones. To most Graakhalian, gold coins are worth more than platinum coins—gold is considered more beautiful than platinum, and can more easily be transformed into jewellery.

Graakhalian coins tend to be a mishmash of foreign coins found amid the remains of caravans that never made it across the desert for one reason or another. But Graakhalian make some of their own coins as well. Some are simply metal nuggets or raw gemstones found in Graakhalia's depths. Others are smoothly polished, intricately decorated wooden coins crafted by students practicing high Elven magic (the wood form spell). A few Graakhalian regularly trade with outsiders. They understand the concept of assigning specific values to different coins and usually keep two sets of coins. They trade one set with other Graakhalian; the second set includes coins considered valuable by foreigners.

Yavdlom

Until two centuries ago, the People of Yav had lost the skills to mint coins. Since its rise to power as a civilized nation, Yavdlom has adopted the use foreign coins in lieu of any national currency. All common coins are accepted at face value—including coins from Damn&, Sind, and the islands. Many Yavdlom merchants prefer to accept silver from Slagovich traders, as their cinnabryl coins (the usual currency of Slagovich and the Savage Coast) are poisonous to non-natives.

Savage Coast and Savage Baronies

Based on the OD&D articles to the Savage Coast, with Dragon 171's by Bruce Heard,

These lands bear a poisoned soil. It affects everything and everybody, from the color of the people's skin to their society, right down to their money. It is the source of wealth and power, but also of rivalry and, ultimately, grief and destruction. This poison is called; Seed of Cinnabar.

Seed of Cinnabar:

This poisonous mineral compound exists in everything at varying concentrations, including in food and water. It impairs the mental performances of contaminated people, limiting them to Intelligence and Wisdom scores of 3d4. A spell-caster is limited to spell levels equal to his appropriate ability score (Intelligence for wizards, Wisdom for clerics) minus 9. The poison also reduces the life expectancy of all life forms by 20%.

Seed of cinnabar is a very slow poison, needing a week of cumulative exposure per point of Constitution to affect game attributes, and a month of exposure per point of Constitution to affect longevity. Native life is automatically affected at birth. Animal and vegetable ecology maintained its balance with quicker proliferation. Effects on mental performance subside within 20 weeks (minus one week per point of the character's Constitution score) of avoidance of contact with the poison, but the shortened life expectancy is permanent. Seed of cinnabar can be made into a powder and stored in a pouch.

Cinnabryl:

The Savage Coast harbours a rare fossil ore deriving from millions of years of awesome telluric pressures and volcanic temperatures applied to seed of cinnabar beds, deep underground. When properly extracted, the ore produces a shiny, red metal, called cinnabryl. Pure cinnabryl has the consistency and weight of lead. When touched to fully contaminated people, cinnabryl negates the harmful effects of seed of cinnabar. Cinnabryl must be worn directly against the skin, as a bracelet or medal, for example. When wearing cinnabryl, the mind-altering effects of seed of cinnabar recede in 20 weeks, minus one week per point of Constitution. Full life expectancy is restored as long as the metal is worn at least 20 months, minus one week per point of the character's Constitution score. Going more than one week without contact with cinnabryl cancels all accumulated gains and benefits against the poison. Contact with the skin, however, causes cinnabryl to slowly lose its properties. Depleted cinnabryl appears as a dull red metal. Some sages say that contact with life energy provokes the oxidation of cinnabryl. Depleted cinnabryl can be forged into steel with half the weight and three times the value of normal steel. This red steel makes fine weapons permitted only to the local royalty, nobility, heroes, and (sometimes) elite troops. Undepleted cinnabryl cannot be forged into steel without a clerical or wizard wish. It also is poisonous to people uncontaminated by seed of cinnabar, causing them to lose one point of Constitution per week of exposure. Death occurs when Constitution reaches zero. Constitution is otherwise recovered at the same rate if the metal is discarded or depleted. Its depleted form is harmless.

Currency & depletion rate:

In the past centuries, people have recognized the value of cinnabryl. It became a coveted possession, a source of desire and bitter rivalry, as well as the standard currency on the Savage Coast. Oxidation in the hands of its owners tends to cause it to devalue regularly. This causes chronic economic downturns in the region and a quasi-permanent poverty among the common people.

Cinnabryl Coinage	Cinnabryl	Bright	Fair	Dim	Dark
	forbidden to commoners and foreigners				
	100%Ci Very Rare	90%SP+10%Ci	98%CP+2%Ci	90%SP+10%DP	98%CP+2%DP
Savage Baronies	Real	Oro	Medio	Dies	Centa
Slagovich	Halav	Korun	Levu	Viller	Stonik
Eudria		Geld	Taler	Euker	Graschen
Robrenn		Myst	Fog	Groat	Grit
Renardy	Roi/Pure	Renar/Claire	Juste	Fcu. Sombre	Sou/Nuit
Bellayne	Crown	Pound	Quid	Shilling	Penny
Herath	Rach	Vaim	Suk	Rezhna	Zet
Nimmur		Ver	Set	Eshuk	Unu
Known World Value	50 GP	2,5 GP	0,5 GP	1 SP	1 CP
100% UP becomes Red Steel if depleted		Ci= Pure Undepleted Cinnabryl		DP=Depleted Cinnabryl	

Currency values are as follows:

1 Bright: This coin is a mixture of 90% silver and 10% undepleted cinnabryl. It takes five weeks of continuous contact with skin to deplete 1 Bright into 1 Dim. This glowing, pink coin is reserved for royalty or nobility, and is forbidden to commoners and foreigners. 1 Bright = 2½ gold pieces in the Known World (see .Exchange rates.).

1 Fair: This coin is a mixture of 98% copper and 2% undepleted cinnabryl. It takes a week of continuous contact with skin to deplete 1 Fair into 1 Dark; 1 Fair = ½ gold pieces in the Known World (see .Exchange rates.). This slightly glowing, reddish-gold coin is the standard currency of the rich.

1 Dim: This is a depleted Bright; 10 Dim = 1 Fair = 10 silver pieces in the Known World (see .Exchange rates.). This is the coin people use most on the Savage Coast. It is light gray with a reddish tone.

1 Dark: This is a depleted Fair; 10 Dark equal 1 Dim = 10 copper pieces in the Known World (see .Exchange rates.). This brown coin is the smallest currency denomination.

Pure cinnabryl is not often minted. Were it does, a coin-sized quantity of this metal would take over a Known World year (50 weeks) to deplete. In equal quantities, pure and undepleted cinnabryl costs 10 times the value of a Bright coin. Pure cinnabryl metal is abbreviated as Ci, and numerical values of Ci refer to coin-sized amounts.

Exchange rates:

Precious metals other than silver and copper (e.g., gold and platinum) and precious stones are useless as currencies on the Savage Coast. Merchants will trade them for their ornamental values or to conduct business with foreign powers, but at half the Known World's prices. Conversely, Savage Coast Fair and Bright coins or objects made of pure cinnabryl are traded at half their values in the Known World. Depleted cinnabryl trades at the value of pure silver in the Known World. Silver ingots are used in most merchant trade. Note that the true value of a Dark coin really is 1.18 cp, but this difference is widely ignored in trade since that coin is used as petty street cash.

In the Savage Coast setting, note that jewellery is always listed with its cinnabryl alloy type and value first, followed by other ornamental elements lacking cinnabryl. For example: A crown listed as 10 Ci/500 gp means that it contains 10 Ci of pure and undepleted cinnabryl, and 500 gp worth of normal metals and ornamental gems.

There is no way to tell how long undepleted currency has been used before it turns dim. For that reason, powerful people use personal talismans or bracelets of cinnabryl. It is customary to handle undepleted coins with a cloth or glove for fear of seeing them turn dim in your very hands! To keep things simple in a game setting, ignore the depletion factor of money unless characters actually use the money to counteract the poison.

In the OD&D version, there is no widespread curse, and so Cinnabryl can be used for coins. Moreover, since Cinnabryl is worth much more than silver or copper, a Bright is composed of circa 10% Cinnabryl and 90% Silver, while a Fair is 2% Cinnabryl and 98% Copper – the real difference is in Cinnabryl ratio rather than in the other material. Thus, the Dark and the Dim are to all effects Silver and Copper coins, with small quantities of Red Steel.

Supply and Demand table

See the Table listed separately (at the End).

Products listed with a +1 or more are produced or readily available in the region, therefore non or lower demand, it could even be that the product is illegal in the region.

Products listed with a -1 or more aren't (enough) produced or available in the region, therefore a higher demand.

Products listed without a number have a basic production and therefore handle a basic price, or the product is unknown in the region or even illegal.

BE WARNED THE NUMBERS OR GOODS CAN CHANGE TO CIRCUMSTANCES LIKE WAR, FAMINE, DISASTERS, MONSTERS, RELIGION, RULERS, POLITICS, SEASON AND WEATHER, IN A SHORT PERIOD.

Base price adjustment table

First look in the Supply and Demand Table at a region and a specific basic article and see what is given for adjustment, then roll 3d6 and add both together, add the local adjustment given by the DM (this last adjustment specifies changes due to local disasters, War, Famine, but also new wealth, market flooding, monetary devaluation etc.), and look in the next table what the total adjustment of the price will become. The quality adjustment used thereafter will be the factor to calculate the correct price with (mostly Normal for game simplicity, but a good DM may increase / decrease prices of specific articles to special articles found by its quality).

2 or lower	25%	DM Adjustments	
3	30%	War	All +1 / 2 months, services +1 / month
4	40%	Market Flow	-1 / 3 month
5	50%	Market Scarce	+1 / 3 months
6	60%	Merchant War	+1 / Week / Article group (ie. Foods, Drinks, etc.)
7	70%	Disaster, Plague	-6, but necessities +2
8	80%	Government Pressure	-1 or +1 / month
9	90%	Thief / Robbers	+1 / month and -1 merchant / month and -2 loads / month
10	100%	Devaluation	+1 / 100.000 gp adventurer treasure found (for 1 year /100.000gp)
11	110%	Famine, Drought, Food Shortage	Food +1 / 2 months else -1 / 4 months
12	120%	New Region	-10 and +1 / month until balanced (use supply / demand table)
13	130%		
14	140%		
		Quality Adjustment	Made by:
15	150%	Junk	x 10% (aged by damage and / or time)
16	160%	Bad Quality	x 25% (example; any unskilled Craftsman)
17	180%	Normal Quality	x 100% (example; any Craftsman)
18	200%	Good Quality	x 100 + (1d10 x 10%) (example; a local known Expert)
19	300%	Supreme Quality	x (10d10 x 10%) (example; a local Well known Master)
20 or more	400%	Master Piece	x (20d20 x 10%) (example; Eleesa the Dweller Swords)

example; a character wants to buy a jar of Glue in Specularum, while a war is going on already for 4 months.

The Base Price (Found in the many tables of this booklet) is 11 sp.

A 7 is rolled on 3d6, the local price adjustment for that product is +1, and the DM adjustment becomes 2, to a total of 10=100%.

This means the local base price by that merchant for glue becomes 100% of the original price (11 sp).

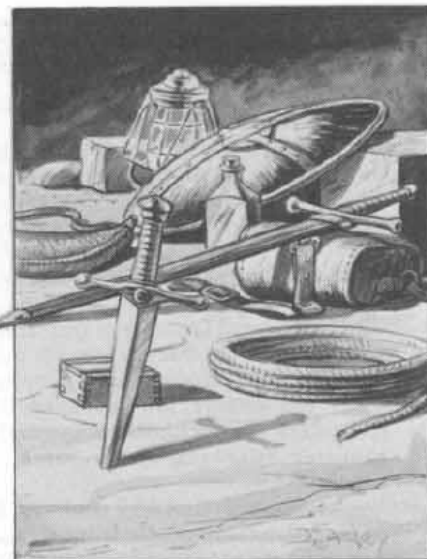
The glue is of inferior quality (opened and partially hardened) so the price drops to 25%, round up to silver pieces or to copper pieces (3 sp or 28 cp).

Another jar is of supreme quality, and would sell at (10d10=35=> x 10%=350%), round up again to silver or copper pieces, 39 sp or 385 cp.

Or a Supreme Quality Normal Sword is **magical**, normal circumstances and no Local price adjustment and a 10 was rolled on the 3d6. The buyer does not know what magic it holds, then the sword will be 10gp (standard price) x (100 +(2d6 =8=> x 10% = 180%)), round up to 18 gp.

If he knew it was **cursed** it would be no more than 5 sp.

If he knew it was a **+2 sword with Clairaudience 3 times a day**, it would have the value ((non-magical base price x nonmagical encumbrance = 10 x 60) x 5 = 3000 x adjustment +2 = 6000 +(Clairaudience level = 3 x 1000) = 9000 - restriction (3 x day = -10%) = 8100 gp creation cost x 140% = 11340 gp. (No matter how often the mage who created it failed and had to pour extra money in the project of creating it). This reveals why it saves money to know what magic is inside it, before selling or buying a magical item. To know more about costs of creating magical item read the chapter in the Rules Cyclopedia. The simplified formulae are listed here.



Source: D&D Basic boxed set

Magical Armor and Weapon costs

Armor **Initial Enchantment Cost** = (nonmagical price (gp) x encumbrance (cn)) / 3 (3000gp minimum)

Weapon **Initial Enchantment Cost** = (nonmagical price (gp) x encumbrance (cn)) x 5 (1000gp minimum)

Number of Bonuses Cost: = **Initial Enchantment Cost** (either Armor or weapons) x # adjustments (plusses or minuses)

Bonuses against Opponents Cost = ½ the **Initial Enchantment Cost** x # of bonuses against opponent.

Restriction Cost = -10% per bonus against opponent per restriction (if used).

Total Initial Enchantment Cost = **Initial Enchantment Cost** + # Bonuses Cost + # adjustments vs. Opponents Cost-

Restriction Cost

Spell Effect Cost = 1000gp x number of spell levels per spell effect.

Permanency costs = 50 x Spell Effect Cost

Restriction cost = -10% per spell effect against opponent per restriction (if used).

Total spell effect cost = Spell Effect Cost + **Permanency cost** + **Restriction cost**

Total Weapon or Armor Cost = **Total Initial Enchantment Cost** + Total Spell Effect Cost

Haggling or Bargaining;

Bargaining is the most common form of trading in most countries. Usually the buyer and seller start by stating outrageous prices and then try to meet each other somewhere in between.

The DM rolls 2d6 to know the limits of these for the NPC's. When the player character is alignment opposed to the character or they are afraid, the DM may adjust the roll by +2 to -2. The offer is of course based on that characters appraised value (be it right or wrong).

2d6	Max.Offer if Buying	Min. Price if Selling
2	40%	160%
3 to 5	60%	140%
6 to 7	80%	120%
8 to 10	100%	100%
11 to 12	120%	80%
13+	140%	60%

The Bargaining skill (see further based on Intelligence) is designed for quick encounters with other characters, and is used in simple haggling over prices in a market, or wages for a simple job. More important negotiations, like setting the final price of an entire cargo, should be role-played. However, the DM can use a character's bargaining skill to modify price negotiations at any time—this method is especially useful for summing up the bargaining effect when many loads are haggled over.



Source: D&D Basic boxed set

A **seller** never wants to go lower than 60% of its appraised base price, which is his own merchant buying / creation price (including taxes). Higher is preferred, for the character must live of this profit. If he does go lower, the buyer and seller must be true friends—not even a Charm could create this effect, only a long-term friendship, or the seller is in need of help from the buyer who needs the equipment to fulfil this task.

A **buyer** often doesn't want to go higher than 200% of the appraised base price. Those without an appraised local value of an item often do go higher.

A Correctly appraised item is appraised according that character's knowledge of the item or material made of, and thus the price can still differ greatly. (This is reflected in the 3d6 roll which has to be made with each new NPC merchant). Incorrect appraised items or materials are either appraised to high or too low (even or odd on the check failure, by 10 % per Failure point).

Common items may be appraised by anybody as if having the skill Appraisal.

Illegal items can, if available, only be obtained from Thief guild houses, or rarely passing trough Merchants. The prices will then be as if the article is of 1 to 2 quality steps higher than it actually is.

Important

A crafter, builder or wholesaler will always be able to appraise the product, tools and workplace he handles with. Thus a jeweller will be able to appraise all base goods and end product he works with, and the value of the tools of the craft. A set of small thongs will be know to both a blacksmith and a jeweller, but only the blacksmith will know its value as base goods, and only the jeweller will know the value to him.

The Rules to Bargaining, without role-playing.

Step 1; Determine the difference in Bargaining skill between the two characters. If one has no Bargaining skill, treat its score as a 0.

Step 2; Multiply that result by 5%. The result is the Price adjustment.

Step 3; if both characters have the Appraisal skill (or a similar merchant ability), use the evaluation of the superior bargainer to determine which price is adjusted. If only one character has the Appraisal skill, use that price. If neither has the skill the DM should set a fair market value and use that as the base price to be adjusted.

Step 4; the superior bargainer improves the price or decreases the cost over a cargo's perceived value by the indicated Price adjustment. That is, if the winner ids buying goods, the price is lowered by the amount of Price adjustment, if he is selling goods his agreed on selling price is increased by that amount.

Step 5; When used for the price of many different wares, total the value of the goods as perceived by the superior bargainer, and add or subtract the percentage as a determined above.

As a rule, successful use of the Bargaining skill will result in a shift in the price of an object. For every point by which the character makes his or her roll, alter the selling price of an object by 2%. Thus, if a character is buying a longbow, which is normally, priced 40 gp makes his bargaining roll by 5 points; they receive a 10% break (making the sale price 36 gp. If the character had been selling the bow, he would have gotten 44 gp for it. This skill is not appropriate for the complex intricacies of major business transactions, however, as that requires the negotiations skill.

For certain transactions, a base offer or price is given for the character concerned. You should use the prices given in "What can be Bought" or else invent your—realistic—own. When selling, the initial offer is double the appraised base value. Once negotiations are underway, the DM roll secretly 2d6, adds the character's charisma modifier and consult the bargaining table to determine what percentage of the base appraised offer or price the NPC will eventually offer or accept.

The bargaining should-at best—be role-played between the DM and the players. The table indicates only how far the NPC is; prepared to go, if the P C's offer a better deal it will of coarse be accepted by the NPC.

Skills in use for Handling

Bargaining

A Successful skill roll allows the character to get the best deal available for goods, services, or information. It's not usually possible to bargain someone into giving you a great deal for nothing. **This skill takes about a full turn, less or more will work with less effect.**

Appraisal

This is the skill to figure out what a specific item (antique, art object, piece of jewelry, cut gemstone (uncut can't be appraised), or other crafted item) is worth to, according known rates. If the Character is a member of the Darokin Merchant's Guild, then he or she may possibly have the merchant Special Abilities of Evaluate, Appraise, or even Inventory, depending on his or her merchant's level. Of course, there is always a chance that one practices the spell Embezzling as well. An extra check has to be made to know the value in foreign regions, penalized by 1 per border crossed or 50 miles \square travelled to reach the region from the normal are. A character must have the item in hand to examine. The DM must make the rolls!! A successful Skill check enables the character to estimate the value of the item to the nearest single, decade, hundred or thousand according his latest local value of the item and to identify fakes. A failed check with an even difference will seem to make the item more valuable, odd differences will make the item less valuable, if the roll is failed, refer to the table to determine the character's wrongly appraised value. Those failed can't determine the authenticity of the item. Any who wants to buy an object will always tries to appraise the item, and make his own buying and selling price. Any differences between the seller and buyer price are treated as any normal person would. An item clearly valuable offered cheap must have something wrong (maybe a Curse, damages, or it is illegal, stolen etc.), while an expensive object of low real value will have no interest it is often more a way how the buyer/seller react towards each other. A merchant who sells goods usually sets his price 1d4x10% above the appraised value of merchandise. A buyer makes an offer 1d4x10% below the appraised value of merchandise. A character rarely sells for half his perceived profit margin, nor pays more than his estimate of an item's worth. **This skill takes about 1 round for small items (1" or less), 2 rounds for normal sized items (several inches to 1'), large items 4 rounds (1' to 6'), Giant items of 6' or larger will take 1 turn.**

Failed by	Off by
1	-10%
2	+10%
3,5	-50%
4	+50%
6,8	+100%
7,9	-100%
10+ Odd	-1d100x10%
10+ Even	+1d100x10%

Know Market Value

A Character with this skill automatically knows the market value of goods, including weapons, local animals, foods, etc. A successful check allows the approximate value of goods like gems, jewelry and magical items to be evaluated. But these prices are just approximately. **The use of this skill takes one round per item.**

City class vs. merchants

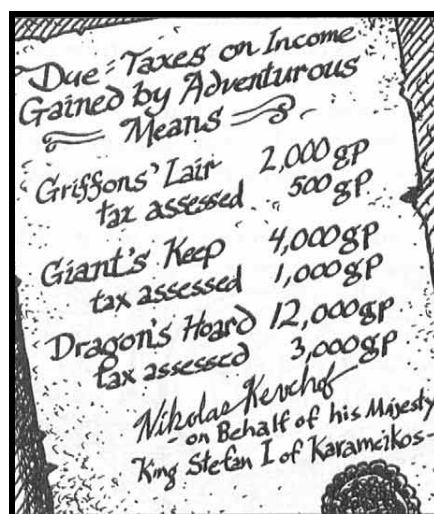
This table is mainly used for merchants to find out how many merchants can be found each week with how many loads, from which they can trade with. 50% of these merchants are local suppliers and often belong to the local craft guild with more or less fixed prices. This table also reveals the average size of the total amount of market points. These are equal to the total hit points a ship or caravan has. Population figures are also given to reveal how many local customers could be found, this will be between 5 and 25% of the total population. These are the customers one single merchant can contact with and try to sell its goods directly (instead to local merchants) in a single week.

City class	Merchants	Transaction size	Population	Portsize	Market / Docksize*
A-Trade power	1d6+2	3d8 loads	300.000+	10.000 hp+	180 hp+
B-Major port / city	1d6+2	3d8 loads	100.000 / 300.000	5000 / 9999 hp	180 hp
C-Large port / city	1d6+1	2d8 loads	50.000 / 100.000	2000 / 4999 hp	160 hp
D-Port / city	1d6+1	2d8 loads	10.000 / 50.000	1000 / 1999 hp	140 hp
E-Minor port / city	1d6	2d6 loads	2000 / 10.000	500 / 999 hp	120 hp
F-Anchorage / village	1d6-1	2d4 loads	-2000	-499 hp	80 hp

*unless market / port description states otherwise. Market sizes aren't hp but the same number of Square yards.

Used abbreviations;

HD=Hit Dice, Hp=Hit Points, AV=Armor Value, AC=Armor Class
 PP=Platinum Piece, GP=Gold Piece, EP=Electrum Piece,
 SP=Silver Piece, CP=Copper Piece.
 Enc. = Encumbrance (weight + volume + awkwardness)
 PP=Pick Pocket, OL =Open Locks, FT=Find Traps, RT=Remove Traps, MS=Move Silent, HiS=Hide in Shadows, CW=Climb Walls
 MV= Movement, dm=damage
 ST=Strength, IN=Intelligence, WI=Wisdom, DX=Dexterity,
 CO=Constitution, CH=Charisma, Com=Comliance
 Temperatures are Fahrenheit
 T=Turn=10minutes, M=Minutes=6 rounds, r=rounds=10 seconds,
 Wk=Week, Dy=Day, Mn=Month, Yr=Year
 *= no encumbrance if worn
 DM=Dungeon Master sets value.
 Lbs=Pound weight, Oz= Volume measure



Don't Forget to pay your taxes.
 You can't escape from Death or Taxes

Clothing

Basic Clothing		Description / Notes (* = only when carried, 0 if worn)	Temp. if Worn	Cost		Enc.	
Item							
Apron	Common	To protect clothing from dirt at work	+0	1	cp	5*	
Breeches,	Linen	riding pants	+0	10	sp	10*	
	Sack Cloth	riding pants	+0	5	sp	10*	
	Woolen	riding pants	+0	20	sp	10*	
	Velvet	riding pants	+0	40	sp	20*	
	Silk	riding pants	+0	80	sp	5*	
Clothes set	Cheap	tunic / pants ; blouse / skirt ; robe / dress (rags)	+5	1	sp	20*	
	Plain	tunic / pants ; blouse / skirt ; robe / dress	+5	5	sp	20*	
	Middle Class	tunic / pants ; blouse / skirt ; robe / dress (incl. Vestments)	+5	50	sp	20*	
	Fine	tunic / pants ; blouse / skirt ; robe / dress	+5	200	sp	20*	
	Extravagant	tunic / pants ; blouse / skirt ; robe / dress	+5	500+	sp	30*	
	Cold	tunic / pants ; blouse / skirt ; robe / dress (Wool/Fur)	+20	+70	sp	+200	
	Very Cold	tunic / pants ; blouse / skirt ; robe / dress (Heavy Wool/Fur)	+30	+150	sp	+400	
Dress	Linen	Mostly female clothing	+0	7	cp	20*	
	Elf	Mostly female clothing	+5	1	sp	20*	
	Halfling	Mostly female clothing	+5	8	cp	15*	
Gown,	Common	Mostly female clothing	+5	12	sp	10*	
	Silk	Mostly female clothing	+0	50	sp	10*	
	Elf,	Mostly female clothing	+0	70	sp	10*	
Hose / pants,	Human	Leg Cover	+0	20	sp	10*	
	Gnome	Leg Cover	+0	2	sp	10*	
	Halfling	Leg Cover	+0	4	sp	10*	
	Elf	Leg Cover	+0	50	sp	10*	
Jacket,	Silk	Cover over clothing	+5	800	sp	5*	
Jerkins,	Linen	Leg Cover	+0	8	sp	4*	
	Wool	Leg Cover	+5	10	sp	6*	
	Leather	Leg Cover	+0	100	sp	15*	
	Cotton	Leg Cover	+5	30	sp	15*	
Jester,	Hat with bells	Profession Clothing	+0	30	sp	5*	
	Collar	Profession Clothing	+0	10	sp	1*	
	Shirt, Satin	Profession Clothing	+0	100	sp	2*	
	Gloves, White	Profession Clothing	+0	7	sp	1*	
	Pantalon, Bunchy	Profession Clothing	+0	80	sp	15*	
	Stockings, Bright	Profession Clothing	+0	8	sp	1*	
Kilt	Common	Tribal color coding	+0	20	sp	10*	
Robe,	Aba, Desert robe	Whole body, Heatstroke -3 if still drinking water, mostly brown, gold, black, white (embroidered with cloth / gold)	+0	9	sp	30*	
	Aba Embroidered	embroidered, official clothing	+0	200	sp	30*	
	Cloth	embroidered, official clothing	+5	9	sp	15*	
	Cloth	Fur trimmed, official clothing	+5	200	sp	15*	
	Cloth	common, official clothing	+5	30	sp	20*	
	Silk	embroidered, official clothing	+0	95	sp	15*	
	Silk	official clothing	+0	300	sp	15*	
Shirt / Blouse	Common	body cover	+0	4	sp	3*	
Tabi,	Wool	body cover	+5	450	sp	20*	
	Silk	body cover	+0	1000	sp	10*	
Toga	Common	Thin Linen Sheet wrapped around body and over shoulders	+0	8	cp	15*	
	Embroidered	Thin Linen Sheet wrapped around body and over shoulders	+0	60	sp	16*	
Trousers /	Skirt, Wool	Leg Cover	+0	10	sp	8*	
	Cotton	Leg Cover	+0	3	sp	6*	
Tunic	uniform coat	With 5cn pockets	+5	8	sp	15*	
	Vest /	Sweater, Cloth	body cover	+15	6 + 1 / pocket	sp	12*
		Fur	body cover	+20	10	sp	20*
		Leather	body cover	+0	7	sp	20*
		Silk	body cover	+0	10	sp	5*
Foot Ware		AV only for soles					
Boots,	Riding	(also swash topped) , AV2	0	50	sp	15*	
	High soft leather	AV 2 (may be fur covered= protects toes from cold)	0 or +5	10	sp	10*	
	High hard leather	AV 2 (may be fur covered= protects toes from cold)	0 or +5	20	sp	15*	
	Low soft leather	AV 2 (may be fur covered= protects toes from cold)	0 or +5	10	sp	10*	
	Low hard leather	AV 2 (may be fur covered= protects toes from cold)	0 or +5	8	sp	7*	
	Waterproof	AV1, Oiled Leather, closed by string, dry even if wading	-0	40	sp	20*	
	High heeled	AV3, (Mv -50 % if not used to), 20-DX Mn to learn female cha +1 / 3", 1d4 dm when kicking	-5	50 + 1 / inch	sp	15*	
	Shoes	Basic	AV1	-0	5 (+1 / size 41+)	sp	10*
Dancing		AV1	-0	15	sp	10*	
Elven		AV1	-0	450	sp	10*	
Moccasins		AV0, fancy foot cover	-0	20	sp	10*	
High heeled		AV1, (Mv -50 % if not used to), 20-DX Mn to learn female cha +1 / 3", 1d4 dm when kicking	-0	10 (+1 / size 41+)	sp	10*	
Jester, Buffoon	clumsy bright shoes,	AV1, (Mv -50 % if not used to), 20-DX Mn to learn	-0	120	sp	20*	
Sandals	Common	AV0, fancy foot cover	-0	2	sp	2*	
	High heeled	AV1, (Mv -50 % if not used to), 20-DX Mn to learn female cha +1 / 3", 1d4 dm when kicking	-0	5 (+1 / inch)	sp	3*	
Slipper,	Linen	AV0, fancy foot cover	-0	15	sp	2*	
	Quilted Silk	AV0, fancy foot cover	-0	350	sp	5*	
	Wool	AV0, fancy foot cover	-0	10	sp	5*	
Socks wool	Common	to Keep feet Warm and for comfortable wearing footwear	+5	1	sp	1*	
Stockings	Common	as socks but covers leg up to knee	+5	2	sp	2*	
Panties	Common, Silk	Fancy leg cover, protects from wind 4, needs holders	-0				
	Embroided	Easily damaged made from silk with lace top and sole	-0	50 + (design)	sp	1*	
Snow shoes	Common	MV only -25% over soft snow	-0	20	sp	10	

Clothing

Under Clothing		Description / Notes (* = only when carried, 0 if worn)	Body Temp.	Cost		Enc.
Item		Abilities never beyond natural limits				
Brazier	Common	to hold breasts	-0	6-25	sp	5*
	Push-up	to hold breasts, improve figure, female characters Ch+1	-0	26 - 55	sp	6*
Bustle,	Side	to shape artificial hips	-0	50	sp	20*
	Rear	to shape artificial rear end	-0	90	sp	20*
Corset, x for females v mostly for men	Cheap (X - shape)	shapes figure, cloth + leather only, Dx - 1, Ch + 1	-0	15	sp	25*
	Cheap (V - shape)	shapes figure, cloth + leather only, Dx - 1, Ch + 1	-0	12	sp	20*
	Normal (X - shape)	as Cheap + Wood boning, Dx -1, Ch +2	-0	125	sp	25 + 10*
	Normal (V - shape)	as Cheap + Wood boning, Dx -1, Ch +1	-0	150	sp	25 + 10*
	Expensive (X - shape)	as Cheap + Whale Boning, Dx-1, Ch +3	-0	1200	sp	50 + 15*
	Expensive (V - shape)	as Cheap + Whale Boning, Dx-1, Ch +2	-0	600	sp	35 + 15*
Jarretels	Common	to hold up panties, lace with bone clasps	-0	12	sp	21*
Suspenders	Canvas	to Keep up hose	-0	3	sp	5*
	Leather	to Keep up hose	-0	5	sp	5*
Nightshirt	Common	thin shirt (often of silk / flannel)	-0	60	sp	5/10*
Waistcincer	Common	shapes figure, cloth + leather only, Dx - 1, Ch + 1	-0	12	sp	18*
Outer clothing						
Arctic Coat	Common	Wool or Fur padding inside, completely sealable	+30	100	sp	50*
Cape	Straw	Partially protects against rain	+0	2	sp	2*
	Half	Partially protects against rain	+0	4	sp	4*
	Full	Partially protects against rain	+0	7	sp	8*
Cloak,	Short	Partially protects against rain	+0	50	sp	10*
	Long	Partially protects against rain	+0	10	sp	15*
Camouflage	Night	25% Bonus HiS. in night or darkness , else 5%	+0	500	sp	12*
	Desert	20% Bonus HiS. in desert or sand, else -5%	+0	500	sp	12*
	Snow	20% Bonus HiS. in snow or ice, else -20%	+0	500	sp	12*
	Open fields	5% Bonus HiS. in open fields	+0	500	sp	12*
	Growth	10% Bonus HiS. in plant growth	+0	500	sp	12*
	Aquatic	10% Bonus HiS. in water	+0	500	sp	12*
	Rocky	10% Bonus HiS. in equal rocky / Stone surroundings	+0	500	sp	12*
	Fancy	Com +1	+0	250	sp	10*
	With Fur rims	Com +1	+0	350	sp	12*
	Fur	raises body temperature by 10 °	+10	500	sp	25*
Oil cloak,	long	protects against water, strong smell (stronger if wet)	+0	50	sp	50
Parka	Common	raises body temperature by 15 °	+15	50	sp	40*
Poncho,	Rain	one piece (oiled) canvas against heavy moisture	+5	60	sp	20
Silk jacket	Common	gives ample Warmth	-0	800	sp	20*
Surcoat,	Linen	to dress over armor	-0	6	sp	25*
	Quilted	to dress over armor	-0	20	sp	30*
Tabard	Heraldic	cloak, with heraldry symbols worn over armor	-0	6	sp	25*
	Clerical	cloak, with holy symbols	-0	60	sp	15*
	Embroided	cloak, with holy symbols	-0	600	sp	20*
	Velvet	cloak, with holy symbols	+5	200	sp	50*
	Velvet, Embroided	cloak, with holy symbols	+5	2000	sp	50 + 50*
Hand Ware						
Gauntlet,	Swordsman's	Prevents losing/disarming in combat (if sword entangled 1d4r to free)	-0	100	sp	25*
	Falconer (Perch Glove)	1 arm length glove, thick leather, with strings	-0	5	sp	10*
Gloves,	Thieves	finger tip free gloves, Small pockets, protect vs. scraping, splinters, rope burns, and cuts	-0	50	sp	5*
	Spiked	punch + 1d4 dm as Cestus (10 % damaged / strike)	-0	50	sp	5*
	Heavy, leather	prevents rope burns, better grip on slippery items, protects vs. contactpoisons and what harms exposed skin (e.g., needle traps) ; PP-75%, FT/RT/OL-50%, CW+5%	-0	5	sp	10*
	Soft, linen	protects exposed skin vs. contactpoisons(not vs. needletraps)	-0	10	sp	5*
	Soft, Archery	prevents rope burns, assures better grip	-0	40	sp	5*
	Cloth, Fur lined	protects fingers from cold	+5	40	sp	5*
	Silk	gives no protection of any kind	-0	150	sp	2*
Snakeskin	gives no protection of any kind	-0	160	sp	4*	
Mittens,	Normal	protects fingers from cold	+10	3	sp	5*
	Arctic	protects fingers from cold	+40	75	sp	15*
Jewelry						
Anklet,	Simple	also beads, bracelets, brooch, buckle, cameo, chain, clasp, locket, pin	10 - 300		sp	5
	Good		100 - 30.000		sp	5
Armband,	Simple	also belt, collar, earring, 4leaf - clover, heart, leaf, necklace, pendant, rabbits foot	400 - 1000		sp	10
	Good		40.000 - 100.000		sp	10
Amulet,	Simple	also crown, diadem, medallion, orb, ring, scarab, scepter, talisman, tiara	1500 - 5000		sp	25
	Good		15.000 - 50.000		sp	25
Locket	Common	to hold Small (up to 1cn) Object, often Small picture	250		sp	10*
Ring,	Slash	brass mostly, else iron, copper, steel, + 1punch dm . PP + 5%	50		sp	1*
	Spike	tiny hidden (poisonous) spike, only 25% noticed by attack	250 - 2000		sp	1*
	Compartment	can hold one dose of poison (can be encoded to open)	100 - 1000		sp	2*
	Assassins	2 rings with wire (40 % to come loose) , to strangle victims	750		sp	1*
	Magical	can contain different enchantments	100.000 - 2.500.000 sp		sp	1*

Clothing

Face and Head		Description / Notes (= only when carried, 0 if worn)	Body Temp.	Cost
Item		Abilities never beyond natural limits		
Artificial Teeth		in case you don't have them (made by dentist)	500/tooth	sp 1* / tooth
Beard,	Small	fake with glue or hooks around ears	20 - 50	sp 5*
	Large	fake with glue or hooks around ears	35 - 100	sp 8*-12*
Cap / Hat / Hood	Cloth	Heat Exhaustion Effect roll -1	7	sp 1*
	Fur	Heat Exhaustion Effect roll -1	20	sp 5*
	Straw	Heat Exhaustion Effect roll -1	2	sp 2*
	Leather	if oiled:hold 1 quart of liquid, Heat Exhaustion Effect roll -1	2	sp 2*
	Fancy	Heat Exhaustion Effect roll -1	5 +	sp 4 +
	Wool or Linen,	Heat Exhaustion Effect roll -1	2	sp 4*
Fan	Silk	Temp.-5°, used to speak the fan court language	10 +	sp 1-5
	Tiny, Paper	Temp.-5°, used to speak the fan court language	2	sp 1
	Large, Paper	Temp.-5°, used to speak the fan court language	8	sp 1
Sight	Chained Monocle	Improves sight (made by optometrist, only Large cities)	100-500	sp 5 - 10
	Stick Spectacles	Improves sight (made by optometrist, only Large cities)	200-1000	sp 5-15
	Snow/Sun Goggles	Prevents snow blindness (Surprise +2)	10	sp 5
	Glasses (2 eyes)	Improves sight (made by optometrist, only Large cities)	250-1000	sp 5-20
Mask,	cheap or partial	to temporary have a different face	15	sp 15 + 5*
	whole	to temporary have a different face	25	sp 20 + 10*
Veil,	Silk	to cover face	10	sp 1*
	Silk, Embroidered	to cover face	20	sp 2*
	Silk, decorated	to cover face, makes sounds	50 +	sp 5*
Wig	cheap	straw or other plant material	15	sp 10*
	standard	horse or animal hair	30	sp 10*
	fine	human or Elven hair	100	sp 10*
	exclusive	human or Elven hair (sometimes special beasts)	250 +	sp 15*
Cosmetics		Elonia's the best brand!!		
Camouflage Kit	paint	12 uses improves camouflage (with clothing) DM %	500	sp 10
Disguise Kits		1 Small box (25 uses, dye, make up, real hair)	150 +	sp 60
Hair Coloring	Temporary	1 cup lasts until washed	10-30	sp 15*
	Permanent	1 cup lasts until grown out	30 - 50	sp 15*
Skin Coloring	Temporary	4 cups lasts until washed or 1d3 weeks	30 - 50	sp 60*
	Permanent	4 cups lasts about 1d12 + 12 weeks	50 - 70	sp 60*
Facial Paints		1 oz. (make up)	10 - 100	sp 5*
Nail Paints		1 oz. Lasts about 1d6 Days	2-10	sp 5*
Temporary Tattoos		1 picture Lasts until washed or 1d3 Days	2-25	sp 1*
Perfumes		1 - 2 oz.Strong sweet scent surprise - 2!!	150 +	sp 5
and Colognes		1 vial (25 uses) evaporates in 4 to 10 hours	50 - 5000 +	sp 10
Fake	Elven ears	Camouflage	3	sp 1*
	Orc snout	Camouflage	3	sp 1*
	Orc teeth	Camouflage	5	sp 2*
	Moustache	with glue	12-20	sp 3*
Imelda's	Hair removal cream	Removes hair, 4 ounce, Illegal in Rockhome, Ylaruam.	10	cp 10
	Ageless cream	Removes wrinkles 36 hr, 4 oz, Illegal in Rockhome, Ylaruam.	12	cp 10
Kayal, Kohl		Protect eyes from direct sun and to beautify eyes	20 /stick	sp 2
Make-up		complete set (excluding perfume) (25 uses)	150 +	sp 25*
Talcum powder		absorbs wetness like sweat, improves grip, 1 bag	25	sp 60
Tartro's Anti - Stench		deodorant, can itch 25% / person , 1 jar	35	sp 10
Vorgadern's	Gray - Away	dark liquid, hair dye, 1jar	25	sp 10
	Foot powder	Prevents smelly , improves grip on ropes and alike, 1jar	25	sp 10
	Skunkoil Healer	50 % cure Light wounds, 1 jar (stinks!!!) surprise - 4!!	50	sp 10
Tattoos	Black	permanent markings per 2 square inch	10	sp 0
	Colored	permanent markings per 2 square inch	20	sp 0
Wax		Hair / Moustache wax, 1 jar	45	sp 5
Other				
Air bladder		Flotation device up to 2000cn , Holds 11 of breathable air	150	sp 20
Bath Oil		Scented oil, relaxes	10	sp 10
Belt		To hold up pants or hose, needed to hang pouches on etc.	2	sp 5*
Brush & Combs	Gold	Porc or Horse Hair brush	120	sp 15
	Silver/Tortoise shell	Porc or Horse Hair brush	20	sp 15
	Hardwood or Bone	Porc or Horse Hair brush	1	sp 15
Bumberchute		Back Worn, Open = pull = parasol preventing deadly fall, 100/r, Dx check or 2d6 dm bad landing,	60	sp 10
Cloth barding	common	For Horses / Pegasi	20	sp 75*
	expensive	For Horses / Pegasi , adorned with symbols etc.	200 +	sp 75*
Condom	(sheep bladder)	Protection vs.Disease/Pregnancy (Real: Greece 3000BC)	2 per 10	sp 1/10
Girdle	Weapon	To hold weapons	30	sp 5*
	Broad	To hold up pants	2	sp 5*
	Normal	To hold up pants	1	sp 5*
Handkerchief	Cloth	multitude of purposes	1	cp 1*
	Silk	multitude of purposes	2	sp 1*
Insect Repellant		minty cream vs. all insects of 0-1HD, 8 hours, 12 uses	50	sp 5
Knife sheath		To hold knife onto belt / girdle	3	cp 2*
Money Belt		holds 50 common sized coins in hidden compartment	40	sp 5*
Parasol / Umbrella		Gives shadow, and vs. average rainfall	3	sp 15
Purse,	Linen + locket clasp	holds 100 to 150 common sized coins	3	sp 5*
	Leather +locket clasp	holds 100 to 150 common sized coins	20	sp 10*
Sash / Shawl	Wool	To cover throat, head , or used as belt	1	sp 3*
	Linen	To cover throat, head , or used as belt	2	sp 3*
	Silk	To cover throat, head , or used as belt	10	sp 2*

Clothing

Other		Description / Notes (* = only when carried, 0 if worn)	Cost	Enc.
Item		Abilities never beyond natural limits		
Sheath	Leather	for dagger or knife	10	sp 5*
	Wood	for dagger or knife	7	sp 5*
	Metal	for dagger or knife	15	sp 5*
Sewing kit	5 needles	To repair cloth / leather (1 on 12 / use to break)	10	sp 10
Soap		1 Lbs / 1 quart or 1 bar	5	sp 1
Skates	Gnome, Halfling	For ice skating (MVx 2)	80	sp 10
	Elf, Human	For ice skating (MVx 2)	100	sp 10
Snowskis		For Skiing (MV x 2, Down hill x 6)	15	sp 25
Sunburn Ointment	14 uses,	prevents 1 hp sunburn dm on exposed skin for 1 day	20	sp 5
Swimming flippers		Improves swimming movement by 50 %	120	sp 30*
Thread		50' , holds 10 cn (10 % breakage / cn)	6	cp 1*
Walking staff	wood	to help slightly handicapped or older people to walk	3	sp 5
	carved ash	to help slightly handicapped or older people to walk	80	sp 5
Weapon black,	1 use	makes metals non-reflective (HIS + 5%) flammable	20	sp 10
Wilder ness Harness	belt + straps	100 cn storage in 3d4cn pouches (incl. fold knife 1d3 dm)	20	sp 10
Merchandise				
Cloth roll	Cheap	roll 3' wide 40' long easily torn	50	sp 400
	Normal	roll 3' wide 40' long	100	sp 400
	Expensive	roll 3' wide 40' long	200	sp 400
Silk	Caterpillar	roll 3' wide 100' long	10000	sp 400
	Silk spider	roll 3' wide 25' long	10000	sp 400
Textiles		bag include rope, sacking, and other woven goods other than cloth	250	sp 500
Leather,	bulk	1 Square foot for miscellaneous use	1	sp 5
Wool,	Unwoven	in bag to 100 cn	100	cp 100
	Woven	Square yard	43831	sp 10
Hides / furs	Common	bundle of 5 pieces	150	sp 15
	Rare	bundle 1 to 5 pieces	5000	sp 500



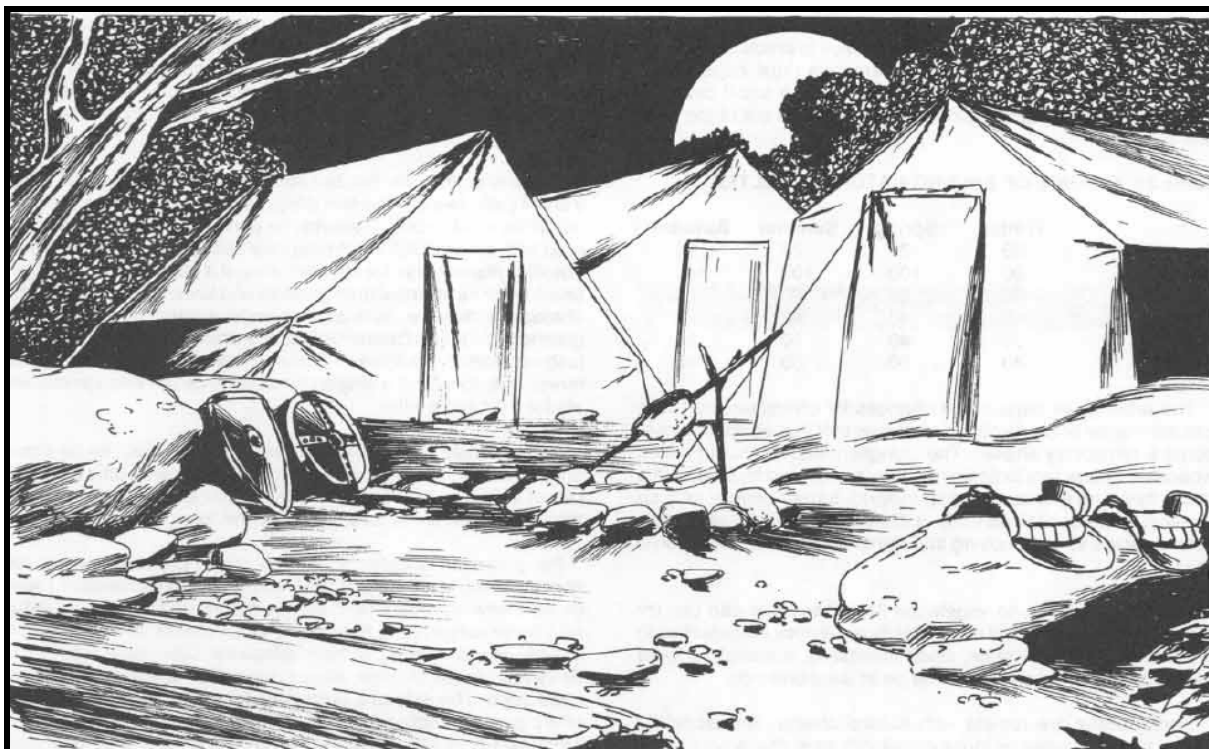
Creature Pelts

Creature Pelts	Cape/Jacket	Coat, Robe	Blanket	Single Pelt		
(Factor used for price only, for weight use the following factors;	x 10	x 25	x 200	Cost	sp	Enc.
Wool (any Species)	Woven	Square yard	x 8	1-20	sp	10
Hides / furs cheap						
Beaver	x 10	x 20	x 40	9	sp	10
Bobcat	x 5	x 10	x 20	4	sp	10
Cat	x 10	x 20	x 40	2	sp	4
Cow	x 1	x 25	x 4	3	sp	100
Dog	x 50	x 100	x 200	1	sp	4
Horse	x 1	x 2	x 4	3	sp	100
Lynx	x 50	x 100	x 200	2	sp	10
Otter	x 10	x 20	x 40	2	sp	10
Rat	x 400	x 800	x 1600	1	sp	5
Hides / furs normal						
Boar	x 50	x 100	x 200	10	sp	10
Fisher	x 50	x 100	x 200	30	sp	5
Fox, red	x 10	x 20	x 40	30	sp	10
Marten	x 300	x 600	x 1200	30	sp	5
Otter, sea	x 10	x 20	x 40	30	sp	10
Rabbit	x 400	x 800	x 1600	10	sp	10
Weasel	x 500	x 1000	x 2000	30	sp	10
Wolverine	x 10	x 20	x 40	10	sp	30
Hides / furs expensive						
Bear	x 1	x 2	x 4	500	sp	125
Bunyip	x 50	x 100	x 200	500	sp	10
Caterwaul	x 20	x 40	x 80	700	sp	65
Chinchilla	x 800	x 1600	x 3200	300	sp	5
Fox, silver	x 300	x 600	x 1200	400	sp	10
Fox, hoar	x 10	x 20	x 40	500	sp	10
Giraffe	x 1	x 2	x 4	500	sp	125
Hell Hound	x 30	x 60	x 120	500	sp	80
Ermine	x 1000	x 2000	x 4000	400	sp	5
Mink	x 600	x 1200	x 2400	300	sp	5
Nonfel	x 30	x 60	x 120	700	sp	5
Owlbear	x 1	x 2	x 4	500	sp	125
Panther	x 30	x 60	x 120	700	sp	60
Sable	x 50	x 100	x 200	500	sp	5
Seal	x 100	x 200	x 400	500	sp	10
Snow Leopard	x 20	x 40	x 120	800	sp	40
Snow-Owlbear	x 10	x 20	x 40	1000	sp	250
Spotted cats	x 150	x 300	x 600	400 / 600	sp	20
Tiger	x 20	x 40	x 80	500	sp	75
Winter wolf	x 30	x 60	x 120	500	sp	150
Yeti	x 1	x 2	x 4	500	sp	180
Zebra	x 20	x 40	x 80	500	sp	65



Covers

A correctly setup cover will be resistant against the moisture (Rain, Snow, Fog) given, any more moisture will seep through and ruin the protective nature of a cover against temperature. When a cover is subdued by a wind higher than given it will take 1 damage each Round. When the damage exceeds the normal hp, it will be ripped from then ground and away. When creatures, hail, branches or wind damages a tent, it will have holes or rips for each damage point, any damage will reduce the temperature protective effectiveness by 10 % for every 10 % damage sustained. Setup time will be as given if done by the amount of persons the cover was meant for, but never by more than 4 men.



Source: AD&D Wilderness Survival Guide

Shelter

A Shelter is a special treated flap of cloth with ground hooks (trice as many as it can hold people), often hung over a low branch or a long rope between two trees or alike. A Shelter is open to two sides if poor and adequate, but a good Shelter often has one or two flaps that can be used to close the sides. A superior Shelter looks almost like a tent and is closed to the sides with cloth flaps with knots.

Sort	size	for;	volume	setup time	hp	vs. Moisture	vs. Wind	cost		Enc.
Shelter										
Poor Shelter,	Small	1 man	3' height x 3' x 6'	1d2 + 1T	4	Light	4	10	sp	35
Poor Shelter,	Medium	2 man	3' height x 4' x 8'	1d2 + 2T	4	Light	4	20	sp	45
Poor Shelter,	Large	4 man	4' height x 6' x 6'	1d2 + 3T	4	Light	4	30	sp	60
Adequate Shelter,	Small	1 man	3' height x 3' x 6'	1d3 + 1T	8	moderate	5	30	sp	50
Adequate Shelter,	Medium	2 man	3' height x 4' x 8'	1d3 + 2T	8	moderate	5	50	sp	60
Adequate Shelter,	Large	4 man	4' height x 6' x 6'	1d3 + 3T	8	moderate	4	75	sp	75
Good Shelter,	Small	1 man	3' height x 4' x 6'	1d3 + 1T	12	heavy	6	75	sp	60
Good Shelter,	Medium	2 man	3' height x 5' x 8'	1d3 + 2T	12	heavy	5	120	sp	80
Good Shelter,	Large	4 man	4' height x 7' x 6'	1d4 + 2T	12	heavy	4	180	sp	100
Superior Shelter,	Small	1 man	4' height x 4' x 7'	1d4 + 1T	18	downpour	7	200	sp	75
Superior Shelter,	Medium	2 man	5' height x 5' x 9'	1d4 + 2T	18	downpour	6	300	sp	100
Superior Shelter,	Large	4 man	5' height x 7' x 7'	1d4 + 3T	18	downpour	5	400	sp	150
Tents										
Solo	Small	1 man	3' height x 3' x 6'	1 turns	10	heavy	8	50	sp	100
Wedge	Wedge	1 man	2' height x 2' x 6'	2 turns	10	moderate (no floor)	6	50	sp	100
Duo	Small	2 man	6' height x 4' x 4'	2 turns	20	heavy	7	200	sp	200
Bell (Teepee)	Medium	2 man	5 - 10' height, diameter	5 Rounds	5-10	moderate	4	40	sp	100
Pavilion, Traveling	Medium	3 man	8' height x 8' circle	1 Hour	20	moderate	6	200	sp	250
<i>Pavilion, of Holding</i>	<i>Medium</i>	<i>3 man</i>	<i>special</i>	<i>1 Turn</i>	<i>50</i>	<i>moderate</i>	<i>6</i>	<i>500,000</i>	<i>gp</i>	<i>250</i>
Group	Large	4 man	6' height x 6' x 5'	3 turns	30	heavy	6	50	sp	500
Pavilion	Large	6 man	8' height x 6' x 6'	10 turns	40	heavy	5	1000	sp	800
Pyramid	Large	6 man	5' height x 6' x 6'	8 turns	35	heavy	6	150	sp	150
Tournament	Large	6 man	10' diameter x 8' height	2 hours	40	moderate	4	1500	sp	1000
Special Tents										
Pavilion,	Camping	10 man	8' height x 15' x 15'	2.5 hours	40	heavy	4	1300	sp	1100
Pavilion,	Large	25 man	12' height x 20' x 30'	3 hours	40	heavy	4	2000	sp	1800
Pavilion,	Castle	50 man	18' height x 30' x 30'	5 hours	100	Moderate	5	15	sp	8000
Pavilion,	Palace	100 man	25' height x 50' x 50'	8 hours	400	Moderate	6	120	sp	18,000
Bundle	Igloo	3 man	5 - 6' height, diameter	6 turns	5-15	moderate (leather/fur)	4	200	sp	120
Sweat Lodge		4-8 man	10' high x 10' x 10'	1 day	40	downpour	6	5000	sp	5000

Tents

A tent is closed to all sides with as entrance a cloth or burlap that is closed with knots or buttons. Included in the price are twice as many strings and ground hooks as the tent supports people. The lines are 2' long, so any tent uses 4' more than its horizontal dimensions. A tent, other than a Shelter, will have another temperature than outside, due to wind preventing to enter. This temperature difference will only exist when the tent is used for at least one Hour by the amount of people the tent is used for, for each person less the Warm up time is doubled. This temperature difference will be as high as the wind has reduced the original temperature. A tent will also protect those inside from direct sun effects (like heatstroke),



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but not from the Warmth the sun gives. Windfans are used in these tents often to cool the air there.

There do exist magical tents that protected against wind damage or rain but rarely both. These are 6x normal price (if both x12), further everything is as normal.

Another magical tent is the pavilion tent of holding. This tent has the exterior shape as a normal Traveling Pavilion tent, but the interior is 4x as large, and is refurbished with comfortable beds, a table, some chairs, and a medium sized closet or chest to place objects within. Another medium sized closet holds food for 4 standard rations. The tent blocks all interior sounds except when the front flap is open. It protects against heavy rain and temperature. It needs a command word to set itself up in 1 Turn or fold itself up into a packet. It will never fold itself when someone is inside. Objects placed in the closet/chests when folded are not subject to deterioration and are treated as in a Bag of Holding (it is an altered form of the same magic.)

Superior tents will actually be two tents constructed over each other, and price, weight, setup time will be doubled. A superior tent will be one step better protected against wind and moisture.

Special Tents

Only an correctly setup Igloo will create a Warm area in extreme cold, improving the temperature by 30° Celsius+ the temperature difference the wind has reduced the original temperature. A correctly build Igloo can be covered with ice blocks making a complete different environment than outside. It will be about 15-20° Celsius and stay like this for one Turn for each temperature difference to the outside. When a Small heat source (like a few candles or tiny fire) are setup within the temperature can get as high as 40° Celsius.

A sweat lodge is a special treated tent with a Small fire in an opening under it, so smoke will be unable to enter it. The tent will be completely closed, and most persons within remain there for several hours (or at least until the fire has burned out) while others outside sustain the fire, water and herbal supply. The fire will heat water, which will damp inside the lodge. Some hot Stones (heated within the fire and brought in) will be regularly poured with water or herbal liquids. Herbs, incenses, whip grass or –twines are not included in the package, but are regularly used for many ailments. A Healing skill is needed to use a sweat lodge for this purpose correctly; else it will function only as a sauna removing any fatigue only.

Pavilion tents are sometimes added to each other to create a Larger inside. This is often done by desert folk, like then Sindhi, Ylari, and even Ethengerians. Therefore they appear to have bigger tents. Several Smaller pavilion tents are placed against and around the larger ones to create a large tent complex.

Sleeping Equipment		Cost	Enc
Hammock	To sleep in, hung between to "poles", 7' – 10' away from each other, 6' long with 2 x 15' rope	50 sp	45
Mat, Straw,	To sleep on, 9 Feet ² to prevent ground moisture wetting bedroll and sleeper	10 cp	25
Bedroll	To Sleep in heavy blanket and Small pillow, +5° if dry	10 sp	50
Sleeping Bag	To sleep in warmly, +10° if dry	30 sp	80
Polar Bag	To sleep in warmly, +40° if dry	100 sp	150
Klamboe	To prevent insects from pestering, feeding on sleeper	2500 sp	5
Klambou, Preserved	To prevent insects from pestering, feeding on sleeper, kills mosquitoes due citronella	5000 sp	5
Foldable Bed	To sleep on, metal frame, with spanned canvas; 1' high x 3' x 5', set up time 1 Turn	500 sp	250
Folded 3' x 2.5' x 5"			

Food

Some sorts of food can be rare in some regions and normal in other, also can it be that some sorts of food can be illegal or immoral (like meat in vegetarian cultures) to local customs or religion, and other sorts of food become the base food of that specific culture. At least the prices may differ greatly in countries or even cities. The consumable duration, i.e. edible or fresh is mostly 7 Days in an average temperature, moisture and vermin-free environment, but may be shorter or longer due to structure or preparation methods. A typical Iron ration is canned food, but may also be food in weck pots boiled vacuum. The consumable duration will of course be severely shortened when these circumstances do not apply. Inedible or rotten food will cause stomach-cramps, regurgitation, and an overall weakness (ST-2, CO-2, DX-2, CH-3, Com-3) that lasts until good food is eaten or for 3 days minimum added to any other problems like malnutrition.

Eating only rations or ingesting to low amount of vegetables, fruits, with vitamins may cause a malnutrition disease. Only standard, Elven or dried rations hold all that is needed. When buying separate items keep the nutritional balance in mind.

Malnutrition is a deprivation of a basic need of a particular type of food, which will slowly but ultimately weaken and destroying the body, therefore it has no mild, severe or terminal state.

Scurvy: A person living on a diet of Iron or Dwarven Rations for more than a month becomes susceptible to Scurvy (vitamin C-deficiency found in vegetables, and fruits—fresh) or other diseases of vitamin deficiency. If Scurvy strikes a crew, 10% of them are affected for each week the crew goes without fresh food. For each week a character suffers from this disease, his Strength and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. **A scurvy stricken character regains 3 points of Strength and Constitution each week he consumes fresh food.** The character's bones weaken severely and many arteries close themselves. For each week after the first the disease goes on the character will lose 1d4 teeth randomly. Also any break bones check is worsened by +1 for each week. When either of the abilities reaches 6, a save must be made for each of the extremities to begin to wither, starting with the toes, feet and later fingers and hands, then the legs and arms (in total 14 saves), and this must be repeated for each further week until the character dies or get fresh food to eat. When the save fails the extremity (and all lower extremities if any) dies and becomes blackened. **The extremity must be amputated or it rots away and the character will get an infection, which slowly infects the whole character.**

Rickets, which affects the character in the same way as Scurvy, but is based on the lack of vitamin D- found in milk, butter, cod liver oil, big snap fungi and from direct sunlight =>lack is caused by long periods of darkness around the character, without eating enough of the above products (children will not lose extremities, but their bones will deform. For each week a character suffers from this disease, his Strength, Charisma and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. **A Rickets stricken character regains 3 points of Strength and Constitution each week he consumes fresh food. Charisma will take much longer to restore, as it takes 1 month per lost point.**

Beriberi and Pellagra which are based on vitamin B- found in rice or grain coverings or even in milk => lack also corporally ages the person by about 10 years. Red and painful eyes to bright light. For each week a character suffers from this disease, his Strength, Charisma and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. **A Beriberi or Pellagra stricken character regains 3 points of Strength and Constitution each month he consumes fresh food, Charisma caused by tge aging effect will take much longer to restore, as it takes 6 month per lost point.**

Keratomalacia (vitamin A- found in butter, egg yolk, fish liver oil, carrots, spinach, beans =>lack also causes night blindness and disappearance of Infravision, and breathing troubles). Clever characters (often captains) buy stocks of onions and potatoes to supplement iron rations, since these perishables last for a month or two and provide vitamins. For each 2 weeks a character suffers from this disease, his Strength, Dexterity and Constitution drop by 1 point each. When either one reaches 0, the character dies of the disease. **A Keratomalacia stricken character regains 3 points (divide over abilities evenly) each week he consumes fresh food.**

Rations ;	Amount	Fresh	Description/Information	Cost	Enc.
Standard	week ration ;	1 week	(1day ration = 10 sp / 30 cn)	50 sp	210
Iron	week ration ;	2 month	Canned (Scurvy, Beri-Beri, Rickets Danger!)	150 sp	70
Sea - Iron	week ration ;	2 month	1 canned meal, hardtack + salt or pickled meat (Scurvy danger!)	1 sp	70
Elven	week ration ;	1 year	needs 1qrt water / meal (Rickets Danger!)	1000 sp	7
Dwarven, Pengi	week ration	2 month	Canned Fungal ration (Scurvy, Beri-Beri, Rickets Danger!)	75 sp	70
Dry,	week ration;	2 month	(Scurvy, Beri-Beri, Rickets Danger!)	100 sp	35
Dwarven	week ration ;	6 month	(contains 3 ap / meal) (Beri-Beri Danger!)	7 sp	140
Eggs ;					
Chicken	1	1 week		3 cp	1
	100	1 week		25 sp	110
	24	1 week		40 sp	25
Geese	1	1 week		4 cp	1
Duck	1	1 week		11 sp	1
Ostrich or other large	1	1 week		1 sp	10
Other bird	1	1 week		1 sp	1
Snake	1	1 week		5 cp	1
Turtle or Lizard	1	1 week		70 sp	1
Roc	1	1 week		10000 sp	250
Tortilla, Omelet	1 meal	1 week		3 sp	10
Meat					
Common meat	1 meal	1 day		1 sp	10
Haggis	1 meal	2 week		5 sp	10
Buffalo, Dried	1 meal	2 month	(Scurvy danger!)	30 sp	10
Buffalo, Jerked	1 meal	2 month		42 sp	10
Pork, Bacon	1 meal	2 month		40 sp	10
Pork, Ham	1 meal	2 month		50 sp	10
Pork, Salted	1 meal	2 month		30 sp	10
Pork, Sausage, Small	3' is 1 meal	3 month	on string,	2 sp / ft	10
Pork, Sausage Large	Large	1 month	U - shaped (smoked)	3 sp	10
Pork, Sausage Large	Large	1 week	I - shaped (fresh) many flavors	3-10 sp	15 - 25
Beef					
Corned	1 meal	1 day		30 sp	10
Dried	1 meal	1 day		50 sp	10
Jerked	1 meal	1 week		70 sp	10
Sausage	1 meal	1 month		20 sp	10
Smoked	1 meal	1 month		40 sp	10

Food

	Amount	Fresh	Description/Information	Cost	Enc.
Smoked Meat					
Beef	1 meal	1 month		5 sp	10
Ham	1 meal	6 week		7 sp	10
Bear	1 meal	1 month		20 sp	10
Venison	1 meal	1 month		17 sp	10
Steaks ;					
Lizard	1 meal	1 day		20 sp	22
Beef	1 meal	1 day		10 sp	45
Eel	1 meal	1 day		40 sp	19
Venison	1 meal	1 day		60 sp	10
Stews ;					
Prepared meal With vegetables					
Snake	1 meal	3 day		5 sp	12
Otter	1 meal	3 day		15 sp	13
Beef	1 meal	3 day		4 sp	10
Rabbit	1 meal	3 day		3 sp	10
Wolf	1 meal	3 day		8 sp	15
Specials ;					
Frog legs	1 meal	1 day		10 sp	3
Beavertails	1 meal	1 day		5 sp	25
Fried snake	1 meal	1 day		3 sp	17
Snails	1 meal	1 day		26 sp	5
Mixed dish ;					
Prepared meal With vegetables					
Fish or rice	1 meal	2 days		6 sp	10
Bean, chilly	1 meal	2 days		3 sp	25
Rice	1 meal	2 days		1 sp	10
Rice Cake	4 meals	2 days		5 sp	50
Noodles or Fungus	1 meal	2 days		15 sp	10
Merchant's Meal	1 meal	2 days		1 sp	15
Rich Meal	1 meal	2 days		10 sp	12
Roast ;					
Chicken	1 meal	2 days		5 sp	35
Duck	2 meals	2 days		8 sp	33
Turkey	5 meals	2 days		30 sp	150
Pheasant	3 meals	2 days		50 sp	90
Venison (deer)	5 meals	2 days		60 sp	140
Mutton (sheep)	3 meals	2 days		4 sp	60
Beef ribs	1 meal	2 days		8 sp	12
Goose	1 meal	2 days		70 sp	20
Ostrich	3 meal	2 days		5000 sp	100
Roc	125 meals	2 days		50000 sp	15000
Soup ;					
Prepared meal With vegetables					
Bouillon	1 pint	2 days		5 cp	10
Vegetable / Fungal / Chicken	1 pint	2 days		10 cp	12
Fruit (tomato)	1 pint	2 days		15 cp	15
Fish Ware ;					
any fresh fish is only 2 days edible unless treated					
Common fish	1 meal	2 days		1 sp	10
Shark Smoked	1 meal	2 days		15 sp	10
Roast	1 meal	2 days		30 sp	20
Crab	1 meal	2 days		30 sp	15
Caviar / Salmon	1 meal	2 months	canned	6 sp	12
Whale blubber	1 meal	1 week	canned	100 sp	50
Lobster	1 meal	2 days		2 sp	22
Crab	1 meal	2 days		30 sp	10
Herring,Pickled	1 meal	3 month		30 sp	10
Herring, Salted	1 meal	2 months		50 sp	10
Lobster tail,	1 meal	2 days		2 sp	10
Pickled fish,	50-100 meals	2 days	(Small Barrel) 5 gallons	30 sp	150
Salmon, Salted	1 meal	2 months		10 sp	10
Salmon, smoked	1 meal	1 month		150 sp	10
Sardines	1 meal	2 days		40 sp	10
Shark	1 meal	2 days		30 sp	18
Fat ;					
Animal	1 quart	1 month		2 cp	15
Applebutter	1 quart	2 weeks		5 sp	10
Blackberrybutter	1 quart	2 weeks		7 sp	10
Pearbutter	1 quart	2 weeks		6 sp	10
Butter	1 quart	2 weeks		10 cp	14
Milk fat, solidified	1 pint	1 month		5 sp	10
Oil, vegetable	1 quart	1 year		20 sp	10

Food

	Amount	Fresh	Description/Information	Cost	Enc.
Bread ;					
Hardens with time even when still edible					
Common	1 loaf	1 week		3 sp	20
Small common	1 bag	1 week	1 bag with 5-10 Small loafs (soft or hard)	2 sp	15
Rye Bread	1 loaf	2 weeks		5 cp	20
Flatbread	10 sheets	3 week	Sheets 1'-2' diameter)	2 sp	15
Wheat	1 loaf	2 weeks		5 cp	5
Rye / Sourdough	1 loaf	2 weeks		7 cp	5
Corn	1 loaf	1 week		3 cp	5
Ginger	1 loaf	1 week		10 sp	5
Waybread Elven	1 loaf	2 months		50 sp	10
Hard Tack / Biscuit	1 loaf	2 months		1 cp	1
Cheese ;					
1 whole cheese holds 50 meals,					
Common cheese	50	2 months+	wax, covered (increase freshtime if held dry, cool and dark)	sp	30
Cheese, cut or slice	1 meal	1 week		4 sp	10
Ceddar, Wheel	50 meals	2 months+		4 sp	10
Ceddar, Whey	1 meal	1 week		350 sp	1000
Nut, Wheel	50 meals	2 months+		10 sp	10
Nut, Whey	1 meal.	1 week		500 sp	1000
Pepper, Wheel	50 meals	2 months+		5 sp	10
Pepper, Whey	1 meal	1 week		450 sp	1000
Fruit cheeses ;					
Apple	1 meal	1 month		1 sp	10
Blackberry	1 meal	1 month		10 sp	10
Damson plum	1 meal	1 month		5 sp	10
Gooseberry	1 meal	1 month		6 sp	10
1 fungal cheese	1 meal	2 months	different tastes, can reduce pain	25 sp	25
Vegetables / fungi ;					
local common vegetables or fungi					
Common	1 meal	1 week		3 cp	12
Cabbage	1 loaf	2 weeks		2 sp	25
Turnip	1 meal	2 weeks		5 cp	10
Carrots, roots	1 meal	3 months		5 cp	15
Beet / Sugar Beet	1 meal	3 months		2 sp	20
Salad / lettuce ;	1 meal	3 day		4 cp	8
Artichokes, ground	1 meal	1 week		200 sp	20
Green beans	1 meal	3 months		2 sp	10
Green Peas	1 meal	3 months		2 sp	10
Fruits ;					
Onions, potatoes	1 bag	4 month	1 bag Vit. C. vs Scurvy	20 sp	1000
Common;	1	3 month	apple, pear, grape, berries, etc.	2 to 4 cp	1
Rare;	1	1 wk -8 wk	orange, strawberries, banana, etc.	1 to 5 sp	1 to 5
Very rare;	1	1 month	pineapple, kiwi, etc.	10 to 30 sp	1 to 10
Soft Fruits	1 or 1 set	1 month	Peach, Tomato, or Grapes spoils in 1 wk if bruised	10 sp	10
Apricots	1 Lbs.	2 weeks		150 sp	10
Strawberries	1 Lbs.	1 week		20 sp	10
Peaches	per Lbs.	3 month		150 sp	10
Pears	per Lbs.	3 month		50 sp	10
Prunes	per Lbs.	3 month		30 sp	10
Snack Fruits :					
3 month					
Cherries	per oz	3 month		5 sp	1
Elderberries	per oz	3 month		1 sp	1
Cherries or Mixed Fruits	1 Lbs.	3 month		10 sp	10
Raspberries	1 Lbs.	2 month		30 sp	10
Figs	1 Lbs	2 month		3 sp	10
Spiced Pears	1 Lbs.	2 month		40 sp	10
Spiced Plums	1 Lbs.	2 month		30 sp	10
Dates	per oz	2 month		50 sp	1
Pumpkin seeds	per oz	1 year		30 gp	1
Raisins	per Lbs.	1 year		2 sp	10
Preserved Fruits					
Cherry	1 meal	2 years	1 meal in a vacuum jar	4 sp	15
Raspberry	1 meal	2 years	1 meal in a vacuum jar	5 sp	15
Apricot	1 meal	2 years	1 meal in a vacuum jar	4 sp	15
Apple	1 meal	2 years	1 meal in a vacuum jar	4 sp	15
Plum	1 meal	2 years	1 meal in a vacuum jar	4 sp	15
Strawberry	1 meal	2 years	1 meal in a vacuum jar	5 sp	15
Grains					
Beware: Due Rodents, bugs and funghi may spoil at any moment					
Flour, Wheat	10 Lbs sack	4 years		3 cp	100
Corn Flour	10 Lbs sack	4 years		3 cp	100
Barley Flour	10 Lbs sack	4 years		5 cp	100
Rye, Flour	10 Lbs sack	4 years		4 cp	100
Barley	10 Lbs. Sack	4 years		7 sp	100
Grain	50 Lbs. Barrel	4 years		50 sp	600
Rice	10 Lbs. Sack	4 years		20 sp	100
Wheat	10 Lbs Sack	4 years		5 sp	100

Food

	Amount	Fresh	Description/Information	Cost	Enc.
Honey,					
Rose Petal or Clover	per pint	4 year		5 sp	10
Parsley	per pint	4 year		3 sp	10
Lavender	per pint	4 year		10 sp	10
Flower	per pint	4 year		4 sp	10
Stirge	per pint	4 year	(only known in Humanoid infested Underground Areas)	15 sp	10
Heath flower	per pint	4 year		6 sp	10
Sugar,					
Brown	1 Lbs. Sack.	4 year		10 sp	10
Maple	1 Lbs. Sack.	4 year		75 sp	10
Candy	varies	4 year	1clumb or 1 bag with Small clumbs	2 cp	18
Syrup	per pint	4 year		15 sp	10
Molasses	per pint	4 year		5 sp	10
Lavender	per Lbs. Sack	4 year		100 sp	10
Vanilla Flavored	per Lbs. Sack	4 year		100 sp	10
Sweets:					
Caramel	1 clumb	4 year		10 sp	5
Chocolate, milk	1 clumb / bar	4 year		25 sp	5
Chocolate, pure	1 clumb / bar	4 year		23 sp	5
Sugarcane	1	4 year	different colored and taste variations	5 cp	3
Flavored figurines	1 bag	4 year		2 sp	5
Jellybeans	1 bag	4 year	1 bag different tastes and colors	1 sp	1
Chewing gum	1 piece	4 year		10 sp	0.5
Rice candies	1 Lbs.	4 year		7 sp	10
Jellies,					
Basil	per pint	4 year		5 sp	10
Crabapple	per pint	4 year		3 sp	10
Lemon	per pint	4 year		50 sp	10
Mint	per pint	4 year		2 sp	10
Rosemary	per pint	4 year		5 sp	10
Sage	per pint	4 year		4 sp	10
Wine	per pint	4 year		10 sp	10
Candied Fruits / Herbs					
Apricots	per pint	1 week		50 sp	10
Carrots	per pint	1 week		5 sp	10
Cherries	per pint	1 week		5 sp	10
Honeyed ginger	per pint	1 week		50 sp	10
Mint	per pint	1 week		7 sp	10
Orange Peel	per pint	1 week		5 sp	10
Lemon sweets					
Orange	1 Lbs. Sack.	4 year		150 sp	10
Powdered	1 Lbs. Sack.	4 year		50 sp	10
Raw	1 Lbs. Sack.	4 year		5 sp	10
Rose	1 Lbs. Sack.	4 year		70 sp	10
Violet	1 Lbs. Sack.	4 year		80 sp	10
Jam,					
Apricot & almond	per pint	4 year		20 sp	10
Elderberry	per pint	4 year		7 sp	10
Gooseberry	per pint	4 year		10 sp	10
Rose petal	per pint	4 year		10 sp	10
Cherry	per pint	4 year		25 sp	10
Strawberry	per pint	4 year		3 sp	10
Marmalades, Ginger	per pint	4 year		20 sp	10
Orange	per pint	4 year		150 sp	10
Snacks :					
Cookies	1 bag	3 month	20 - 40 cookies	10 cp	5
Marsh - mellow	1 bag of 50	1 month	bagged, loose or on stick	12 sp	10
Dried oil boiled beans	1 bag	2 years	Real; Mollebonen From Groningen Netherlands/Indonesia)	2 cp	5
Grasshopper in chocolate	1 bag	1 month		10 sp	5
Nuts	any sort, 1 bag	4 year		100 sp	50
Nuts, ground,	1 Lbs. Sack.	4 year		300 sp	10
Almonds	1 Lbs. Sack.	4 year		30 sp	10
Butternuts	1 Lbs. Sack.	4 year		200 sp	10
Cashews	1 Lbs. Sack.	4 year		20 sp	10
Chestnuts	1 Lbs. Sack.	4 year		1 sp	10
Hazelnuts	1 Lbs. Sack.	4 year		5 sp	10
Peanuts	1 bag	4 year		12 sp	20
Pecans	1 Lbs. Sack.	4 year		150 sp	10
Pine nuts	1 Lbs. Sack.	4 year		10 sp	10
Pistachios	1 Lbs. Sack.	4 year		15 sp	10
Walnut	1 Lbs. Sack.	4 year		3 sp	10
Walnuts, Black	1 Lbs. Sack.	4 year		100 sp	10
Cocoa	1 Lbs. Sack.	4 year		100 sp	10
Coconut, Dried contents	1 Lbs. Sack.	4 year		50 sp	10
Coconut, Fresh,	1	4 year		10 sp	15

Food

	Amount	Fresh	Description/Information	Cost	Enc.
Sauces					
<i>Gourmet's Red Dragon Sauce</i>	1 flask	1 year	as hot as it sounds,	12 sp	10
Garlic sauce	1 flask	3 months	(does repel vampires and very often others too Cha-1 if near)	10 sp	10
White sauce	1 flask	2 months		12 cp	10
Tomato sauce	1 flask	3 months		45 cp	10
Eggs sauce	1 flask	1 months	(also known as Mayonnaise)	12 sp	10
Edible dishes (Authentic: commonly used by most common and poor people in Middle Ages, instead of normal dishes)					
Bread dish		1 week		2 sp	2-5
Pizza		1 week	1 meal (actually dish and meal eaten at once)	5-25 sp	100
Oil;					
Olive	per gallon	10 years		50 sp	50
Almond	per gallon	10 years		100 sp	50
Walnut	per gallon	10 years		20 sp	50
Hazelnut	per gallon	10 years		30 sp	50
Sesame	per gallon	10 years		100 sp	50
Sunflower	per gallon	10 years		3 sp	50
Fodder ;					
Rabbits / Hen	Bags	3 months	1 week supply for 100 animals	200 sp	1000
Goats / Hounds	Bags	3 months	1 week supply for 20 animals	200 sp	1000
Pigs / Sheep	Bags	3 months	1 week supply for 10 animals	200 sp	1000
Cow / Deer	Bags	3 months	1 week supply for 5 animals	200 sp	1000
Horse / Mule / Bull / Camel	Bags	3 months	1 week supply for 2 animals	200 sp	1000
Warhorse	Bags	3 months	1 week supply for 2 animals	300 sp	1000
Elephant	Bags	3 months	1 week supply for 1 animal	200 sp	1000
Rare beasts	Bags	3 months	1 week supply for 1 animal	200 - 500 sp / HD	1000
Drug ;					
Zongafruits	1fruit	2 months	Or equal amount of salad, stew, mash, etc.	100 - 50.000	
Very addictive drug with absolute recognizable taste				sp	15
Only found in Thyatis and Alphatian countries due to special harvesting techniques. Originating from the Old Alphatia Dimension.					
Often illegal, mental and physical dangerous.					
Causes pleasure feelings.					



http://www.justfoodnow.com/files/2010/06/Medieval-market-www.carrotmuseum.co_uk_-1024x690.jpg

Herbs / spices

Name	Amount	Purpose	Season	Climate	Area	Cost	Enc.
Adder's Tongue	1 sprig	Anti-infection	Spring	Temperate	Rural	5 sp	5
Adgana	1 sprig	Str. Con, Dex +1 for 1hr	Spring	Temperate	Rural	500 sp	5
Agrimony	1 sprig	Bruises, Sprains	Summer	Temperate	Forest	2 sp	5
Aldaka	1 sprig	Blindness	Winter	Cold	Mountain	100 sp	10
Alether	1 root	THAC0+1 for 2 Hr	Spring/Summer	Temperate	Rural	10 sp	5
Alkanet	1 sack leaves	Antidote AA-DD	Summer	Temperate	Rural	2 sp	10
All-Heale	1 sprig	Healing	Autumn	Temperate	Forest	2 sp	10
Aloe	1 root	Healing, Burns	Autumn/Winter	Temperate	Grassland	5 cp	20
Amrans	1 sack flowers	Healing	Spring	Temperate	Rural Rivers	50 sp	10
Angelica	1 sack flowers	Coughing	Summer	Temperate	Mountains	5 sp	10
Anise	1 sack seeds	Hiccups	Summer	Temperate	Rural	10 sp	10
Anserke	1 sprig	Bleeding	Summer	Tropical	Coastal	75 sp	10
Archangelica	1 sprig	Colds, Flu	Summer	Temperate	Swamp	5 sp	5
Arfandas	1 sprig	Fractures	Autumn/Winter	Cold	River	2 sp	5
Arkasa	1 sprig	Healing	Autumn	Temperate	Grassland	12 sp	10
Arlan	1 root	Healing	Autumn	Cold	Grasslands	20 sp	5
Arnica	1 sack	Bruising	Summer	Temperate/Cold	Mountain	10 sp	5
Arnuminas	1 sprig	Tissue Damage	Autumn	Temperate	Grasslands	60 sp	5
Arpusar	1 sprig	Muscle Damage	Autumn	Cold	River	70 sp	5
Arsenic	1 sprig	Poison vs. Vermin	Summer	Temperate	River/Grasslands	1 sp	5
Asarabacca	1 sprig	Renders Docile	Spring	Temperate	Forest	30 sp	5
Ash	1 sprig	Fevers, Snake	Spring	Temperate	Forest	50 sp	10
Ashline	1 sprig	Petrification	Winter/Spring	Temperate	Mountain	50 sp	10
Athelas	1 sprig	???	Autumn	Temperate	Forest	200 sp	10
Atigax	1 sprig	Protects Eyesight	Winter	Temperate	Grasslands	4 sp	10
Attanar	1 sprig	Fevers	Autumn/Winter	Temperate	Grasslands	8 sp	10
Balm	1 sprig	Menstrual Pains	Summer	Subtropical	Forest	3 sp	10
Barberry	1 sprig	Liver Disorders	Summer	Temperate	Rural	4 sp	10
Base Mullein	1 sprig	Burns	All around	Temperate	Rural	1 sp	5
Basil	1 sack leaves	Antidote S, H, Y,K, I/Spice	Summer	Temperate	Rural	3 sp	10
Bastit	1 sprig	Repels insects	All around	Temperate	Anywhere	3 sp	5
Belan	1 sprig	Bleeding	Summer	Tropics	Coastal	4 sp	10
Belladonna	1 sprig		Summer/Autumn	Temperate	Grasslands/Forests	4 sp	5
Belramba	1 sprig	Nerve Damage	Summer	Temperate	Forest	60 sp	5
Bilberry	1 sprig	Infraision	Spring	Temperate	Forest	500 sp	5
Birthnot	1 sprig	Contraceptive	All around	Temperate	Hills	2 cp	5
Bishop's Weed	1 sprig	Plague	Summer	Temperate	Rural	4 sp	5
Bittermourn	1 sprig	Longevity	Winter	Polar	Anywhere	1000+ sp	5
Blackberry	1 sack buds	Bleeding	Spring	Temperate	Rural	1 sp	5
Blackroot	1 root	Healing	Summer	Temperate	Anywhere	4 sp	5-10
Black Rose	1 flower	Liquid Absorption	Spring/Summer	Temperate	Anywhere	100 sp	10
Bloodkeep	1 twig	Bleeding	Spring	Temperate	Coastal	4 sp	3
Borage	1 sprig	Fever	Spring	Temperate	Forest	1 sp	10
Breldiar	1 sprig	Alters Perception	Spring	Temperate	Volcanoes	50 sp	15
Bull-Rush	1 root	Sleep	All around	Temperate/Subtropical	Swamp	2 sp	35
Burdock	1 unripe fruit	Venereal Diseases	Spring	Temperate	Rural	10 sp	10
Bursthellas	1 sprig	Fractures	Summer	Temperate	Grasslands	100 sp	10
Caffar	1 sprig	Psi Enhancement	Summer/Autumn	Tropical	Desert	10 sp	10
Calamus	1 root	Restores Hearing	Spring/Summer	Temperate	Swamp/River	5 sp	15
Calcena Mushroom	1 sack stools	Hallucinogenic	All around	Worldwide	underground	100 sp	10
Callin	1 sprig	Heart Attacks	Autumn	Temperate	Jungle	5 sp	5
Catnip	1 sprig	Attracts Felines	All Around	Temperate	Forest/Hills/Mountain	2 cp	5
Cat's Tail	1 flower sprig	Heals Heels	Summer	Temperate	Forest	1 sp	5
Cephalopage	1 tentacle	Brain diseases	All Around	Temperate	Subtropical	100 sp	15
Chamomile	1 sack buds	Calming Effect/Respiratory	Spring/Summer	Temperate	Rural	2 sp	10
Chervil	1 sprig	Dissolve Clots	All Around	Temperate	Forest	100 sp	10
Chilis, Whole	1 Lbs. Sack	Spice	Summer	Subtropical	Mountain/Jungle	1 sp	10
Chilis, Ground	1 oz	Spice	Autumn	Subtropical	Mountain/Jungle	2 sp	1
Cinnamon	per stick	Spice	Autumn	Tropical	Jungle	1 cp	2
Cinquefoil	1 sprig	Aphrodisiac	Summer	Temperate	Rural	100 sp	10
Colewort	1 sprig	Sobiety	Spring/Summer	Temperate	Forest	6 sp	5
Coltsfoot	1 root	Anti-infection	Spring/Summer	Temperate	Mountain	2 sp	10
Comfrey	1 sprig	Fractures	Spring	Temperate	Rural	4 sp	10
Cow Parsnip	1 plant	Madness	All Around	Temperate	Forest	3 sp	15
Cow-Wheat	1 plant	Intoxication	Summer	Temperate	Grasslands	2 sp	10
Culkas	1 sprig	Sunburn	All Around	Tropical	Desert	35 sp	10
Dagmather	1 sprig	Tissue Damage	Summer	Temperate	Grasslands	6 sp	10
Dainaberry	leaves/berries	Induces Sleep	Autumn	Temperate	River	2 sp	10
Darnell	1 sprig	Dims Sight	Autumn	Temperate	Forest	3 sp	10
Darsurion	1 sprig	Healing	Winter	Cold	Mountain	3 sp	10
Degiik	1 sprig	Maintains Life	Summer	Tropics	Coastal	100 sp	10
Delrean	1 sprig	Repels Insects	Winter	Temperate	Forest	3 sp	10
Dittany	1 sprig	Anti-infection	Summer/Autumn	Temperate	Rivers	10 sp	10
Dog Rose	1 sack fruits	Prevents Scurvy	Summer/Autumn	Temperate	Rural/Forest	1 sp	15
Draaf	1 sprig	Healing	Spring	Subtropical	Coastal	5 sp	10
Dragontears	1 sprig	Healing	Spring	Temperate	Desert	100 sp	5
Dragonwort	1 root	Smallpox, Plague	Spring	Cold	Mountain	100 sp	10
Dwarf Mallow	1 sprig	Beestings	Spring	Temperate	Swamp	10 sp	5

Herbs / spices

Name	Amount	Purpose	Season	Climate	Area	Price	Enc.
Ebur	1sprig	Healing	Spring	Temperate	Coastal	20 sp	10
Edram	1sprig	Fractures	Winter	Cold	River	30 sp	10
Eldaas	1sprig	Nausea	Spring/Summer	Temperate	Coastal	2 sp	5
Elecampane	1sprig	Induces Vomiting	Winter/Spring	Temperate	Rural	1 sp	5
Elvish Nightingale	1sprig	Raise Bloodflow	Spring/Summer	Cold	Forest	10 sp	5
Entriste	1sprig	Antidote AA-FF, KK	Summer	Subtropical	Desert	25 sp	10
Falsifal	1sprig	Burns, Bloodloss	Spring	Temperate	Swamp	3 sp	10
Febfendu	1sprig	Deafness	Winter	Cold	River/Coastal	90 sp	5
Felmather	1sprig	Awaken	Spring	Temperate	Coastal	10 sp	5
Fennel	1sprig	Relieves Hunger	Autumn	Temperate	Rural	5 sp	5
Fetherdew	1sprig	Vertigo	Summer	Temperate/Subtropical	Forest	20 sp	5
Fire-Flower	1sprig	Healing	Summer	Sub- /Tropical	Mountain	1000 sp	5
Flo ure-De-Luce	1sprig	Bruises	All A round	Glantri	Grasslands	3 sp	5
Flyfungus	1stool	Poison	Autumn	Temperate	Forest	2 sp	3
Footleaf	1plant	Protects Feet	Not Winter	Temperate	Rural	1 sp	5
Fumitore	1sprig	Hair Prevention	Spring/Summer	Cold/Temperate	Coastal	3 sp	5
Gallobrush	1sprig	Induces Sleep	Winter	Temperate	Rural	10 sp	5
Garden Flax	1sprig	Pain Removal	Spring/Summer	Temperate	Forest	3 sp	10
Garlic	1bud,	vs. Vampires, fairies (and other)	All A round	Temperate	Anywhere	5 sp	5
Gariig	1sprig	Healing	Summer	Tropical	Desert	5 sp	5
Gefnul	1sprig	Healing	Summer	Polar	Volcanoes	200 sp	5
Giant bee Honey	1quart	cures 1d3 + 1hp	not winter	Not cold/Polar	Anywhere	500 sp	10
Ginger	1root	Spice	All A round	Temperate	Forest	30	cp
Goat's Rue	1sprig	Antidote JJ, LL, PP	Summer	Temperate	Forest	6 sp	5
Golden Crown	1sprig	Bleeding	Spring	Subtropical	Rural	10 sp	5
Golden Lungwort	1sprig	Heals Ears, Pneumonia	Summer	Temperate/Subtropical	Forest	10 sp	10
Guardseye	1sprig	Detect Life	All A round	Cold	Grasslands	100 sp	5
Gylvir	1fresh sprig	Breathe Water	Autumn	Temperate	Coastal	1000 sp	5
Hare's Ears	1plant	Skin Disease	Summer	Temperate	Mountain	2 sp	5
Harfy	1sprig	Bleeding	Summer	Temperate	Grasslands	15 sp	5
Hart's Tongue	1root	Lowers Libido	All A round	Temperate	Forest	20 sp	10
Hawkweed	1plant	Improves Eyesight	All A round	Temperate	Forest	40 sp	10
Healwell	1sprig	Healing	Summer	Temperate	Anywhere	1 sp	5
Henbane	1plant	Antidote AA	Summer/Autumn	Temperate	Rural	10 sp	5
Herbs assorted	1 Lbs. Sack. Spices	diverse	Temperate	Diverse		5 cp	10
Holly	1sprig	???	Summer	Temperate	Forest	5 sp	5
Horehound	1sprig	Antidote FF	Summer	Temperate	Coastal	10 sp	5
Horseweed	1plant	Strengthen Horse	not Winter	Temperate	Grasslands	7 sp	15
Ironhard	1sprig	Hardens Skin	Summer/Autumn	Temperate	Hills	15 sp	5
Jaffray	1sprig	Antidote HH	Summer	Temperate	Desert	10 sp	5
Jinab	1sprig	Keeps Awake	All A round	Subtropical	Rural	10 sp	10
Jojopo	1sprig	Frostbite	Autumn	Polar	Mountain	9	sp
Juniper	1sack berries	Relieves Muscles, Abortion	Summer/Autumn	Temperate/Cold	Grasslands/Hills	4 sp	10
Kathusa	1sprig	Str +1/ 2 Hr	Winter	Polar	Water	500 sp	10
Kelventari	1sprig	Burns	All A round	Temperate	Forest	19 sp	10
Kilmakur	1sprig	+1Sv vs. Fire / 2Hr	Summer	Temperate	Grasslands	65 sp	10
Klagul	1sprig	Infravision	Summer	Temperate	Grasslands	30 sp	5
Kylathar	1sprig	Str Dex Exchanged/ 2 Hr	Summer/Autumn	Subtropical	Forest	200 sp	10
Laishaberries	1sack berries	Healing, Disease	Summer/Autumn	Cold	Forest	20 sp	10
Land Caltrops	1root	Snakebite	Summer	Tropic	Forest	20 sp	5
Larnurma	1sprig	Ease Pain/ Healing	Spring	Temperate	Rural	10 sp	5
Laumspur	1plant	Healing	Spring	Temperate	Forest	100 sp	5
Leopard's Bane	1sprig	Poison FF to animals X	Summer	Temperate	Grasslands	5 sp	5
Lesser Centaury	1sprig	Antidote HH, YY	Summer	Temperate/Cold	Mountain	5 sp	5
Licorice root	1twig	sweet root, for candy	All around	Subtropical	Jungle	15 sp	1
Lungwort	1sprig	Pneumonia	Spring	Temperate	Rural	1 sp	5
Makebate	1sprig	Scorpion Sting	All A round	Sub- /Tropical	Desert	10 sp	10
Mandragera root	1plant root 3 leaves	major magical component, can become Manakin				150 +	sp 10
		Sleep	Spring	Temperate	Wet Forest	30+	sp 5
Marigold	1flowering plant	Antiseptic	Spring/Summer	Temperate	Rural	1 cp	1
Marjerome	1sprig	Jaundice	All around	Temperate	Grasslands	2 sp	5
Marsh Mallow	1jar Tree juice	Burns	All around	Temperate	Coastal	5 sp	5
Maruara	1sprig	Breathing	Spring/Summer	Sub- /Tropical	Mountain	50 sp	5
Masterwort	1root	Plague	Summer	Temperate	Rural	2 sp	10
Megillos	1sprig	Improves Eyesight	Winter	Cold	Mountain	1 sp	5
Melander	1sprig	Resist Disease	Winter	Cold	River	12 sp	5
Milkworte	1root	Cholera	Spring/Summer	Temperate	Rural	4 sp	10
Mirena	1sprig	Healing	Winter	Cold	Mountain	10 sp	5
Mistletoe	1sprig	parasitic plant with white glueuish berries					
		Diverse uses, Druid plant	Not Spring	Temperate	Forest	10 sp	1
Mistletoe, greater	1sprig	parasitic plant with white glueuish berries					
		Diverse uses, Druid plant	Not Spring/Winter	Temperate	Forest	500 sp	2
Moonflower	1sprig	special effects on Lycantropes	All around	Temperate	Hills	250 sp	1
Moonseed plant	1plant	Narcotizing seeds	Summer	Temperate	Hills/Mountain	50 sp	1
Mountain Garlic	1bulb	Repels Sprits	All A round	Temperate/Cold	Mountain/Hills	8 sp	5
Mountain Setwall	1plant	Hair Growth	All A round	Temperate	Mountainsides	10 sp	5
Mushrooms	1sack stools	Food/Spices	Autumn	Worldwide	Anywhere	50 sp	1
Mushroom spores	per oz	Spell component	Autumn	Worldwide	Anywhere	500 sp	1

Herbs / spices

Name	Amount	Purpose	Season	Climate	Area	Cost	Enc
Mugwort	1 root	Prevent Collapse	Summer	Temperate	Rural	2 sp	5
Napweed	1 plant	Poison Protection	Spring	Temperate	Rural	1 sp	5
Navev	1 sprig	Antidote DD, UU, JJ, HH	Winter	Sub- /Tropical	River	40 sp	5
Nettle leaves	1 sack leaves	Healing Tea, Vegetable Soup	All around	Worldwide	Anywhere	100 sp	1
Nightcall	1 sprig	Enhances Senses	Summer	Tropical	Desert	50 sp	15
Nightshade	1 sprig	Sleep	Summer	Temperate	Forest	15 sp	5
Oak, leaves	1 sack leaves	Spell component	Spring/Summer	Temperate/Cold	Forest/Rural	1 sp	10
Oak, acorn	1 sack acorns	Surrogate Coffee	Autumn	Temperate/Cold	Forest/Rural	1 sp	25
Oede	1 sprig	???	Spring	Temperate	Rural	1000 sp	10
Oiolosse	1 sprig	???	Winter	Polar	Grasslands	1200 sp	5
Olus Veritis	1 plant	Compels Truth	Winter	Temperate/Cold	River	5 sp	5
Olvar	1 sprig	Stabilizes Dying	Winter	Polar	Coastal	3000 sp	5
Orach	1 sprig	Jaundice	Summer	Temperate	Forest	2 sp	5
Pallast	1 sprig	Pain Relief	Summer	Temperate	Swamp	5 sp	5
Palma Eldath	1 sprig	Warmth	All around	Cold/Polar	Mountain	30 sp	5
Pargen	1 sprig	Resurrection aid	Summer	Tropic	Jungle	2000 sp	5
Pattran	1 sprig	Sleep inducer	Summer	Temperate	Forest	10 sp	5
Peas, split dried	1 sack peas	To make peas soup	Not Spring	Temperate/Cold	Anywhere	3 cp	10
Pennyroyal	1 sprig	Insect Repellent	Spring	Temperate	Rural/Urban	3 sp	5
Peony	1 sprig	Healing	Spring	Temperate	Rural	1 sp	5
Pepper	1 oz	Spice	All Around	Sub- /Tropical	Jungle	5 sp	1
Periwinkle	1 sprig	Bleeding	Spring	Temperate	Rural	1 sp	5
Petiveria	1 sprig	Swelling/Bruising	Summer	Sub- /Tropical	Rural	1 sp	5
Pine cone	1 Wooden cone	Thermo - Hydro register	Autumn/Winter	Temperate/Cold	Forest	1 cp	3
Plums,	1 Sack dried 12 fruits,	adored by the elderly, laxative	Autumn	Temperate	Rural/Forest	2 cp	6
Poison Ivy	1 sack leaves	Causing painful skin rash	All around	Temperate	Anywhere Shady	1 sp	10
Prince's Feather	1 sprig	Bleeding	Summer/Autumn	Temperate	Rural	1 sp	5
Raisin	1 sack dried grapes	To eat	Autumn	Temperate	Rural	3 cp	10
Rampalt	1 sprig	Congestion	Summer	Temperate	Forest	5 cp	5
Rewk	1 sprig	Healing	Autumn	Temperate	Rural	9 sp	5
Rhubarb, leaf	1 Lbs Stems	a vegetable	Not Winter	Temperate	Rural/Swamp	5 sp	10
Ribwort Plantain	1 Root	Bruising	Spring	Temp./Subtropical	Urban	1 sp	5
Rose Champion	1 sprig	Scorpion Sting	Summer	Temperate	Forest	1 sp	5
Rue	1 sprig	Antidote CC, HH, JJ	Summer	Temperate	Rural	1 sp	5
Sabito	1 sprig	Breathing	Summer	Tropical	Coastal	100 sp	5
Sadillia	1 sprig	Con. Cha +1 / 2d6 Turns	Summer/Autumn	Temperate	Grasslands	1000 sp	5
Saffron	1 oz	Spice, Dex +1 2 Turns	Autumn/Winter	Temperate	Forest	150 sp	10
Sanicle	1 sprig	Bleeding	Not Spring	Temperate	Forest	5 sp	5
Saracen Confound	1 sprig	Fevers	Summer	Temperate	Rural	1 sp	5
Sarsaparilla	per oz	???	Not Winter	Temperate	Forest	100 sp	10
Scented Mayweed	1 sprig	Blindness	Summer	Temperate	Forest	8 sp	5
Serapias Turbith	1 sprig	Healing	Spring/Summer	Temperate	Grasslands	4 sp	5
Sessali	1 sprig	Antidote WW, JJ, UU, FF	Not Winter	Subtropical	Coastal	1 sp	5
Shamrock	1 plant	luck bringing plant if 4 leafed	Not Winter	Temperate	Grassland/Hills	5 sp	5
Shepherd's Purse	1 Plant	Bleeding	All around	Temperate	Grasslands	5 sp	5
Silverthorne	1 twig	Antidote XX, SS, JJ, DD, EE	All around	Temperate	Mountain	1000 sp	10
Sinquo	1 sprig	Can stops aging 1d4 year	Summer	Subtropical	Rural	20 sp	10
Snakebite	1 oz juice	Inflammation	Spring	Temperate	Coastal	5 sp	5
Spanich Nut	1 nut	Aphrodisiac	All around	Temp./ Subtropical	Forest	10 sp	5
Spice	Exotic	1 Lbs. Sack. Spice	Summer	Sub-/Tropical		150 sp	10
	Rare	1 Lbs. Sack. Spice	Summer	Sub-/Tropical	Forest Jungle	20 sp	10
	Uncommon	1 Lbs. Sack. Spice	Summer	Sub-/Tropical	Grasslands	10 sp	10
Spiderwort	1 Root	Spiderbites	Spring/Summer	Temperate	Swamp	40 sp	10
Spring Adonis	1 sprig	Relieves Heart	Spring	Cold	Mountain	30 sp	5
Strawberry	1 sprig	Leprosy	Summer	Temperate	Forest/Rural	2 sp	5
St.Johnswort flower	1 flower sprig	Cures 1d6 + 1hp after 1d3 hours	Summer	Temperate	Rural/Urban	150 sp	10
Suaeysit	1 sprig	Energy	Autumn	Cold	Forest	100 sp	5
Sumac,	10 cn powdered leaves	Used for Tanning and Dyeing	All around	Temperate	Forest/Rural/Urban	10 sp	10
Sweet Trefoile	1 sprig	Falling Damage	Spring Summer	Temperate	Forest	1 sp	5
Tai-Gi	1 sprig	Enhances Senses	Summer	Subtropical	Rural	2 sp	5
Tamarinds	1 sprig	Quenches Thirst	All around	Tropical	Forest	1 sp	5
Tamarisk	1 twig	Anti-infection	All around	Temperate	Forest/Hills/Rural	5 sp	10
Tateesha	1 sprig	Int +1 for Int Days, -1d20hp	All around	Subtropical	Swamp	1 sp	5
Temping	1 sprig	Antidote SS, WW, YY, LL	Summer	Temperate	Forest	5 sp	5
Tephrosia	1 sprig	Calming Effect	Not Winter	Tropical	Coastal	2 sp	10
Terbas	1 sprig	Nerve Damage	Spring	Temperate	Forest	2 sp	5
Teriko Weed	1 plant	Contraceptive	Spring/Summer	Temp./ Subtropical	Rural	2 sp	5
Thorn Apple	1 fruit	Pain Relief, Halucinogenic	Spring/Summer	Temp./ Subtropical	Rural	1 sp	10
Throw-Waxe	1 fruit	Scarring	Spring/Summer	Temperate	Forest	2 sp	5
Thurl	1 sprig	Healing	Autumn	Temperate	Forest	1 sp	5
Thyme	1 plant	Antiseptic, Appetizer	Spring	Temperate/Cold	Rural/Hills/Mountain	1 sp	10
Ur	1 sprig	Food Substitute	Winter	Temperate	Grasslands	3 sp	10
Valerian	1 flower sprig	Eases Fits, Insomnia	Spring	Temperate	Grasslands	1 sp	5
Vanilla	per bean	Spice	Autumn/Winter	Temp./ Subtropical	Forest/Jungle	100 sp	2
Vinuk	1 sprig	Awaken	Summer	Temperate	Grasslands	8 sp	5
Water cherry	1 plant	vs. Scurvy, prevents excema	Not Winter	Not Cold/Polar	Ocean/Lakes/Rivers	12 sp	5
White Bryony	1 sprig	Pneumonia	Autumn	Temperate	Forest	1 sp	5
White candle	1 sprig	Pain Relief	Autumn	Temp./ Subtropical	Forest	5 sp	5

Herbs / spices

Name	Amount	Purpose	Season	Climate	Area	Cost	Enc
Willow-Herb	1 sprig	Snake Repellant	Summer	Temperate	Forest	5 sp	5
Winclamit	1 sprig	Healing	Spring	Temperate	Forest	100 sp	10
Wolfsbane	1 sprig	Warding of Lycantropes (poisonous) Antidote to Lycanthropy	Not Winter	Temperate	No Mountain	250 sp	10
Wood rose	1 sack buds	Makes Merry	Summer	Temperate	River	1 sp	5
Wood Sorrel	1 sprig	Cools	Summer/Autumn	Tropical	Desert	2 sp	5
Wormwood	1 sprig	Antiseptic	Spring	Temperate	Rural	2 sp	5
Woundwort	1 sprig	cures burnings 1d6 + 1hp after 3 turns, soothes immediately	All around	Temperate	Any Moist	150 sp	10
Yaran	1 sprig	Enhances Senses	Autumn	Temperate	Grasslands	8 sp	5
Yarrow	1 sprig	Bleeding	Summer	Temperate	Rural	10 sp	5
Yavethalion	1 sprig	Healing	Autumn	Temperate	Coastal	45 sp	10
Young Lad's Love	1 sprig	Frostbite	Summer/Autumn	Temperate/Subtropical	Forest	10 sp	5
Zulsendra	1 sprig	Increase Mv by 10 %	Summer	Tropical	Underground	70 sp	10
Zur	1 sprig	Enhances Senses	Winter	Cold	Underground	12 sp	5

Herbs / spices have different uses like; healing, food, spicing, bait, Warding off, spell components, and many others. The best known and used are listed in these tables, but often many more do exist.



<http://www.santoshayurved.com/images/slide-7.jpg>

Tools to use with food / drinks

1 gallon = 4 quarts, 1 quart = 2 pints, 1 pint = 4 gills or 16 oz. , 1 glass = ± 1 gill or 4 oz

Item	Material	Contents	Description/Information	Cost	Enc.
Mug / Jug / Cup,	Metal	1 pint capacity		5 sp	3-10
	Silver	1 pint capacity		10 sp	4-10
	Pottery	1 pint capacity		3 sp	5-10
Glass	Crystal	7 cn capacity	also Alchemical bottle or beaker	10 sp	4-8
	Normal / Shaped	7 cn capacity	also Alchemical bottle or beaker	4 sp	5-8
	Decorated	7 cn capacity	also Alchemical bottle or beaker	5 sp	5-8
	Gold / Silver decorated	7 cn capacity	also Alchemical bottle or beaker	5 sp	5-8
	Common	7 cn capacity	also Alchemical bottle or beaker	2 sp	6-10
	Cheap	7 cn capacity	also Alchemical bottle or beaker	1 sp	7-10
Acid Flask	Small	1 gallon capacity 2' diameter		10 sp	150
	Large	3 gallon capacity 4' diameter		100 sp	750
Decanter	Crystal	1-2 quart capacity	to hold / pour liquids	100 sp	15
	Ceramic	1-2 quart capacity	to hold / pour liquids	6 cp	20
	Silver	1-2 quart capacity	to hold / pour liquids	40 sp	20
Goblet,	Crystal	2 gills capacity	Cup on a foot	40 sp	10
	Pewter	2 gills capacity	Cup on a foot	4 sp	10
	Silver	2 gills capacity	Cup on a foot	1 sp	10
Drinking	Horn	1 pint capacity		2 sp	5
	Skull	2 pint capacity		5 sp	15
Beer Pint,	Glass	1 pint capacity		1 sp	10
	Wood	1 pint capacity		2 cp	11
	Ceramic	1 pint capacity		5 cp	12
	Metal	1 pint capacity		4 cp	11
	Pewter	1 pint capacity		2 cp	11
Solids and liquids					
Beaker	Metal, Ceramic or Glass	25oz	to hold / pour liquids, can be heated	30 sp	20
Pottery	Diverse	1 crate (contents 300 cn)		1000 sp	500
Cooking pot	Iron	2 quart capacity		10 sp	50
Cooking Kettle	Iron	Various sizes	per pint contents	20 sp	10
Cooking Pan	Metal	1quart capacity		6 sp	25
Cooking Pan	Brass	1quart capacity		12 sp	25
Decanter,	Crystal	2 quart capacity		40 sp	60
	Pottery	2 quart capacity		1 sp	55
	Silver	2 quart capacity		5 sp	50
Dishes	Ceramic	1 / 8 quart capacity		2 sp	10
	Brass	1 / 8 quart capacity		5 sp	5
	Pewter	1 / 8 quart capacity		5 cp	8
	Silver	1 / 8 quart capacity		12 sp	10
	Gold	1 / 8 quart capacity		200 sp	20
	Ceramic plated	1 / 8 quart capacity		100 sp	12
Cutlery	Wood	Spoon, Knife, Fork		1 sp / piece	5
	Copper	spoon, knife, fork, etc.		1 sp / piece	5
	Pewter	spoon, knife, fork, etc.		2 sp / piece	5
	Silver	spoon, knife, fork, etc.		5 sp / piece	5
	Gold	spoon, knife, fork, etc.		50 sp / piece	6
Pipe	Wood		For Smoking Tobacco or pipeweed	1 cp	5
	Ceramic		For Smoking Tobacco or pipeweed	1 sp	5
	Ivory		For Smoking Tobacco or pipeweed	50 sp	6
	Decorated Ivory		For Smoking Tobacco or pipeweed	150+ sp	10
Waterskin	Leather	1 quart capacity (30 cn if filled)		10 sp	5
	Leather	5 quart capacity (150 cn if filled)		25 sp	10
Wineskin	Leather	1 quart capacity (30 cn if filled)		10 sp	5
	Leather	5 quart capacity (150 cn if filled)		25 sp	10
Goard	Small	1 quart capacity (30 cn if filled)	Hardened hollow fruit, leather bound	5 sp	8
	Medium	5 quart capacity (150 cn if filled)	Hardened hollow fruit, leather bound	8 sp	15
Amphora	Small	ceramic 2 quarts capacity	(50 cn if filled)	5 sp	5
	Medium	ceramic 5 quarts capacity	(180 cn if filled)	10 sp	15
	Large	ceramic 15 quarts capacity	(500 cn if filled)	50 sp	50
	Great	ceramic 50 quarts capacity	(1600 cn if filled)	150 sp	150
	Huge	ceramic 100 quarts capacity	(5000 cn if filled)	500 sp	500



Drinks and Tobacco

1gallon = 4 quart = 8 pints, 1 quart = 2 pints, 1 pint = 4 gills or 16 oz., 1 glass = +/- 1 gill or 4 oz.

Italic yellow = Magical Origin Effect. Explained further down.

Common Drinks		Available in almost any Tavern or Inn				
Item	Contents	Description / Notes	Alcohol Points	Bottle	Cost	Enc.
Ale / mead / grog, Local	1 pint		1	not	5 cp	8
Ale / mead / grog, Local, Keg	1 gallon / 8 pints	Often Private	8	not	20 sp	64
Ale / mead / grog, Local, Barrel	50 gallon / 400 pints	Often Tavern/Inn	400	not	200 sp	3000
Ale, Dwarven, Dark	1 pint		1½	not	7 cp	8
Ale, Dwarven, Dark	Keg= 5 gallon/ 40 pints	Often Private	50	not	28 sp	320
Ale, Dwarven, Dark	Barrel=50 gallon / 400 pints	Often Tavern/Inn	500	not	280 sp	3200
Ale, Orcish	1 pint		2	not	1 sp	8
Ale, Orcish	Keg= 5 gallon/ 40 pints	Often Private	80	not	40 sp	320
Ale, Orcish	Barrel=50 gallon / 400 pints	Often Tavern/Inn	800	not	400 sp	3200
Beer, Light, Small	1 pint		½	not	2 cp	8
Beer, Light, Large	2 pints / 1 quart		1	not	4 cp	16
Beer, Light, Barrel	50 gallon / 400 pints	Often Tavern/Inn	400	not	100 sp	3200
Beer, Normal, Small	1 pint		2	not	3 cp	8
Beer, Normal, Large	2 pints / 1 quart		4	not	5 cp	16
Beer, Normal Barrel	50 gallon / 400 pints	Often Tavern/Inn	1600	not	120 sp	3200
Beer, Dark, Small	1 pint		2	not	4 cp	8
Beer, Dark, Large	2 pints / 1 quart		4	not	6 cp	16
Beer, Dark, Barrel	50 gallon / 400 pints	Often Tavern/Inn	1600	not	140 sp	3200
Cider	1 mug = 1 pint		5	x17	10 sp	5
Cider, Small Keg	2 gallon		80	not	160 sp	80
Cider, Barrel	50 gallon / 400 pints =	Often Tavern/Inn	800	not	400 gp	800
Coffee / Cacao	1 cup = 1 gill		0	not	5 cp	5
Coffee, Ise of Dawn	1 cup = 1 gill		3	not	15 sp	5
Coffee / Cacoanuts, Whole,	bag	enough for 50 cups	0	not	12 sp	20
Coffee / Cacoanuts, Ground	bag	enough for 50 cups	0	not	15 sp	20
Coffee / Cacoanuts, Whole,	sack	enough for 500 cups	0	not	120 sp	200
Coffee / Cacoanuts, Ground	sack	enough for 500 cups	0	not	150 sp	200
Milk, Any	1 bottle	stays good 4 Days	0	2 qrt	4 cp	40
Yogurt, any	1 pint,	stays good 4days	0	2 qrt	6 cp	25
Vinegar	White or With inserted Herbs	sv poison or cramps 1d10 Days	0	2 qrt	2 cp	10
Vinegar	Red	sv poison or cramps 1d10 Days	0	2 qrt	3 cp	10
Thee	1 cup = 1 gill	Warm cup or cold in bottle	0	2 qrt	2 sp	3
Thee, Brick	2 Qrt	Dried clog of Thee	0	not	25 sp	10
Yak-Butter Thee	2 pints / 1 quart	Bricktheesoup with yak butter	0	not	35 ST	30
Thee, Herbal	1 cup = 1 gill	Warm cup or cold in bottle	0	2 qrt	3 sp	3
Water	1 glass =	can be dirty, infected, diseased or	0	2 qrt	free	3
Water	1 barrel 30 quarts	downright awful	0	not	65 cp	360
Tea, Coffee, Tobacco	Merchant bag	stays good 1 Month	0	not	750 sp	500
Uncommon Drinks		Locally or in Silver+ Taverns		ST= Silver Tang(see Coinage)		
Aquavit, Ostlander	1 Glass		5	x14	3 sp	3
Aquavit, Other	1 Glass		3	x16	1 sp	3
Arkhi, Hobgoblandish	1 Glass	fermented mushroom milk drink	4	x10-20	4 sp	6
Brandy, Thyatian Imperial	1 glass =		4	x 16	4 sp	4
Brandy, Minrothadian	1 glass =		4	x16	3 sp	4
<i>Ever-(Mead)</i>	1 glass =		5	x16	5 sp	3
<i>Ever-(Mead),</i>	Keg	2 gallon =	80		80 sp	48
Fruit juice, Fresh made	If held in closed cool container for more than 1 year it can become 0 - 45% vinegar, or a wine/cider like alcoholic drink 46 - 00 %) (grapes / berries become 75% wine 25% vinegar)		0.5	x 5	15 sp	10
Mescal, Sindhi	1 glass =		7	x16	4 sp	3
Mescal, Savage coast	1 glass =		8	x10	3 gp	3
Kumiss, Ethengerian. (Shake before use)	1 bag=4 qrt	Fermented mares'milk Fermented Roan/Bay Mares'Milk Fermented White mares'milk	18 22 26	not not not	15 ST 30 ST 45 ST	30 40 45
Ouzo, Redstone	1 glass =		3	x17	5 sp	3
Ouzo, Ierendi	1 glass =		7	x15	10 sp	3
Rum, Ethengarian	1 glass =		5	x10	4 sp	3
Rum, Heldannic	1 glass =		6	x10	4 sp	3
Rum, Light	1 glass =		6	x10	5 sp	3
Rum, Dark	1 glass =		7	x10	7 sp	3
Sake, Pearl Islands	1 glass =		5	x10	6 sp	3
Sake, Alpathian	1 glass =		5	x10	8 sp	3
Tequila, Savage coast	1 glass+ 1 lemon and salt =		8	x10	15 sp	4
Tequila, Yazak - Orcish	1 glass+ 1 lemon and salt =		8	x10	5 sp	4
Tequila, With Insect/Scorpion	1 glass+ 1 lemon and salt		9	x17	25 sp	4
Uisce, Glantrian	1 glass =		5	x14	3 sp	3
Uisce, Other	1 glass =		5	x10	2 sp	3
Vodka, Karameikan	1 glass =		5	x18	3 sp	3
Vodka, Glantrian	1 glass =		2	x9.5	10 sp	3
Whisky, Texeiran	1 glass =		4	x18	1 sp	3
Whisky, other	1 glass =		4	x16	2 sp	3
Tobacco, Pipeweed	1 pipe			not	2 sp	1
addictive!!!, every year used = 2 years physical aging + 5 % contracting fatal lung disease (if so die in con x Months)						
Tobacco, Cigars	1 cigar	½" to ¾ " thick, 3" to 8" long roll Tobacco leaves		not	100 sp	1-2
Tobacco, Pipeweed	1 sack= 10 pipes	Holds enough for 10 pipes,		not	10 sp	5

Drinks and Tobacco

1gallon = 4 quart = 8 pints, 1 quart = 2 pints, 1 pint = 4 gills or 16 oz., 1 glass = +/- 1 gill or 4 oz.
Italic yellow = Magical Origin or Effect. Explained further down.

Item	Contents	AP	Bottle	Cost	Enc
Wine, Elven White (exquisite taste)	1 glass =	2	x 15	1 sp	5
Wine, Other White	1 glass =	1	x 15	8 cp	5
Bellayne, Renardois, Karamaikan Red	1 glass =	2	x 14	10 sp	5
Wine, Thyatian red	1 glass =	1	x 14	1 sp	5
Wine rare / old	1 glass =	3	x 14	10-3000 sp	3
Wine, other red	1 glass =	1	x 15	8 cp	5

Use for all Wines the following Effects; roll 1d30 if found. Apply effects to designated Wine above, or Vinegar below.

1d30	Quality stars	Description / Notes	Add to AP	Add to Bottle	Add to price	Enc
1	★★★★★	Excellent Wine For Kings, Royals and such only	+5	x1 to 2	x 500	5
2-3	★★★★	Fair Wine For Higher Ranks Only	+2	x1 to 1.5	x 200	5
4-6	★★★	Good Wine For the Rich only	+1,5	x1 to 1.5	x 100	5
7-10	★★	Average Wine	+1	x1 to 1.2	x 50	5
11-17	★	Normal Wine	+1	x1	x 1	5
18-22		Bad Wine sv poison or cramps 1d4 hr	+ 1d6-1	x1	x 0.4	5
23-27		Very Bad Wine sv poison or cramps 1d6 Days	+ 2d6-2	x1	x 0.1	5
28-29		Vinegar sv poison or cramps 1d10 Days	0	x1	2-3 cp	5
30		Spoiled cramps 2d10 Days -1d4 hp, sv Poison for ½	0	x1	free	5

How does alcohol affect the body? Remember Alcohol can be dangerous!!!!

DON/ T DRIVE A HORSE OR WAGON OR CAST ANY SPELLS WHILE UNDER INFLUENCE!!!!!!

Any race;

CO+ 15 (+ 10 / drinking skill) = Drinking level (DL)

DL - total alcohol points drunk (ap) = Alcohol level (AL) Round up

Additional Racial adjustments to alcohol in-tolerance;

Dwarves +5, +1 / drinking skill, Dragons +40, Giants+20, Elves -5, Orc +5, Troll +25, Ogre +3, Fairies -10, Faun +5, Pooka +5

→ *If AL = lower then constitution then you're under influence, DX -2, vision 50%, Traits -1 if Lawful, -2 if Neutral, -3 if Chaotic

Must make IN check for any act of concentration or fail it.

Must make a CO check for each further drink or 5 ap consumed beyond AL, or become Drunk.

→ *If fail then drunk for 4d4 hours, Then THAC0 + 4, Sight x ½, Surprise + 2, DX, IN, WI, CH and Com- 4, 25% -5% / Hour chance to regurgitate all drinks and food eaten in the last 5 hours.

Must make a CO check for every next drink consumed

→ *If fail then 1d6 hours KO. + 1d10 + 9 hours deep sleep *

→ Direct after drunkenness THAC0 + 1, Headache for 3d4 hours (no concentration or spellcasting).

If total ap consumed are 3 times more then DL, then alcohol poisoning = no recovery from magical healing (even wounds), Knock out for 4d4 hours, save vs. Poison.

Every Hour Knock Out make Constitution check at current constitution or die by heart failure due alcohol poisoning in 1d3 Rounds.

A neutralize poison will remove all effects.

Any regurgitating will remove 25% ap only, and only once, but will not remove any drunkenness this way.

Drinking during pregnancy may cause the child Fetal Alcohol Syndrome, which could result in mental or physical deformed child, spontaneous abortion or even death due blood loss.



http://blogs.scientificamerican.com/anthropology-in-practice/files/2011/08/434px-MaryRose-wooden_tankard1.jpg

Magical Beverages

Treu Magical Vintages						
Item	Contents	Alcohol Points	Bottle	Cost	Enc.	
<i>Feywine (Fairies only)</i>	1 crystal glass	11	x 15	1500 sp	5	
<i>Mitaq, Elven</i>	1 glass	10	x 14	25 sp	3	
<i>Mitaq, Shadowelven</i>	1 glass	11	x 14	125 sp	3	
<i>Mitaq, Dwarven</i>	1 glass	12	x 14	60 sp	3	
<i>Mitaq, Draconic</i>	1 glass	15	x 30	10000 sp	3	
<i>Mitaq, Faenare</i>	1 glass	10	x 12	25 sp	3	
<i>Mitaq, Hin</i>	1 glass	10	x 10	25 sp	3	
<i>Mitaq, Water Elves</i>	1 glass	10	x 14	25 sp	3	
<i>Trees blood Darokinian Brandy</i>	1 glass	5	x 14	25 – 125 sp	10	
<i>Zzongha, Alphatian</i>	1 glass	2	x 6	50 – 200 sp	3	
<i>Zzongha, Thyatian</i>	1 glass	3	x 5	20 – 500 sp	3	
<i>Kol-Dahk, Kolland</i>	1 glass	10-15	x 12	5-50 sp	15	

Feywine (Fairies only)

Origin of this drink is unknown, but seemingly all Fairies seem to use it regularly, especially Pooka's and Fauns but also Centaurs buy it regularly from the Fauns who produce it. Any guest of the fairies will be given this drink as much as they want. The drink gives a Bless effect equal to the Clerical Bless spell for as long as the character is under influence. When becoming drunk, the penalties thus obtained, do not negate the Bless effect, but the actual result is less than either effect.

Mitaq,

Any Mitaq is made with some blood of the species mentioned and therefore imbues the drinker with a magical dweomer, that—if detected—improves reactions with that race by 3, it also enables the drinker minute access to magical effect solely for that race. I.e. Access to a Dwarven Forge, an Elven Tree of Life, a Frond of Life (water Elves) a Draconic Circle or a Shadowelven Fungal Heart or similar locations are only possible by at least an intake of 1 glass prior access and under influence during access.

Many magical effects can be granted to the drinker, but never are they more than a single Magical Cantrip, or a defensive 1st level Clerical spell.

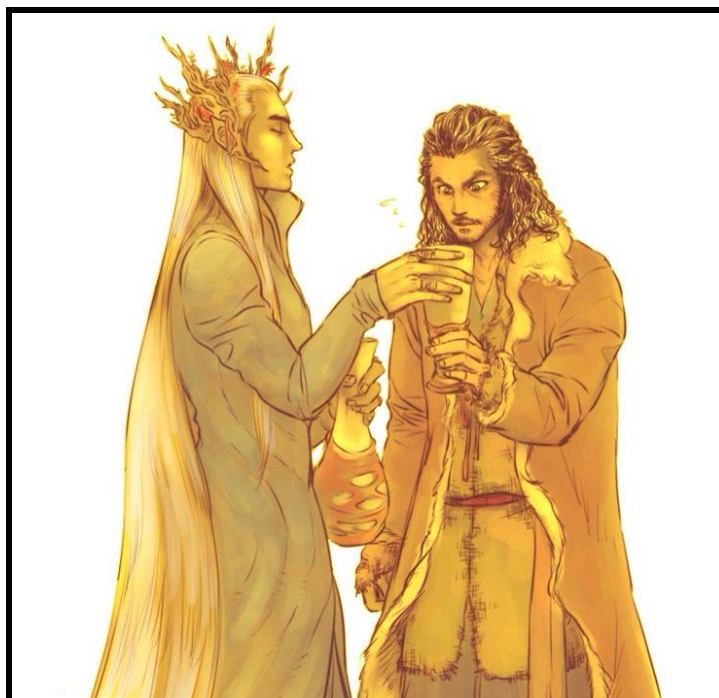
When the alcoholic intoxication stops the magical effects will stop too. Further they have no time limit.

Trees blood Darokinian Brandy

This heavy, strong smelled brandy is made from the sap of Alfheim Elven Home trees and could change the drinker to chaotic evil after prolonged usage, it also causes a berserk rage when becoming Drunk and being agitated.

Illegal in Glantri, Northern Reaches, Ethengar, Karameikos and Thyatis.

Semi legal in Darokin and Minrothad due merchant value.



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Zzongha,

Zzongha is made from the fruits of a plant brought to this world and grown in secret specialized chambers by the Alphatians. The plant has a undistinguishable super-sweet taste and is very addictive. It causes lack in anything except Zzongha, and therefore loss of abilities after prolonged usage.

The plant is illegal worldwide and penalties range from forced breaking down the habit to the death penalty (often it is seen as High Treason, by bringing this degenerative effect in the world.

Kollandish Kol-Dahk

Kol-Dahk is a special dark red, bubbly watery liquid, often extra fermented, from the river water of the Kol-Dahk river in Lower Kol, it is not magical in itself but when a flask full is boiled it will create a 2000 cubic yards cloud, filling the area up to 20 yard high, cloud of dark brown (almost as heavy as air) vapor per flask, which has the same intoxicating effect as drinking the liquid, when inhaled. Every round inhaling is equal to drinking 1 glass of 9+1d6 AP. The cloud will evaporate 10% of its volume per Hour cumulative (so never longer than 4 hours), and it can be blown away by any wind stronger than 6. The kobolds use this effect in underground combats.

A mask with special fungal herbs, created by the Kobolds of Kol, will prevent this for 1 hour costs 5 sp 25 cn

Evermead and Elven White Wine

Evermead and Elven White Wine are made from enchanted Fruits. Any drunkenness does not result in reduced abilities, or Knock Out, nor request additional saves or checks. But when someone falls asleep, he sleeps 4+1d8 hours more than the normal sleep. If awakened earlier; the person will be grumpy and suffer the reduced abilities as if drunk. No further Effects

Class Tools

The Well Equipped Adventurer

Many heroes do with a minimum of equipment—armor they inherited from some relative, a plain weapon, one or two changes of clothing, sturdy boots, a fire-starting kit, and a little more. . . but there is no doubt that the better equipped an adventurer is, the more successful he is likely to be.

The most useful items are often the most difficult to obtain—enchanted weapons and armor, items of miscellaneous magical abilities, and so on. These must be obtained by chance or the expenditure of much gold. While undeniably useful, they are not essential to a successful career as hero.

Here, then, is a list that is essential to the success (or at least comfort) of the adventurer.

For Travel in the Wilderness

Fire-starter, Compass, Small first-aid kit (bandages, balms, theriac as antidote to poison, Soap, Witch Hazel), Bedroll, Canteen or Water-skin, Knife, Hammock, Tent or insect netting (klambou) and sturdy clothing suited to the climate.

For combat

The finest weapons and armor one can afford, and much time spent training with them. And No, they do not necessarily need to be magically enchanted.

For Dungeon-delving

Sturdy lantern with sufficient fuel, rope set (including a quantity of high-quality silk rope , grapples, spikes, and pulleys), map-making kit (pen and ink, parchment, measuring tape) or chalk and charcoal sticks to mark one's path, pick axe, iron spikes and mallet, carpenter's level to check for slopes, lock picks, caged canary (if noxious fumes are expected), and a long, sturdy pole to test footing.

For entering enemy strongholds

Lock picks, rope set (see above), soft-soled boots or shoes, spider harness(a climbing aid; additional supplies, hooks and clasps), sleep gas(available at some alchemical shops), or sufficient coinage to bribe the servants.

For Ocean travel:

Sturdy Oilcloth windbreaker to protect against wind, rain and sea spray, portable boat, and outdoor survival gear in case of shipwreck. Unfortunately, no one has yet discovered a reliable preventative for seasickness.



Source unknown

Fighter Class Tools

Fighters and Dwarves are perhaps the most practical adventurers, wasting very little upon unnecessary items. The professional Warrior has few true needs. Therefore the following advised contents of his/her Backpack;

Item	Description	Quantity	Cost	Enc
Backpack, Normal	Contents 400 cn, 40 Lbs, Size 2' x 2' x 3'	1	50 sp	20
Bandages	Prevents further bloodloss enough for 1set of wounds / character	3	1 sp	1*
Bedroll	Heavy blanket and Small pillow (attached to pack)	1	10 sp	50
Oil, lamp	Ceramic flask, 2d6 dm or covers 10' Square burns 3r	1	20 sp	10
Pot Cooking	2 quart capacity	1	10 sp	50
Rations, Iron	Week ration ; stays fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)	2	150 sp	70
Rope, hemp	50' , supports 750 Lbs, (5% breakage / 10 Lbs)	1	10 sp	50
Bag, Sack , Large	Contents; 600 cn = 60 Lbs Size; 2' x 4' x 2'	1	5 sp	30
Tinderbox	Ignites a fire 2-6 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.	1	30 sp	5
Torch,Normal	Burns 6 Turns, 15' radius, (seen 1000 yard away)	3	1 sp	10
Waterskin	1 quart capacity (30 cn if filled)	6	10 sp	5
Whetstone	To sharpen and polish tools and weapons	1	2 cp	1
Average Total;			503 sp	369

Halfling Tools

Halflings also prefer traveling Light, although the industrious little fellows might pack a variety of items to cover a number of different contingencies. Therefore the following advised contents of his/her pack;

Item	Description	Quantity	Cost	Enc
Knapsack	holds 3' stick, Contents; 250 cn = 25 Lbs, Size; 2'x 2'x 2'	1	30 sp	10
Bag, sack, Small	Contents; 200 cn, 20 Lbs, Size; 1' x 2' x 2'	3	2 sp	5
Bedroll	Heavy blanket and Small pillow (in knapsack)	1	10 sp	50
Candle, Standard	Burns 1hr, Light 10' radius, (seen 500 yards afar)	3	3 sp	3
Hand Mirror, Glass	(Breakable)	1	150 sp	5
Ink, vial, Black	For 50 pages simple text	1	10 sp	20
Magnifying Glass	To magnify close objects 5 to 10 times (can impose a bonus to remove traps)	1	30 sp	5
Map, general	General trail map of explored territory, 20 % containing mistakes	1	100 sp	10
Oil, lamp	Ceramic flask, 2d6 dm or covers 10'Square burns 3r	1	20 sp	10
Parchment	10" x 10" leaf	2	20 sp	10
Quill, Pen	To write		5 sp	1
Rations, Iron	Week ration ; stays fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)	2	150 sp	70
Tinderbox	Ignites a fire 2-6 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.	1	30 sp	5
Torch,Normal	Burns 6 Turns, 15' radius, (seen 1000 yard away)	3	1 sp	10
Wineskin	1 quart capacity (30 cn if filled)	6	10 sp	5
Average Total;		571	sp	219

Druid/Outdoorsman Tools

Clerics studying the path of druidism, as well as other outdoor adventurers (including Foresters, Scouts and Elves), understand that a wide variety of equipment can compensate for the many demands of the wild. Thus, while the professional explorer bears a heavy burden, he is rarely caught helpless in the wild. Therefore the following advised contents of his/her Backpack;

Item	Description	Quantity	Cost	Enc
Backpack, Leather, Explorers	Contents; 800 cn = 80 Lbs Size; 3'x 3' x 4'	1	130 sp	80
Block & Tackle	Effectively reduces weight of hauled object to 25% but requires 4 x length of rope	1	50 sp	100
Bedroll	Heavy blanket and Small pillow (attached to pack)	1	10 sp	50
Climbing Hook	To attach to rope, to climb on Walls	1	50 sp	40
Climbing Spikes, Iron (10)	Set; Different uses (Door jamming, Lock destroying, Climbing, etc.)	1	5 sp	4
Rations, Iron	Week ration ; stays fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)	1	150 sp	70
Rope, hemp	50' , supports 750 Lbs. (5% breakage / 10 Lbs)	1	10 sp	50
Tinderbox	Ignites a fire 2-6 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.	1	30 sp	5
Torch, Normal	Burns 6 Turns, 15' radius, (seen 1000 yard away)	3	1 sp	10
Waterskin	1 quart capacity (30 cn if filled)	2	10 sp	5
Arrow Heads (set of 20)	To make normal arrows if Fletcher/Bowyer skilled	1	2 sp	5
Utility hammer	1d3 dm if used as weapon	1	10 sp	5
Utility knife	1d3 dm if used as weapon	1	10 sp	5
Leather, Bulk	1 Square foot for miscellaneous use	1	1 sp	5
Map, general	General trail map of explored territory 20% containing mistakes	1	100 sp	10
Parka	Raises body temperature by 15 °	1	50 sp	40*
Tent	2 man, 6' height x 4' x 4', 2 turns set-up, 20hp, vs. Heavy Rain, vs. Wind 7	1	200 sp	200
Twine	100' ball, supports 30 Lbs (10 % breakage / 10 Lbs)	1	2 sp	10
Whistle	To make a signal	1	5 sp	1
Average Total;			838 sp	720



Mystic Class Tools

Austerity is a trademark of the mystic, and rare is the character who bears more than the most essential of items, here the advised contents of his/her Backpack; all what he carries is owned by his temple. A mystic has no personal belongings but some perishables like food.

Item	Description	Quantity	Cost	Enc
Knapsack	holds 3' stick, Contents; 250 cn = 25 Lbs, Size; 2'x 2'x 2'	1	30 sp	10
Bedroll	Heavy blanket and Small pillow (in knapsack)	1	10 sp	50
Candle, Standard	Burns 1hr, Light 10' radius, (seen 500 yards afar)	3	3 sp	3
Ink, vial, Black	For 50 pages simple text	1	10 sp	20
Journal, blank	With fifty 6" x 9" pages	1	200 sp	30
Quill, Pen	To write	1	5 sp	1
Rations, Iron	Week ration ; stays fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)	1	150 sp	70
Tinderbox	Ignites a fire 2-6 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.	1	30 sp	5
Waterskin	1 quart capacity (30 cn if filled)	1	10 sp	5
Average Total;			454 sp	200

Elf or Mage Class Tools

The needs of a spell-caster are many, and it is all too true that the tools of trade take up much of available space! Therefore the following advised contents of Backpack;

Item	Description	Quantity	Cost	Enc
Backpack, Normal	Contents 400 cn, 40 Lbs, Size 2' x 2' x 3'	1	50 sp	20
Bedroll	Heavy blanket and Small pillow (attached to pack)	1	10 sp	50
Quill, pen	To write	1	5 sp	1
Ink, vial, Black	For 50 pages simple text	1	10 sp	20
Parchment	10" x 10" leaf	2	20 sp	10
Spellbook	Standard, 24" x 24" x 6" , pages for 24 spell levels	1	100 sp	200
Scroll Case/Tube; Waterproof, Wood	1 map / scroll / 10 leaves parchment / 25 cn Small objects	1	50 sp	20
Scroll Case/Tube, Leather	2 maps / Scrolls / 20 leaves Parchment / 15 cn Small Objects	1	15 sp	25
Magnifying Glass	To magnify close objects 5 to 10 times (can impose a bonus to remove traps)	1	30 sp	5
Candle, Standard	burns 1hr, Light 10' radius, (seen 500 yards afar)	3	1 sp	1
Vial, Glass	To hold liquids or Small powdered material	2	30 sp	5
Rations, Iron	Week ration ; stays fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)	1	150 sp	70
Rope, hemp	50' , supports 750 Lbs. (5% breakage / 10 Lbs)	1	10 sp	50
Bag, Sack , Large	Contents; 600 cn = 60 Lbs Size; 2' x 4' x 2'	1	5 sp	30
Tinderbox	Ignites a fire 2-6 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.	1	30 sp	5
Torch, Normal	Burns 6 Turns, 15' radius, (seen 1000 yard away)	3	1 sp	10
Waterskin	1 quart capacity (30 cn if filled)	1	10 sp	5
Average Total;			635 sp	554

Clerical Class Tools

A cleric's purpose is to heal, protect, and represent the interests of her particular order. Her basic kit reflects these aspects of her profession. Therefore the following advised contents of his/her Backpack;

Item	Description	Quantity	Cost	Enc
Backpack, Normal	Contents 400 cn, 40 Lbs, Size 2' x 2' x 3'	1	50 sp	20
Bandages	Prevents further bloodloss enough for 1set of wounds / character	3	1 sp	1*
Bedroll	Heavy blanket and Small pillow (attached to pack)	1	10 sp	50
Clothes, Middle Class	Tunic / Pants ; Blouse /Skirt ;Robe / Dress (includes Priestly Garments)	1	50 sp	20*
Rations, Standard	Week ration ; stays fresh 7 days	2	150 sp	70
Garlic, 1 bud,	vs. Vampires, fairies (and other), All Seasons, Temperate Climate, Anywhere	1	5 sp	5
<i>Book, Holy, Paper</i>	1d4 x 100 pages	1	250-1250 sp	200+1d4 x 20
<i>Holy Symbol,, Inexpensive</i>	To Turn Undead	1	500 sp	10
<i>Holy Water, 1 vial,</i>	for rituals and ceremonies, Causes Undead and Fairies damage (mostly 1d8)	1	250 sp	10
Tinderbox	Ignites a fire 2-6 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.	1	30 sp	5
Quill, pen	To write	1	5 sp	1
Ink, vial, Black	For 50 pages simple text	1	10 sp	20
Parchment	10" x 10" leaf	2	20 sp	10
Waterskin	1 quart capacity (30 cn if filled)	1	10 sp	5
Average Total;	<i>Italic= owned and given freely by the temple</i> Other items acquired self		1540-2540 sp	523-583

Often used Cleric and Healer Equipment

Item	Description	Cost	Enc
Bandages	Prevents further bloodloss enough for 1set of wounds / character	1 sp	1*
Wound packing	per 4 oz, to stop bleeding	1 sp	5
Splint set	to set broken bones	40 sp	15
Healers kit	Bag with 50 bandages, splints, needles, thread, herbs (pain soothers) 50 uses	250 sp	10
Crutches	to help a handicapped person to stand or walk mostly two needed	10 sp	5 each
Clothes, Middle Class	Tunic / Pants ; Blouse /Skirt ;Robe / Dress (includes Priestly Garments)	50 sp	20*
Garlic, 1 bud,	vs. Vampires, fairies (and other), All Seasons, Temperate Climate, Anywhere	5 sp	5
Quill, pen	To write	5 sp	1
Ink, vial, Black	For 50 pages simple text	10 sp	20
Parchment	10" x 10" leaf	20 sp	10
Book; Holy, Papyrus	1d4 x 100 pages	150-600 sp	200+1d4 x 20
Book; Holy, Parchment	1d4 x 100 pages	200-900 sp	200+1d4 x 20
Book; Holy, Paper	1d4 x 100 pages	250-1250 sp	200+1d4 x 20
Book; Holy, Vellum	1d4 x 100 pages	400-2500 sp	200+1d4 x 20
Firewood	For 1 fire, burns 3+1d4 Hour, sheds Light 40' (can be seen 500 yard away)	1 cp	10
Holy symbol, cheap	To Turn Undead, - 3 to Turn	50 sp	7
Holy Symbol, Wood	To Turn Undead, -3 to Turn unless Nature Immortal	7 sp	7
Holy Symbol, Common	To Turn Undead, - 1 to Turn	250 sp	10
Holy Symbol, Inexpensive	To Turn Undead	500 sp	10
Holy Symbol, Silver	To Turn Undead	500 sp	10
Holy Symbol, Precious	To Turn Undead, +3 to Turn	25,000 sp	15
Holy Water, 1 vial,	for rituals and ceremonies, Causes Undead and Fairies damage (mostly 1d8)	250 sp	10
Spyglass	to enlarge vision by 1d10 x 10 % in an area of about 20' radius. Breakable	10,000 sp	20
Prayer Beads	For praying ceremonies, sometimes for spellcasting	10 sp	5*
Prayer Wheel	For praying ceremonies	30 sp	100
Tabard, Clerical	Clerical clothing	60 sp	15*
Tabard, Embroided	Clerical clothing	600 sp	20*
Tabard, Velvet	Clerical clothing	200 sp	50*
Tabard, Velvet, Embroided	Clerical clothing	2000 sp	50 + 50*



Thief Class Tools

The thief's life is an often risky one. They are the most versatile of the classes and therefore they have an extensive extra list. Incumbent upon those who rely on stealth and fleetness of foot is to take no more than necessity requires—for freedom of movement is of paramount importance! Therefore the following advised contents of his/her Backpack;

Item	Description	Quantity	Cost	Enc
Backpack, Normal	Contents 400 cn, 40 Lbs, Size 2' x 2' x 3'	1	50 sp	20
Bedroll	Heavy blanket and Small pillow (attached to pack)	1	10 sp	50
Candle, Standard	burns 1hr, Light 10' radius, (seen 500 yards afar)	3	1 sp	1
Gloves, Soft, Linen	protects vs. contactpoisons and other things that harm exposed skin, not vs. needletraps	1	10 sp	5*
Rations, Iron	Week ration ; stays fresh 2 Month (Scurvy, Beri-Beri, Rickets Danger!)	1	150 sp	70
Rope, hemp	50' , supports 750 Lbs, (5% breakage / 10 Lbs)	1	10 sp	50
Bag, Sack , Large	Contents; 600 cn = 60 Lbs Size; 2' x 4' x 2'	1	5 sp	30
Thieves tools	needed for picking locks & removing traps, if failure in use reroll, failure is breakage of tools used; 10 needles, 2' thin copper wire, 1' metal wire, 0.5' wire saw, 10 toothpicks, 5' fishwire "1", 10 metal lockpicks (all different (-1 = -10 % of total Thief abilities), tiny file, 1 cn vial of acid	1	50 sp	10
Magnifying Glass	To magnify close objects 5 to 10 times (can impose a bonus to remove traps)	1	30 sp	5
Climbing Hook	To attach to rope, to climb on Walls	1	50 sp	40
Climbing Spikes, Iron (10)	Set; Different uses (Door jamming, Lock destroying, Climbing, etc.)	1	5 sp	4
Utility hammer	1d3 dm if used as weapon	1	10 sp	5
Tinderbox	Ignites a fire 2-6 on 1d6 in normal dry conditions, 2 on 1d2 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.	1	30 sp	5
Torch, Normal	Burns 6 Turns, 15' radius, (seen 1000 yard away)	3	1 sp	10
Waterskin	1 quart capacity (30 cn if filled)	1	10 sp	5
Average Total;			416 sp	310

Often used Thief Equipments , **=Hard to obtain		L=Legal,	S= Semi-Legal	I=Illegal
Item	Description	Legality	Cost	Enc
Acid**	Metal eating, 1 vial	L	500 sp	5
Arrow, flare	to signal up to 1000' away and 5 miles in the dark, Bow needed	L	100 sp	1
Arrow, wood biter**	CW+15 for Tree Branches and Wooden Walls, Bow needed	L	10 sp	1
Arrow, Stone biter**	CW+10 for Stone Parapet and Stone Wall Top, CW+5 to Wooden Wall Bow needed	L	10 sp	1
Arrow, Stone biter, adamantine**	CW+20 for Stone Parapet and Stone Wall Top, CW+5 to Wooden Wall, Bow needed	L	70 sp	1
Arrow, minor grapple**	CW+10 to Stone Parapet, CW+5 to all others, Bow needed	S	60 sp	1
Arrow, major grapple**	CW+15 to Stone Parapet, CW +10 to Rocky Ledge, Wooden Wall; CW+5 to Stone Wall Top, Bow needed	S	100 sp	1
Bark strips	Strips to create layers (instead of today rubber, 10), Break easily (90 %)	L	3 cp.	5
Bar, Iron,	Magnetized Usable to attract metal objects from a liquid not wanting to come in contact with	L	8 cp	5
Biased Dice, Bone,	box of 4	I	50 sp	10
Biased Dice, Ivory,	box of 4	I	200 sp	10
Blade Boots	Keep a dagger blade in boot, kick +1d3 damage if ejected	I	150 sp	3
Blinding Powder**	to temporary blind an opponent (Dex. To prevent)	S	var.	5
Caltraps (10)	to walk, slippery surfaces	S	30 sp	1
Candle,	standard burns 1hr, Light 10' radius, (seen 500 yards afar)	L	1 sp	1
Charcoal, bundle	to make markings	L	2 cp.	1
Chisel	for chipping away Stone / wood, different sizes / shapes	L	20 sp	10
Climbing Hook	to attach to rope, to climb on Walls	S	50 sp	40
Climbing Spikes, iron (10)	Different uses (Door jamming, Lock destroying, Climbing, etc.)	L	5 sp	4
Crampons	for movement on ice and alike	L	400 sp	50
Crowbar	to force doors open,	L	6 sp	4
Dog Pepper, packet	to Ward of bloodhounds	S	1 sp	5
False Scabbard adjusment**	Keeps up to 50-150 cn contents of no Larger than 1"(mostly stacked coins or gems)	S	120 sp	+1-2
File	to soften surfaces (different graduations or materials)	L	40 sp	10
Flash powder	Rocket signal	S	15 sp	4
Flint and steel	to make fire	L	100 sp	30
Glass cutter (handled)**	to cut glass	S	1200 sp	1
Gloves, Thieves	finger tip free gloves ,with Small pockets, prevents damage from scraping,, splinters, ropeburns, and cuts	S	50 sp	5*
Glue	1 jar for 10 Square foot surface	L	11 sp	50
Hacksaw Blade	foldable saw blade	L	6 sp	1
Hand mirror	glass (breakable)	L	150 sp	5
Hand mirror	polished metal (can be scratched)	L	50 sp	5
Hollow Boots**	to Keep up to 50 cn items of maximum 2"	I	150 sp	3



Source unknown.

Thief Class Tools

Often used Thief Equipment	**=Hard to obtain	L=Legal, S= Semi-Legal, I=Illegal	Legality	Cost	Enc
Hollow Staff	can hold Gems, Jewelry, Papers, and some even up to 2 doses liquid (potion)	I		1500 sp	70
Key, Metal	To open a lock (made to measure that single lock only)	L		20 sp	2-5
Key, Brass	To open a lock (made to measure that single lock only)	L		10 sp	1-5
Key, Silver	To open a lock (made to measure that single lock only)	L		120 sp	1-3
Keymaking Set	complete set of files, clamps	I		600 sp	6
Lantern, Hooded	burns 4 hr, Light 30' radius, (seen 200 yards afar)	L		70 sp	20
Lard	lubricant, +2 dm if on fire, insulation vs. hypothermia	L		2 cp	10
Leather straps, (pair)		L		3 sp	1
Limewood	Strips to create layers (instead of today rubber, 10), Break easily (90 %)	L		3 sp	5
Listening Cone (brass)	HN +25 %	L		20 sp	1
Lock Chisels,	To make Locks set of 3	L		20 sp	1
Lockpicks	does not permit trap removal	S		150 sp	5
Magnet, Small	Usable to attract metal objects from a liquid not wanting to come in contact with	L		1 sp	2
Marbles, bag (30)	to trip followers, covers 1d3x10' (Dex/ 10' covered to prevent fall MV x1/2)	L		2 cp.	15
Marked Cards, Deck**	to cheat card play	I		50 sp	25
Metal File	to file metal, many models and shapes available	L		5 sp	1
Piton, Climbing, Iron	helps climbing, necessary tool for mountaineering skill	L		3 cp	1
Piton, Climbing, Steel	helps climbing, necessary tool for mountaineering skill	L		2 sp	1
Piton, Climbing, Silver	helps climbing, necessary tool for mountaineering skill	L		10 sp	1
Reed, hollow	to breath through (under water MV x ½, 10 % revealing position)	L		1 sp	1
Ring, Slash	brass mostly, else iron, copper, steel, +1punch dm . +5 % pickpockets	I		50 sp	1*
Ring, Slash Silver	+1punch dm . +5 % pickpockets	I		1000 sp	1*
Ring, Spike	holds tiny hidden (poisonous) spike, only 25 % noticed by attack	I		250 – 2000 sp	1*
Ring, Silver	2 rings with wire (40 % to come loose) , to strangle victims	I		750 sp	1
Ring, Magical **	can contain different enchantments	L		100.000 - 2.500.000 gp	1*
Ring, Compartment	can hold one dose of poison (can be encoded to open)	I		100 – 1000 sp	2*
Scent lure	pungent liquid attracts animals 15% within 100 yards in 24 hours (per species)	S		30 sp	5
Sharkskin (per sq. ft.)	to sand of wood	S		120 sp	1
Skeleton Key**	made to measure one type of lock (+10 %)	I		var.	2
Sword cane	as club 1d4 dm, inside secret short sword 1d6 dm	I		2500 sp	30
Sword cane, silver	as club 1d4 dm, inside secret short silver sword 1d6 dm	I		6000 sp	30
Thief's cane	head = removable ball attached to hidden iron pry bar, 1d6 dm, foot=storage for booty, Thievestools (up to 100 cn)WM as staff	I		2000 sp	25
Thieves Pick	Small pick,	I		300 sp	1
Tigerclaws	to climb sheer surfaces, can be used as weapon 1d4 dm	S		100 sp	15
Tong, pincer, nipper	to hold Small objects	L		25 sp	12
Utility Hammer	1d3 dm if used as weapon	L		10 sp	5
Wax	for making impressions or candles	L		3 sp	10
Whetstone	Course or Fine to polish and sharpen tools and weapons	L		2 cp	1
Whistle, Bone	to hear up to 1000' away for signaling or bird (dog) calls	L		15 cp	5
Whistle, Metal	to hear up to 1000' away for signaling or bird (dog) calls	L		5 sp	5
Whistle, Reed	to hear up to 1000' away for signaling or bird (dog) calls	L		7 cp	5
Whistle, Silver	to hear up to 1000' away for signaling or bird (dog) calls	L		5 sp	5
Wire Cutters	to cut metal wire	S		10 sp	4
Wood Hammer	1d3 dm if used as weapon	L		10 sp	10
Wrist Sheath	Keep wrist dagger or thief-tool hidden but near and easily accessible	S		3 sp	5*

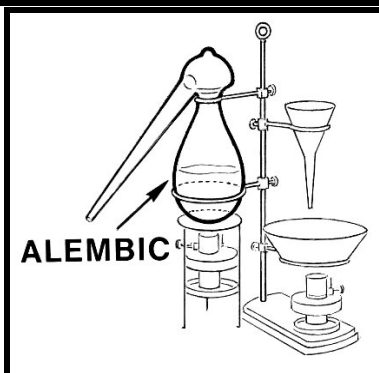
Semi-Legal items are in itself not illegal, but a owner of such will be greatly distrusted vas being a thief, and often arrested. Some locations these items are illegal. Ask the local thieves guild, (DM) but beware. They might not like competition, or find you interesting.

Illegal items are almost only sold by thieves' guilds or their members and associates. Owning and buying such an item attracts not only the agents of the local law, but also many others. For all want to know why do you need such an item. And the agents of the law see you mostly as breaking a law; mostly you are seen as a thief, the item used as proof, and as thus you are arrested and condemned for a long time in prison at a minimum, but slavery, high fines, losing titles, losing ranks, losing property, and last but not least lose your life due torture, weakness over time, by other prisoners (often directed by high agents of the law/ruling houses or thieves guild) or the sentence itself could be a death sentence slow or fast, but death without resurrection possibilities.



Research and Alchemy Tools

Research Tools, (Magic) Laboratory Equipment			
Item	Description	Cost	Enc
Bellows , Common	To heat up a fire by blowing air over it	50 sp	80
Bellows , Furnace	To heat up a fire by blowing air over it, Build construction (for Blacksmiths)	2500 sp	8000
Furnace	To create extra hot fires, not to be moved	350 sp	na
Smelter, Small,	30' x 30', Connected to Nearby Furnace, so hot it melts most metals, not to be moved	10.000 sp	10.000
Smelter, Medium,	50' x 50' Connected to Nearby Furnace, so hot it melts most metals, not to be moved	20.000 sp	20.000
Smelter, Large,	75' x 75' , Connected to Nearby Furnace, so hot it melts most metals, not to be moved	50.000 sp	50.000
Alembic	distillation tool	40 sp	50
Balance, Small, golden	To weigh material	100 sp	10
Beaker	To hold / pour liquids or organics, can be heated, 25oz	30 sp	20
Brazier, Small	To make a Small fire	15 sp	15
Crucible	To melt items within	7 sp	25
Decanter, Crystal	To hold / pour liquids, 10 oz	100 sp	15
Decanter, Ceramic	To hold / pour liquids, 10 oz	6 cp	20
Decanter, Silver	To hold / pour liquids, 10 oz	40 sp	20
Earspoon	To clean holes	2 sp	1
Merchant scale, Small	With weights 0.5 / 25 cn	20 sp	10
Merchant scale, Large	With weights 2 5 / 125 cn	50 sp	25
Nectar of the Gods,	1 oz	100000 sp	10
Needle, Magnetized	To find magnetic directions	10 sp	1
Spinner, Brass	To stir 3 or 4 or 5 or 6 or 8 or 10 vials and so split liquids/ solids	20 sp	40
Retort	Alchemical apparatus	20 sp	15
Ribbon	To "suck up" liquids	2 cp	1
Test kit,	Sufficient for 5 - 10 uses, to identify basic potions	1500 sp	500
Vellum	1 sheet, filter paper	80 sp	1
Funnel	To slowly add / remove air or liquids	4 sp	1
Glass, Crystal	7 cn capacity	10 sp	4-8
Glass, Normal / shaped	7 cn capacity	4 sp	5-8
Glass, Gold / silver or decorated	7 cn capacity	5 sp	5-8
Glass, Common or Cheap	7 cn capacity	42036 sp	6-10
Grind Stone	to grind inorganic and organic material	5 sp	10-40
Lens, Crystal	Concave or Convex, To change view of object by enlarging or reducing size	50 sp	5
Mortar & Pestle, ceramic	to grind inorganic and organic material	20 sp	50
Mortar & Pestle, Stone	to grind inorganic and organic material	500 sp	250
Punk Pot,	smolder 2'	10 sp	50
Prism	to change view of object by changing color, also used to call forth colored Light	100 sp	15
Leeches, per jar	to drain blood from creature / person (10 leeches)	100 sp	20
Magnet, Small	Usable to attract metal objects from a liquid not wanting to come in contact with	1 sp	2
Tubing glass, per foot	to direct liquids or vapors over a distance and / or cool it	3 sp	5/foot
Tripod	to hold scales, dishes above Small fire	5 sp	10
Tweezers	to grab tiny and Small objects	5 sp	sp
Vial, Clay	to hold liquids or Small powdered material	25 cp	5
Vial, Ceramic	to hold liquids or Small powdered material	10 sp	5
Vial, Glass	to hold liquids or Small powdered material	30 sp	5
Vial, Crystal	to hold liquids or Small powdered material	40 sp	5
Vial, Steel	to hold liquids or Small powdered material	50 sp	5
Vial, Silver	to hold liquids or Small powdered material	70 sp	5
Vial, Small	Contents 5 cn	x1	x1
Vial, Medium	Contents 10 cn	x2	x2
Vial, Large	Contents 20 cn	x3	x4
Hourglass	to measure time (Rounds, Minutes, turns / one sort only)	250 sp	10
Sundial	to measure time in Hours and Turns,not to be moved	10000 sp	500
Water clock	to measure time up to 2 hours, not to be moved	10000 sp	200



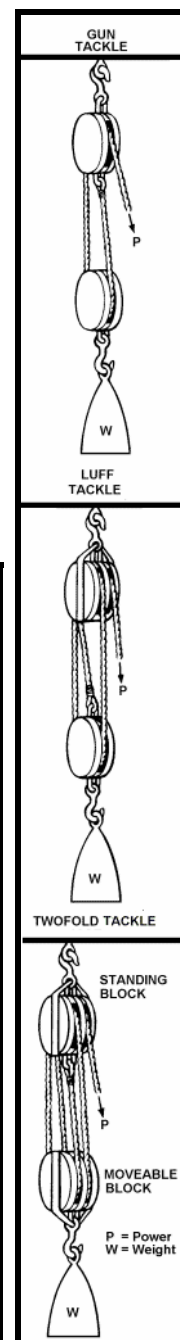
Alembic (PSF) - Archives of Pearson Scott Foresman, donated to the Wikimedia Foundation

Puppets, Toys and other Stuff

Toys & Puppets and other Stuff			
Item	Description	Cost	Enc
Animal, Small,	Stuffed, Decoration	25 sp	50
Animal, Medium,	Stuffed, Decoration	125 sp	150
Animal, Large,	Stuffed, Decoration	650 sp	500
Animal, Giant,	Stuffed, Decoration	3500 sp	2000
Animal, Gargantuan	Stuffed, Decoration	17500 sp	6000
Teddy bear	soft object in the image of a bear or other beast, mostly 0.5' to 2'	25 sp	10
Board Game	set of board, 2 dices, and other items of need different designs	5-250 sp	25-50
Bow and Arrow,	Toy, Set	20 sp	20
Card Game	set of 2 colors and 4 seasons in total 48 cards (inc. King, Queen, Mage, 1-9)	18384 sp	10
Chess or Game pieces, Wood		150 sp	70
Chess or Game pieces; Stone	Chess Towers are dragons	1500 sp	150
Chess or Game pieces; Precious		15000 sp	150
Obala, Tic-tac-toe, Dame; Bone/Wood	Game	100 sp	100
Obala, Tic-tac-toe, Dame; Stone/Metal	Game	400 sp	200
Dices, Wood, Bone; Clay, Stone	6 dices	10 sp	5
Dices, Porcelain, Silver, Obsidian, Marble	6 dices	150 sp	10
Doll, Fabric	Toy	3 sp	10 - 150
Doll, Porcelain	Toy, Decoration	20 sp	50 - 200
Doll, Replica of self	Toy, Decoration, Magic component (voodoo)	100 sp	25 - 150
Fish, Ornamental	Dried Stuffed Fish, Decoration	10 - 200 sp	25-500
Puppets, Characters or Fantasy creatures	Toy	20 sp	5-25
Rocking Horse	Toy horse	40 sp	250
Rubber Ball, toy	Solid, 15" diameter	30 sp	100
Tlatchi, Ball	Sport, Toy, Solid, 3" diameter	3 sp	10
Toys, Wood	Depicting structures, animals, etc	20 sp	2-8
Bell, Glass		20 sp	5
Bell, Golden or silver	variant uses; Toy, dinnerbell, alarm, etc	50-60 sp	5
Bell, Metal		10 sp	5
Bell, Tiny, metal		5 sp	1
Caltrop, golden		200 sp	10
Chopsticks, pair		4 cp	10
Portable Arch		2500 sp	500
Portal, ivory		150 sp	5000

Tools to lift, pull and/or hold

Item	Description	Cost	Enc
Block & Tackle			
Block & Gunn Tackle	effectively reduces weight of hauled object to 25%, but requires 4 x length of rope	50 sp	100
Great block & Luff tackle	effectively reduces weight of hauled object to 50 %, but requires 8 x length of rope	150 sp	200
Giant block & twofold tackle	effectively reduces weight of hauled object to 75%, but requires 16 x length of rope	450 sp	400
Rope and Twine			
Rope, hemp	50' , supports 750 Lbs, (5% breakage / 10 Lbs)	10 sp	50
Rope, silk	50' , supports 500 Lbs, (5% breakage / 10 Lbs)	10 sp	25
Iron rope	50' , supports 1500 Lbs, (5% breakage / 50 Lbs)	20 sp	50
Elven rope	50' , supports 750 Lbs, (5% breakage / 10 Lbs)	100 sp	25
Thread	50' , holds 10 cn, (10 % breakage / cn)	6 cp	1*
Twine	100' ball, supports 30 Lbs, (10 % breakage / 10 Lbs)	2 sp	10
String	50' , supports 5 Lbs, (10 % breakage / Lbs)	1 cp	1
Metal wire	10' , supports 800 Lbs, (10 % breakage / 100 Lbs)	10 sp	5
Metal Ware			
Chain, thin	supports 800 Lbs, (10 % breakage / 200 Lbs) , 50' long	100 sp	150
Chain, average	supports 2000 Lbs, (10 % breakage / 300 Lbs) , 50' long	200 sp	300
Chain, thick	supports 5000 Lbs, (10 % breakage / 400 Lbs) , 50' long	400 sp	600
Bar	to hold doors, mostly double doors, against outside intrusions	200 + sp	500+
Padlock, simple	for chains, door eyes etc. AC 4, AV6, hp5 - 15, OL + 15% With 1 Key	25 sp	20
Padlock, good	for chains, door eyes etc. AC 3, AV6, hp5 - 15, OL normal, With 1 Key	50 sp	40
Padlock, supreme	for chains, door eyes etc., AC 2, AV6, hp5 - 15, OL - 20 % , With 1 Key	100 sp	60
Padlock with poison trap	for chains, door eyes etc. AC 4, AV6, hp5 - 15, OL + 15%, With 1 Key	120 sp	60
Lock, good	to lock doors, chests etc., AC 0, AV10, hp10 - 25, OL normal With 1 Key	100 sp	10
Lock, poor	to lock doors, chests etc., AC 4, AV6, hp10 - 20, OL + 15% , With 1 Key	20 sp	10
Climbing hook	hand held, supports up to 250 Lbs.	50 sp	40
Grappling hook	holds up to 500 Lbs	250 sp	80
Wall hook,	holds up to 50.000 Lbs (if rightfully placed in Wall)	500 sp	180
Manacles	to restrict a prisoners movement (2 Rings) With 1 Key	10 sp	150



Adjusted from
<http://www.globalsecurity.org/military/library/policy/army/fm/55-501/image1599.gif>

Fishing Ware

Item	Description	Cost	Enc
Fishing rod	10' - 30' Small, Lightweight rod with flotation device, weights (5% breakage / 40 cn fish caught)	50 sp	15
Monster rod	10' - 30' iron rod, with flotation device, weights (5% breakage / 200 cn fish caught)	1500 sp	100
Trident, Thin, Trident, Normal Trident Wide	For Fish between 3"-8" ", May also be used as weapon (1d4 dm) For Fish between 5"-12" ", May also be used as weapon (1d6 dm) For Fish larger than 10", May also be used as weapon (1d8 dm)		
Line Lead	weight for fish lines	1 cp	1
Net Lead	Weight for nets made of stone, steel or lead, 1 per 10 feet net needed	10 sp	50
Flotation Devices	To detect motion at line	2-20 cp	1-2
Net Floaters	To keep net vertical, on surface, 1 per 10 feet net needed	1 sp	5
Fish hooks size 1	for fish 1d4" long, weight 4cn / inch	3 sp	1
Fish hooks size 2	for fish 1d6 + 1" long, weight 4cn / inch	6 sp	2
Fish hooks size 3	for fish 1d6 + 2" long, weight 4cn / inch	9 sp	3
Fish hooks size 4	for fish 1d8 + 3" long, weight 4cn / inch	12 sp	4
Fish hooks size 5	for fish 1d8 + 4" long, weight 4cn / inch	15 sp	5
Fish hooks size 6	for fish 1d8 + 5" long, weight 4cn / inch	18 sp	6
Monster hooks size 7	for fish 1d12 + 6" long, weight 4cn / inch + 50 cn	21 sp	7
Monster hooks size 8	for fish 1d20 + 10" long, weight 4cn / inch + 100 cn	24 sp	8
Monster hooks size 9	for fish 1d20 + 12" long, weight 4cn / inch + 200 cn ,	27 sp	9
Monster hooks size 9+	each size higher + 4" size and + 100 cn weight of fish caught	3 x size sp	1 x size
Fishline, size 1	50' (5% breakage / inch fish over 3" caught)	30 sp	1
Fishline, size 2	50' (5% breakage / Inch fish over 6" caught)	60 sp	2
Fishline, size 3	50' (5% breakage / inch fish over 7" caught)	90 sp	3
Fishline, size 4	50' (5% breakage / inch fish over 10" caught)	120 sp	4
Fishline, size 5	50' (5% breakage / inch fish over 11" caught)	150 sp	5
Fishline, size 6	50' (5% breakage / inch fish over 12" caught)	180 sp	6
Fishline, size 7	50' (5% breakage / inch fish over 17" caught)	210 sp	7
Fishline, size 8	50' (5% breakage / inch fish over 30" caught)	240 sp	8
Fishline, size 9+	50' (5% breakage / inch fish over 23 + size line" caught)	30 x size sp	1 x size
Fishnet	for fish size 3 to 6 (Smaller swim through, bigger break net) 5% day / used net will be torn / mostly repairable	1 / sq.foot sp	1cn / sq.foot
Monsternet	for fish size 5 to 10 (Smaller swim through, bigger break net) 5% day / used net will be torn/ mostly repairable	10 / sq.foot sp	2 5cn / sq. Foot
Fish, Basket, Small	Contents;50 cn	2 sp	40
Fish, Basket, Medium	Contents;100 cn	35 cp	60
Fish, Basket, Large	Contents;150 cn	5 sp	80
Fish, Basket, Giant	Contents;250 cn	85 sp	140



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Tools to Light

All yellow and italic written items are magical

Item	Description	Cost	Enc
Candles	Choose standard candle, add color, size, width adjustments with Cost and Enc.		
Candle, Standard	Burns 1 hr, Light 10' radius (seen 500 yards afar)	1 sp	+1
Candle, Standard, honey,	Burns 1 hr, Light 10' radius, smells sweet (seen 500 yards afar)	2 sp	+1
Candle, Standard, herbal wax,	Burns 1 hr, Light 10' radius, smells special, (seen 500 yards afar)	5 sp	+1
Candles Common Colors	White, Red, Yellow, Pink, Green	x 1 sp	x 1
Candles, Rare colors	Bleu, Purple and Black	x 2 sp	x 1
Candles, Custom made colors	Includes, silver, gold platings-emblazons	x 4 sp	x 1
Candle, Small,	Burns ½ hr, Light 5' radius (seen 300 yards afar)	x ½ sp	x ½
Candle, Large,	Burns + 1 hr, Light 10' radius (seen 500 yards afar)	x 1,5 sp	x 2
Candle, Great,	Burns + 2 hr, Light 10' radius (seen 500 yards afar)	x 2 sp	x 4
Candle, Huge,	Burns + 3 hr, Light 10' radius (seen 500 yards afar)	x 3 sp	x 6
Candle, Thick,	Burns + 1 hr, Light + 10' radius (seen +100 yards afar)	x 1,5 sp	x 2
Candle, Very thick,	Burns + 2 hr, Light + 15' radius (seen +150 yards afar)	x 2 sp	x 3
Candle, Giant,	Burns + 3 hr, Light + 20' radius (seen +200 yards afar)	x 3 sp	x 4
Lanterns			
Lantern, normal	Burns 4 hr, Light 30' radius (seen 500 yards afar)	100 sp	30
Lantern, Bullseye	Burns 4 hr, cone 100' long, 20' base, (seen 1500 yards afar)	200 sp	30
Lantern, Beacon	Burns 10 turns, cone 240' long, 90' base, (seen 5 miles afar)	400 sp	200
Lantern, Giant Beacon	Light concentrating mirror system, can't be carried, cone 1 mile long, 180' base, Burns 10 turns, cone 240' long, 90' base, (seen 24 miles afar)	30.000 sp	10,000
Lantern, Paper	Burns 1 hr, Light 30' radius, (seen 200 yards afar)	10 sp	20
Lantern, Hooded	Burns 4 hr, Light 30' radius, (seen 200 yards afar)	70 sp	20
Lantern, Sconce	Burns 4 hr, Light 30' radius to hang lantern to Wall pole, (seen 200 yards afar)	5 sp	10
Lantern, Shuttered,	Burns 4 hr, Light 30' radius, with 1 flag, (seen 200 yards afar)	70 sp	20
Lantern, Signal	Burns 1 hr, Light 5' radius, with glass color filters (seen 1000 yards away)	2000 sp	50
Lantern, Street	Burns 8 hr, Light 50' radius (needs 6 x oil), 10' / 20' pole, (seen 500 yards afar)	3000 sp	3000
Lantern, Waterproof	Burns 4 hr, Light 30' radius, under water 1d6r 10' radius, (seen 500 yards afar (½ under water))	500 sp	50
Lantern, <i>Street</i>	Burns continuous, Light 60' radius (1% dispelled naturally / dy) (seen 1000 yards afar)	50.000 sp	3000
Lantern, <i>Long burning</i>	When filled burns continuous, Light 30' radius without using oil, If ever becoming wet all magic dispelled instantly (seen 1000 yards afar)	200000 sp	30
Lantern, <i>Hurricane</i>	Burns continuous, light 30' radius without using oil, (seen 500 yards afar). If opened all in 30' for 3r must sv vs. spells or knocked over, blowing all but clothing / armor 60' away resets every 24hr. If ever becoming wet all magic dispelled instantly	400000 sp	30
Other Light Sources			
<i>Continual Light gem</i>	Burns continuous, Light 60' radius, 1% dispelled naturally / dy, (seen 1000 yards afar)	25000 sp	10
Lighting Fungi	Alive only, burns continuous Light 5' radius, (seen 100-300 yards afar)	50/twig-rock sp	10
Fire Beetle Scales	Sheds 2' Light 1 moon after death, (seen 200 yards away)	25/ scale sp	5
Fuel			
Oil, lamp, Ceramic flask,	Breakable, if tossed it covers 10' diameter area, If lit 2d6 dm, burn 3r, dm only 2r	20 sp	10
Oil, lamp, Metal flask,	can't break accidentally, to fuel lanterns	10 sp	20
Oil, Olive, sweet	For food preparation or herbs but does burn 1d6 T, causing scented Smoke	50 sp	10
Oil, Hickory, Walnut	For food preparation or herbs but does burn 1d6 T, causing scented Smoke	50 sp	10
Oil, waterproofing	Repels water, 1d6 + 6T vs. pouring water, 2d6T vs. immersion, enough for 50 Sq.Feet cloth	10 sp	20
Oil, lamp	1 jar, (as 100 flasks)	200 sp	60
Oil, Greek fire, 1 Ceramic Flask	Sulfur, Phosfor, Sodium, Oil=sticky, hard to extinguish, (protection by layer sliik+sand+salt)	100 sp	2
Pine tar	Different purposes	5 sp	10
Petroleum	Can be used to burn lamps or heat stoves, 1 jar	500 sp	50
Other			
Candlesticks, wood carved	To hold candles	4 sp	5 / candle
Candlesticks, Brass	To hold candles	6 sp	5 / candle
Candlesticks, Copper	To hold candles	8 sp	5 / candle
Candlesticks, Glass	To hold candles	3 sp	5 / candle
Candlesticks, Iron	To hold candles	30 sp	5 / candle
Candlesticks, Silver	To hold candles	300 sp	5 / candle
Wall Sconge, Iron	To hold Candles or Torches	5 sp	5
Hanging Chandelier	To hold candles	200 sp	150+10' candle
Candle snuffer, Short	Metal cap on stick to snuff out candles 1' length	2 sp	5
Candle snuffer, Long	Metal cap on long metal/Wooden stick to snuff out candles, 2'+ long (Temples use some over 20')	5 / foot sp	5 / foot
Candle Molds	To make shaped candles	12 sp	15
Tinder fungus	(Authentic: Ochroporus igniarius) to start a fire more easily	2 sp	2
Tinderbox	Ignites a fire 2-5 on 1d6 in normal dry conditions, 6 on 1d6 if area is damp, else not possible. Useless (empty) if rolled two "1" after each other.	30 sp	5
Tinderbox, waterproof	Ignites a fire 2-8 on 1d8 in normal dry conditions, 7-8 on 1d8 if area is damp, 12 on 1d12 if wet terrain or tinderbox became wet. (dries as fast as cloth). Useless (empty) if rolled two "1" after each other.	80 sp	5
Firewood	to make a fire equal to a Small campfire, burning 5' radius for 1 Hour	1 cp	40
Fire starting Bow	To make a fire if Firebuilding skill available in 1d20 Rounds + 3d30 Rounds if material moist	8 sp	15
Torch, normal	Burns 6 Turns, 15' radius, (seen 1000 yard away)	1 sp	10
Torch, Large	Burns 6 Turns, 30' radius, (seen 1500 yard away)	2 sp	15
Torch, Small	Burns 1 Turns, 10' radius, (seen 800 yard away)	1 cp	5

Writing Tools and Implements

Item	Description	Cost	Enc
Dye and Pigments			
Charcoal stick	to mark, write on Stone, paper, or leather	1 cp	1
Chalk stick	to mark, write on Stone, paper, or leather	2 cp	1
Chalk powder	many uses, 1 quart, 10' cloud if thrown, covers 40' cubic in thin dust	2 sp	20
Dye and pigments	1 jar, (as 100 flasks)	500 sp	500
Ink, vial, black	for 50 pages simple text	10 sp	20
Ink, vial, colored	for 50 pages simple text	25 sp	20
Paint, red	1 quart for 10 Square foot / made from plants + blood or snails	4 sp	20
Paint, yellow	1 quart for 10 Square foot / made from plants + urine	3 sp	20
Paint, green	1 quart for 10 Square foot / made from copper or plants	2 sp	20
Paint, bleu	1 quart for 10 Square foot / made from copper or plants	5 sp	20
Paint, purper	1 quart for 10 Square foot / made from very rare snails	120 sp	20
Paint, violet	1 quart for 10 Square foot / made from rare snails	25 sp	20
Paint, black	1 quart for 10 Square foot / made from berries + blood	5 sp	20
Paint, white	1 quart for 10 Sq. feet / made with quicksilver/lead (POISON EE)	14 sp	20
Paint, gold	1 quart for 10 Square foot / made with real gold	400 sp	20
Paint, silver	1 quart for 10 Square foot / made with real silver	40 sp	20
Sealing Wax	1 Lbs. to seal envelopes	10 sp	10
Signet Ring	personal seal, to personalize closing on letters	50+ sp	1*
Brushes and Pencils			
Brush, pencil	to paint	30 p	2
Brush, Small	to paint	40 sp	3
Brush, average	to paint	30 sp	4
Brush, Large	to paint	40 sp	5
Brush, Giant	to paint	50 sp	6
Quill, pen	to write	5 sp	1
Wooden Pen	to write	1 sp	1
Metal pen	to write	2 sp	1
Pencil, Graphite, Lead	to write (lead =POISON EE)	15 sp	1
Pencil, Etching	To make etching drawings	25 sp	1
Loom	a hand-operated apparatus for weaving fabrics, containing harnesses, lay, reed, shuttles, treadles, etc	73 sp	5
Paper and Papyrus			
Papyrus	12" x 12" leaf	1 sp	1
Paper, wood based	12" x 12" leaf	1 sp	1
Paper, wood based	24" x 24" leaf	4 sp	3
Paper, wood based	48" x 48" leaf	15 sp	15
Parchment	10" x 10" leaf	10 sp	5
Black Tin	12" x 12" leaf inked Tin or Lead, for picture etches, artist material	5 cp	10
Black Copper	12" x 12" leaf inked Copper or Brass, for picture etches, artist material	1 sp	10
Darak's Thaumaturgical Printing Press	Used for printing etches, letter molds	540.000+ sp	10000
Letter Molds	Made to type and size, 1 complete alphabet, numeric, symbol set	5000+ sp	1000-2000
Spellbook	Standard, 24" x 24" x 6", pages for 24 spell levels	100 sp	200
Book; Blank, Papyrus	100 pages	160 sp	200
Book; Blank, Parchment	100 pages	220 sp	200
Book; Blank, Paper	100 pages	275 sp	200
Book; Blank, Vellum	100 pages	400 sp	200
Book; Holy, Papyrus	100 pages	150-600 sp	200+1d4 x 20
Book; Holy, Parchment	1d4 x 100 pages	200-900 sp	200+1d4 x 20
Book; Holy, Paper	1d4 x 100 pages	250-1250 sp	200+1d4 x 20
Book; Holy, Vellum	1d4 x 100 pages	400-2500 sp	200+1d4 x 20
Book; Informational, Papyrus	1d4 x 100 pages	80-450 sp	100+1d4 x 30
Book; Informational, Parchment	1d4 x 100 pages	150-1000 sp	100+1d4 x 30
Book; Informational, Paper	1d4 x 100 pages	250-2000 sp	100+1d4 x 30
Book; Informational, Vellum	1d4 x 100 pages	400-3000 sp	100+1d4 x 30
Book; Entertaining, Papyrus	1d4 x 100 pages	50-150 sp	100+1d4 x 40
Book; Entertaining, Parchment	1d4 x 100 pages	75-250 sp	100+1d4 x 40
Book; Entertaining, Paper	1d4 x 100 pages	150-500 sp	100+1d4 x 40
Book; Entertaining, Vellum	1d4 x 100 pages	300-1000 sp	100+1d4 x 40
Journal, Dairy	blank, with fifty 6" x 9" pages	200 sp	30
Dairy	Blank with book lock with fifty 6" x 9" pages	400 sp	40
Booklock	fits any book with 2 small keys	50 sp	5
Maps and Charts			
percentages as seen from current location			
Map or scroll case	for 1 map or scroll	8 sp	5
Map Making Kit	Mapping paper, Ruler, Compasses, Charcoal sticks, Metal Pen, 3 colors Ink in flat box	350 sp	300
Map, explorers up to 32 miles scale	speculative map of unexplored territory, 40 % containing mistakes	500 sp	10
Map, detailed up to 32 miles scale	highly detailed map of explored territory, 5 % containing mistakes	300 sp	10
Map, Unknown Treasure up to 32 mile scale	speculative map of unknown territory, 50 % containing mistakes	5000 sp	10
Map, general up to 80 miles scale	general trail map of explored territory, 20 % containing mistakes	100 sp	10
port class A	98% locate proper chart (-10 % / 500 miles distance)	2d20gp+ 5 / 500 Mls	5-10
port class B	90 % locate proper chart (-10 % / 500 miles distance)	3d10gp+ 5 / 500 Mls	5-10
port class C	75% locate proper chart (-10 % / 400 miles distance)	2d12gp+ 5 / 400 Mls	5-10
port class D	60 % locate proper chart (-10 % / 300 miles distance)	2d10gp+ 5 / 300 Mls	5-10
port class E	45% locate proper chart (-10 % / 200 miles distance)	3d6gp+ 5 / 200 Mls	5-10
port class F	30 % locate proper chart (-10 % / 100 miles distance)	2d8gp+ 5 / 100 Mls	5-10
Charts are up to 500 Mls distance maximum per chart			

Scrolls and Books of information



Escrignano by Jean Le Tavernier - [1], wikipedia

Containing specific information about specific subjects, mostly only usable by persons skilled in the area mentioned. This table holds also true for books in the same categories mentioned, but prices will be 2d30% higher. Prices for Books will be 10 to 100 times higher depending on the volume and the writer of the book. Scrolls can also be Slates, Shells, Skulls, abacus, ropes with knots, etc. or any other writing surface or implement. If Books or Scrolls are old or even ancient and still mostly intact then the prices can range an additional 10% to 400% higher. Scrolls weigh 10 cn, Slates and such 10 to 100 cn, Books weigh 100 to 2500 cn

Botanical or Entomological book or scroll	50 - 1000	sp
Engineering book or scroll	500 - 20.000	sp
Herpetological book or scroll	50 - 1000	sp
Historical book or scroll	100 - 10.000	sp
Ichthyologic or Ornithological book or scroll	50 - 1000	sp
Planar book or scroll	1000 - 50.000	sp
Religious book or scroll	250 - 50.000	sp
Sage book or scroll	100 - 100.000	sp
Spellcraft or Trade secret book or scroll	100 - 50.000	sp
Warfare book or scroll	50 - 5000	sp
Zoological book or scroll	50 - 1000	sp
<i>Clerical spell scroll</i>	500 gp /spell level contained	
<i>Mage spell scroll</i>	1000 gp /spell level contained	
<i>Other spell scroll</i>	1500 gp/spell level contained	
<i>Scrolls of protection</i>	10.000-250.000 gp	
<i>Other magical scrolls</i>	50.000-300.000 gp	
Letter of credit	5000 - 500.000	sp
(originally only in Darokin, but slowly used in most regions trading with Darokin) Cashed in DDC offices only, 5% forgery (= lose all money and chance to be charged with a crime depending on nation)		



Source unknown

Furnishings

Social Class	Living Style	Usage / Information	Adjustments to;	
			Cost	Enc
Gold = Wealthy	Rich Noble	Seldom Medium Quality	x10 – 25	x 1 – 4
Silver = Upper Class	Typical Noble	Seldom Low Quality	x 3 – 10	x 1 – 3
Silver = Middle Class	Poor Noble / Rich Freeman		x 2	x 1 – 2
Copper = Low Class	Typical Freeman		x1 – 2	x 1
Brass = Very Poor to Squalid	Poor Freeman or Worse	Often second hand only	x 0.5 – 0.1	x 1d10x 10%
Child/Halfling sized x 0.75	Items may be combined into one. Add 10% to total cost, Subtract 30% of total Weight			
Ogre-sized x2				
Giant sized x5 to x8				
Personal	Usage / Information	Average surface using;	Cost	Enc.
Armchair, Padded	1 person seating, Comfortably	3.5' x 4'	30 sp	400
Armchair,, Wooden	1 person seating, Comfortably	2.5' x 2.5'	10 sp	300
Bench, Padded	5 person seating, Straight – no leaning	1' x 15'	40 sp	200
Bench, Wooden	5 person seating, Straight – no leaning,	1' x 15'	20 sp	150
Bench, Wooden	3 person seating, Straight – no leaning,	1' x 5'	20 sp	100
Throne seat, Basic	Demonstrational Seat of Power	3'x3'	500 sp	1000
Throne seat, Great	Demonstrational Seat of Power	4'x4'	5000 sp	2500
Throne seat, Royal	Demonstrational Seat of Power	5'x5'	50,000 sp	5000
Table, Wooden	To work, eat, etc, on	varies	2 sp/ft ²	5/ft ²
Chair, Padded	1 person seating, Straight – no leaning,	2' x 2'	20 sp	15
Chair, Wooden	1 person seating, Straight – no leaning	2' x 2'	10 sp	15
Crutch, Wooden	1 person seating, Straight – no leaning,	1' diameter 2' high	2 sp	45
Stool, Wooden	1 person seating, Straight – back leaning,	2' x 2'	30 sp	80
Sofa / Couch, Padded	3 person seating, Comfortably	4' x 12'	300 sp	750
Chaise-Lounge, Wooden	1 person lying up, Comfortably,	2' x 6'	150 sp	450
Chaise-Lounge, Padded	1 person lying up, Comfortably,	2.5' x 7'	250 sp	650
Bed, Double	2 person sleeping	6' x 6'	80 sp	1500
Bed, Single	1 person sleeping	6' x 3.5'	50 sp	900
Bed, Long Single	1 person sleeping	7' x 3'	55 sp	950
Bed, 4 poster	1 – 2 person sleeping, with drapes	6' x 7'	120 sp	4500
1 crib	For a Baby	2'x 3'	50 sp	150
1 childs bed	For a young Child	2'x 5'	100 sp	200
Cushion, Cotton Filling	different softening uses	2' x 2'	1 sp	10
Pillow, Feather filled	different softening uses	2' x 1.5'	1-2 sp	5
Mattress, Feather, Double	For Double Bed, for soft sleeping	as bed	400 sp	300
Mattress, Feather, Single	For Single Bed, for soft sleeping	as bed	200 sp	200
Mattress, Straw, Double	For Double Bed, for soft sleeping	as bed	30 sp	250
Mattress, Straw, Single	For Single Bed, for soft sleeping,	as bed	10 sp	150
Storage				
Altar, Stone or Wood	incl.candle holders, handles, brazier (unblessed)	2' x 6' (x 3' high)	5000 sp	10,000+
Bookcase, Metal	To Store up to 20 average Books	4' x 1' (x 5' high)	150 sp	2500
Bookcase, Wooden	To Store up to 20 average Books	4' x 1' (x 5' high)	50 sp	1000
Buffet, Wooden	To Store Cutlery, Bowls, Glassware, etc.	4' x 2' (x 5' – 6' high)	70 sp	50
Cabinet, Wooden	To Store Clothing	4' x 2' (x 3' – 4' high)	30-80 sp	800
Chest of Drawers,Wooden	To Store Clothing/ items, 3 wide drawers;	1.5' x3.5'(x 10' high)	50-70 sp	700
Closet, Wooden	To store different items	3' x 2' (x 6')	100-400 sp	1000
Desk, Wooden,2 drawers	Work and Storage area Papers & Ink etc.	1.5' x 2' (x 5' high)	175 sp	350
Desk, Wooden, 1 closet;	Work and Storage area Papers & Ink etc.	1.5' x 2' (x 5' high)	150 sp	350
Desk, Wooden, 3 to 6 drawers	Work and Storage area Papers & Ink etc.	1' x 4' (x 5' high)	200 sp	400
Desk, Wooden, stilted	Work and Storage area Papers & Ink etc.	4' x 2' (x 3' high)	350 sp	250
Hamper, Wicker	Enclosable large basket	2' x 2' (x 3' high)	1 – 3 sp	40
Wardrobe, Wooden, Plain	To store Clothing, Double door	3' x 8' (x 7' – 9' high)	150 sp	500
Wardrobe Wooden, Mirror (s)	To store Clothing, Double door, mirror inside	3' x 8' (x 7' – 9' high)	250 sp	850
Other				
Carpet/ Rug, Common	Floor isolation / cover	varies	1-10 sp/yrd ²	20/yrd ²
Mat, Common	To prevent dirt walk-in	1' x 2'	2 sp	50
Rug, Small	Decorative Carpet	3' x 3 – 5'	1+ sp	50
Rug, Large	Decorative Carpet	5' – 10' x 5'	3+ sp	500
Curtains / Drapes, Common	Window isolation, privacy, decoration	varies	1 – 4 sp/yrd ²	10/yrd ²
Mirror, Standing	To view one-self completely	1' x 2'	100 – 150 sp/ft ²	20/ft ²
Stand, Armor	To store an Piece of Armor	2'x 2'	100 sp	350
Stand, Weapon	To Store one or more Weapons	2'x 3'to 5'	30 sp	350
Tub, Copper	To wash in contents; about 200 pints	3' x 5'	20 – 50 sp	100



Stabile Containers

Item	Contents	Description	Cost	Enc
Alchemist bottles	2 - 40 cn / up to 10 quart, fire proof glass		2 sp/cn	2-4
Amphora	Small Medium Large Great Huge	ceramic 2 quarts capacity (50 cn if filled) ceramic 5 quarts capacity (180 cn if filled) ceramic 15 quarts capacity (500 cn if filled) ceramic 50 quarts capacity (1600 cn if filled) ceramic 100 quarts capacity (5000 cn if filled)	5 sp 10 sp 50 sp 150 sp 500 sp	5 15 50 150 500
Barrel, Keg= Tiny barrel	50 cn	5 gallons	10 sp	25
Barrel, Small	150 cn	10 gallon	20 sp	50
Barrel, Medium	325 cn	25 gallon	60 sp	75
Barrel, Common / Large	650 cn	50 gallon	240 sp	150
Barrel, Giant	1300 cn	100 gallon	600 sp	300
Barrel, Gargantuan	2600 cn	200 gallon	1400 sp	500
Basket, Small	50 cn		2 sp	40
Basket, Medium	100 cn		35 cp	60
Basket, Large	150 cn		5 sp	80
Basket, Giant	250 cn		85 sp	140
Birdcage, wood / Reet	18" high, 1' diameter,	can hold 3 songbirds or alike	5 sp	50
Birdcage, metal	18" high, 1' diameter,	can hold 3 songbirds or alike	15 sp	80
Box or Pot, Cheap, Tiny	5 cn	Box; Wood/Metal, Pot; Ceramic/Clay	5 sp	10
Box or Pot, Cheap, Small	10 cn	Box; Wood/Metal, Pot; Ceramic/Clay	10 sp	20
Box or pot, Cheap, Medium	25 cn	Box; Wood/Metal, Pot; Ceramic/Clay	35 sp	50
Box or pot, Cheap, Large	50 cn	Box; Wood/Metal, Pot; Ceramic/Clay	100 sp	100
Box or pot, Cheap, Giant	100 cn	Box; Wood/Metal, Pot; Ceramic/Clay	250 sp	200
Box or pot, Normal, Tiny	5 cn	Box; Wood/Metal, Pot; Ceramic/Clay	50 sp	10
Box or pot, Normal, Small	10 cn	Box; Wood/Metal, Pot; Ceramic/Clay	100 sp	20
Box or pot, Normal, Medium	25 cn	Box; Wood/Metal, Pot; Ceramic/Clay	350 sp	50
Box or pot, Normal, Large	50 cn	Box; Wood/Metal, Pot; Ceramic/Clay	1000 sp	100
Box or pot, Normal, Giant	100 cn	Box; Wood/Metal, Pot; Ceramic/Clay	2500 sp	200
Box or pot, Precious, Tiny	5 cn	Box; Wood/Metal, Pot; Ceramic/Clay	100 sp	10
Box or pot, Precious, Small	10 cn	Box; Wood/Metal, Pot; Ceramic/Clay	200 sp	20
Box or pot, Precious, Medium	25cn	Box; Wood/Metal, Pot; Ceramic/Clay	700 sp	50
Box or pot, Precious, Large	50 cn	Box; Wood/Metal, Pot; Ceramic/Clay	2000 sp	100
Box or pot, Precious, Giant	100 cn	Box; Wood/Metal, Pot; Ceramic/Clay	6000 sp	200
Box, gold, Tiny	5 cn	Hides magic	500 sp	20
Box, gold, Small	10 cn	Hides magic	1000 sp	40
Box, gold, Medium	25 cn	Hides magic	2500 sp	100
Box, gold, Large	50 cn	Hides magic	5000 sp	200
Box, gold, Giant	100 cn	Hides magic	10,000 sp	400
Box, lead, Tiny	5 cn	Hides magic	10 sp	20
Box, lead, Small	10 cn	Hides magic	20 sp	40
Box, lead, Medium	25 cn	Hides magic	500 sp	100
Box, lead, Large	50 cn	Hides magic	1000 sp	200
Box, lead, Giant	100 cn	Hides magic	2000 sp	400
Bowl, Pewter	3 quart		2 sp	15
Bowl, Pottery	3 quart		5 cp	15
Bowl, Silver	2.5 quart		90 sp	15
Bucket, Small, Metal	200 cn		5 sp	40
Bucket, Small, Wood	200 cn		3 sp	60
Bucket, Large, Metal	400 cn		15 sp	80
Bucket, Large, Wood	400 cn		25 sp	110
Cage, Tiny	up to 4 animals / cage	Mice, Rats, Lemmings, Small Birds	30 sp	50
Cage, Small	up to 3 animals / cage	Hen, Rabbits, Large Birds	100 sp	100
Cage, Medium	up to 2 / cage	Dog, Halfling, Goat, Small Humanoid	400 sp	400
Cage, Large	up to 2 / cage	Average (Demi-) Human-oid	1000 sp	5000
Cage, Giant	1 / cage	Large Humanoid, Small Giant	5000 sp	80000
Cage, Gargantuan	1 / cage	Giant, Dragon	15,000 sp	250,000
Chest, Tiny	50 cn		20 sp	13
Chest, Small	200 cn		50 sp	50
Chest, Medium	750 cn		100 sp	180
Chest/Coffin, Large	2200 cn		200 sp	500
Chest, Giant	5000 cn		500 sp	1250
Chest, Gargantuan	10,000 cn		1000 sp	2500
Crate, Small	50 cn		5 sp	20
Crate, Medium	200 cn		20 sp	80
Crate, Large	400 cn		40 sp	160
Crate, Giant	800 cn		80 sp	320
Flask, glass, Tiny	1/8 quart = 0.2 pint	4 cn	1 sp	2
Flask, glass, Small	¼ quart =0.4 pint	9 cn	2 sp	4
Flask, glass, Medium	½ quart =0.8 pint	18 cn	3 sp	7
Flask, glass, Large	1 quart=1.5 pint	35 cn	5 sp	15
Flask, glass, Giant	2 quart=3 pint	70 cn	12 sp	30
Flask, glass, Gargantuan	4 quart=6 pint	140 cn	24 sp	60
Flask, metal, Tiny	1/8 quart = 0.2 pint	4 cn	15 sp	sp
Flask, metal, Small	¼ quart =0.4 pint	9 cn	10 sp	4
Flask, metal, Medium	½ quart =0.8 pint	18 cn	7 sp	7
Flask, metal, Large	1 quart=1.5 pint	35 cn	10 sp	15
Flask, metal, Giant	2 quart=3 pint	70 cn	50 sp	30
Flask, metal, Gargantuan	4 quart=6 pint	140 cn	200 sp	60

Stabile Containers

Item	Contents	Description	Cost	Enc
Strongbox, Small	holds 500 cn valuables		500 sp	300
Strongbox, Normal	holds 1000 cn valuables		800 sp	450
Strongbox, Large	holds 1500 cn valuables		1100 sp	600
Strongbox, Giant	holds 2500 cn valuables		1500 sp	750
Safe, Tiny	holds 200 cn valuables	build in strongbox	1000 sp	na
Safe, Small	holds 500 cn valuables	build in strongbox	2000 sp	na
Safe, Medium	holds 1000 cn valuables	build in strongbox	4000 sp	na
Safe, Large	holds 1500 cn valuables	build in strongbox	8000 sp	na
Safe, Giant	holds 2500 cn valuables	build in strongbox	16.000 sp	na
Safe, Gargantuan	holds 5000 cn valuables	build in strongbox	32.000 sp	na
Urn, Tiny	5 quart	25 cn	10 sp	35
Urn, Small	10 quart	50 cn	20 sp	70
Urn, Medium	30 quart	150 cn also used by burials	50 sp	210
Urn, Large	60 quart	300 cn also used by burials	250 sp	450
Urn, Giant	250 quart	800 cn mostly decoration only, can hold 1 human	700 sp	1000
Urn, Gargantuan	500 quart	2000 cn mostly decoration only, can hold 2 human	1800 sp	2500
Vial, Clay	varies	to hold liquids or Small powdered material	25 cp	5
Vial, Ceramic	varies	to hold liquids or Small powdered material	10 sp	5
Vial, Glass	varies	to hold liquids or Small powdered material	30 sp	5
Vial, Crystal	varies	to hold liquids or Small powdered material	40 sp	5
Vial, Steel	varies	to hold liquids or Small powdered material	50 sp	5
Vial, Silver	varies	to hold liquids or Small powdered material	70 sp	5
Vial, Small	½ pint =5 cn		x 0.5 sp	x 0.5
Vial, Medium	1 pint =10 cn		x1 sp	x1
Vial, Large	2 pints =20 cn		x 2 sp	x 2
Vial, Giant	3 pints = 30 cn		x 4 sp	x 3



<http://wallpaper.pickywallpapers.com/1680x1050/alchemy-lab-by-kemi-neko.jpg>

Easily Portable Containers

Item	contents / size	Cost	Enc
Pouch, belt, Tiny	50 cn, 5 Lbs, 0.5' x 0.5' x 0.5'	5 sp	2*
Bag, sack, Small	200 cn, 20 Lbs, 1' x 2' x 2'	2 sp	5
Bag, sack, Medium	400 cn, 40 Lbs, 1' x 3' x 3'	3 sp	10
Bag, sack, Large	600 cn, 60 Lbs, 2' x 4' x 2'	5 sp	30
Bag, sack, Giant	800 cn, 80 Lbs, 2' x 6' x 2'	15 sp	60
Bag, sack, Gargantuan	1000 cn, 100 Lbs, 3' x 6' x 3'	30 sp	120
Backpack, Normal	400 cn, 40 Lbs, 2' x 2' x 3'	50 sp	20
Backpack, Explorers	800 cn, 80 Lbs, 3' x 3' x 4'	100 sp	80
Backpack, Waterproof	300 cn, 30 Lbs, 3' x 1.5' x 2'	300 sp	60
Backpack, Extra Large	500 cn, 50 Lbs, 2' x 3' x 3'	450 sp	30
Backpack, Leather, Normal	400 cn, 40 Lbs, 2' x 2' x 3'	70 sp	20
Backpack, Leather, Explorers	800 cn, 80 Lbs, 3' x 3' x 4'	130 sp	80
Backpack, Leather, Waterproof	300 cn, 30 Lbs, 3' x 1.5' x 2'	360 sp	60
Backpack, Leather, Extra Large	500 cn, 50 Lbs, 2' x 3' x 3'	550 sp	30
Bucket carrier	Wood, 2 chains to hold 2 bucket carried on shoulders	10 sp	50
Saddlebags(2), Large	500 cn x 2, 50 Lbs, 3' x 2' x 1' each	50 sp	80
Saddlebags(2), Small	300 cn x 2, 30 Lbs, 1' x 2' x 1' each	30 sp	50
Knapsack, holds 3' stick	250 cn, 25 Lbs, 2' x 2' x 2'	30 sp	10
Scroll Case/Tube, Normal, Wood	1 map / scroll / 10 leaves parchment / 25 cn Small objects	35 sp	15
Scroll Case/Tube, Waterproof, Wood	1 map / scroll / 10 leaves parchment / 25 cn Small objects	50 sp	20
Scroll Case/Tube, Bone	2 maps / scrolls / 20 leaves parchment / 15 cn Small objects	60 sp	30
Scroll Case/Tube, Leather	2 maps / scrolls / 20 leaves parchment / 15 cn Small objects	15 sp	25
Scroll Case/Tube, Waterproof, Metal	1 map / scroll / 10 leaves parchment / 25 cn Small objects	250 sp	50
Scroll Case/Tube, Metal	2 maps / scrolls / 20 leaves parchment / 20 Small objects	120 sp	30
Spellbook cover, Waterproof,	1 book or spellbook Smaller than 25" x 25" x 6"	100 sp	30
Waterskin	1 quart capacity, (30 cn if filled)	10 sp	5
Wineskin	1 quart capacity, (30 cn if filled)	10 sp	5
Back quiver	25 cn / 50 arrows, (no backpack / knapsack possible)	500 sp	20
Belt quiver, Small	5 cn / 10 arrows	100 sp	3
Belt quiver, Medium	10 cn / 20 arrows	200 sp	8
Belt quiver, Large	20 cn / 40 arrows	400 sp	12
Scroll Organizer	to hold up to 10 unlamanted scrolls	250 sp	25
Potion Holder	to hold up to 6 potion vials (no flasks, etc.), -2 bonus vs. Material saves	150 sp	25
Traveling Alchemy Box	To determine basic potions, Includes 1 refill of this box	10 sp	500
Alchemy box refill	for up to 50 tests usable for 3 months,	1000 sp	100
Bit box	to hold up to 250 cn spell components assorted (5% not), 1' x 2' x 1.5'	100 sp	250



Source unknown



Source unknown

Magical containers

Any magical container is actually an Extra-dimensional Space; if the container is damaged in any way then all objects will be spilled to unknown spots in to the Astral Plane. There can be no way to know where the items went, and there will be no way to retrieve any items. The chance to find any item spilled in the Astral Plane is so extremely Small, as if impossible. Only an Immortal could have the power to find and retrieve a lost item, and then only if it were an artifact, since the Astral Plane distorts magic in such a way that no object can be found here by magic. So you should see the items as if destroyed.

Also take notice that placing objects inside these bags that they aren't safe from theft from the side of the Astral Plane, because as long the container is still an intact Extra-dimensional Space, Entities from yonder side can locate the space, easily enter it from this side and infest, take or destroy the items. There could even be a very Small chance that the entity would attack through the container, or even enter the Plane where the container resides at that moment if Small enough. Spectral Hounds would be the most reasonable entity to enter from there, but others could be possible too.

No item wider than any of its size or longer than 10' will fit inside the Bag's of Holding unless otherwise specified. Sharp objects will rupture the Bags 50% chance/24hr and so destroying its contents. No other extra-dimensional space can be placed inside or both will be annihilated and all contents also, nor can it be placed inside such a space.

Item	Capacity cn	Size	Notes	weight	Cost	Enc.
Bag of Holding 1	500	1' x 2'		100	50.000 sp	50
Bag of Holding 2	1000	1.1' x 2.2'		200	10.000 sp	100
Bag of Holding 3	1500	1.2' x 2.4'		300	15.000 sp	125
Bag of Holding 4	2000	1.3' x 2.6'		400	20.000 sp	150
Bag of Holding 5	2500	1.4' x 2.8'		500	25.000 sp	200
Bag of Holding 6	5000	1.6' x 3'		600	37.500 sp	250
Bag of Holding 7	10.000	2' x 3'		700	50.000 sp	350
Bag of Holding 8	15.000	2.2' x 3.2'		750	65.200 sp	600
Bag of Holding 9	20.000	2.4' x 3.4'		800	70.000 sp	800
Backpack of Holding	300, 30 cubic' max, 5' long max	1' x 2' x 2'		0	250.000 sp	20
Skain's satchel	400	1' x 2'		50%	50.000 sp	10
Carpetbag of Holding	200 cubic' in 4 Small sacks =800	2' x 4'		800	250.000 sp	50
Handy Haversack	2 x 20 cubic'= 200 + 80 cubic'=800,	1' x 2' x 2'	backpack	800	300.000 sp	20
Pouch of Holding	100	1" x 2" x 3"	Inside 3" x 6" x 12" nothing Larger will fit inside	50%	40.000 sp	5*
Bag of Devouring	Infinite???	1' x 2'		50%	15.000 sp	50
A Detect Life reveals the Bag is Alive (see Ecology of the Bag of Devouring). Items disappear in to nothingness after 1d6 + 1T						
Bag of Transmuting	5000	1' x 2'		600	5000 sp	10
As bag of Holding #6 for 1d4 + 1 uses, then transmutes materials inside as followed; Gem to Stone, Platinum and Gold to Iron, other Metals to Ore, Organics and Liquids						
Belt pouch of Disappearance	200	10" x 5"	items disappear once / 24 hours to a by the creator special designated place.	100%	12.500 sp	2*
Bag of Teleportation	100 open	10" x 10" x 10"	if closed it will Teleport to a predestinated destination (5% lost)	100%	100.000 sp	20
Duffel bag of Teleportation	800 open	20" x 20" x 20"		100%	200.000 sp	50
Bag of Traveling		2' x 4'		0	100 sp	300
Only the following items can be taken out and placed inside: 1 Iron Ration, 1 Small Tent, 1 Blanket, 1 Bedroll, 1 Tinderbox, 1Set of Cooking Utensils, 6 Torches, 6 Iron Spikes, 1 Flask of Oil, 1 Lantern, 1 Waterskin full of Fresh Water, 1 Piece of Soap, 1 Small Jar of Glue, 1 Handsaw, 1 Small Hammer. If an item is removed, or damaged, only a similar item can replace it, nothing else. Any other object will magically be prevented. The items will be all nonmagical						
Bag of Vanishing	500	10" x 5"		0	250.000 sp	30
if closed items inside are in an unattached Extra Dimensional space leaving the bag empty for 6T, usable for smuggling, there is 5% items inside will be lost.						
Bag of Many Bags				varies	25.000 sp	varies
can change shape to any normal non-magical container of any size except Larger than 6' or Smaller than 2". Will return to normal Bag shape if empty, or not held for						
Pouch of security	600	10" x 5"		100%	50.000 sp	5*
When first acquired it asks in a by its creator chosen language (mostly Common); "A Word Please". Any two-syllable word will be responded by "OK", from thereon it will appear normal until taken more than 10' away from the owner. It then screams loudly ("Help, I'm Stolen", or "Thief, Robber, Bandit", or similar shouting or just a long loud Shriek), in this same language, easily understandably heard in 120' radius in a loud area, 120 yards in an average noise and a mile in silence. It will shout continuously for 2 Hours, recharging 2hr, and then starts anew, It is silenced by the given first (pass-)word command only (So Don't Forget it!!). When the owner itself goes from the Pouch or gives it away, ar fails to get it within 24 hr it will restart.						
Kanaropouch	600	10" x 5"		100%	30.000 sp	5*
When placed on stomach it blends in to the skin, fur or scales of the living owner, retrieved at will or after its death						
Pouch of returning	5	1" x 1" x 2"		100%	25.000 sp	5*
1cp+1sp+1ep+1gp+1pp (or any by the creator placed 5 pieces currency) inside if spend will return in 24hr						
Silent purse	50	10" x 5"		100%	25.000 sp	2*
Any Inside object or creatures will give no sound outside the Purse until taken out.						



From Card game: Warlord : Saga of the Storm "Bag of Holding"

Professional Tools (for professions and shops)

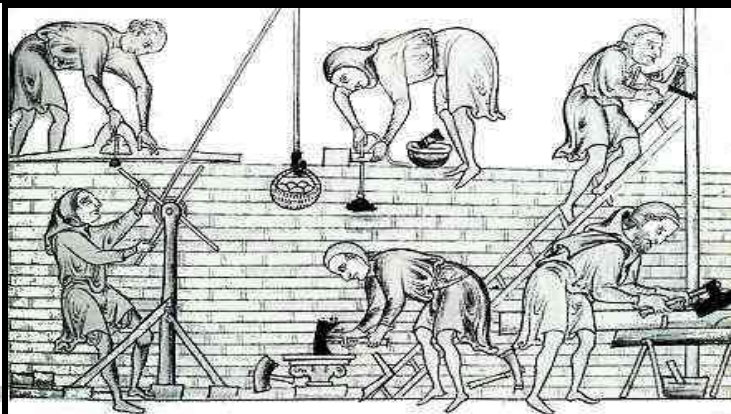
Skill	area needed minimum	cost	Enc
Advocate / Judge	20' x 30'	1000 sp	800
Alchemist	50' x 50'	5000 / level sp	2500
Animal trainer	10' x 20' upto 1 - 20 acres	1000 sp	800
Apothecary	40' x 40'	10000 sp	1000
Armorer	20' x 20'	12500 sp	2000
Artist / Sculptor	50' x 30'	500 - 5000 sp	250
Assassin	15' x 15'	22250 sp	800
Astrologer	50' x 50'	20000 sp	8000
Astronomer	50' x 50'	20000 sp	8000
Baker	30' x 30'	5000 sp	1400
Banker	25' x 25' + strongbox or safe	18500 sp	450
Barber(see Right)	20' x 20'	3000 sp	750
Bargemaker	40' x 30'	15000 sp	1100
Basketweaver	40' x 30'	15000 sp	1100
Blacksmith (see Right)	30' x 30'	10000 sp	3000
Boatwright	50' x 120' (or by task = ship + 10' all directions)	10000 sp	3000
Bowyer / Fletcher	20' x 20'	2500 sp	1200
Brewer	40' x 30'	15000 sp	1100
Broommaker / Furrier	20' x 20'	2500 sp	1500
Butcher	30' x 30'	5000 sp	1400
Candlemaker	20' x 30'	6000 sp	2000
Canvasker	20' x 20'	3000 sp	750
Carpenter	By task	4000 sp	6000
Cartmaker	20' x 20'	3000 sp	750
Charter / Mapmaker	20' x 20' + good Light	200 sp	150
Cobbler	20' x 20'	3000 sp	750
Dairyworker	15' x 20'	2000 sp	1500
Doctor / Dentist / Healer	30' x 30'	18500 sp	450
Drover	20' x 30'	1000 sp	800
Falconer	30' x 30'	605 sp	20
Furnituremaker	80' x 40'	4000 sp	6000
Gemcutter	15' x 15' + good Light + safe or strongbox	22250 sp	500
Geologist	by task	22250 sp	6000
Glassblower	20' x 20' + bellows	18500 sp	1200
Harbormaster	10' x 10'	500 sp	150
Leatherworker	20' x 20'	3000 sp	750
Locksmith	20' x 30'	3000 sp	1000
Lumberjack	varies by task	2500base sp	10000
Miner	varies by task	7500base sp	10000
Moneylender	20' x 30' + strongbox	10000 sp	350
Netmaker	20' x 30'	6000 sp	2000
Paintmaker	40' x 30'	15000 sp	1100
Potter	20' x 30'	6000 sp	2000
Ropemaker	20' x 20'	3000 sp	750
Saddlemaker	20' x 20'	3000 sp	750
Shoemaker	20' x 20'	3000 sp	750
Silver - / Goldsmith	15' x 15' + Good Light + safe or strongbox	18500 sp	500
Smelter	50' x 50' + Large bellows system	20000 sp	15000
Soapmaker	40' x 30'	15000 sp	1100
Spinner	20' x 30'	6000 sp	2000
Paintmaker	40' x 30'	15000 sp	1100
Stone cutter	40' x 30'	2500 sp	10000
Stonemason / Thatcher	by task (see Below)	2500 sp	2500
Tailor	40' x 30'	15000 sp	1100
Tanner	40' x 30'	15000 sp	1100
Taxidermist	20' x 20'	3000 sp	750
Taxofficial	10' x 10'	500 sp	150
Toolmaker	20' x 30'	6000 sp	2000
Wagonmaker	50' x 40'	8000 sp	10000
Weaponsmith	40' x 30'	15000 sp	2000
Weaver	40' x 30'	15000 sp	1100
Wheelwright	30' x 30'	15000 sp	1000
Woodcarver	40' x 30'	15000 sp	1100
Undertaker	20' x 30' + graveyard	5000 sp	300



<http://www.daz3d.com/media/catalog/product/cache/1/image/9df78eab33525d086e5f68d27136e95/t/h/theforgemain09.jpg>



http://38.media.tumblr.com/5fe1e1b85458a4c7e021898a86ab46ff/tumblr_mlzn1g1Sxw1rhc69lo1_500.gif



<http://blogs.ubo.ca/rmst221/files/2010/01/GuildMasons.jpg>

Tools to work

Item	Description / Notes	Cost	Enc
Fine Tools			
Calltrops	per single, to damage legs mounts stepping on	10 sp	5
Chisel	for chipping away Stone / wood, different sizes / shapes	20 sp	10
Crampons	For movement on ice etc.	400 sp	50
Drill, iron	To make holes different diameters	50 sp	50
File	To soften surfaces (different graduations or materials)	40 sp	10
Flint and steel	To make fire	5 sp	1
Glass working tools	To shape, and engrave glass, 1 set	500 sp	200
Handdrill	For drilling holes through wood or metal (1 on 30 / T to break)	100 sp	30
Pliers	To bend thin metal objects	10 sp	10
Pulley	A pulley is a wheel on an axle designed to support movement and change of direction of a cable or belt along its circumference	250 sp	5
Razor	very sharp for shaving hair	10 sp	10
Scissors	To cut fabric, parchment, skin, paper, papyrus, threads and leaves	5 sp	5
Steel etcher	To engrave and etch metal	1000 sp	25
Sewing Needle, Bone	To pull thread through fabric or leather	5 sp	1
Sewing Needle, Metal-Golden	To pull thread through fabric or leather	30 sp	1
Tong, pincer, nipper	To hold Small objects	25 sp	12
Utility hammer	1d3 dm if used as weapon	20 sp	10
Utility knife	1d3 dm if used as weapon	10 sp	5
Whetstone	To sharpen and polish tools and weapons	2 cp	1
Wood hammer	1d3 dm if used as weapon	10 sp	10
Saws			
Handsaw	To saw Small pieces	30 sp	6
Hacksaw	For woodwork	20 sp	8
Round saw	To saw curves	25 sp	5
Wood saw	To saw planks, beams etc.	45 sp	11
Tree saw	To saw Small trees	45 sp	20
2 - mans saw	To saw trees (8' long blade)	100 sp	55
Large Tools			
Tree axe		70 sp	60
Split axe	Can be used as battle axe	90 sp	100
Small axe		40 sp	30
Crowbar	To heave heavy or dislocate stuck objects, (12 + needed to use) + 5 str in use, May be used as weapon to hit , 1d6 dm	30 sp	75
Pickaxe		200 sp	200
Shovel / Spade	Needed to excavate with shovel. May be used as weapon -2to hit , 1d10 dm	100 sp	180
Smelter, Small		10,000 sp	15000
Smelter, Medium	To melt metal to liquid in special ceramic shapes to make metal shaped objects	20,000 sp	45000
Smelter, Large		40,000 sp	75000
Grindstone	To grind and sharpen metal objects	50 sp	200
Liquid Tools			
Glue	1jar for 10 Square foot surface	11 sp	50
Lard	Lubricant, + 2 dm if on fire, insulation vs. hypothermia	2 cp	10
Paper glue	For book-binding etc for 100 books (50 ft Square)	25 sp	50
Oozeshroom - glue	1 jar for 2 Sq.foot surface (can glue a beholder to a red dragon!!)	150 sp	10
Holdings			
Nails, Different sizes	(500 nails / 2")	10 sp	100
Nails,	Different sizes (1000 nails / 1")	10 sp	100
Nails, Different sizes	(2000 nails / 0.5" etc.)	10 sp	100
Iron spike, 6" long		1 sp	5
Silver spike, 6" long		10 sp	5
Steel spike, 6" long		15 cp	6
Wooden spike, 12" long		2 cp	7
Stake Wooden,	to wedge doors, Stones, stake vampires, - 4 to hit, 1d3 dm	1 sp	1
Special			
Hourglass	To measure time (Rounds, Minutes, turns / one sort only)	250 sp	10
Clock work (Thantabbar clockwork company) see below	To measure time (Rounds, Minutes, turns / one sort only)	500-50,000 sp	150-2500
Meddlingbox	Box with widgets, twiddles, doodles, doodads and thingummies, for use Fantasy Physics skill, else + 2 penalty	500 sp	200 - 300
Merchant scale	with weights 0.1, 0.2, 0.3, 1, 1.5, 2, 2.5, 3, 4, 5, 6, 7, 8, 9, 10, 12, 14, 15, 20, 25, 50, 100	20 sp	162
Sextant	To calculate one's global position (orientation skill needed)	500 sp	95
Other Measurement Instrument	To calculate Depth, Location, Height, etc.	10-500 sp	10-250
Skyhooks	Hand tools use machine Building skill, else + 4 penalty, Custom made to user + task by artisans in 2 - 5 weeks	2000 sp	100
Strongbox	Holds500 cn valuables	500 sp	300
Tools	1 crate, different tools	varies - sp	100
Water clock	To measure time up to 2 hours	10,000 sp	200
Musical			
Stringed	Lute, Mandolin, etc	200 sp	100
Elven Instrument	Harp, Lute, Flute.Masterwork items, +2 on music skill rolls	1000 sp	30
Wind	Flute, Recorder, etc	50 sp	30
Percussion	Drum, Tambourine, etc	30 sp	30
Large	Harp, Piano, etc	5000 sp	300 - 70000
Very Large	Organs, etc	15,000 sp	1000 - 100.000

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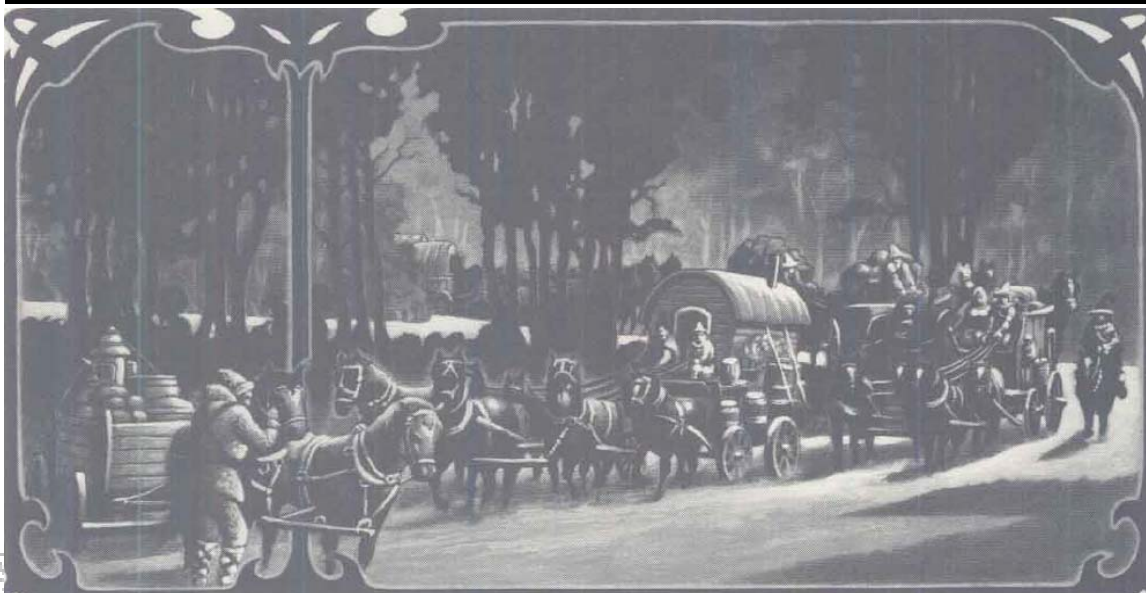
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http://zapp2.staticworld.net/reviews/graphics/products/uploaded/iphone_app_manufacturer_lost_in_time_the_clockwork_tower_799907_g1.jpg

Merchandise

Item	Description / Notes	Cost	Enc.		
Merchandise					
Wood , common	1 cord (15x12' diameter10' logs or 400board' 2 by 6" planks	500	sp 800		
Oil	1 jar. (as 100 flasks)	200	sp 600		
Textiles	bag include rope, sacking, and other woven goods other than cloth	250	sp 500		
Salt	1 brick	66	cp 5		
Beer	1 barrel 30 quarts (650 cn)	1000	sp 800		
Ale / mead / grog	1 barrel 30 quarts (650 cn)	900	sp 800		
Grain / vegetables	1 bag stays good 1 Month	75	sp 400		
Fish, preserved	1barrel stays good 1 Month	150	sp 800		
Hides / furs bundle	bundle of 5 pieces	150	sp 15		
Tea, coffee, cacao, tobacco	1 bag stays good 1 Month	750	sp 500		
Pottery	1 crate (contents 300 cn)	1000	sp 500		
Wine / spirits cheap	1 barrel 30 quarts (650 cn) or 30 bottles (0* to 1*)	1000	sp 800		
Wine / spirits normal	1 barrel 30 quarts (650 cn) or 30 bottles (1* to 2**)	2000	sp 800		
Wine / spirits rare	1 barrel 30 quarts (650 cn) or 30 bottles (3*** to 4****)	4000	sp 800		
Wine / spirits very rare	1 barrel 30 quarts (650 cn) or 30 bottles (3***+)	8000	sp 800		
Other drinks	1 barrel 30 quarts (650 cn) as 30 bottles	30 x bottle price / weight			
Meat, preserved	1 barrel contents 750 cn stays good 1 Month	200	sp 800		
Metals, common	1 ingot	10	sp 50		
Dye and pigments	1 jar. (as 100 flasks)	500	sp 500		
Cloth roll cheap	roll 3' wide 40' long easily torn	50	sp 400		
Cloth roll normal	roll 3' wide 40' long	100	sp 400		
Cloth roll expensive	roll 3' wide 40' long	200	sp 400		
Weapons / Tools	1 crate, different tools	varies	sp 100		
Glassware	1 crate	2000	sp 500		
Semiprecious Stones	1 box	2000	sp 100		
Leather, bulk	1 bag 500 Square ' for miscellaneous use	500	sp 2500		
Books, common	1 box	1000	sp 300		
Precious Merchandise					
Wood , precious	1 cord (15x12' diameter10' logs or 400board' 2 by 6" planks)	5000	sp 800		
Porcelain, fine	1 crate	10000	sp 500		
Books, rare	1 box	10000	sp 300		
Armor	1 crate	varies	1000		
Ivory	1 tusk	8000	sp 1000		
Spices	1 jar	8000	sp 600		
Silk	roll 3' wide 100' long	10000	sp 400		
Furs rare	bundle 1 to 5 pieces	5000	sp 500		
Metals, precious	1 ingot	3000	sp 200		
Gems	1 box	30000	sp 50		
Animal Merchandise (cages are not included in weight or price)					
	average			cost	Enc
Animal	number / load	weight / animal	fodder / week		
Mice / lemmings	1000 animals	2 – 5 cn	200 sp / load (as hen)	200	sp 2500
Rats	500 animals	5 – 6 cn	200 sp / load	500	sp 2600
Songbirds	500 animals	5 – 6 cn	200 sp / load	5000	sp 2600
Rabbit / Hen	100 animals	50 cn	200 sp / load	250	sp 5000
Pigeons	50 animals	22 cn	200 sp / load	5	sp 1250
Pigeons, homing	50 animals	22 cn	200 sp / load	50.000	sp 1250
Goat / hound	20 animals	500 cn	200 sp / load	1000	sp 10.000
Pig / sheep	10 animals	1000 cn	200 sp / load	1000	sp 10.000
Cow / camel	5 animals	10.000 cn	200 sp / load	1250	sp 50.000
Horse / bull / mule	2 animals	15.000 cn	200 sp / load	2000	sp 30.000
Warhorse	2 animals	20.000 cn	300 sp / load	10.000	sp 40.000
Elephant	1 animal	100.000 cn	200 sp / load	15.000	sp 100.000
Rare beasts/ Monster	1 animal	varies	200 / 500 sp / HD	1000 sp / HDx10 / *	varies



Animals live

Item	Cost	
	Upkeep/Month	Animal
Bird		
Canary	6 sp	2 sp
Capon	10 sp	5 cp
Chicken / Rooster	1 sp	1 cp
Crow	2 sp	2 sp
Dove	2 sp	2 sp
Falcon, trained	100 sp	10.000 sp
Goose	10 sp	5 cp
Guinea / Hen	10 sp	2 cp
Hawk, trained	100 sp	10.000 sp
Nightingale	5 sp	50 sp
Partridge	10 sp	5 cp
Parrot / Beo / Ara (speaking)	100 sp	2500 sp
Peacock	10 sp	5 cp
Pigeon	2 sp	1 cp
Pigeon, homing	2 sp	1000 sp
Song	20 sp	10 sp
Swan	100 sp	5 sp
Turkey	100 sp	5 sp
Vulture, trained	100 sp	10.000 sp
Farm Animal		
Pig, Boar	30 sp	100 sp
Pig	8 sp	100 sp
Piglet	3 sp	10 sp
Cow, Bull	50 sp	500 sp
Calf	10 sp	50 sp
Ox / Cow	30 sp	150 sp
Cat, House	10 sp	1 sp
Goat	5 sp	10 sp
Sheep, Ram	8 sp	300 sp
Oar	8 sp	100 sp
Small Animal		
Cricket, Fighting	2 sp	10 sp
Frog	1 sp	1 sp
Guinea Pig	2 cp	2 cp
Mice	8 cp	8 cp
Lemming	8 cp	8 cp
Rabbit	16 cp	10 sp
Rats	16 cp	1 sp
Spider	nil	10 sp
Toad	1 sp	1 sp
Dog,		
Dire wolf	300 sp	1250 sp
Guard	100 sp	250 sp
House	10 sp	40 sp
Hunting	150 sp	170 sp
Lap	10 sp	50-200 sp
Tracking Dog	60 sp	200 sp
War	25 sp	200 sp
Wolf, all species	10 sp	250 sp
Special		
Ape	45 sp	150 sp
Monkey	40 sp	40 sp
Deer, Doe	10 sp	50 sp
Stag	12 sp	90 sp
Eel, Giant	45 sp	800 sp
Hunting Cat: Jaguar, Panther etc	400 sp	50.000 sp
Wyvern	200 sp	16.500 sp
Others	HDx100 sp	XP + bonus for special abilities x 10

The prices of several animals are not only based on their rarity or availability but often also on the difficulty to capture such an animal.



<http://www.york.ac.uk/media/archaeology/images/postgraduate/phd/sheep-218x180.jpg>

Where not mentioned assume that the price of an trained animal will be at least twice as high as an untrained animal, and this can reach a multiplier of up to ten times the untrained price, again based on the rarity and difficulty to train such an animal by adequate trainers (which must sometimes be hired from afar) .

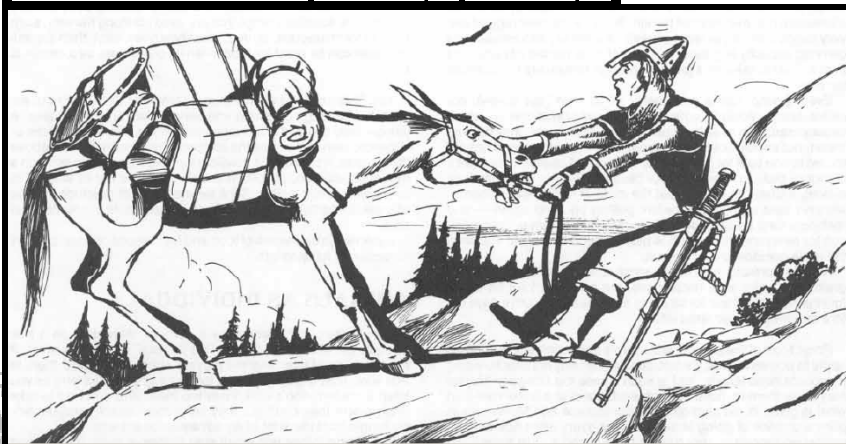


<http://www.medievalists.net/2015/08/22/there-came-a-hart-in-at-the-chamber-door-medieval-deer-as-pets/>

Upkeep includes not only food, but also care, housing if any.

Some of these animals can become familiars to Mages, but they need to cast the spell: Find Familiar to bind the animal to them.

Of course is this list far from complete. Assume the same cost and upkeep costs for animals that resemble those you need with the best given here.



Source: AD&D Wilderness Survival guide

Common Pack and Draft animals

The Encumbrance is given in two types; Pack (loaded ON the animal), and Draft (pulled by the animal). The first number is the load upon which the animal can't go faster than half speed, the second number is the maximum load; the animal will refuse ALWAYS any more.

Defects may include, medical, social, training problems, which are mostly NOT repairable, without the use of powerful magic cast by a specialist in that field. The additional costs then are minimal those of a normal animal, often more.

A Nag is an animal in very poor condition, A superior animal is trained to look better, or perform better in one task, the others are neglected and thus defects can occur now or later.

BM is the Barding multiplier. This is used for calculation the cost, manufacture time and weight of any items used for the animal like; reins, saddles, barding, etc. The basic items can be found further. Yellow Colored animals are magical (see Monster Manual).

Upkeep / Month HDx100 sp (<i>italic = rare, bold = dangerous</i>)							
Animal	State	Information	miles / day	BM	Pack enc.	Draft enc.	Cost
Horse, Draft	Nag	1 - 2 on 6 defect	6	x1	3000 / 6000 cn	4000 / 8000 cn	100 gp
	Poor	1 on 6 defect	12	x1	3600 / 7500 cn	6000 / 12,000 cn	250 gp
	Normal		18	x1	4500 / 9000 cn	8000 / 16,000 cn	400 gp
	Superior	1 on 6 defect	18	x1	5500 / 11,000 cn	10,000 / 20,000 cn	100 - 300 gp
	Superb	1 - 2 on 6 defect	18	x1	6000 / 12,000 cn	10,000 / 20,000 cn	300 - 500 gp
Horse, riding / wild	Nag	1 - 2 on 6 defect	36	x1	1500 / 3000 cn	3000 / 6000 cn	25 - 50 gp
	Poor	1 on 6 defect	42	x1	3000 / 6000 cn	4000 / 8000 cn	50 - 70 gp
	Normal		48	x1	3000 / 6000 cn	5000 / 10,000 cn	50 - 100 gp
	Superior	1 on 6 defect	54	x1	3000 / 6000 cn	5000 / 10,000 cn	100 - 300 gp
	Superb	1 - 2 on 6 defect	60	x1	3000 / 6000 cn	5000 / 10,000 cn	300 - 500 gp
Horse, War, Medium	Nag	1 - 2 on 6 defect	18	x1	3000 / 6000 cn	4000 / 8000 cn	150 - 250 gp
	Poor	1 on 6 defect	24	x1	3000 / 6000 cn	4000 / 8000 cn	250 - 500 gp
	Normal		36	x1	4000 / 8000 cn	5000 / 10,000 cn	250 - 750 gp
	Superior	1 on 6 defect	36	x1	4500 / 9000 cn	6500 / 13,000 cn	500 - 2000 gp
	Superb	1 - 2 on 6 defect	48	x1	4500 / 9000 cn	6500 / 13,000 cn	1000 - 3000 gp
Horse, War, heavy	Nag	1 - 2 on 6 defect	18	x1	4000 / 8000 cn	7000 / 14,000 cn	225 - 375 gp
	Poor	1 on 6 defect	24	x1	4000 / 8000 cn	6000 / 12,000 cn	375 - 750 gp
	Normal		36	x1	5000 / 10,000 cn	7000 / 14,000 cn	375 - 1250 gp
	Superior	1 on 6 defect	36	x1	5000 / 10,000 cn	7000 / 14,000 cn	750 - 3000 gp
	Superb	1 - 2 on 6 defect	48	x1	5000 / 10,000 cn	7000 / 14,000 cn	1000 - 3000 gp
Horse, special breeds Ethengarian steeds, (Light War horses)	Nag	(looks sick, weak)	18	x1	750 / 1500 cn	1200 / 2400 cn	75 - 125 gp
	Poor	(riding skill x ½)	24	x1	2000 / 4000 cn	3500 / 7000 cn	125 - 250 gp
	Normal	(responds at call)	36	x1	3000 / 6000 cn	5000 / 10,000 cn	125 - 375 gp
	Superior	(1 trick)	36	x1	4000 / 8000 cn	6500 / 13,000 cn	250 - 1000 gp
	Superb	(1 - 3 tricks)	48	x1	3000 / 6000 cn	3500 / 7000 cn	500 - 1500 gp
Horse, special breeds, Alaysian steeds (beautiful riding horses)	Nag	1 - 2 on 6 defect	36	x1	1500 / 3000 cn	2500 / 5000 cn	25 - 50 gp
	Poor	1 on 6 defect	42	x1	2000 / 4000 cn	3500 / 7000 cn	50 - 75 gp
	Normal		48	x1	3000 / 6000 cn	5000 / 10,000 cn	50 - 100 gp
	Superior	1 on 6 defect	54	x1	4000 / 8000 cn	6500 / 13,000 cn	100 - 300 gp
	Superb	1 - 2 on 6 defect	60	x1	3000 / 6000 cn	3500 / 7000 cn	300 - 500 gp
Horse, Elven War			30	x1	3000 / 6000 cn	4500 / 9000 cn	not (5000 gp minimum)
Pony	Nag	1 - 2 on 6 defect	24	x1	750 / 1500 cn	1000 / 2500 cn	75 - 100 sp
	Poor	1 on 6 defect	36	x1	1500 / 3000 cn	2500 / 5000 cn	125 - 200 sp
	Normal		42	x1	2000 / 4000 cn	3500 / 7000 cn	25 - 40 gp
	Superior	1 on 6 defect	48	x1	3000 / 6000 cn	5000 / 10,000 cn	40 - 80 gp
	Superb	1 - 2 on 6 defect	54	x1	4000 / 8000 cn	6500 / 13,000 cn	80 - 150 gp
Mule	Nag	1 - 2 on 6 defect	36	x1	1500 / 3000 cn	3000 / 6000 cn	125 - 200 sp
	Poor	1 on 6 defect	42	x1	2000 / 4000 cn	4000 / 8000 cn	25 - 40 gp
	Normal		48	x1	3000 / 7500 cn	6000 / 15,000 cn	40 - 80 gp
Dog, Sled		(5 to 14 normally / sled)	24	x1	500 / 1000 cn	750 / 1500 cn	25 gp
Camel	Nag	1 - 2 on 6 defect	36	x1	1500 / 3000 cn	2500 / 5000 cn	25 - 50 gp
	Poor	1 on 6 defect	42	x1	2000 / 4000 cn	3500 / 7000 cn	50 - 75 gp
	Normal		48	x1	3000 / 6000 cn	5000 / 10,000 cn	90 - 150 gp
	Superior	1 on 6 defect	54	x1	4000 / 8000 cn	6500 / 13,000 cn	100 - 300 gp
	Superb	1 - 2 on 6 defect	60	x1	3000 / 6000 cn	3500 / 7000 cn	300 - 500 gp
Nightmare		Undead Horse	30	x1	4500 / 9000 cn	6500 / 13,000 cn	4950 gp
Elephant		FI 72		x1	4500 / 9000 cn	Walk only	
			24	x3	7500 / 15,000 cn	15,000 / 30,000 cn	1500 gp
Lama			36	x1	2000 / 4000 cn	3500 / 7000 cn	30 gp
Ox			12	x2	5000 / 10,000 cn	10,000 / 20,000 cn	40 gp
Yak			12	x2	5000 / 10,000 cn	10,000 / 20,000 cn	90 gp
Orc Crowse		West Brun Only	24	x4	4500 / 9000 cn	6500 / 13,000 cn	50 / 200 gp
Rakasta Land strider		Savage Coast Only	24	x4	3500 / 7000 cn	5000 / 10,000 cn	1000 / 3000 gp
Lizard, Rockhome			24	x2	4500 / 9000 cn	7500 / 15,000 cn	1500 gp
Lizard, Footpad			24	x0	2500 / 4000 cn	3000 / 6000 cn	1050 gp
			CI 12	x0	2500 / 4000 cn	3000 / 6000 cn	1050 gp
Aquatic							
Draft Seahorse			18	x1	4500 / 9000 cn	7500 / 15,000 cn	25 gp
War Seahorse	Nag	1 - 2 on 6 defect	18	x1	3000 / 6000 cn	4000 / 8000 cn	50 - 150 gp
	Poor	1 on 6 defect	24	x1	3000 / 6000 cn	4000 / 8000 cn	75 - 250 gp
	Normal		36	x1	4000 / 8000 cn	5000 / 10,000 cn	100 - 350 gp
	Superior	1 on 6 defect	36	x1	4500 / 9000 cn	6500 / 13,000 cn	200 - 700 gp
	Superb	1 - 2 on 6 defect	48	x1	4500 / 9000 cn	6500 / 13,000 cn	500 - 1500 sp
Dolphin		Free will to Merrow, slaves else	48	x0	2000 / 4000 cn	3500 / 7000 cn	200 - 700 gp
Shark		Free will to Sharkkin, slaves else	48	x0	2000 / 4000 cn	3500 / 7000 cn	200 - 700 gp
Manta ray			30	x0	2000 / 4000 cn	3500 / 7000 cn	100 gp

Uncommon Pack and Draft animals

Flying							
Giant Bat	Young only	FI 36	x1	500 / 1000 cn	not	50	gp
Griffon	Young only	24	x1	500 / 1000 cn	7000 / 14.000 cn	3500	gp
		FI 72	x5	3500 / 7000 cn	not		
Hippogryph	Young only	36	x5	3500 / 7000 cn	7000 / 14.000 cn	1500	gp
		FI 72	x1	3000 / 6000 cn	not		
Roc, Small	Young only	FI 96	x3	1000 / 2000 cn / HD	not	16,000	gp
Roc, Giant	Young only	FI 96	x10	1000 / 2000 cn / HD	not	27,200	gp
Wyvern	Young only	18	x3	3500 / 7000 cn	7000 / 14.000 cn	16,500	gp
		FI 48	x3	3500 / 7000 cn	not		
Pegasus	Young only	48	x1	3000 / 6000 cn	4500 / 9000 cn	1250	gp
		FI 96	x1	3000 / 6000 cn	walk only4		
Sphinx	Young only	36	x10	6000 / 12.000 cn	9000 / 18.000	5625	gp
		FI 72	x10	6000 / 12.000 cn	walk only		
Prehistoric Hollow World and Lost world areas only							
Triceratops	Young only	24	x6	10.000 / 20.000 cn	25.000 / 50.000 cn	13	sp
Mastodon / Mammoth		24	x3	9000 / 18.000 cn	24.000 / 48.000 cn	10	sp
Pterosaur, Small	Young only	FI 36	x1	2000 / 3000 cn	not	500	sp / egg
Pterosaur, Medium	Young only	FI 42	x1	3000 / 6000 cn	not	2.500	sp / egg
Pterosaur, Large	Young only	FI 48	x1	4000 / 8000 cn	not	5.000	sp / egg
Normally not for sale See also Chapter "Slaves" further Down.							
Centaur		36	na	3000 / 6000 cn	4500 / 9000 cn		as slaves
Chevall, (horse shape)		54	x1	4000 / 8000 cn	6500 / 13.000 cn		as slaves
Cheval, (Centaur Shape)		36	x1	4000 / 8000 cn	6500 / 13.000 cn		as slaves
Coltpixy		18	var.	variable with size	only free will		as slaves
Demi (Human) oid		18	na	600 / 1200 cn	1000 / 2000 cn		as slaves
Unicorn		48	x1	2000 / 4000 cn	3500 / 7000 cn		as slaves
Pegataur		FI 36	x5	special 3000 / 6000 cn	not		as slaves
Magical Created Creatures, rarely for sale due lack of trustworthiness							
Drolem		24		20.000 / 40.000 cn	40.000 / 80.000	250.000	sp
		FI 48	na	20.000 / 40.000 cn	40.000 / 80.000		
Elemental, Air		FI 72	na	500 / 1000 cn / HD	not		casting
Elemental, Earth		12	na	500 / 1000 cn / HD	1500 / 3000 cn / HD		casting
Elemental, Fire		24	na	500 / 1000 cn / HD	1000 / 2000 cn / HD		casting
Elemental, Water		12	na	500 / 1000 cn / HD	not		casting
		Sw 36	na	500 / 1000 cn / HD	1500 / 3000 cn / HD		casting
Gargoyle		18	x10	6000 / 12.000 cn	9000 / 18.000	150.000	sp
		FI 30	x10	6000 / 12.000 cn	not		
Golem		var.	na	500 / 1000 cn / HD	1000 / 2000 cn / HD		variable
Dragons Dragons can be subdued, they will follow the winners commands then, but if sold they more easily rebel.							
Egg		0	0	0	0	250-500	gp
Young		3	x2	1000 / 2000 cn / HD	2000 / 4000 cn / HD	10	xHD gp
		FI 4		1000 / 2000 cn / HD	walk only		
Small		18	x3	1000 / 2000 cn / HD	2000 / 4000 cn / HD	15	xHD gp
		FL48		1000 / 2000 cn / HD	walk only		
Large		24	x5	1000 / 2000 cn / HD	2000 / 4000 cn / HD	20	xHD gp
		FL60		1000 / 2000 cn / HD	walk only		
Huge		30	x10	1000 / 2000 cn / HD	2000 / 4000 cn / HD	25	xHD gp
		FL72		1000 / 2000 cn / HD	walk only		
Beware; Dragons are intelligent. Black, Onyx, Red, Green, Jade, Brown are outright dangerous							
Most sold are White Dragons,as these are often more animalistic. Others are mostly subdued or enslaved from egghood							
Special food and habitat needed, and training, especially if raised from young or egg.							
Dragons do not grow larger than small size in captivity, and on that moment they tend to escape if not self raised							



Transportation & Control

Item	AV	Description / Notes	Cost	enc.
Barding				
Brigandine,	0	Cloth, decoration barding for knights / lords etc.	10 gp	100
Leather	2	easily soiled	40 gp	250
Padded Leather,	3	1500	150 gp	600
Scale	3	as with armor	100 gp	300
Chain	4	as with armor	150 gp	600
Splint	4	as with armor	400 gp	400
Banded	5	as with armor	400 gp	1500
Plate,	6	as with armor	500 gp	3000
Field	7	as with armor	600 gp	4000
Joust	9	as with suit armor	700 gp	5000
Other Equine Items				
Item		Description / Notes	Cost	Enc.
Bit & Bridle		To Control Directional movement of animal	15 sp	20
Halter		To Control animal	15 sp	5
Single		To Control animals, and connect to cart	20 sp	100
Harness, Double			50 sp	150
Harness, Four			90 sp	225
Harness, Six		To Control animals, and connect to wagon. Cost & Weight per animal	150 sp	340
Harness, Eight			220 sp	510
Harness, Special			100 sp	75
Harness and Feeding Bag		To prevent escape animal, and feed it	50 sp	75
Yoke, Horse			50 sp	150
Yoke, Oxen		To Connect two animals to each other and to Cart or Wagon	30 sp	20
Hobbles		1 set, To prevent running away animal	20 sp	10
Horseshoes (installed)		To prevent Foot damage to Horse/Mule	10 sp	10*
Face Cloth		To calm animal and "prevent" it from running away	5 sp	5*
Saddle, Blanket		To prevent scaving damage of saddle to animal	3 sp	10*
Saddle and Tack, Pack-		To enable load paced on animal, (pack evenly!!)	2400 cn	50 sp
Saddle and Tack, Riding-		To Better sit on and thus control animal, 200 cn	100 sp	300
Saddle and Tack, Battle-		To Better sit on and thus control animal (incl. weapon holders) 200 cn	200 sp	400
Saddle and Tack, Tarn-		To Better sit on and thus control animal (silent and colored) 100 cn	500 sp	500
Saddle Pack		To place on back horse, a blanket wrapped around Larger objects, strapped together	30 sp	100
Saddlebags(2), Large		Contents; 500 cn x 2, 2x50 Lbs, Size; 3'x 2' x 1' each	50 sp	80
Saddlebags(2), Small		Contents; 300 cn x 2, 2x30 Lbs, Size; 1'x 2' x 1' each	30 sp	50
Fodder, Cow		1 week supply for 5 animals	200 sp	1000
Fodder, Horse / Mule / Bull / Camel		1 week supply for 2 animals	200 sp	1000
Fodder, Warhorse		1 week supply for 2 animals	300 sp	1000
Fodder, Elephant		1 week supply for 1 animal	200 sp	1000



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Transportation Devices

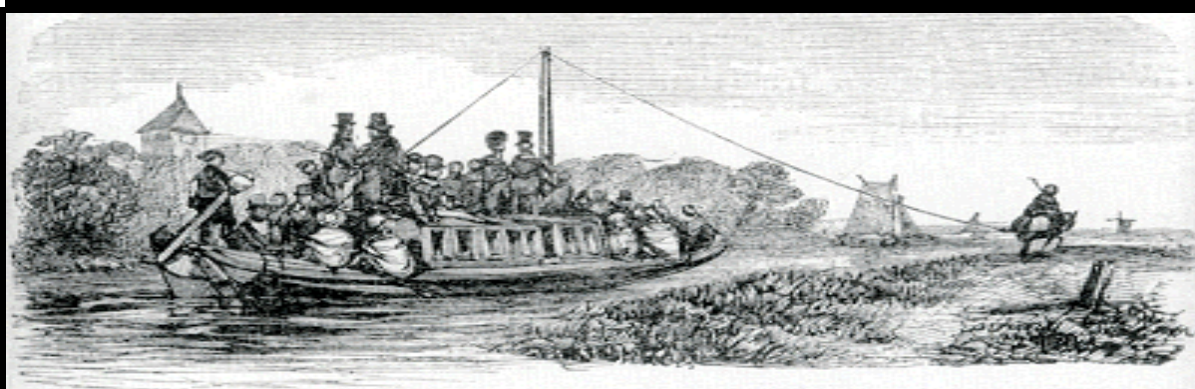
Item	cargo capacity	wheels	Draft animals	cost	enc.
Sled, Water (floats)	4800 cn	0	8 seals / 6 dolphins / 1 Orca (120' / r)	35 gp	300
Sled, Dog	8800 cn	0	6 - 11 dogs move 150' / r ½ loaded	30 gp	400
Sleigh / Sled, 2person (1 seated)	2500 cn	0	4 / 8 Dogs	200 gp	800
Sleigh / Sled, 4person (1standing)	5000 cn	0	8 / 16 Dogs	300 gp	1600
Cart, Riksjia, Reet crafted roof / sides	2500 cn	2	self,	450 gp	400
Cart, Hand	2000 cn	1	self	10 gp	300
Cart, Pull	3000 cn	2	self	25 gp	600
Cart, Mule	4000 cn	2	1 mule	50 gp	800
Cart, Horse	10,000 cn	2	1 horse	100 gp	1000
Chariot, Simple	5000 cn	2	42036	100 gp	2500
Chariot, Basic Riding	8000 cn	2	1 / 4 horses	200 gp	2900
Chariot, Basic War	8000 cn	1 / 2 (bladed)	1 / 2 horses	500 gp	5000
Chariot, Silver Class	11,000 cn	2	(1) / 2	250 gp	3400
Chariot, Gold Class	15,000 cn	2	(1) / 2	500 gp	4500
Coach, Simple	10,000 cn	2-4	2 horses	200 gp	8500
Coach, Basic	15,000 cn	2-4	2 horses	350 gp	13,000
Coach, Silver Class	20,000 cn	2-4	2 horses	450 gp	18,000
Coach, Gold Class	25,000 cn	2-4	2 horses	750 gp	25,000
Coach, Gold, Royal	8000 cn	2-4	2 horses	1000 gp	12,000
Coach, Gold, Ornamental	10,000 cn	4	2 / 4 horses	7000 gp	15,000
Postal Coach, Normal	10,000 cn	4	2 / (4)	250 gp	8500
Postal Coach, Reinforced	8000 cn	4	42096	400 gp	11,500
Postal Coach, Large, Reinforced	12,000 cn	4	42096	500 gp	14,500
Postal Coach, Metal	8000 cn	4	42096	1000 gp	18,500
Postal Coach, , Metal	10,000 cn	4	42096	1250 gp	20,500
Sedan Chair	5000 cn	0	2 / 8 carriers (slaves)	10 gp	2000
Wagon, Small	20,000 cn	4	2 horses / cows	200 gp	3000
Wagon, Medium	40,000 cn	4	4 horses / cows	350 gp	5000
Wagon, Large	60,000 cn	6	6 / 8 horses / cows	500 gp	10,000
Wagon, Giant	100,000 cn	6-8	8 / 10 horses / cows	1000 gp	20,000
Underwater boat, Small	10,000 cn	0	2 sea horses	10,000 gp	3000
Underwater boat, Large	200,000 cn	0	6 / 8 sea horses	25,000 gp	10,000
Parts and Additions					
Add to Transportation device					
	cargo capacity	wheels	Information	cost	enc.
Canvas, Waterproof Tarp	unaffected		against prying eyes / weather	x10 sp	100
Roof, (Back only)	unaffected		against prying eyes / weather	x2 gp	x2
Roof, Partial (driver only)	unaffected		against Weather	x0,5 gp	x1,1
Roof, Total (Driver and back)	unaffected		against prying eyes / weather	x2,5 gp	x2,2
Secret compartment	to20 % secret	unaffected	for smuggling, 4 on 6 found by search	1000 gp	unaffected
Living Quarters	-50-100%	unaffected	weight / cost depending on taste	100+ gp	5000+
Spare parts					
% of transportation device					
Axle			Cause 1d4 damage on hit	10%	10%
Wheel Blade				15	45
Wheel				5%	5%
Frontpart				25%	10%



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Traveling

Land	Person+Load/person	Speed		Comfort	Cost	
Riksja	1+50 Lbs	0.9 Mls / Hr	220 yrd / T	Bad but "dry"	2	cp / 100 yrd
Cart	1-2+100 Lbs	0.3 Mls / Hr	70 yrd / T	None	5-10	cp / 100 yrd
Chariot	1-2+200 Lbs	2.4 Mls / Hr	588 yrd / T	Good	50	sp / 24 Mls
Chariot, Short Distance, in Town	1-3+200 Lbs				5	sp / yrd
Coach	4-6+550 Lbs	1.8 Mls / Hr	441 yrd / T	Super	50-100	sp / 24 Mls
Coach, Short Distance, in Town	4-8+550 Lbs				5-15	sp / yrd
Caravan (Mostly DDC Merchants) seat on wagon	incl. food / 50 Lbs	1.8 Mls / Hr	441 yrd / T	Good to Bad	50	sp / 24 miles
Cargo / 50 Lbs					10	sp / 24 miles
Water	Person+Load/person	Speed		Comfort	Cost	
Pull Boat, Down Stream		1.8 Mls / Hr	441 yrd / T		6	sp / Mls
Up Stream on side roads pulled by 2-5 Horses/Oxen	10-20 +50 Lbs	2 Mls / Hr	500 yrd / T	Super	2	sp / Mls
River Boat, Down Stream		2.4 Mls / Hr	588 yrd / T		35	cp / Mls
River Boat, Upstream	15-30 +50 Lbs	0.6-1.8 Mls / Hr	110-441 yrd / T	Good to Bad	5	sp / Mls
Sailboat, Down Stream		1.8 Mls / Hr	441 yrd / T		25	cp / Mls
Sailboat, Upstream	15-30 +50 Lbs	0.4-1.4 Mls / Hr	100-330 yrd / T	Bad	4	sp / Mls
Minroth Merchant Guild						
Offices in most Harbors in the Known World and beyond. Round trip charged if captain won't find cargo to return						
Ship hire (with crew) / 500 cn cargo, / 500 miles excluding food!!!		Varies by vessel		Good to Bad	100	sp
Sailing; passenger, Merchant Vessel	including food / hammock / 50 Lbs	Varies by vessel		Good to Bad	10	sp / 24 miles
Sailing; passenger, Military Vessel		Varies by vessel		Good to Bad	10	sp / 24 miles
Prices per person +50Lbs cargo or per 50Lbs extra cargo. Horse passengers Count as 2 men, a normal Wagon as 5					50	sp / 24 miles
This is an advertisement brought to you by the MMG						
<i>Traladaran Travel Company</i> Tarnkeep Threshold (Also office in Kelvin – Krakatos – Karamaikos)						
Weekly Trade Ship Threshold – Kelvin	1			Good	20	
Daily Boats Kelvin – Krakatos	1			Medium	10	sp / person and
Twice Daily Boats Krakatos – Karamaikos	1			Bad	3	100Lbs cargo
Horse passengers Count as 2 men, a normal Wagon as 5. Travel Up River Pulled by Draft Horses or Oxen, or small						Prices Up River x 3
This is an advertisement brought to you by the TTC (Picture below)						
Air	Person+Load/person	Speed		Comfort	Cost	
Hot air Balloon (Gnomes)	4 +50 Lbs			Bad	150	sp / Mls
Flights in Bad weather or 5000+ feet.No Guarantees, Pay before.		5-10 Mls / Hr	to 1180 yrd / T	None	1250	sp / Mls
Prices per person +50Lbs cargo or per 50Lbs extra cargo.					50	sp / 24 miles
<i>Movers Guild inc.</i> <i>Bellerophon ltd.</i>	5 marketplace, Glantri – city. 201 farid - anh road, P.O. Chest 756 Ylaruam					
	Including food and seat	Devices 120 miles / day Animals 72 miles day		Good to Bad Good to Bad	1000 50 50	sp minimum sp / 24 miles sp / 24 miles
Cargo / 5 Lbs						
This is a mutual advertisement brought to you by Movers Guild inc. and Bellerophon Ltd.						
<i>Cardia's Carpet Service</i> Threshold – Specularum – Kerendas – Selenica – Kelvin. Reservation Required						
2 passengers (max)					40	sp / mile / person
1 passenger					50	sp / mile
Full day hire		24.5 Mls / hr	7200 yrd/T	None	5000	sp
This is an advertisement brought to you by Cardia's Carpet Service						
Teleport	Person+Load/person	Speed		Comfort	Cost	
<i>Arcane Teleporters and Towers</i>	333 Raknar Garden, Glantri - city				5000	sp minimum
reservation needed. Any major city and many towns in the Known World. Including Dawn, Sundsvall and Norwold.Any mishaps are at own risk						
	Teleportation Spell / Item Including	Instant (chance of mishaps)			200	sp / 24 miles
Cargo / 50 Lbs					200	sp / 24 miles
This is an advertisement brought to you by AT&T						
Other services						
Upkeep ships, per 1000 miles traveled, in port or dry-dock, time 20 T / hp (else speed - 10 % / 1000 Mls not done)						10
Maintenance caravans, per 10.000 cn cargo capacity / 500 Mls, every 6 Month						10



Sailing and Air Vessels

@ = Marines x 1/2 on merchant ships

xx = 60 + rowers for full speed, rowers are marines

(R+...) = Extra construction time with Roof

* = gnome engineer + gnomes + gear

2LC = 2 Light catapults (bow / stern)

1000 > 300 cn = 2 1000 cn if carried by one, but only 300 cn if carried by 2.

2-4 B = 2 to 4 Ballistae (bow / stern)

3LC = 3 Light catapults (bow / stern)

na = Not Applicable

HP=Hull Points

SP=Sail Points

C=Collapsible Mast

Item	Size (l x b x d)	AC	HP	Masts	SP	Rowing	Sailing	Capacity cn	crew / sailors / marines	Artillery	food storage	construct time	cost	Info
Ft / r (Mls / dy)														
Barge, Common	40'- 50' x 10' x 3'	9	50	0	na	30(10)	na	20000	- / - / -	nil	nil	2 Hr / ft ²	500	gp 100 cn / Yrd ²
Barge, Small	10'- 20' x 5-10' x 2'	9	35	0	na	30(10)	na	10000	- / - / -	nil	nil	2 Hr / ft ²	1/ Yrd ²	gp 100 cn / Yrd ²
Barge, Pull Boat; Draft horse/Oxen Up river;	20' - 60' x 15' -20' x 3'	9	35-50	0	na	60 (20)	60 (20) - 120 (72) River flow	20.000 -40.000	1 / - / - +1 on land for horses	nil	1 wk	8 + 2d4 wk	2000	gp
Barge, Pull Boat; Down river														
Barge, Pull Boat; Luxury														
Boat, Collapsible	10' x 5' x 3'	10	35	1 C	10	60 (18)	60 (18)	15.000	- / 1 -4 / -	nil	nil	26 + 2d30 wk (set up 2d6 T)	500	gp 600 cn (4' x 4' x3' chest)
Boat, Small	15'- 45' x 5'-15' x 3'-8'	8	20-40	1	5-10	na	120 (72)	20000	- / 1 / - may be hired	nil	nil	4 + 1d4 wk	2000	gp
Boat, Sailing Coasts travel	15'- 45' x 5'-15' x 3'-8'	8	20-40	1	5-10	na	120 (72)	20000	- / 1 / - may be hired	nil	nil	4 + 1d4 wk	2000	gp
Boat, Long	25' -100' x 10' -15' x 12'	8	50-80	1	15-30	na	120 (72)	40000	- / 6 / - may be hired	nil	nil	8+ 2d4 wk	150	gp
Canoe, Small River / Lake only	15' x 3' x 1'	9	5-10	0	na	60 (18)	na	6000	- / 1 / -	nil	nil	1-2 Days	50	gp 1000 > 300 cn = 2
Canoe, Large	25' x 4' x 1.5'	9	12-15	0	na	60 (18)	na	8000	- / 2 / -	nil	nil	2-4 Days	50	gp 1200 > 450 cn = 2
Canoe, War	40'-50' x 8' x 2'	9	20-49	0	na	60 (18)	na	12000	- / 10 / -	nil	nil	2-4 Days	100	gp 2600 > 750 cn = 4
Canoe, Kayak (wave-waterproof)	20' x 3' x 1'	9	5-10	0	na	60 (18)	na	6000	- / 1 / -	nil	nil	1-2 Days (hides)	50	gp 1000 > 300 cn = 2
Canoe, Giant War <i>Only Orcs Savage Coast or other native island tribes. Maximum rowing speed x 3 for 1 turn, rest (1/2 speed) for 1 turn due fatigue)</i>	60'- 80' x 10'-15' x 2'-3'	8	40-60	1 C	10-15	90(150)	18 / 90	30000	100/120 / - / crew	0/1B	1-3 Mnths	10 + 1d4 wk	4000	gp 4500 > 600 cn = 10
Canoe, Outrigger Sea or Large Lakes only	15' x 3' x 1'	9	5-10	0	na	60 (18)	na	6000	- / 1 / -	nil	nil	1-3 Days	100	gp 3000 > 1900 cn = 2
Galley, Small	120'-150' x 15'-20' x 3'	8	80-100	1	0-25	90 (50)	180 (90)	40000	60 / 10 / 20	1-3B+2LC ram	2-3 Mnths	5 + 1d6 wk	10000 3300	gp
Galley, Small, Knarr	120'-150' x 15'-20' x 3'	8	80-100	1	20-25	90 (50)	180 (90)	40000	60 / 10 / 20	1-2B+2LC ram	1-4 Mnths	2 + 1d6 wk	10000 2800	gp
Galley, Large	120'-150' x 15'-20' x 3'	7	100-120	1	25-30	90 (20)	180 (72)	60000	180 / 20 / 50	2-4B+2LC ram	2-3 Mnths	15 + 1d6 wk	30000 10000	gp
Galley, Large, Drakkar	120'-150' x 15'-20' x 3'	7	100-120	1	25-30	90 (20)	180 (72)	60000	180 / 20 / 50	1-2B +2LC ram	3-5 Mnths	9 + 1d6 wk	25000 7500	gp
Galley, Large, Longship	60'- 80' x 10'-15' x 2'-3'	8	60-80	1 C	15-20	90 (50)	180 (90)	30000	- / 75 / x	0-1B	2-3 Mnths	7 + 1d6 wk	15000	gp
Galley, War	120'-150' x 15'-20' x 3'	7	120-150	1	30-38	60 (20)	120 (72)	80000	300 / 30 / 75	2-5B+3LC ram	2-3 Mnths	30 + 1d6 wk	60000 20000	gp
Galley, War, Dromond	130'-175' x 15' x 8'	7	100-110	1	25-30	60 (20)	120 (72)	90000	180 / 30 / 75	2-4B +Ram ram	1-2 Mnths	20 + 1d6 wk	15000 20000	gp
Curragh	20'- 40' x 10' x 4'	9	20-30	1	8-16	60 (18)	120 (72)	5000	3-4 / 3-4 / -	nil	1 week	10 + 3d6 days	500	gp
Lifeboat	20' x 4' -5' x 1'-2'	9	10-20	1 C	3-6	30 (10)	60 (18)	15000	- / - / - for 10 people	nil	1 week	2-3 wk	1000	gp 5000 cn
Raft, Constructed	10' x 10' x 1' (normally)	9	5	1 C	2-5	30 (10)	30 (12)	10000	- / - / -	nil	nil	1 Hr / esq.	100	gp
Raft, Self-made	10' x 10' x 1' (normally)	9	5	1 C	2-5	30 (10)	30 (12)	5000	- / - / -	nil	nil	1d3 dy / 100 sq. ft.	nil	gp

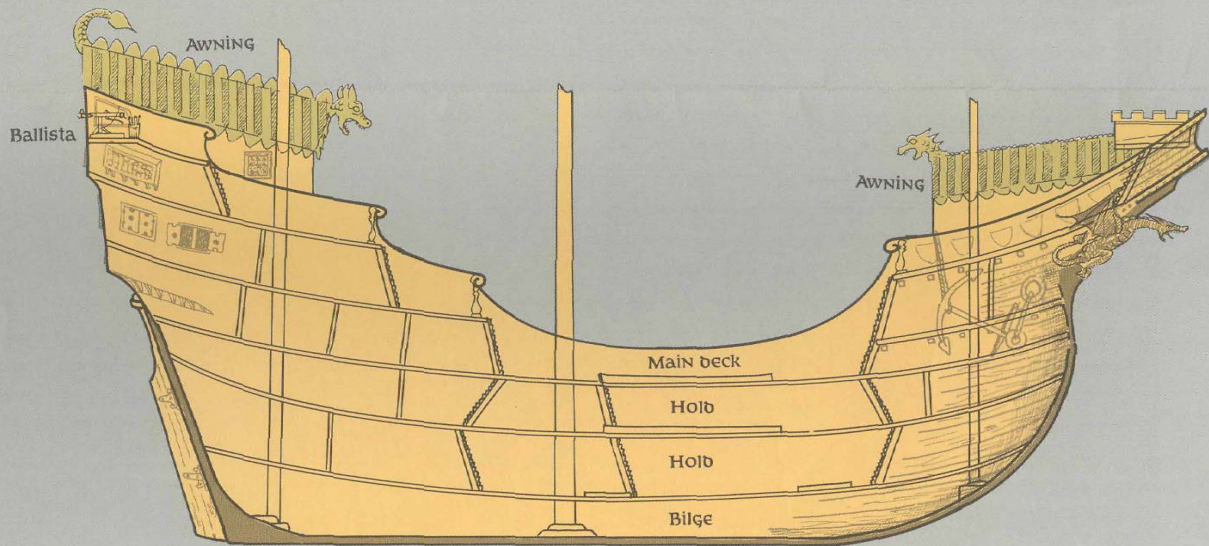
Oar, Normal 2gp 50 cn
 Oar, Galley 100 sp 150-250 cn
 Sail 20 sp / SP (Yrd²) 25 cn / SP (Yrd²)

Sailing and Air Vessels

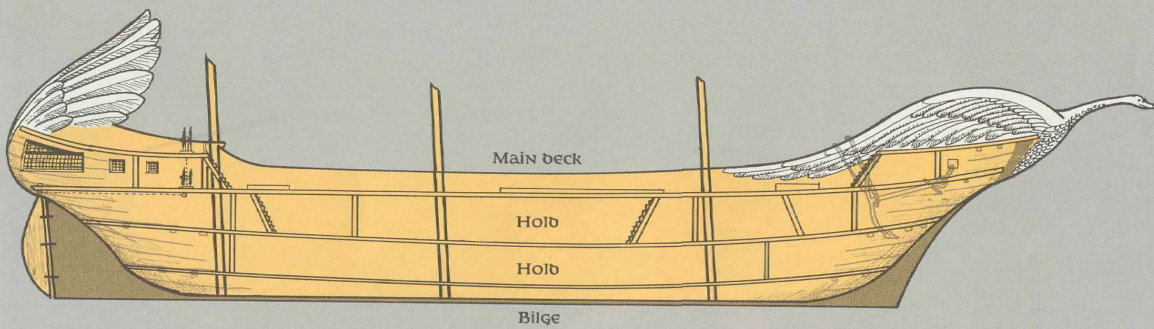
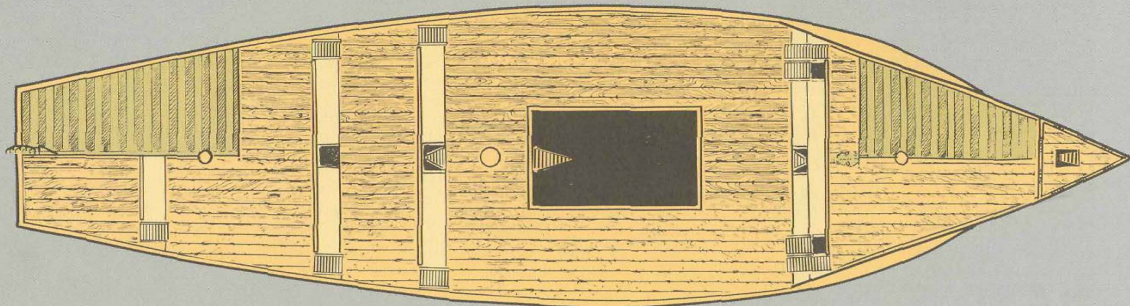
Item	Size (l x b x d)	AC	HP	Masts	SP	Rowing	Sailing	Capacity cn	crew / sailors / marines	Artillery	food storage	construct time	cost	Info	
						Ft / r (Mls / dy)									
Sailing ship, Small	60'- 8' x 20'- 30' x 5'- 8'	8	60-90	3	45-60	na	150 (90)	100000	- / 10 / 35 (inc. sailors)	0-2B	2-3 Mnth	10 + 1d4 wk	5000	gp	inc. castles bow / stern
Sailing ship, Caravel	70' x 20' x 7'	8	60-90	2 or 3	45-60	na	120 (90)	150,000-200,000	- / 30 -40 / -	1-3B+2LC	2-3 Mnth	15 + 1d8 wk	10,000	gp	
Sailing ship, Coaster	60'-70' x 20' x 5'	8	60-100	1 or 2	45-60	na	90 (60)	100000	- / 6 -8 / -	0-1B	2-3 Mnth	10 + 1d4 wk	5000	gp	
Sailing ship, Cog	75'-90' x 20' x 9'	8	120-150	1 or 2	75-150	na	90 (60)	100,000-200,000	- / 18-20 / -	1-3B+2LC	2-3 Mnth	15 + 1d8 wk	10,000	gp	
Sailing ship, Large	100'-150' x 25'-30' x 10'-12'	7	120-180	3	45-60	na	120 (72)	300000	- / 20 / 70 (inc. sailors)	0-2B+2LC	2-3 Mnth	40 + 1d4 wk	20,000	gp	
Sailing ship, Galleon	100'-150' x 25'-30' x 10'-12'	7	120-180	3 or 4	250-400	na	120 (72)	500000	30 / 100 / - (500 max)	4-40B + 2-4LC + 0-2 HC	2-4 Mnth	25+3d20 wk	50,000	gp	
Sailing ship, Harbortown Trader	100'-150' x 25'- 30' x 10'-12'	7	170	2	75	na	120 (72)	300,000	- / 20 / 50@	0-3B	2-3 Mnth	20 + 1d8 wk	35,700	gp	
Sailing ship, Harbortown Trader	100'-150' x 25'- 30' x 10'-12'	7	170	3	130	na	140 (84)	300000	- / 35 / 30@	0-3B	2-3 Mnth	22 + 1d8 wk	42,800	gp	
Sailing ship, Harbortown Trader	110'-160' x 30'- 35' x 12'-15'	7	100	4	200	na	120 (72)	300000	- / 35 / 25	1-5B	2-3 Mnth	30 + 1d8 wk	24,000	gp	
Sailing ship, Seahome Schooner	60'- 80' x 20'-30' x 5'-8'	8	80	2	40	na	140 (84)	40000	- / 10 / 10	1-3B	2-3 Mnth	5 + 1d6 wk	14,400	gp	
Sailing ship, Minroth Clipper	90'-120' x 25'-30' x 10'-12'	7	100	3	75	na	120 (72)	100000	- / 25 / 25@	1-5B	2-3 Mnth	30 + 1d8 wk	21,000	gp	
Sailing ship, Troop Transport	100'-150' x 25'-30' x 10'-12'	7	160-220	3	45-60	na	90 (60)	600000	- / 20 / 100	0-2B+2LC	2-3 Mnth	40 + 1d4 wk	20,000	gp	
Airship, Small	20'-30' x 10' x 2'-3'	9	20-40	Balloon	20-40	na	180 (120)	5000	1 / - / 5*	0-1B	nil	40 + 1d20 wk(R+4 wk)	20,000	gp	
Airship, Large	20'-30' x 10' x 2'-3'	9	70-90		70-90	na	180 (120)	50000	5 / - / 50*	0-3B	nil	80 + 1d20 wk(R+10 wk)	200,000	gp	Roof + 3000 gp



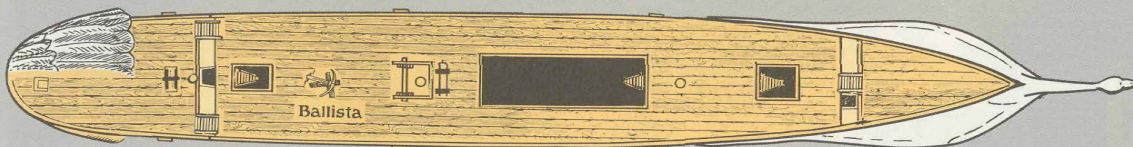
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HARBORTOWN TRADER
 Overall length 100 feet, width (beam) 27 feet.



MINROTH CLIPPER
 Overall length 91 feet, beam 13.5 feet.



Slaves

Abilities are skills, proficiencies and even character abilities like strength, charisma etc. The prices are **not** cumulative, use the highest. The Slave master estimates the (N)PC's abilities due examination of the body and reactions, and adjusts them by experience. As spellcasters may be handy, and as thus assumed to be more valuable, the opposite is in effect. Mages as slaves must be subjected to incapable of casting spells due means of unable to speak AND use fingers correctly. Beware. They are still intelligent. Clerics as slaves are near to impossible, as each moment they pray they could get spells. Both the mage and cleric need strict supervision.



<http://romanslavery.weebly.com/uploads/1/0/6/3/1063551/9659273.jpg?267>

(N)PC's Abilities	(N)PC's lvl	Cost
Unexceptional	lvl 0 (or HD)	10 sp
One ability 12 +		20 sp
One ability 15 +		80 sp
Two or more abilities 12 +		40 sp
Two or more abilities 15 +		160 sp
Unexceptional	lvl 1	40 sp
One ability 12 +		80 sp
One ability 15 +		320 sp
Two or more abilities 12 +		160 sp
Two or more abilities 15 +		640 sp
Unexceptional	lvl 2	320 sp
One or more abilities 12 +		640 sp
One or more abilities 15 +		128 sp
Unexceptional	lvl 3 +	500 sp / lvl
Two abilities or more 12 +		1000 sp / lvl
Two abilities or more 15 +		2000 sp / lvl

As thus able bodied men (important abilities ST, DX, CO) and good looking women (important abilities CH and Com) are the best slaves due clear and obvious (though vile) reasons we need not mention here. It is for these abilities that a slave is valued.

Specific non-human creatures can also be slaves if the refuse to obey the dominant order. Size is to these creatures an ability. Larger-than-Human Sized is seen as 12+, Larger-than-Ogre/Horse Sized is seen as 15+, and even bigger counts as two 15+.

Slavery is legal in The Empire of Alphatia including (Alphatia, Bellisaria, Isle of Dawn, Quedhar, Norwold), The empire of Thyatis including (Thyatis, Ochalea, Isle of Dawn, Pearl Islands), Heldann Freeholds, Emirates of Ylaruam, Kingdom of Hule, The Broken Lands, The kingdom of Herath, The Kingdom of Sokhtar, Black Eagle Barony of Karameikos, in some other countries slavery is accepted, **but mostly it is illegal!**

Torture Devices, Materials and Implements

Item	Description / Notes	Cost	Enc.
Acid**	Metal eating, 1 vial	500 sp	5
Branding Iron	To brand marks in to skin, (1d4 dm if used as club, 1d8 dm if heated, 1d6 if branding)	20 sp	30
Cage, Medium	Dog, Halfling, Goat, Small Humanoid, up to 2 / cage	400 sp	400
Cage, Large	Average (Demi-) Human-oid, up to 2 / cage	1000 sp	5000
Cage, Giant	Large Humanoid, Small Giant, 1 / cage	5000 sp	80.000
Chain, Thin	supports 800 Lbs, (10 % breakage / 200 Lbs) , 50' long	100 sp	150
Chain, Average	supports 2000 Lbs (10 % breakage / 300 Lbs) , 50' long	200 sp	300
Chain, Thick	supports 5000 Lbs (10 % breakage / 400 Lbs) , 50' long	400 sp	600
Chair, With Straps	To bind a target to be tortured	200 sp	5000
Clamp	Torture Device	30 sp	50
Candle, Standard	burns 1hr, Light 10' radius, (seen 500 yards afar)	1 sp	1
Charcoal, Bundle	To make markings	2 cp	1
Firewood	To make a fire equal to a Small campfire, burning 5' radius for 1 Hour	1 cp	40
Flint and Steel	To make fire	100 sp	30
Iron Boots	Torture Device	50 sp	500
Iron Maiden	Torture Device	700 sp	7500
Leeches, per jar	To drain blood from creature / person (10 leeches)	100 sp	20
Manacles	To restrict a prisoners movement, (2 Rings) With 1 Key	10 sp	150
Padlock, Simple	For chains, door eyes etc., AC 4, AV6, hp5 - 15, OL + 15% With 1 Key	25 sp	20
Padlock, Good	For chains, door eyes etc., AC 3, AV6, hp5 - 15, OL normal With 1 Key	50 sp	40
Padlock, Supreme	For chains, door eyes etc., AC 2, AV6, hp5 - 15, OL - 20 % With 1 Key	100 sp	60
Padlock, With Poison Trap	For chains, door eyes etc., AC 4, AV6, hp5 - 15, OL + 15% With 1 Key	120 sp	60
Stocks	Torture Device	50 sp	3000
Thumb Screws	Torture Device	10 sp	10
Torch, Normal	Burns 6 Turns, 15' radius, (seen 1000 yard away)	1 sp	10
T, X or U-Rack	To bind a target to be tortured	250 sp	5000
Utility Hammer	1d3 dm if used as weapon	10 sp	5
Vice	Torture Device	90 sp	100
Wall hook,	Holds up to 50.000 Lbs (if rightfully placed in Wall)	500 sp	180

The use of implements to torture living (or dead) creatures will turn the Character instantly to Evil, thus barring him/her from contact to his/her non-evil Immortal, and any beneficial spells. Even a single use reduces the Piety Level significantly (minus 10 or 20 depending on the immortal).

See <http://breathofmystara.blogspot.nl/2013/03/piety-character-piety-is-measured-by.html>

Or is reason for an Immortal curse.

Only Evil Characters use Torture Devices, materials and Implements for their original dark goal, however,...these same items may have a variety of other uses that do NOT imply torture and can be used as thus freely.

People for Hire

Mercenaries (all prices in gold pieces per Month, in War time mercenary prices x 2)
 If higher level then level 1 = base pay x level x 5, non – mercenary native gets ½.
 0 - level military get ¼, peasant levies 2 – 3 sp / Month. Troops do not pay any taxes!!!
 All equipment is owned by the persons hired.

Mercenaries	Info	Man	Dwarf	Elf	Orc	Goblin	Halfling	Giant
Archer	la / sb / ss	5	na	10	3	2	8	na
Bowman	sb	15	na	30	na	na	10	na
Bowman, mounted	LH / sb	15	na	30	na	na	na	na
Longbowman	ch / lb / ss, ns	10	na	20	5	na	na	na
Crossbowman	ch / hb	4	6	na	2	na	1	na
Crossbowman, mounted	MU / cb	5	15	na	na	na	na	na
Footman, Light	la / sh / ss, ns	2	4	4	1	½	2	5
Footman, heavy	ch / sh / ns	3	5	6	1½	2	na	10
Peasant	opportunity	1	1	1	1	1	1	5
Horseman, Light	WH / la / lc / ss	10	na	20	na	5	na	na
Horseman, Medium	WH / ch / lc / ns	15	na	25	na	na	na	na
Horseman, heavy	WH / pa / lc / ns, ls	20	na	na	na	na	na	na
Wolf riders	la, ch / ns / dg	na	na	na	na	5	na	na
Retainers								
Cook	\$	5	4	2	1	1	2	5
Armorer	*@	5	4	2	5	5	2	10
Smith	*@	25	75	25	10	15	16	100
Alchemist	>	50	na	20	5	2	na	na
Armorer assistant	10	15	5	8	5	3	25	na
Artillerist	^<	5	5	5	4	3	5	25
Animal trainer / Bailiff / Chamberlain / Equerry / Herald / Lesser Magistrate / Marshall / Provost / Sheriff / Warden								
	<	5	5	5	4	3	na	25
Engineer	#<	25	25	na	25	10	na	50
Castellan / Chaplain / Guard Captain / Magistrate / Reeve / Chief Steward								
	<	25	25	na	25	10	na	50
Sage / seneschal	(IN + WI + CH) x 10							
Rower	(or nil if convict)	0.1	na	0.1	0.1	0.1	0.1	na
Sailor	(x2 if non native)	1	na	1	1	1	1	na
Captain	(IN + WI + CH) x 10							
Navigator	<	25	25	25	25	25	25	na
Spy (price per mission)	int x level							
Mage / Magist	int x 5 x level							

la = leather armor,
 ch = chain mail armor,
 pa = Plate mail armor,
 sb = shield
 sh = short bow,
 lb = longbow,
 cb = crossbow,
 sp = spear,
 lc = lance,
 ss = short sword,
 ns = normal sword,
 ls = longsword,
 hb = heavy crossbow
 LH = Light horse,
 WH = Warhorse,
 MU = mule
 * = one needed per every 50 fighters
 \$ = one needed per 50 people

@ = can make 1 armor / Month, 3 shields / Month, 5 weapons / Month. This doubles per every 2 assistants (max 6)
 # = 1 per 100.000 construction cost
 ^ = one per 4 equal artillery weapons or equipments
 > = + cost of potion work
 < = + 25% per skill above 9

Retainers are level 0. If they have also a character class then prices will change



http://listverse.wpengine.netdna-cdn.com/wp-content/uploads/2014/06/wyeth_white_company.jpg

People for hire prices will also change according to rulers' status. The higher the rank of the ruler, the better pay its personnel should get. If for any circumstance payments fall too low, the morale of this crew will drop after 1 month with 1 point for each 2 weeks following. Until it is too low to order around (except by fear).

Baron	x1	Viscount	+ 10 %
Count	+ 20 %	Marquis	+ 40 %
Duke	+ 60 %	Archduke	x2
Minor King	(or up to 500.000 subjects)		x4
Greater King	(or up to 3.000.000 subjects)		x6
Emperor	(or over 3.000.000 subjects)		x10

Humanoid	= IN xLvl or HD	(also includes goblin types and Lizardkin, etc.)
Thief	= IN x 2 x level	(also includes Phanatons . etc.)
Fighter	= IN x 3 x level	(also includes Dwarves, Halflings, lupins, Rakastas, Tortles, etc.)
Cleric	= IN x 4 x level	
Wizard	= IN x 5 x level	
Elf	= IN x 6 x level	(also includes Araneas)

Services

Inn / Tavern		Bugs, Flees	Cost						1 day lodging			1 day stabling	actors fee			
			Basic Meal	Cheap Meal	Good Meal	Common Room	Double / Private Room									
Low Class	Cheap	90%	2-4	sp	1	sp	8	sp	5-100	cp	2 - 40	sp	5	sp	1 +	cp
Copper Class	Modest	60%	4	sp	2	sp	10	sp	10	sp	40	sp	10	sp	1 +	cp
Silver Class	Average	30%	10	sp	3	sp	20	sp	50	sp	100	sp	20	sp	1 +	sp
Gold Class	Superior	5%	100	sp	10	sp	200	sp	500	sp	1000	sp	100	sp	2 +	sp
Platinum Class	Extravagant	0%	50	gp	na		100	gp	500	gp	1000	gp	25	gp	1+	gp

Monthly Rent		Common	Double /	Quarter /	Office	Shop
Low Class	Cheap	15 - 250 sp	55 - 110 sp	10 gp	50 gp	50 gp
Copper Class	Modest	25 gp	11 gp	50 gp	100 gp	100 gp
Silver Class	Average	120 gp	250 gp	100 gp	200 gp	150 gp
Gold Class	Superior	1.000 gp	2.000 gp	500 gp	500 gp	400 gp
Platinum Class	Extravagant	10.000 gp	20.000 gp	5000 gp	5000 gp	1000 gp
Latrine	separate	Emptied each	20 sp	1000 cn		

Hygiene	(Bath Houses or Inns)	Cost
Bath	cold bath per person with soap	1 cp
Bath (see Right)	Warm bath per person with soap	3 cp
Barber	per shave / haircut (10 % cut, no damage but pain)	3 cp
Massage	loosening muscles per person per half Hour	5 sp
Laundry	by load (wet up to 250 cn , dry up to 600 cn)	1 cp
Doctor, leech or bleeding	per treatment	30 sp

Beauty Shops		
Hair cut		5 sp
Hair wash		3 sp
Shave		4 sp
Hair removal		11232 sp
Temporary Hair coloring (6+2d4 week)		20 - 40 sp
Permanent Hair coloring		40 - 60 sp
Temporary Skin coloring (2d4 week or washings)		50 - 70 sp
Permanent Skin coloring		70 - 90 sp
Facial Treatment		20 sp
Facial Painting (Make - up, Cosmetic's)		30 - 40 sp
Manicure / Pedicure		30 sp
Manicure / Pedicure with Gem Glitter Paint		50 - 100 sp
Tattooing / Disguises / Illusionary Enhancements of a customer's beauty		100 + sp

Help	Time used	Deed done	Cost
Advocate / Lawyer	Depending on case and local alignment	per Month or part	10000 sp
Armor Repair	50 man hours per AV	per AV	120 sp
Chaplain / Cleric	Depending on Service	per Month or part	1000 sp / vl
City Guide	8-18 hours	per day	2 sp
City messenger (See Right)	1 - 20 Hours, depending on distance	per message	1 sp
Clerk	1 Hour per letter	per letter	2 sp
Horse Grooming	5+1d6 Hours	per horse	3 sp
Insurances, DDC	1 action or a preset time period (mostly 1 month)	per insurance/ month	500 sp
Lantern or Torch Bearer	8 Hours	per night	1 sp
Messenger, Long Distance	1 - 10 Days, depending on distance	per message per week	20 sp
Minstrel (see Right)	1 - 3 Hours	per performance	30 sp
Mourner	1- 3 Hours, depending on service, local customs	per funeral	20 sp
Night Guard	1 Hr prior sunset to 1Hr after sunrise	per night	15 - 150 sp
Storage	per week	per sack / Bag / Chest, etc.	10 sp
Teamster with wagon	depending on distance, weather, local conditions	per mile	1 sp / mile
Wagon / Cart Repair	1 man Hour per Hp or replacing wheel	per hp work (not material)	90 sp



<http://www.medievalists.net/wp-content/uploads/2013/04/medievalbathing-e1365889048409.jpg>



http://farm8.static.flickr.com/7248/6872227056_e4757b0211.jpg



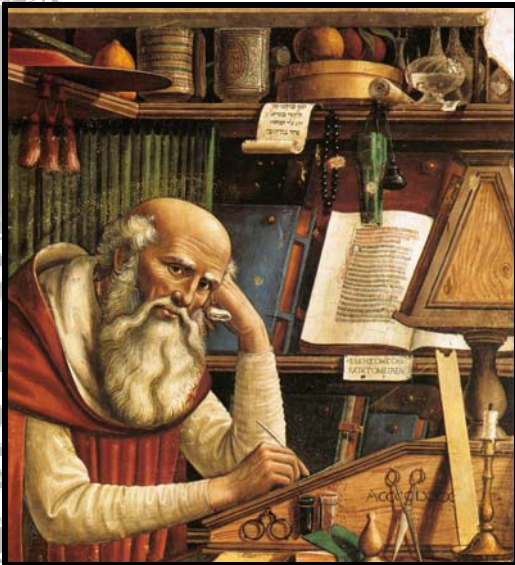
<http://www.medieval-life-and-times.info/images/medieval-musicians.jpg>

Services (mages)

Mages			
Alphatian mage	able to cast 6 or fewer spells / day	per week / memorized spell	500 gp
Alphatian mage	able to cast 23 or fewer spells / day	per week + per 2 memorized spell beyond 6	3000 gp +500 gp
Alphatian mage	able to cast 23 or more spells / day	per week + per 3 memorized spell beyond 23	7500 gp 7500 sp
Glantrian mages	able to cast 6 or fewer spells / day	per month	500 gp
Glantrian mage	able to cast 23 or fewer spells / day	per month + per 2 memorized spell beyond 6	3000 gp +500 gp
Glantrian mage	able to cast 23 or more spells / day	per month + per 3 memorized spell beyond 23	500 gp +500 gp
Glantrian mages double there cost if they use powerful magical items			
War mage	per Month or part	Int x 10 x Lvl	
Mage	per Month or part	Int x 5 x Lvl	

Training

Knowledge of a scribe is Known only to the DM., thus any player which needs to scribe a spell will not know the consequences. Payment is always on front. Errors are only discovered upon casting the spell later, or by a 2nd Scribe (who could be wrong). Insanity causes the spell to be scribed to be incomplete, and falls upon the Scribe, lasting 2 months per spell level failed to scribe.



Services	Description	Cost			
Weapon training, Basic	1 week	100 gp			
Weapon training, Skilled	2 weeks	250 gp / week			
Weapon training, Expert	4 weeks	500 gp / week			
Weapon training, Master	8 weeks	750 gp / week			
Weapon training, Grand Master	12 weeks	1000 gp / week			
Clerical training,	entering the order	free of charge			
	not entering order, from monastery	50 gp / Month			
	not entering order, from clerical school	500 gp / Month			
Magic-user training,	up to level 1 (mostly 1 year) , without boarding	100 gp / Month			
	up to level 1 (mostly 1 year) , with boarding modest	150 gp / Month			
	up to level 1 (mostly 1 year) , with boarding high - prestige	500 gp / Month			
Profession / skill training	basic knowledge / duration by skill (DM)	20-500 gp / Month			
Scribe					
needed to write scroll texts in spell books, or translate scripts					
availability	knowledge	error	error if open scroll book	insane	cost
1 - 25% ,	1 - 3 level	25%	75%	35%	1000 gp / Month
26 - 50 %	1 - 5 level	15%	45%	25%	2000 gp / Month
51 - 75%	1 - 6 level	10%	30%	20%	2900 gp / Month
76 - 85%	1 - 7 level	5%	15%	15%	3600 gp / Month
86 - 95%	1 - 8 level	2%	6%	5%	4200 gp / Month
96 - 00 %	1 - 9 level	1%	3%	0%	5000 gp / Month
5% / Month needed to go to greater library for					50 gp/wk
Audiences					
Emperor public	first day Monthly	else	100,000 gp		
Grand duke / King	first two Days Monthly	else	50,000 gp		
Count / Marquis / Duke	two announced Days Monthly	else	10,000 gp		
Viscount / Baron / other	every midweek	else	5000 gp		
Buying Titles (Thyatis only)					
Ambassador					100,000 gp
General / Lord					250,000 gp
Baron					500,000 gp

Ship costs								
Port class / Entrance	Dock Space Hull Points	Moorage		Dry-docks	Towage			Dock-workers
		Dock	Anchoring / Harbor		Pilot	Berthing	Emergency move 2000 cn / Hr	
A / 200 sp	2500+	15	75	107-111	130-780	13	130	15
B / 180 sp	1000+	10	50	100-150	100-600	10	100	10
C / 160 sp	750+	10	50	100-150	100-600	10	100	10
D / 140 sp	450+	7	35	96-144	90-540	9	90	8
E / 120 sp	300+	7	35	96-144	0-540	9	90	8
F / 100 sp	50+	4	20	none	80-480	8	80	none available
Thyatis strait passage only if ships hull points 60 or higher								100 sp



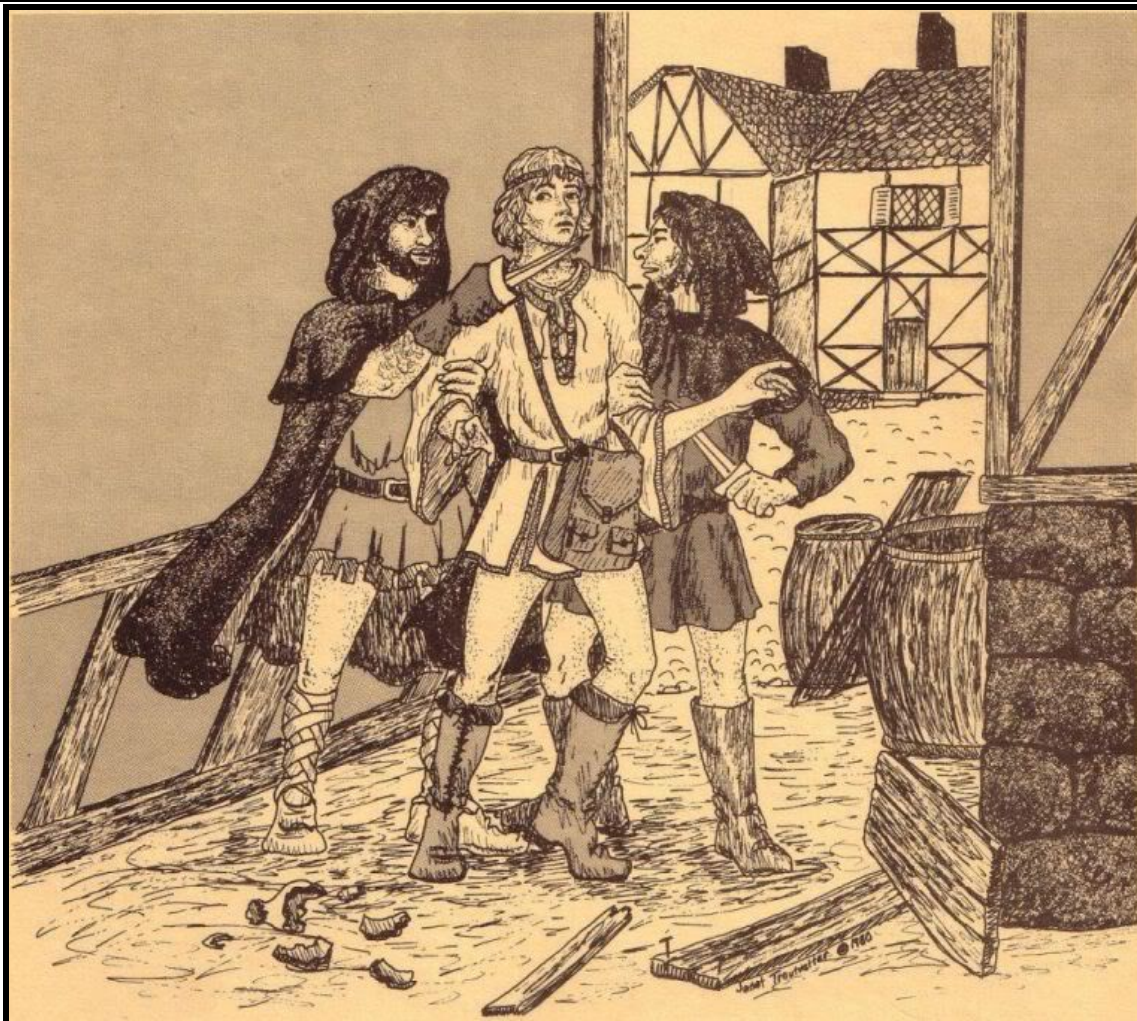
Thyatis Strait Passage aka. Vanya's Girdle

Illegal Services

Forgery			
A royal pardon	5 Days	150	gp
A military pass	3 Days	50	gp
A city pass	2 Days	20	gp
Official's signature	1 day	10-20	gp
Counterfeit coins	setup 10 + Days	10 - 50 % value	
Counterfeit jewelry	2 - 7 Days	5% value	
Money Clipping	cutting parts of coins	50% profit	
Copy deed or title	4 - 5 Days	120	gp
Copy a work of art	2 - 3 weeks	200-500	gp
Guild Judgment			
Basic fee		(lvl + 1d4) x 50	gp
Petty matters		100	gp
Moderately important matters		500	gp
Major matters		1000	gp
Black Market		Resale Front	
Buy or sell illegal or immoral (not stolen) items		as 5 x normal	
Sell questionable ownership items		5d10% - 5 normal	
If item stolen from guild, or beswinding guild then bonebreaking will follow			
If not a guildmember then first threats, and bone breaking followed if still reselling items			
Whores / Dance Girls (or Boys)		Often have manager who takes 25% to 80 %	
Basic Free Girl		3	sp / Hr
Exotic Free Girl		10	sp / Hr
New Style Free Girl		20	sp / Hr
Basic Club Girl		4	sp / Hr
Exotic Club Girl		15	sp / Hr
New Style Club Girl		30	sp / Hr
Multiple Club Girls		2x + 10 %	sp / Hr
Loans			
Any amount		+ 50 % / Month	
if guildmember		+ 20 % / Month	
After 12 weeks Threats will follow			
After 18 weeks Bonebreaking will follow			
After 24 weeks Elimination + selling items owned will follow			
Behavior Modification			
Pressure by Bone breakers (under the threats of more harsh methods) to let a person think and / or act a specific way. Bribes can negate a			
Nobody special	(lvl 0 or lower class)	10	gp
Known locally	(lvl 1 - 3 or middle class)	30	gp
Well known locally or known in City	(lvl 4 - 6)	120	gp
Well known in city or petty Official	(lvl 7 - 9 or upper class)	450	gp
Minor City Official	(lvl 10 - 12 or noble)	600	gp
Major City Official	(lvl 13 - 15 or wealthy noble)	1500	gp
Very High Profile	(lvl 16 + or ruler, royalty, governor, etc)	25,000+	gp
Bone Breaking			
Bodily harm done to victim to create immediate attention to the thieves guilds orders. Bribes will lessen damage			
Nobody special	(lvl 0 or lower class)	20	gp
Known locally	(lvl 1 - 3 or middle class)	60	gp
Well known locally or known in City	(lvl 4 - 6)	200	gp
Well known in city or Petty Official	(lvl 7 - 9 or upper class)	800	gp
Minor City Official	(lvl 10 - 12 or noble)	1200	gp
Major City Official	(lvl 13 - 15 or wealthy noble)	3000	gp
Very High Profile	(lvl 16 + or ruler, royalty, governor, etc)	50,000+	gp
Elimination			
To permanently remove a person or give a last and final Warning to others. Bribes will make the kill painless			
Nobody special	(lvl 0 or lower class)	100	gp
Known locally	(lvl 1 - 3 or middle class)	500	gp
Well known locally or known in City	(lvl 4 - 6)	1000	gp
Well known in City or Petty Official	(lvl 7 - 9 or upper class)	5000	gp
Minor City Official	(lvl 10 - 12 or noble)	10,000	gp
Major City Official	(lvl 13 - 15 or wealthy noble)	50,000	gp
Very High Profile	(lvl 16 + or ruler, royalty, governor, etc)	100,000+	gp
Kidnapping			
To bring a person to a specific place (or person) and act as powerful threat to this person or the ones some how related to this person, be it in blood or by any other means, to be bribed to pay high amounts of money or to do what the guild or a employer wants to be done.			
Nobody special	(lvl 0 or lower class)	30	gp
Known locally	(lvl 1 - 3 or middle class)	90	gp
Well known locally or known in City	(lvl 4 - 6)	300	gp
Well known in City or Petty Official	(lvl 7 - 9 or upper class)	1200	gp
Minor City Official	(lvl 10 - 12 or noble)	1800	gp
Major City Official	(lvl 13 - 15 or wealthy noble)	4500	gp
Very High Profile	(lvl 16 + or ruler, royalty, governor, etc)	75,000+	gp

Illegal Services

Tipsters			
To acquire specific information about persons, targets, information, etc.			
Common knowledge	99% known		1 sp
Uncommon knowledge	80% known		10 sp
Specific information	30% known		50 sp
Exacting information	15% known		100 sp
To bribe a tipster to silence or wrong information (chance to know x ½)			cost x 4 +
Planning and investigation		1 day (chance to know 1 step better)	100 sp
Planning and investigation		1 week (chance to know 2 steps better)	1000 sp
Search Dangerous information to tipster (30% slain in 1d6 Days)			100 sp / lvl
Tipster search		1 week + 20% success (every 250 sp / lvl + 10% = 50% max)	250 sp / lvl
Street urchins, common knowledge		60% known (x ½ if paid copper)	1 sp / cp
Street urchins, uncommon knowledge		30% known (x ½ if paid copper)	1 sp / cp
Street urchins, perform minor service		30% willing to do	2 cp
Street urchins, perform minor service		60% willing to do	2 sp
Fixers			
Avoid arrest robber		bribe	250 sp
Turn minor infraction (short imprisonment, flogging, pillory)		in to	fine of 500 sp + (pay also to fixers)
Turn major infraction (long imprisonment, branding, amputation)		in to	fine of 1000 sp + (pay also to fixers)
Assist in escape from town			2000 sp +
Cleanup / dispose embarrassing evidence			20% take or 2000 sp whichever higher
Escape if capital crime			5000 sp +
Do a "personal favor"			5000 sp +
Cross thieves guild on characters behalf			10.000 sp +



<http://img.photobucket.com/albums/v198/Melan/JTrautvetter001.jpg> by Janet Trautvetter

Poison

Remember the use of lethal poison is a chaotic act, and may result in the loss of Piety. See <http://breathofmystara.blogspot.nl/2013/03/piety-character-piety-is-measured-by.html>

Natural Poisons							
Type	cost				damage		natural source
	ingestive	soluble	contact	gaseous	Minimal	Maximal	
	Use in Food	Use in Drinks	Use on items	Use in Air			
A	2500 sp	375 sp	10.000 sp	NA	1	6	Insect / Fruits / Plants / Fish / Corpses
B	5000 sp	7500 sp	20.000 sp	NA	1	10	Insect / Fruits / Plants / Fish / Corpses
C	10.000 sp	15.000 sp	40.000 sp	NA	2	20	Insect / Fruits / Plants / Fish / Corpses
D	15.000 sp	22.500 sp	60.000 sp	NA	3	30	Insect / Fruits / Plants / Fish / Troglodytes
E	20.000 sp	30.000 sp	80.000 sp	NA	4	40	Insect / Fruits / Plants / Fish
F	25.000 sp	37.500 sp	100.000 sp	NA	5	50	Snakes / Special Beasts / Fish
G	30.000 sp	45.000 sp	120.000 sp	18.000 sp	6	60	Snakes / Special Beasts / Chemical / Fish
H	35.000 sp	52.500 sp	140.000 sp	21000 sp	7	70	Snakes / Special Beasts / Chemical / Fish
I	40.000 sp	60.000 sp	160.000 sp	24.000 sp	8	80	Seasnake / Chemical / Fish
J	45.000 sp	67.500 sp	180.000 sp	27.000 sp	9	90	Scorpion / Manta - Ray / Chemical / Fish
K	50.000 sp	75.000 sp	200.000 sp	30.000 sp	10	100	Wyvern / Chemical / Fish
M	50.000 sp	50.000 sp	NA	NA	Mummyrot Disease		Mummies and Alike
P	30.000 sp	45.000 sp	60.000 sp	80.000 sp	Paralysis 2d30 T		Plants / Fruits / Chemical / Undead / Fish
S	5000 sp	7500 sp	20.000 sp	30.000 sp	Sleep 8 Hr		Plants / Fruits / Chemical / Fish
V	1000 sp	2000 sp	4000 sp	8000 sp	Vomit+Sick 1d20 Days As P +		Sediments / Insects / Special Beasts / Corpses
X	75.000 sp	112.500 sp	300.000 sp	675.000 sp	10 / Death		Purple Worm / Chemical

All these poisons have an onset of 4+1d6 Rounds. Each Dose costs the mentioned amount and weighs 10cn
 Damage is given in minimal and maximal damage. Any successful save results in minimal damage only, at the rate of 3/r. Otherwise minimal damage occurs until maximal damage or death is reached.
 Not damaging poisons will always do their effect, even if saved. Insects include Scorpions and Spiders

Poisonous Herbs							
Name	Amount	Purpose	Season	Climate	Area	Cost	Enc
Leopard's Bane	1sprig	Poison F to animals X	Summer	Temperate	Grasslands	5 sp	5
Flyfungus	1stool	Poison X	Autumn	Temperate	Forest	2 sp/each	3
Arsenic	1sprig	Poison K / vs. Vermin X	Summer	Temperate	River/Grasslands	1 sp	5

Magical and Alchemical created or based Poisons							
Type	onset	dm save failure (5 hp / r)	dm save success (1 hp / r)	cost	Enc		
AA	1d3 Turns	15	0	5000 sp	10		
BB	2d6 Minutes	20	1d3	6000 sp	10		
CC	1d4 + 1M inutes	25	2d4	7000 sp	10		
DD	1d2 Minutes	30	2d6	8000 sp	10		
EE	1d3 Rounds	Death	20	9000 sp	10		
FF	1d3 Rounds	Death	0	10000 sp	10		
GG	2d6 Hour	20	10	11000 sp	10		
HH	1d4 Hour	20	10	12000 sp	10		
II	2d6 Minutes	30	15	13000 sp	10		
JJ	1d4 Minutes	Death	25	14000 sp	10		
KK	2d6 Minutes	5	0	15000 sp	10		
LL	2d4 Minutes	10	0	16000 sp	10		
MM	1d4 Minutes	20	5	17000 sp	10		
NN	6 Rounds	Death	25	18000 sp	10		
OO	2d12 Minutes	Paralysis 2d6 Hours	Paralysis 1d6 Hr + 1d10 r as slowed	19000 sp	10		
PP	1d3 Hour	Weakness 1d3 Days	Weakness 1d3 Hr	20000 sp	10		

Weakness = All abilities x 1/2, move x 1/2, no Natural or Magical Healing possible

QQ	Next Full Moon	Lycantropy (by sort)	Paralysis 1d20 Days	21000 sp	10		
RR	1d20 Days	Str, Con, - 1/ Day until Death	Str, Con, - 1/ day for 1d10	22000 sp	10		
SS	1d3 Seconds	Frozen in " Time" for 1d100	Frozen in " time" for 1d100 Turns	23000 sp	10		

A Frozen in Time body can only be reached if first subjected to Anti-Magic. No other force, short of a Wish, can cause the body any other harm.

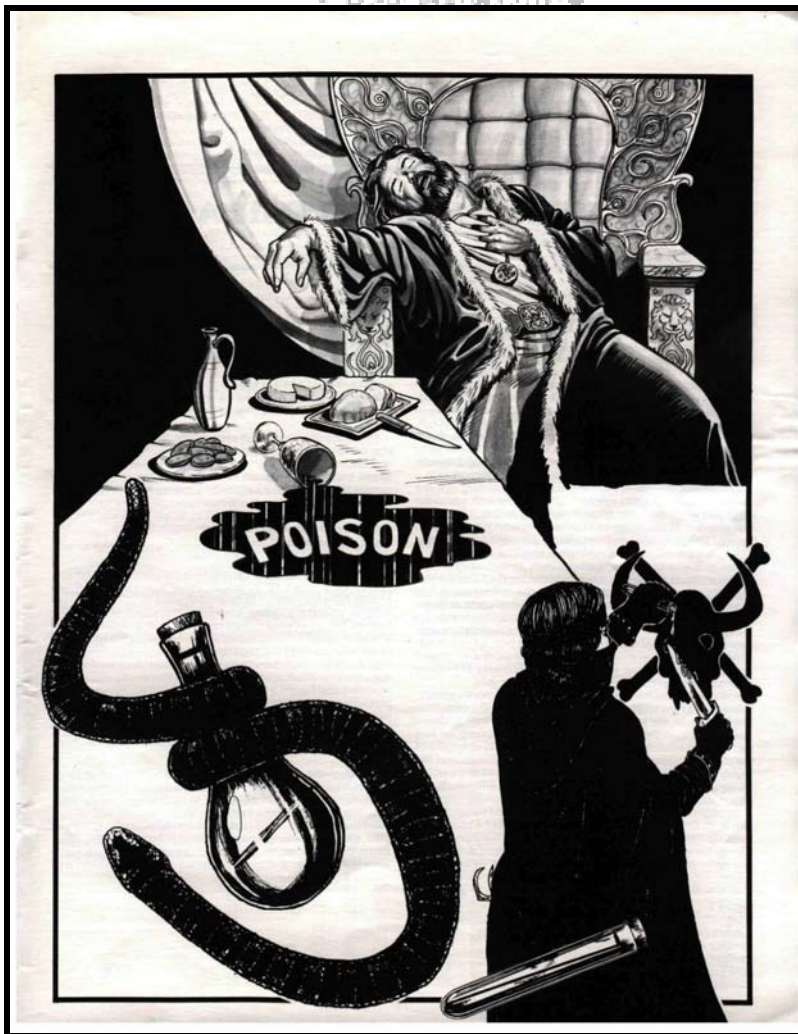
TT	1d3 Rounds	50	25	24000 sp	10		
UU	1Hour	10	2	25000 sp	10		
VV	1Hour	10, and -1ST,CO Permanently	5	26000 sp	10		
WW	1Hour	Soften Bones Permanently,	Con - 1 for 1day	27000 sp	10		
XX	1d3 Rounds	Death	Death	450.000 sp	10		

This poison is primarily found in the " Undead??" body stinger of a Night Crawler. This is the only existing poison were no cure exists, not even Remove Without a Wish, a Remove Poison (cast at level 20+), or the Herb Silverthorne, Death will prevail.

YY	1d5 Minutes	Stinking flatulence for 20 Days,	Stinking flatulence 1Day CH-1	28000 sp	10		
ZZ	1d100 Days	25	10 + 1Day tremendous itching causing Dex - 1d4	29000 sp	10		

Any of these poisons will leave the body if it survived the effects of the poison, and after the maximum damage has been reached, except in the case of when a body died by any poison causing the death, it will still be active, thus instantly affecting the body again in case of Raise Dead spells.
 No healing, Normal or Magical is possible for any damage caused by the poison (and sometimes [XX, WW, TT, even any non-poison related damage) as long the poison is not neutralized or the duration of the debilitating effects has been passed.
 These poisons are never available in a gaseous shape, except SS, PP and AA to DD. They are used in a soluble shape in spray traps, however.

Poison Antidotes



Magical and Alchemical Antidotes							
Regular Antidotes	per point damage neutralized					200 gp	10
Sleep Antidote	per dose					2000 gp	10
X - Antidote	per dose					30,000 gp	10
Other Antidotes	per dose against a specific poison				as per poison x 3		10
Antidote Herbs							
Name	Amount	Purpose	Season	Climate	Area	Price	Weight
Adder's Tongue	1 sprig	Anti-infection	Spring	Temperate	Rural	5 sp	5
Alkanet	1 sack leaves	Antidote AA-DD	Summer	Temperate	Rural	2 sp	10
Ashline	1 sprig	Petrification	Winter/Spring	Temperate	Mountain	50 sp	10
Basil	1 sack leaves	Antidote S, H, Y, K, I/ Spice	Summer	Temperate	Rural	3 sp	10
Coltsfoot	1 root	Anti-infection	Spring/Summer	Temperate	Mountain	2 sp	10
Cow-Wheat	1 plant	Intoxication	Summer	Temperate	Grasslands	2 sp	10
Entriste	1 sprig	Antidote AA-FF, KK	Summer	Subtropical	Desert	25 sp	10
Goat's Rue	1 sprig	Antidote JJ, LL, PP	Summer	Temperate	Forest	6 sp	5
Henbane	1 plant	Antidote AA	Summer/Autumn	Temperate	Rural	10 sp	5
Horehound	1 sprig	Antidote FF	Summer	Temperate	Coastal	10 sp	5
Jaffray	1 sprig	Antidote HH	Summer	Temperate	Desert	10 sp	5
Land Caltrops	1 root	Snakebite	Summer	Tropical	Forest	20 sp	5
Lesser Centaury	1 sprig	Antidote HH, YY	Summer	Temperate/Cold	Mountain	5 sp	5
Makebate	1 sprig	Scorpion Sting	All Around	Sub- /Tropical	Desert	10 sp	10
Napweed	1 plant	Poison Protection	Spring	Temperate	Rural	1 sp	5
Navev	1 sprig	Antidote DD, UU, JJ, HH	Winter	Sub- /Tropical	River	40 sp	5
Olvar	1 sprig	Stabilizes Dying	Winter	Polar	Coastal	3000 sp	5
Rose Champion	1 sprig	Scorpion Sting	Summer	Temperate	Forest	1 sp	5
Rue	1 sprig	Antidote CC, HH, JJ	Summer	Temperate	Rural	1 sp	5
Sessali	1 sprig	Antidote WW, JJ, UU, FF	Not Winter	Subtropical	Coastal	1 sp	5
Silverthorne	1 twig	Antidote XX, SS, JJ, DD, EE	All around	Temperate	Mountain	1000 sp	10
Spiderwort	1 Root	Spiderbites	Spring/Summer	Temperate	Swamp	40 sp	10
Temping	1 sprig	Antidote SS, WW, YY, LL	Summer	Temperate	Forest	5 sp	5

Antidotes working against a specific creature's poison like Spiders, Snakes or Scorpions will include all varieties of these poisons.

Weapons

Axes, Bows, Bludgeons, Daggers

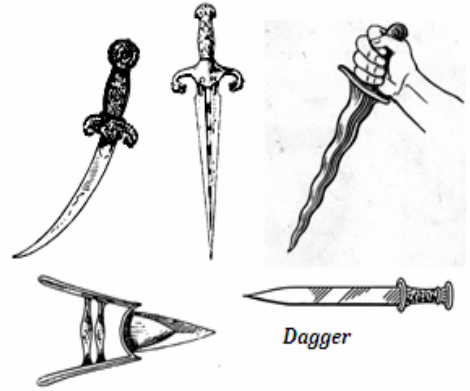
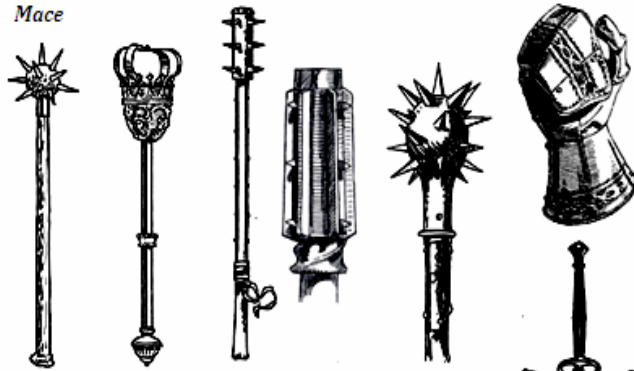
Orange items can only be found in their corresponding area; outside the area they are very rare, to not available.

2H = two handed, lose initiative, S = Small, M = Medium, L = Large, can't be used by Smaller than Dwarf-sized beings (Dwarf – 3 hit roll), G = Giant, can't be used by Smaller than ogres (Ogres at –5 hit and damage)

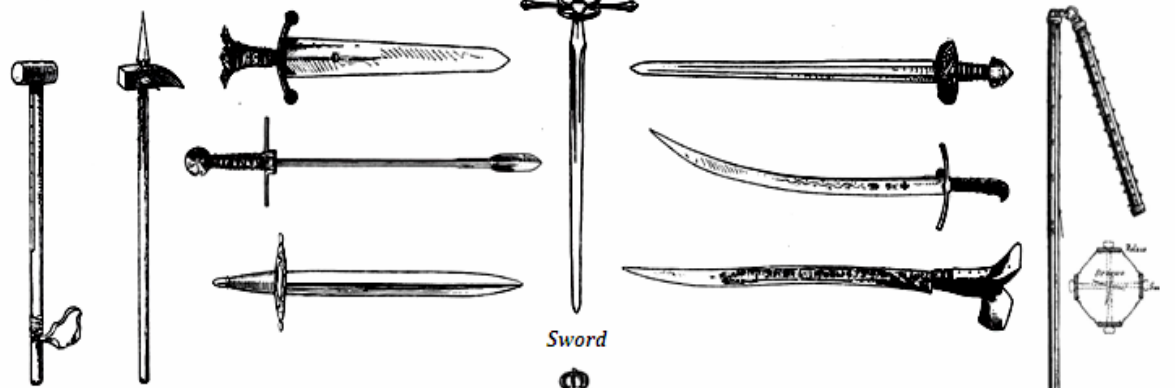
Item	Basic Damage	Range S / M / L	Region	Notes	Cost	enc.
Axe, Battle	1d8			2H, M, 3' / 5'	70 sp	60
Axe, Two-Headed	1d6 (x2 if ST 16+, DX 16+)		(Goblins)	2H, M, 4' / 5'	140 sp	85
Axe, Hand	1d6	10 / 20 / 30		S, 1' / 2'	40 sp	30
Axe, Mace	1d6		(Nithia)	S, 1' / 2'	40 sp	40
Axe, Heavy Eye	1d6 / 1d8			2H, M3' / 5'	50 sp	40
Axe, Light Eye	1d6 / 2d4	10 / 20 / 30 (15 / 30 / 45)	(Tothia / Nithia)	S, 1' / 2'	30 sp	20
Axe, Giant Battle	4d6		(Giants)	G, 12' / 20' ,ST22+ to use	700 sp	600
Axe, Broil	1d10 / 2d8		(Savage Coast)	primitive, 2H, L, 4' / 6'	100 sp	100
Axe, Hatchet	1d4 + 1	tool, S, 1' / 2'			20 sp	30
Bows						
Bow, Short	na -	50 / 100 / 150		2H, M, 1' / 4'	250 sp	20
Bow, Long	na -	70 / 140 / 210		2H, L, 4' / 7'	400 sp	30
Bow, Composite Long	na -	70 / 140 / 210	(Elven)	2H, L, 4' / 7'	1000 sp	30
Bow, Ethengar	na -	70 / 140 / 210	(Ethengar)	2H, L, 4' / 7' , comp.	400 sp	30
Bow, Composite Short	na -	50 / 100 / 150	(Elven)	2H, M, 1' / 4'	750 sp	20
Bullet bow	na -	60 / 120 / 240	(Thanagioth / Raven Coast)	2H, L, 2' / 5'	500 sp	50
Staff bow	na -	50 / 100 / 150	(Nithia)	2H, M, 1' / 4' shortbow	150 sp	60
Crossbow, Light	na -	60 / 120 / 180		2H, M, 2' / 5' no Smaller than Dwarf can use this	300 sp	50
Crossbow, Heavy	na -	80 / 160 / 240		2H, L, 3' / 8'	500 sp	80
18str load in same Round else next Round no Smaller than Dwarf can use						
Cayma	1d4	50 / 100 / 150	(Cayma / Ator / Shazak)	2H, S, 0.5' / 2'	350 sp	70
Cimarron 6-shooter	1d4	50 / 100 / 150	(Savage Coast)	S, 0.5' / 1' , 6 shots	800 sp	25
Bludgeons						
Blackjack	1d4	40 / 80 / 160		M, 1' / 5'	25 sp	15
Chain	1d4			L, 2' / 4'	5 sp	50
Club	1d4			M, 1' / 5'	30 sp	50
Club, Spiked	1d8			M, 1' / 5'	50 sp	50
Club, Giant	2d10		(Giants)	G, 5' / 30' , 22 + str to use	300 sp	500
Flail, Grain	1d4 + 1			M2' / 3'	30 sp	30
Flail, Combat	1d6 + 1			2H, M, 1' / 5'	150 sp	150
Flail, Horseman's	2d4		(Hule, Heldann Freeholds)	M, 1' / 5'	80 sp	50
Hammer, Throwing	1d4	10 / 20 / 30		M, 1' / 5'	40 sp	25
Hammer, War	1d6			M, 1' / 5'	50 sp	50
Hammer, Giant	3d6	100 / 200 / 300	(Giants)	G, 5' / 15' , 22 + str to use	400 sp	400
Mace	1d6			M, 1' / 5'	50 sp	30
Mace, Giant	3d6		(Giants)	G, 5' / 15' , 22 + str to use	500 sp	400
Mace, Flange	1d6 + 1		(Milenia)	M, 1' / 5'	100 sp	30
Maga	1d8		(Savage Coast)	M, 1' / 5'	250 sp	60
Morning star	2d4			M, 1' / 5'	100 sp	120
Nonaka	1d6		(Savage Coast / Patera)	M, 1' / 5'	10 sp	30
Nunchaku	1d6		(Savage Coast / Patera / Ochalea)	M, 1' / 5'	10 sp	25
Sa / Sai	1d2 / cut1d4			S, 1' / 2'	50 sp	20
Shot	1d6	10 / 20 / 30	(Savage Coast)	S, 3" / 6"	30 sp	30
Staff	1d6			2H, M, 4' / 6' (2" thick)	50 sp	40
Torch	1d4 + fire			S, 1' / 3'	6 sp	20
Daggers						
Bullroarer	1d6 spread dm 10' radius		(Savage Coast / Hule)	M, 10' chain	100 sp	20
Chakram	1d6	10 / 20 / 30 /		M, 1' / 3'	60 sp	10
Dirk	1d3	10 / 20 / 30		S, 1' / 2'	20 sp	10
Ice Pick	1d4			S, 5" / 10"	10 sp	5
Normal, hollow	1d4	10 / 20 / 30		S, 6" / 15" + poison (10uses)	300 sp	15
Main - Cauche	1d4			S, 1' / 2'	30 sp	20
Triple blades	1d4 / 1d4 - 1 / 1d4 - 2	10 / 20 / 30	(Thanagioth Isles)	S, 3" / 11" , DX16 + to use	65 sp	15
Triple blades, Silver	1d4 / 1d4 - 1 / 1d4 - 2	10 / 20 / 30		S, 3" / 11" , DX16 + to use	650 sp	17
Needle dagger	1d3	10 / 20 / 30	(Milenia)	S, 1' / 2'	30 sp	5
Normal	1d4	10 / 20 / 30		S, 6" / 15"	30 sp	10
Knife	1d3	10 / 20 / 30		S, 2' / 4'	5 sp	5
Silver	1d4	10 / 20 / 30		S, 6" / 15"	300 sp	10
Stiletto	1d4	10 / 20 / 30	(Savage Coast)	S, 5" / 12"	50 sp	5
Sickle	1d4			S, 1' / 2'	6 sp	30
Golden	1d4	druids equipment		S, 1' / 2'	6000 sp	60
Shuriken	1d3	15 / 30 / 45		S, 2" / 5"	10 sp	5
Whistling	1	15 / 30 / 45		S, 2" / 5"	15 sp	5
Silver	1d3	15 / 30 / 45		S, 2" / 5"	100 sp	5
Weapon Breaker	1d2		(Heldann)	S, 5" / 10"	100 sp	
Breaks a bladed weapon on Str check if hit +5 Only						
Magical;			(Heldann)	S, 5" / 10"	10,000+ sp	10
Breaks a bladed magical weapon of equal or lower magic on Str. Check if hit +5 Only						
Parrying Dagger	0			S, 4" / 6"	500 sp	20
single use. Parrying skill needed, Opponent –1 initiative/ Dex parryer						

MELEE WEAPONS

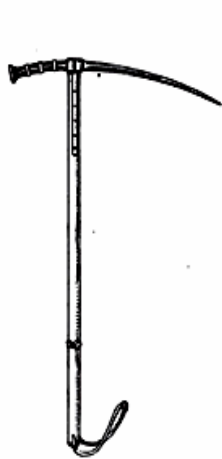
Mace



Dagger



Sword



Axe

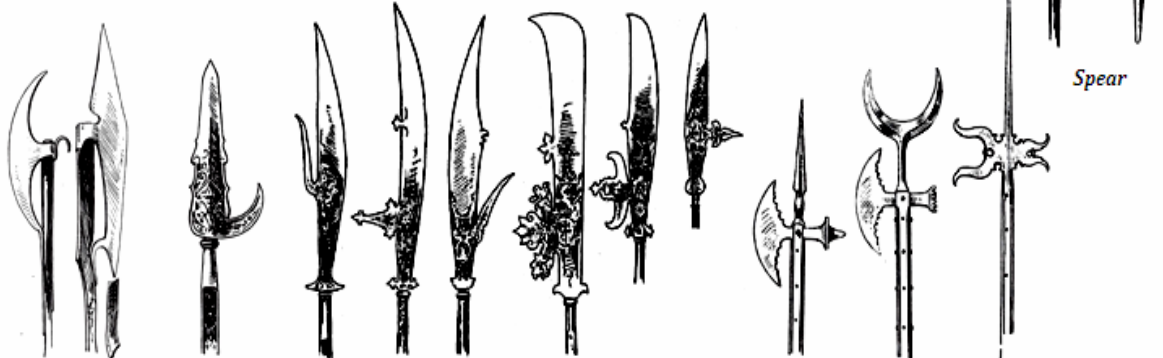


Two-Handed Sword



Flail

Pole Arm



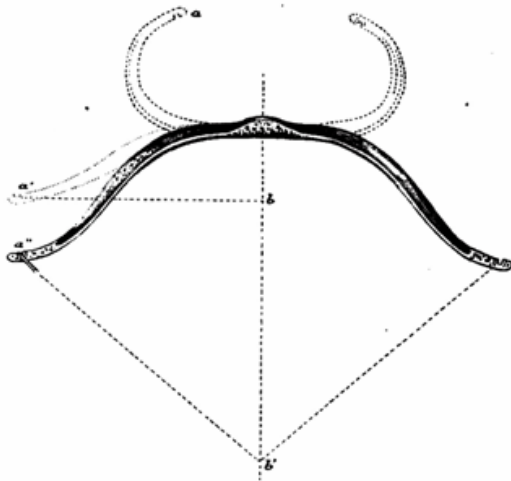
Spear

Weapons

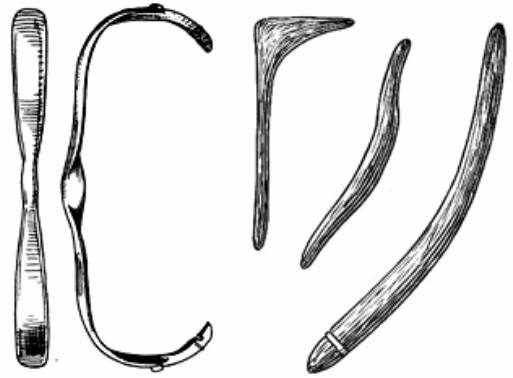
Pole-, Shield- and other Weapons

Item	Base dm	Range S / M / L	Region		Notes	Cost	enc.
Pole Weapons Small Demi (Human)oids can't use these weapons. (- 3 to hit if Dwarf, Attacking from behind larger ally in front using other 2 handed weapons, or Back swing weapons (battle axe, bola, sling etc)							
Awl pike	1d12		(Bellisaria)	2H, L, 12' / 18'		50 sp	120
Bardiche	1d10			2H, L, 8' / 12'	set vs. charge / deflect	70 sp	150
Bec de Corbin	1d8		Glantri/Renard.	2H, L, 8' / 12'		80 sp	100
Bill	1d10			2H, L, 8' / 12'	deflect / hook	70 sp	150
Bill-Guisarme	1d10		(Glantri / Renardois)	2H, L, 8' / 12'	hook / deflect	5 sp	20
Fauchard	1d8			2H, L, 8' / 12'		50 sp	70
Fauchard-fork	1d10			2H, L, 8' / 12'		80 sp	90
Gaff / Hook	1d4			2H, L, 6' / 8'		5 cp	20
Gaff, Attached	1d4			2H, L, 6' / 8'	attached to cart, etc.	20 sp	20
Gisarme	1d10			2H, L, 8' / 12'	hook	30 sp	80
Glaive	1d10			2H, L, 8' / 12'	set vs. charge	50 sp	120
Glaive-Guisarme	2d6		(Glantri / Renardois)	2H, L, 8' / 12'	dm x 2 vs. Giants	100 sp	100
Guisarme	1d8			2H, L, 8' / 12'	hook	50 sp	80
Guisarme -Voulge	2d4			2H, L, 8' / 12'	hook	80 sp	150
Halberd	1d10			2H, L, 8' / 12'	hook / disarm	70 sp	150
Harpoon	1d6	20 / 40 / 60		M, 3' / 5'		20 sp	60
Harpoon, 2handed	1d8	25 / 50 / 75		2H, M, 4' / 8'	(+ 1d6 if pulled out)	200 sp	200
Hook - Fauchard	1d4		Glantri/Renard.	2H, L, 8' / 12'	hook	100 sp	80
Javelin	1d6	30 / 60 / 90		L, 4' / 6'		10 sp	20
Javelin, Giant	3d6	120 / 240 / 360		G, 12' / 20'	(Giants;22 + str to use)	100 sp	500
Lance, Normal	1d10			2H, L, 8' / 18'		100 sp	180
Lance, Heavy horse	3d6			2H, L, 10' / 18'		150 sp	150
Lance, Light horse	1d8			2H, L, 6' / 14'	(only usable on heavy horses)	60 sp	50
Lance, Jousting	1d2 - 1			2H, L, 8' / 18'		200 sp	200
Lance, Light	2d6			2H, L, 7' / 15'	set vs. charge/only usable on flying beasts	60 sp	50
Lochaber - axe	1d10			2H, L, 8' / 12'	stun at master +	70 sp	150
Lucern Hammer	1d6		(Bellisaria)	2H, L, 8' / 12'	disarm	70 sp	150
Mancatcher			(Bellisaria)	2H, M, 6' / 10'	dismounting / prone	300 sp	80
Military fork	2d4		(Thyatis)	2H, L, 8' / 12'	disarm	50 sp	70
Partizan	1d10			2H, L, 8' / 12'	disarm / set vs. Charge	100 sp	80
Pike	1d10			2H, L, 12' / 18'		30 sp	80
Poleaxe, Manscorpion	3d6		Savage Coast	2H, L, 20' / 25'	usable Manscorpion only	100 sp	200
Poleaxe, Normal	1d10			2H, L, 8' / 12'	deflect	50 sp	120
Polearm	1d10			2H, L, 8' / 12'	hook	70 sp	150
Polearm, Giant	1d30			2H, G, 15' / 40'	Giants; 22+ST hook/disarm/set vs. charge	350 sp	1000
Ranseur	1d10			2H, I, 8' / 12'	hook / disarm / set vs. charge	60 sp	70
Ritiik	1d6		(Polar Region)	2H, I, 6'	+ 1hook	100 sp	60
Scythe	1d8		(Savage Coast)	2H, L, 3'+5'grip	hook / disarm	50 sp	80
Spetum	1d10			2H, I, 8' / 12'	hook / deflect / disarm skilled +	50 sp	70
Spear, Normal	1d6	20 / 40 / 60		M, 3' / 6'		30 sp	30
Spear, Fishing	1d6	20 / 40 / 60		2H, 4' / 8'	+ 1d20 wrong removal, curing time x 1/2, else 1d4	35 sp	35
Spear, 2 Handed	1d8	30 / 60 / 90		2H, 4' / 8'		80 sp	50
Spear, Giant	3d6	60 / 120 / 180		G, 9' / 18'	(Giants 22 + str to use)	110 sp	400
Spontoon	1d6			2H, I, 8' / 12'	dm x 2 On 20 / st. vs. charge	70 sp	150
Trident	1d6	10 / 20 / 30		M, 3' / 6'		50 sp	25
Trident, Giant	3d6	60 / 120 / 180		G, 9' / 18'	(Giants22 + str to use)	200 sp	400
Voulge	1d10			2H, I, 8' / 12'	+ 2 / deflect / dm x 2 on 20	50 sp	120
Shield Weapons: (break 50 % + 10 % magic + 10 % every 10 dm caught on exact hit attacker / defender)							
Shield, Horned	1d2			S, 1' Ø	AC + 1	150 sp	20
Knife	1d4 + 1			S, 1' Ø	AC + 1	650 sp	70
Sword	1d4 + 2			M, 1, 5' / 2' Ø	AC + 1	2000 sp	185
Tusked	1d4 + 1			2H, L, 2' / 3'	AC + 1	2000 sp	275
Other Weapons							
Barbed dart	1	10 / 20 / 30		S, 2" / 6"	+ poison	2 sp	5
Blowgun, up to 2/	nil	10 / 20 / 30		S, 6" / 2'		30 sp	6
Blowgun, 2/ +	nil	20 / 25 / 30		2H, 2' / 4'		60 sp	15
Bola	1d2	20 / 40 / 60	M, 1' / 3' cords 2" / 5" balls		not in forest/mountain/bush growth region	50 sp	5 / ball
(if nat.20 SvDR or paralyzed and die in 1d6 + 2 Rounds by strangling, else other effects (if freed paralyzed still for 2d6 Rounds)							
Cestus	1d3			S, fist sized		50 sp	10
Holy water	0 or 1d8	10 / 30 / 50		Small vial	vs. undead / fairies / demons	250 sp	1
Net	nil	10 / 20 / 30		2H, Medium / Large		1 / Sq. ft sp	1 / Sq.ft
Oil, burning	1d8	10 / 30 / 50		Small flask		20 sp	10
Rock, throwing	1d3	10 / 30 / 50		S, 2" / 12"		1 sp	10
Sling	na -	40 / 80 / 160		S, 10" / 25"		20 sp	20
Sling staff	1d3	30 / 60 / 90		M3' / 5' (10" / 25" sling)		2 sp	20
Spearthrower	+1			M, 3' / 4'	ranges x 4	30 sp	20
Sunbolt javelin	1d8	40 / 80 / 120	(Milenia)	M, 2' / 3'		can't be bought	15

MISSILE WEAPONS



Bow & Arrows

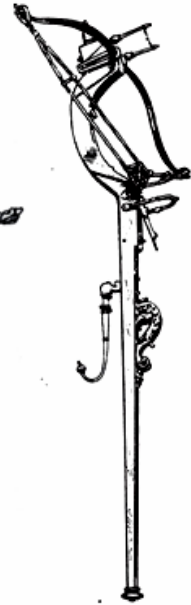
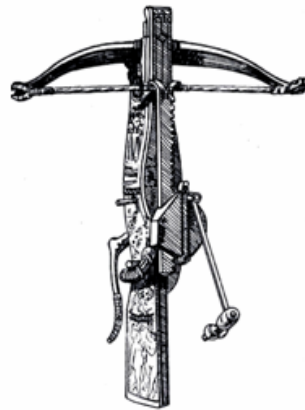
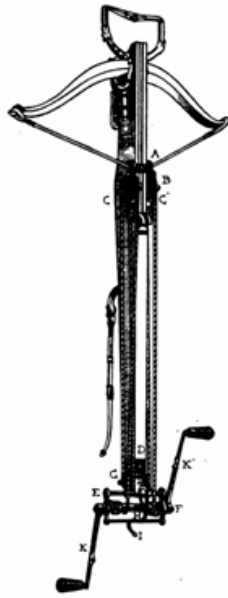
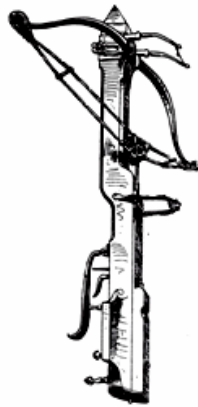


Sling

Throwing Stick



Dart



Crossbows & Quarrels

Source unknown (probably Parsfortuna)

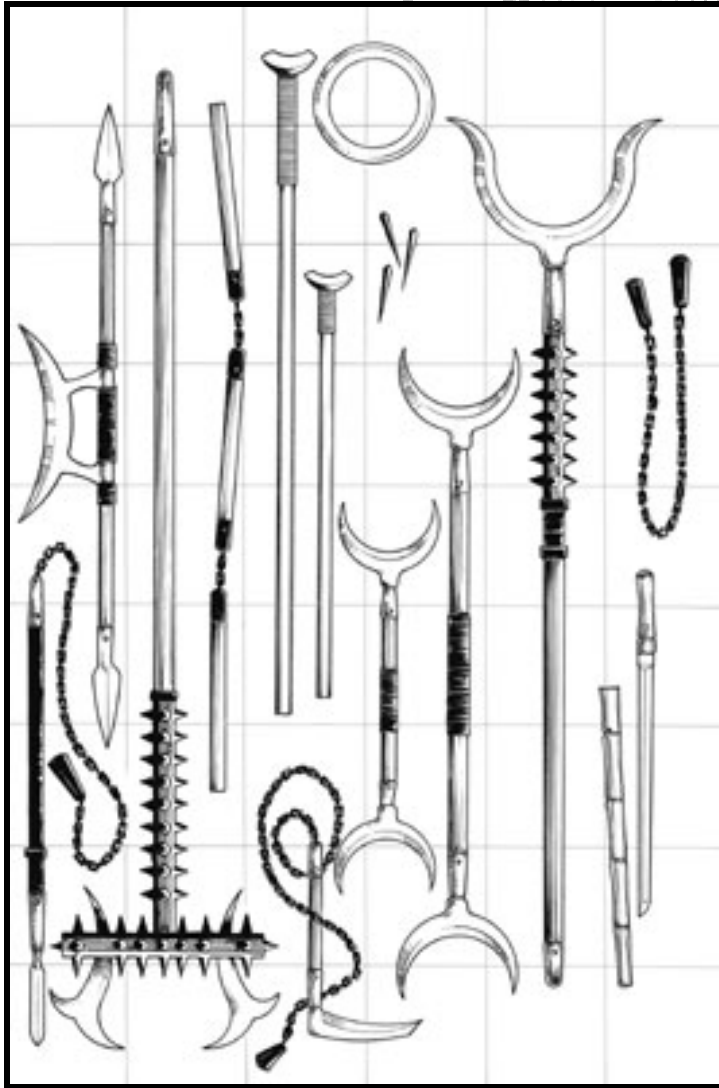
Weapons

Swords, Magical, Sheaths & Scabbards, Ammunition,

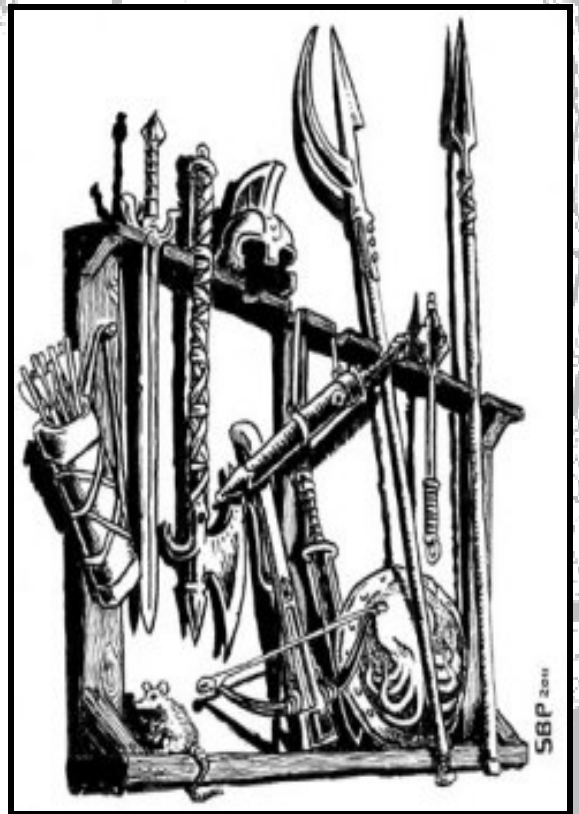
Item	Basic Dm	Region	Notes	Cost	enc.
Swords					
Swords, Bastard, 1 - handed	1d6 + 1				
Swords, Bastard, 2 - handed	1d8 + 1		L, 3.5' / 4.5'	150 sp	80
Swords, Broad	1d6 + 1		M, 2.5' / 3.5'	100 sp	40
Swords, Claymore	1d10	(Barbarian Tribes)	2H, L, 4.5' / 6.5'	250 sp	100
Swords, Drusus	1d6		S, 2' / 3'	100 sp	30
Swords, Ghooka	1d4	(Savage Coast)	Tiny, 1.5' / 2.5'	20 sp	20
Swords, Kopesh, Short	1d6	(Ethengar, Sind, Ylaruam, Nithia)	M, 3' / 5'	150 sp	80
Swords, Kopesh, Normal	1d8	(Ethengar, Sind, Ylaruam, Nithia)	M, 3.5' / 5.5'	250 sp	100
Sword, Long, Normal	1d8		M, 3.5' / 5'	150 sp	40
Swords, Long, Elven*	1d8 + 1	(Elven)	M, 3.5' / 5'	12,500 gp	40
Swords, Giant	4d6		(Giant; 22 + str to us) G, 8' / 16'	650 sp	600
Swords, Matara	1d10	(Savage Coast / Patera / Ochalea)	2H, Medium	1000 sp	60
Swords, Machete	1d8	(Jungles / Savage Coast / Patera / Ochalea)	M, 2.5' / 3.5'	100 sp	40
Swords, Mishaya	1d8	(Savage Coast / Patera / Ochalea)	M, 2.5' / 3.5'	500 sp	30
Swords, Normal	1d8		M, 2.5' / 3.5'	100 sp	60
Rapier	2d4 - 1		M, 2.5' / 3.5'	150 sp	40
Rapier, Hilted	2d4 - 1 to punch 1d4 dm	(Darokin, Savage Coast)	M, 2.5' / 3.5'	170 sp	50
Swords, Sabre	1d8 + 1	(Savage Coast)	M, 2.5' / 3.5'	170 sp	50
Swords, Scimitar	1d8	(Savage Coast)	M, 2.5' / 3.5'	150 sp	40
Swords, Short	1d6		S, 2' / 3'	70 sp	30
Snowblade (luak)	1d6	(Polar Regions)	M, 2'	100 sp	30
Sword staff	1d10	(Nithia) as pole axe	2H, L, 4.5' / 6.5'	50 sp	100
Swords, Two - handed	1d10		2H, L, 4.5' / 6.5'	150 sp	80
Swords, 2-Handed, Giant	1d30		(Giants; 22 + str to use) 2H, G13' / 20'	2000 sp	1000
Magical weapons					
Miscellaneous				5000-250,000 gp	
Missile			as per weapon with different enchantments	1000-50,000 gp	varies
Missile device				10,000-250,000 gp	
Sword				5000-150,000 gp	
Sheaths and Scabbards					
Bastard Sword/Katana				30 sp	15
Broad Sword/Long Sword/Rapier				20 sp	10
Short, Sword, Machete				10 sp	5
2 Handed Sword	Back worn, -5 initiative if also wearing anything else on back			40 sp	20
Sheath	Dagger per sort!			6 sp	5
Weapon Ring	For Maces, Axes, and such to wear on hips			12 sp	5
Back Clap				16 sp	15
Leather/Metal Clasp for two-handed weapons worn on back!! -5 initiative if also wearing anything other on back!!					
Ammunition					
Blowgun, Dart needle	0 / 1	ranges by blowgun	1shot	2 sp	0,2
Blowgun, Barbed dart	1d3	ranges by blowgun	1shot	10 sp	0,2
Short / Longbow arrows					
Ranges S-M-L					
Arrow Heads, 20		To make normal arrows if Fletcher / Bowyer skilled		2 sp	5
Fish arrow, 1	1d6 + 1d20 by wrong removal and curing time x 1/2 else 1d4,			33 cp	1
Flame, 1	1d6 + 1d6 / r fire	- 10' / 20' / 30'	(Ethengar)	50 cp	2
50 % set fire straw, 25% wood, THAC0 - 5 vs. moving target					
Flight, 1	1d6	ranges + 50 %		30 cp	1
Heavy (Takadi), 1	1d8	vs. Plate / chain armor THAC0 + 2vs Plate / chain armor else - 1			
1d6 + 1vs Plate / chain armor		- 10' / 20' / 30'	(Ethengar)	65 cp	1
Light (Moraki), 1	1d6 + 1vs unarmored, THAC0 + 2 vs. unarmored else - 2				
1d4		+ 10' / 20' / 30'	vs. armored	35 cp	0,5

Smaller weapons

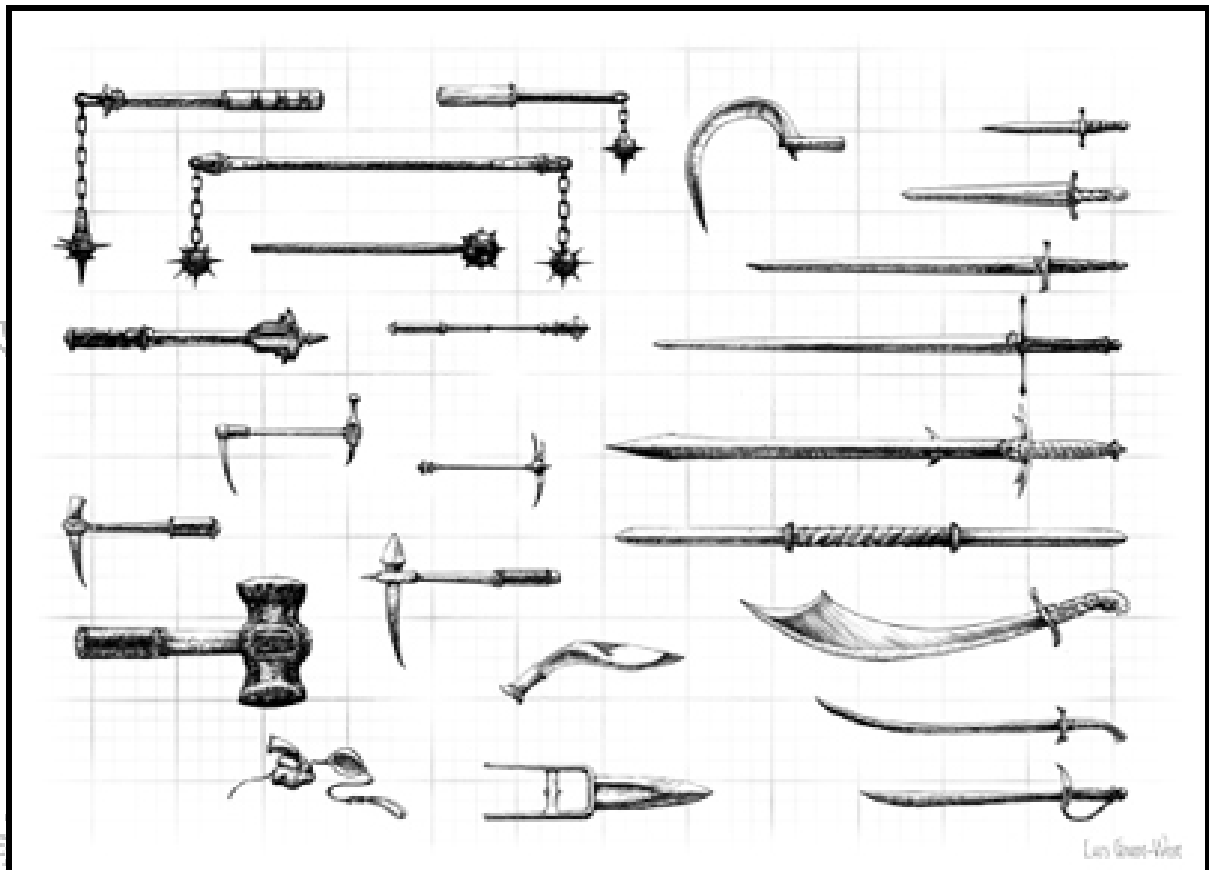
These weapons will cost 1/2 normal price and weigh only half also, their basic damage will be one dice lower. A Small short sword (1d6) will be treated like a dagger (1d4).



Source: Unknown. Probably Parsfortuna



--Source unknown



Source: Unknown. Probably Parsfortuna

Les Gues-Vies

Traps and Warfare

Item	Damage	Information	Cost	enc.
Traps				
Trap, Enclosing, Small (Rabbit)			30 sp	30
Trap, Enclosing, Medium (Wolf)			70 sp	80
Trap, Enclosing, Large (Bear)			100 sp	150
Trap, Killing, Small (Rabbit)			20 sp	50
Trap, Killing, Medium (Wolf)			50 sp	100
Trap, Killing, Large (Bear)			100 sp	200
Trap, Damaging, Bear-trap	1d12 + 25% severe foot	M, 2' / 4' Ø	250 sp	300
Trap, Damaging, Rat-trap	1d4 + 10 % severe unprotected toes	S, 5" / 15"	13 sp	10
Trap, Damaging, Mouse-trap	1d3	S, 2" / 4"	5 sp	5
Trap, Damaging, Mole-trap	1d3 + 10 % severe unprotected toes	S, 4" / 5"	20 sp	8
Trap, Damaging, Man-trap	1d10 (can have 25% to sever foot)	M, 2' / 3'	200 sp	200

Siege Weapons (*may be towed enc x1 / 12 Round up) ** if 1 per 1000 men, #if 1 per 100 men, if more BR + 5 max, A = assault, H = harass

Item	AC	Hp	full Crew	Damage	fire rate	range	ammo cost/wk	BR	cost	enc.
Ballista, Small	4	6	3	1d10 + 2	1 per 2r	50 / 100 / 150	1000 gp	+1	50 gp	4000*
Ballista, Medium	4	9	4	1d10 + 6	1 per 2r	100 / 200 / 300	2000 gp	+2	75 gp	6000*
Ballista, Heavy	4	12	5	1d12 + 6	1 per 2r	150 / 300 / 450	4000 gp	+3	150 gp	8000*
Ballista, Double	4	15	4	2x1d10 +	1 per 4r	100 / 200 / 300	4000 gp	+3	200 gp	9000*
Ballista, Underwater	4	8	3	1d10 + 6	1 per 5r	50 / 100 / 150	5000 gp	+10	200 gp	5000*
Bombard	4	6	3	2d20	1 per 3r	250 / 500 / 1000	4000 gp	+6	20,000 gp	20,000*
Catapult, Light	4	18	6	1d8 + 8	1 per 5r	200 / 250 / 300 (min:150)	4000 gp	+4	150 gp	12,000*
Catapult, Medium	2	22	7	1d8 + 10	1 per 5r	225 / 285 / 350 (min:162)	5000 gp	+6	200 gp	15,000*
Catapult, Heavy	0	27	8	1d10 + 10	1 per 6r	250 / 325 / 400 (min:175)	6000 gp	+8	250 gp	18,000*
Catapult, Giant	-2	32	9	1d12 + 10	1 per 6r	275 / 360 / 450 (min:187)	7000 gp	+10	300 gp	21,000*
Catapult, Arrow	2	22	7	1d8 + 8	1 per 5r	225 / 285 / 350 (min:162)	5000 gp	+6	300 gp	15,000*
Catapult, Pitch Shot	1d6 damage in a 10'x10' ignites								x5	250-1000
Catapult, Flail	1, 2 or 3 metal spiked solid metal ball on chains connected 3d10 damage + entanglement								250 gp	300/ball
Catapult, Dolphin	1d10+10 hull damage								500 gp	4000
Catapult, Live Shot									500 gp/HD	50-4000
Trebuchet	0	36	12	1d12 + 13	1 per 6r	250 / 400 / 500 (min:100)	8000 gp	+12	400 gp	24,000*
Multiple arrow	4	9	3	1d100 x 6	1 per 20r	200 / 300 / 400	25 (100 arrows) gp	+5	180 gp	6000
Arrows shower on all in 50' radius unless protected, total damage / total victims = personal damage (Round up) - AV victim = total damage										
Bore	-4	50	1 per 2 feet	1d6 + 14	1 per 2r			+4	150 gp	3000
Ram, battering	-4	50		1d6 + 8	1 per 2r			+4	100 gp	3000
Greek fire system			as ship	1d4 fire / r	1 T		8000 gp	+8	25,000 gp	20000
pump crew 2 = 50' / 3 = 75' / 4 = 100'										

As made on ship masts with copper tubing + pump and tank for 8000' diameter (90' x 90'Square) , ship protected by metal, fluids and mixture of slijk, sand and salt, or magic, burns 1Turn maximum.(Known by Thyatis, but rarely used due danger damaging own vessels, Much in use by Cathos warships.

Siege Equipment

Item	AC	Hp	AC bonus	Crew	standard size	BR bonus	cost	enc.		
Gallery shed	4	40	-12		10' x 10' x 20'	bore / ram x2	15 gp/ft length	8000*		
Siege Tower / Belfry	0	75	-8		30' tall	+ 10**	25 gp/ft height	250,000*		
Hoist	4	15	0		30' tall	+ 4** (+ 2 with belfry)	5 gp/ft height	12,000*		
Usefulness depends on crew, 1 man lifted / crewman 10' / r (6 crew max) up to 4 man, (- 10' / r / man)										
Ladder	4	3	0		30' tall	+ 2** (+ 2 with belfry)	1 gp/ft height	900		
Mantlet	0	16	-4		8' long	+ 2# (A) + 3# (H)	2 gp/ft length	4800*		
Timber fort	0	32	-8		8' long	+ 4# (A) + 6# (H)	4 gp/ft length	7200*		

Read Tekst about Gunpowder

Gunpowder	After 1014 AC only!!!!							50	gp	10		
Item	AC	HP	full Crew	Damage	Fire rate	Range	Ammo cost / wk	Towing Enc	Single shot	BR	cost	Enc.
Iron Pot (Pot de Fer)	0	18	4	1d8+6 20'Ø 1200	1 / T	50-90 / 180 / 270	2800 gp	600	2800 gp	+6	500 gp	5000
Bombard, small (Serpentine)	0	24	4	2d4+7 30'Ø	1 / T	60-120 / 240 / 360	5600 gp	1200	5600 gp	+8	1000 gp	10,000
Bombard, small (Veuglaire)	0	30	4	2d4+12 40'Ø	1 / T	60-120 / 240 / 360	5600 gp	1800	5600 gp	+8	1800 gp	150,000
Bombard	-2	30	6	1d12+13 60'Ø	1 / 3 T	70-140 / 280 / 420	45,000 gp	6500	450 gp	+12	2500 gp	80,000
Bombard, Great	-2	40	10	3d8+10 90'Ø	1 / 6 T	150-200/ 400 / 600	60,000 gp	32,000	60,000 gp	+18	5000 gp	200,000

Gunpowder on MYSTARA

Gunpowder-using siege weapons-is a novelty in the Known World since 1014 AC. An obscure Cleric from the Heldannic Order, Brother Berthold Schwartz of Freiburg (now deceased), claimed to be the inventor of gunpowder. That can't be proved since it appeared in various areas almost at the same time. Of course, this is reason enough for the kindly Heldannic bunch to feel that all the other nations have no right to use this holy weapon sent by Vanya. It would seem that gunpowder is a by product of the Great War between Thyatis and Alphatia.

The nations that have access to gunpowder could be Thyatis, Karameikos, the Heldannic Knights, Darokin, Rockhome, and faraway Ochalea. Glantri, of course, would probably seek to have every speck of this despicable, non-magical (as they see it) filth scoured from the surface of Mystara ("Peh! *There isn't enough of this evil powder in King Stefan's Mad Mary to rival our Glantrian fireballs!*"). Between these two extremes lie the "have-nots." Some don't really care or aren't wealthy enough for this kind of novelty (like Ierendi, Minrothad Guilds, Aengmor, Five Shires, Ethengar, Northern Reaches, Ylaruam, and Wendar), but might be able to acquire it if needed. A host of others are frothing at the mouth for the skills and secrets necessary to create the precious gunpowder and the weapons that utilize it. In the latter group would fall all Humanoids, Hule, and most of the Isle of Dawn nations. None of them would be above kidnapping, blackmail, and other treachery to acquire what they want. Much like the style of the medieval world, Known World cannons would probably be delicately carved and painted in the bright heraldic colors of their owners. Pennants would be added to identify the commanders. All this could be very colorful, except that gunpowder is still poorly understood. Its components, mixing techniques, and dosage vary from one alchemist to another.

The catch

The big risk of using gunpowder is that it can backfire. Anytime an unmodified result of 1 or 2 is rolled when firing a siege weapon, the cannon explodes causing within the indicated area an amount of damage equal to its Basic level of weapon mastery (no save). The handgun explosion effect is explained separately under its own entry.

General note on cannons: The cost of ammunition varies with the size of the bombard. A pound of powder costs 5 gp. A mason is needed on site to carve stones to fit exactly the caliber of the canon (every gun has a different caliber).

Fire rates:

The firing rates are for siege situations, where artilleryists properly clean their guns and allow ample time for cooling. In an emergency, siege weapons can fire faster, but catastrophic explosions would be more likely (on an unmodified result 1, 2, or 3 on an attack roll). In this case, a serpentine could fire as fast as a light catapult; a bombard could match a heavy catapult; a great bombard could fire as fast as a trebuchet. Weapon mastery never increases the firing rates of siege weapons, especially when gunpowder and overheated barrels are involved.

Missing a target:

When any artillery piece misses its target, use a conventional scatter diagram (a hex with its sides numbered 1-6) to see where the boulder actually hits. On a score of 1 on a d6, the boulder falls due north of the intended target. On a 2, it falls northeast, on a 3, southeast, etc. Subtract the number the attacker rolled (after modifications) from the score needed to hit the target, and multiply the result by five. The total indicates how many yards in the given direction the boulder misses its target. If the projectile exceeds by 20 yards or more its maximum possible range as the result of a missed shot, assume the artillery crew somehow packed too much powder into the cannon! The chief artilleryist or the best crewmember must make a skill check (Intelligence score +1 for each level of weapon mastery above Unskilled). If it fails, the cannon's barrel cracks and needs to be sent back to a master engineer for repair (a score of 20 always fails). Repair requires a full week (at the cost of one-quarter the original cost of the cannon). The cannon will blow up if used while damaged. Note that a cannon can't hit itself or something behind its own position! If this happens, reroll the direction of the error. A projectile, however, could conceivably fall as little as a yard away from the cannon's muzzle as the result of a missed shot (to the vast relief and amusement of the enemy).

Building cannons:

These novelties require the services of a specialized engineer. The engineer must have the skill to build cannons. The initial requires three skill slots. The skill is based upon Intelligence with a -5 penalty. The cannon must be fired (usually in combat, by its artillery crew) to find out whether it was properly built. If the engineer had succeeded the skill roll, then the cannon fires normally. If not, treat as if the artillery crew's hit roll was a 1 (i.e., the gun blows up). If the attack roll was indeed 1, double the damage from the explosion. The engineer can build iron pots, serpentines, and veuglaires without any further penalty. Each one successfully built reduces the engineer's skill penalty by 1 at that specific type of cannon. For example, an engineer who's already built three functioning serpentines gets -2 instead of -5 the next time he builds a serpentine. Any successes beyond five are ignored for each particular type of cannon. It takes a month to build an iron pot or small bombard.

The engineer can build full-sized bombards with an extra penalty of -5 to skill checks, in addition to any penalties he might still have with smaller artillery pieces (add all penalties existing for iron pots, serpentines, and veuglaires). As with smaller cannons, this penalty can be reduced by the number of full-size bombards successfully built. Bombards require two months for their construction. Great bombards receive an extra -10 penalty to the skill check. This penalty can never be reduced. Great bombards require six months for their construction. Full payment is generally required prior to construction. However, if a bombard blows up on the first attempt to use it, it is customary for the master engineer to repay a fine worth 20% of the whole construction fee.

At the end of the indicated round, roll 1d6.

Gunpowder quality:

There are varying degrees of quality for gunpowder that are never apparent at the time of purchase. The reason to this is twofold. First and foremost the magical aura of Mystara distorts the chemical/alchemy compounds and its effects. Due to this gunpowder can't be used in non-magical areas or on the Day of Dread. The second reason is that each batch of compounds varies, not only per alchemist creating it, but also per batch, as the components are always impure, mixed and polluted somehow. **Poor gunpowder will misfire on a roll one greater than what would normally cause a handgun or a siege weapon to explode.** For example, on a roll of 3, a bombard with poor gunpowder would misfire. Misfiring does not necessarily cause an explosion—instead nothing happens for 1d10 rounds. If the powder is of superior quality, the chance for explosion is reduced by one. A siege weapon thus would only explode on an attack roll of 1. In the case of the handgun, replace the explosion with a misfire, as explained above. One is likely to get poor-quality powder from an unscrupulous alchemist or from an abandoned armory. An old powder keg found in a dungeon will probably fall into his category. Powder from Ochalean alchemists is reputed to be excellent—although this could be nothing but rumor! Specialists known to produce such superior gunpowder often charge twice the regular price.

War Machine effects:

Although expensive to build and not necessarily very efficient, cannons do have a greater value in the War Machine mass-combat system compared to traditional artillery. At the end of each day, roll 1d20. On a score of 1, one or more cannons have exploded (2d10% of all cannons, rounded up). The destroyed cannons are chosen at random, and 1d4 crewmembers per destroyed cannons are permanently lost (includes the artillery chief on rolls of 4). With superior-quality gunpowder, only 1d10% of the cannons explodes. With poor gunpowder, 3d10% of the cannons explodes. Exploded cannons do not affect the BR anymore of course

1-2	the weapon does indeed explode (as if an attack roll of 1 had been rolled).
3-4	the weapon fires normally.
5-6	the powder is bad and does not ignite at all. The weapon must be reloaded.

Armor

Orange items can only be found in their corresponding area; outside the area they are very rare.

Item	AV	AC	notes	Cost	enc
Animal based.					
If soiled saving throws vs. disease (spell) -2					
Nithian, Textile Armor	1	na	only body, Nithia only	15 gp	50
Nithian, Leather Harness	1	na	only body, Nithia only	15 gp	20
Padded, Cloth	2	na	also known as quilted (material: cloth)	10 gp	150
Padded, Fur	2	na	several layers fur	10 gp	200
Leather	2	na	must be oiled regularly	20 gp	200
Leather, Gnomish Workman	2	na	with tiny pockets (up to 50 cm) Gnome size only	50 gp	150
Leather, Cuir - bouilly	3	na	leather boiled in wax, oil regularly	25 gp	200
Leather, Studded	3	na	flexible leather with iron rings	20 gp	250
Leather, Spiked	3	na	flexible leather with iron spikes, if grasped 1d3 damage, made to size	35 gp	300
Leather, Hide	3	na	thick animal hide (elephant, crocodile)	25 gp	250
Bone, Cage	3	na	Torso only, Humanoids only	50 gp	500
Bone, Plates	4	na	Torso only, Humanoids only	75 gp	800
Metal based.					
Scale Mail, Nithian	2	na	thin metal, body only	20 gp	200
Scale Mail, Normal	3	na	soft leather with metal scales	30 gp	300
Scale Mail, Sea Elf	3	na	eelskin with shell scales	35 gp	300
Coin Armor	3	na	upto 1000 coins on soft leather	as per coins	
Chain Mail, Normal	4	na	interlocking metal rings over soft leather	40 gp	400
Chain Mail, Elven	4	na	interlocking metal rings over soft leather	600 gp	200
Chain Mail, Magic Even	4	1	as normal, can worn under clothing, elves Only	1,200,000 gp	50
Chain Mail, Shadow Elven	4	na	interlocking metal rings over soft leather, Shadow Elves only	400 gp	350
Ring Mail	4	na	Large metal rings sewn on leather / cloth	40 gp	400
Brigandine Armor	4	na	as scale mail / studded leather	40 gp	300
Lamellar Armor	5	na	finger wide metal Plates bound with leather thongs	45 gp	450
Banded Mail	5	na	horizontal metal strips on chain mail	50 gp	450
Splint Mail	5	na	vertical metal strips on chain mail	50 gp	450
Plate mail, Bronze	5	na	heavy bronze Plates on leather / chain	55 gp	500
Plate mail, Normal	6	na	heavy metal Plates on leather / chain	60 gp	500
Plate mail, Dwarven	7	1	black iron Plate, Dwarf size only	100 gp	600
Plate mail, Magic Dwarven	7	+ 1 / magic	black iron Plate, Dwarf size only	Varies gp 600	
Plate mail, Nithian	4	na	thin metal, body only Nithia only	40 gp	400
Plate mail, Field	6	na	heavy metal Plates on padded leather	60 gp	550
Plate mail, Full	7	na	perfect interlocking Plates to size	4000-10,000 gp	700
Suit armor	9	na	made to size, damage from area effects -1 / HD, + 2 SV, noisy, Mv 30'/10', getting up from prone position 1 on 6, 2 T to dress, 1T to undress, - 5 THAC0 with missile weapons other than crossbow, 1-3 on 6 surprised	250 gp	750
Magical Armor	by armor	by magic	As per armor with different enchantments	10,000-150,000	minus 10% - 50 %
Helmets					
A complete armor includes a helmet with the same AV, any magic in the helmet providing an AC higher than the corresponding armor is negated, only the corresponding AV may be used vs. called shots to the head (- 5 to hit)					
Geonid Scale	9 / head	na	Especially used this way by Dwarves, Bound on head by leather straps	100 gp	500
Great Skull	7 / head	na	Large creature skull bound over head with leather or fibers	50 gp	400
Great helm	6 / head	na	heavily decorated / winged, - 3 vision / - 4 hearing	30 gp	100
Closed face	5 / head	na	Wooden base with iron, - 2 vision / - 3 hearing	15 gp	75
Boar Skull	4 / head	na	Opened skull placed over head	75 sp	300
Basinet	4 / head	na	simple Wooden base with iron bands	8 gp	50
Coif	3 / head	na	padded chain mail hood	25 sp	25
Nithian battle helm	2 / head	na	negates heatstroke	20 gp	100
Skull cap	2 / head	na	Humanoids only, bound by leather, or fibers	25 sp	25
Cap	2 / head	na	stitched thick leather Plates	1 gp	10
Leather helm	1 / head	na	single piece of leather	10 gp	50
Shields					
If hit a 17+ on the hit roll; Defender's shield will be damaged lose 1 AC protection					
Small shield	na	- 1	buckler shield / on forearm, 1' diameter	5 gp	50
Nithian shield	na	- 1	easily destroyed (by 5 dm in 1 attack / 10in combination) , Nithia only	10 gp	50
Medium shield	na	- 2	Round or medieval footman's shield, 2 - 3ft2.	10 gp	100
Large shield	na	- 3	kite shield, 4 - 6 ft.2.	15 gp	200
Tower shield	na	- 4	protects from nose to ankle	25 gp	300
Partial Armor					
Nithian armband	na	na	1 pair, partial armor / skill, Nithia Only	5 gp	5
Nithian ankle	na	na	1 pair, partial armor / skill, Nithia Only	5 gp	5
Nithian bracelet	na	na	1 pair, partial armor / skill, Nithia Only	5 gp	5
Bracelet	na	na	protects wrists from cuts	6 gp	10
Nithian breast Plate	1	na	partial armor, without harness, Nithia Only	15 gp	100
Nithian breast Plate	2	na	partial armor, with harness, Nithia Only	30 gp	110

Armor

Mismatch Armor

To create a so called mismatch armor of different components (especially humanoids / barbarians) add up all partial AV and divide them by 10 (Rounded down) . This number will be the composed AV for this piece of mismatch armor. Remember that any mismatch armor can fall apart since the pieces do not originally belong to each other, this can have serious effects on your armor value. Mismatch armor is not for sale anywhere but is composed of armor parts from any origin (battlefields etc.) The cost is noted here solely for the purpose to calculate repair prices.

Mismatch Armor	Partial Armor of Body parts							
	Item	Padd. fur	Leather	Scale	Chain	Banded	Plate	cost
Head	2	4	5	6	7	8	¼	¼
Torso	2	4	5	6	7	8	¼	¼
Shoulder, One	½	1	1½	2	2½	3	1/10	1/10
Arm, Upper, One	½	1	1½	2	2½	3	1/10	1/10
Arm, Elbow, Both	½	1	1½	2	2½	3	1/10	1/10
Arm, Lower, One	½	1	1½	2	2½	3	1/10	1/10
Arm, Hands, Both	½	1	1½	2	2½	3	1/10	1/10
Waist & Back End	½	1	1½	2	2½	3	1/10	1/10
Leg, Upper, One	½	1	1½	2	2½	3	1/10	1/10
Leg, Knees, Both	½	1	1½	2	2½	3	1/10	1/10
Leg, Lower, one	½	1	1½	2	2½	3	1/10	1/10
Leg, Feet , Both	½	1	1½	2	2½	3	1/10	1/10

Pegataur barding

Superior armor is double the price of normal armor and only half the weight due to clever design and the use of more expensive materials. The extreme expense of field Plate is due to its Lightweight construction, individualized design and the fact the few craftsmen can make it well. A suit will only fit the Pegataur for whom it was designed, and it takes 9 - 12 weeks to make (during which time the Pegataur must be available for frequent fittings) .

Item	AV	AC	notes	Cost	enc.
Scale mail,	3	na	as per armor	1500 sp	400
Scale mail	3	na	as per armor, superior	3000 sp	200
Chain mail	4	na	as per armor	3000 sp	600
Chain mail	4	na	as per armor, superior	6000 sp	300
Banded mail	5	na	as per armor	8000 sp	1500
Banded mail	5	na	as per armor, superior	16000 sp	750
Plate mail	6	na	as per armor	10000 sp	3000
Plate mail	6	na	as per armor, superior	20000 sp	1000
Field Plate	7	na	as per armor	15000 sp	2000
Field Plate	7	na	as per armor, superior	30000 sp	1500
Jousting armor	8	na	as per armor	10000 sp	5000
Jousting armor	8	na	as per armor, superior	20000 sp	1000
Pegataur shield	na	-2	Large shield, covers fore quarters	2000 sp	200

Weapon / Armor Materials effects

If Weapons or Armor are created from other materials, then this will influence the item according the following table. This will not affect mismatch armor or Bone helmets.

@ = can't be repaired, or can be repaired only by specialists in that material (often Magically)

Material	damage	AV	attack	Notes	cost	weight
Adamantite	no effect	no effect	no effect		5000%	100%
Bone@	-1	-1	-1	(AV - 1 on 20 hit)	30%	50%
Bronze	-1	-1	-1	(AV - 1 on 20 hit)	95%	100%
Copper	no effect	no effect	no effect	(AV - 1 on 20 hit)	90%	100%
Electrum	-1	-1	-1	(AV - 1 on 20 hit)	250%	150%
Glassteel @	no effect	no effect	no effect		500%	50%
Gold	-1	-2	-3	(AV - 2 on 20 hit)	500%	1000%
Iron	no effect	no effect	no effect		100%	100%
Ironwood @	no effect	-1	no effect	(AV - 1 on 20 hit)	500%	100%
Meteorite Iron	no effect	3	no effect	(rare, special process to make)	900%	100%
Mithral@	no effect	no effect	no effect	(rare, seldom found, special process)	10.000%	75%
Obsidian @	1	-1	no effect	(special process to make)	7500%	25%
Platinum	no effect	no effect	no effect		2500%	100%
Red steel	no effect	no effect	no effect	(Savage Coast only) (semi-poisonous)	1000%	50%
Silver	no effect	-1	no effect		500%	125%
Steel	no effect	no effect	no effect		100%	100%
Stone @	-1	-1	-2		50%	75%
Wood @	-2	-2	-3	(AV - 1 on 20 hit)	10%	50%
World ore Iron@	na	no effect	no effect	(extremely rare, special process)	50.000%	500%

Constructions

To calculate total cost of a construction, add up all modifiers with all basic costs. All BR + bonuses add up to each other in use with the War-machine rules)

Complete Building plans							
Item	AC vs.Missiles	AC vs. Melee	Hp	BR +	Basic Construction Man Hours		Basic Building cost
Tower Plan	-4	6	950	45	1950		25,800 gp
Large Square Tower + Medium Square Tower, Open Battlemented Roof, 2 floors 60' x 60' (10' Walls) , 2 floors 40' x 40' , 30' x 60' Cellar							
Sentinel	-4	6	1750	35	30,800		66,600 gp
100' long 15' high 10' thick Wall + Small Barbican + Grand Stone Building (40' x 80' 3 stories high)							
With overhead (furnishings + finishing)					3000		73,200 gp
OctoKeep	-4	6	2850	47	42,336		135,600 gp
200' long 15' high 10' thick Wall + Medium Barbican + Grand Stone Building (40' x 80' 3 stories high) , 2 Tower 40' x 50'							
With overhead (furnishings + finishing)					4500		147,800 gp
The Grand	-4	6	11,220	90	90,216		211,400 gp
60' (30' high) Wall + hoarding, Glacis Modules, 4 Small Towers, Medium. Barbican, Great Stone Building, 2 Medium Stone Buildings, Medium Stone Tower, Medium Keep.							
With overhead (furnishings + finishing)					9000		232540 gp
Motte & Bailey Plan	-4	6	4906	65	12422		108490 gp
Large Square Tower, Medium Square Tower, Small Gatehouse, Light Gate, Small Stone Building, Large Stone Building, 3 Medium Wooden Buildings, 1884 Motte Modules (200' diameter Motte, raised 30') , 2321 Ditch Modules (40' wide ' 20' deep) 18 Wooden Bridge Modules (2 Bridges 10' wide, 20' tall, 40' long) 1145 Palisade Modules (1450' long Palisade, 5' tall) , 30' x 60' Cellar							
Curtain - Wall Defense Plan	-4	6	29524	120			32100 gp
Large Square Tower, Medium Square Tower, 6 Buttresses, (stacked in 2 Turrets) , 8 Small Round Towers (2 levels) , Medium Barbican, 2 Bastions, Medium Gate, Medium Stone Building, 4 Large Stone Buildings, 1 Grand Stone Building, 3 Medium Wooden Buildings, 1 Large Wooden Building, 2 Draw Bridges, 119 Stone Wall Modules with Glacis (Hoardings included) , 148 Stone Wall Modules, 3 Postern Gates, 3264 Ditch Modules (40' wide 20' deep) , 50 Tunnel Modules, a 15' x 30' Cellar in each Small Tower.							
Enclosed Keep Plan	-4	6	34855	200			24622 gp
4 Medium Round Towers, Large Tower, Medium Gatehouse, (Drawbridge included) , 2 Large Wooden Buildings, 2 Medium Stone Buildings, Small Stone Building, Drawbridge, 4 Wooden Bridge Modules, 5 Stone Bridge Modules, 3 Light Gates, 54 Stone Wall with Machicolations Modules (Glacis included), 191 Stone Wall Modules, Postern, 1008 Moat Modules (40' wide, 10' deep) , 100 Tunnel Modules (100' x 100' dungeon), 506 Wooden Wall Modules							
Concentric Castle Plan	-4	6	59276	250			113726 gp
6 Large Round Towers, 12 Buttress Modules, 12 Medium Round Towers, 2 Small Gate Keeps, 4 Small Round Towers, 2 Medium Gatehouses, 10 Bastions, 6 Medium Gates, 4 Heavy Gates, 3 Medium Wooden Buildings, 2 Large Stone Buildings, 4 Medium Stone Buildings, 200 Stone Wall with Machicolations Modules (Glacis included), 122 Stone Wall Modules, 2 posterns, 72 Stone causeway Modules, 14,496 Motte Modules (artificial island).							
Large Construction Parts and Whole Buildings							
Barbican 2 Towers + Gatehouse, Gate & Drawbridge)							
Small	-4	6	550	10	1665	50' x 120' Towers (20' x 20')	28600 gp
Medium	-4	6	700	14	2050	60' x 140' Towers (30' x 20')	37500 gp
Large	-4	6	850	18	2880	60' x 160' Towers (40' x 20')	49500 gp
Building, wood 1story, tiled / straw roof, no chimney!!							
Small	-4	6	8	1	8	20' x 20'	40 gp
Medium	-4	6	12	1	12	20' x 40'	60 gp
Large	-4	6	18	2	18	30' x 60'	90 gp
Great	-4	6	24	2	40	30' x 60'	200 gp
Grand	-4	6	30	2	75	40' x 80'	375 gp
Small, High	-4	6	20	1	18	2 story 60' Walls, stairs, attic	600 gp
Medium, High	-4	6	40	2	36	2 story 120' Walls, stairs, attic	1500 gp
Building, Stone 1story, tiled roof, chimney, doors, stairs, attic, floors, interior Walls wood							
Small	-4	6	20	2	64	20' x 20'	2000 gp
Medium	-4	6	60	6	96	20' x 40'	3000 gp
Large	-4	6	160	8	144	30' x 60'	4500 gp
Great	-4	6	250	10	300	30' x 60'	10,000 gp
Grand	-4	6	400	12	600	40' x 80'	19,000 gp
Small, High	-4	6	60	6	120	2 story, 120' Walls, stair, attic	3000 gp
Tower, Round Stone 30' high							
Small	-4	6	250	5	520	30' exterior 20' interior	15,000 gp
Medium	-4	6	300	7	700	40' exterior 30' interior	30,000 gp
Small, Wide	-4	6	350	7	720	50' exterior 40' interior	30,000 gp
Medium, Wide	-4	6	370	8	900	60' exterior 50' interior	45,000 gp
Large, Wide	-4	6	400	9	1260	80' exterior 70' interior	60,000 gp
Great, Wide	-4	6	450	7	1440	90' exterior 80' interior	75,000 gp
Grand, Wide	-4	6	500	8	1620	100' exterior 90' interior	60,000 gp
Tower, Square Stone 30' high							
Small	-4	6	400	9	300	30' x 30'	30,000 gp
Medium	-4	6	450	10	520	40' x 40'	45,000 gp
Large	-4	6	500	11	840	50' x 50'	60,000 gp
Great	-4	6	550	9	1080	60' x 60'	75,000 gp
Grand	-4	6	600	10	1220	70' x 70'	60,000 gp
Gargantuan	-4	6	650	9	1440	80' x 80'	90,000 gp
Bastion Round, Square, angular, or D - shaped, 15' tall, Stone							



Source: AD&D2 TSR 1056 Castles

Constructions

Large Construction Parts and Whole Buildings							
Item	AC vs. Missiles	AC vs. Melee	Hp	BR +	Basic Construction Man Hours	Information	Basic Building cost
Keep, Square Stone (roofs, interior Walls, doors, stairs of standard wood (15 dm to make hole)							
Small	-4	6	1750	42	1750	80' x 50' x 50'	55000 gp
Medium	-4	6	2500	50	2500	80' x 60' x 60'	75000 gp
Large	-4	6	3750	58	3750	90' x 70' x 70'	95000 gp
Great	-4	6	5000	70	5000	100' x 60' x 60'	125000 gp
Grand	-4	6	6250	82	6250	110' x 70' x 70'	155000 gp
Gatehouse (Medium + Great can be stacked) Stone, 2 Square Towers 5' Wall 20' x 20' interior + Gate 10' wide, portcullis, roofs, interior Walls, doors, stairs of standard wood (15 dm to make hole)							
Small	-4	6	550	11	980	70' x 30', Towers 10' apart	16500 gp
Medium	-4	6	850	14	1550	120' x 50', Towers 20' apart	25800 gp
Large	-4	6	1150	17	1720	130' x 60', Towers 20' apart	29800 gp
Great	-4	6	1450	20	2040	150' x 80', Towers 30' apart	34800 gp
Gate Keep Stone, 30' high portcullis + Gate 10' wide, interior Walls, doors of standard wood (15 dm to make hole)							
Lesser	-4	6	1950	12	1950	70' x 120'	16.500 gp
2 Small Round Towers, set 20' out from Castle Walls, 15' high Stone Wall connecting Towers to create enclosed killing ground before Gates							
Greater	-4	6	4625	24	4625	140' x 140'	40620 gp
4 Medium Round Towers, the forward pair 20' apart, set 20' out from castle Walls connected by linking structure, rear pair build into castle Walls, 15' high Stone Walls join outer and inner Towers							
Grand	-4	6	6410	36	6410	200' x 190'	110800 gp
4 Large Round Towers, the forward pair 40' apart, set 30' out from castle Walls connected by linking structure, rear pair build into Castle Walls, 5' high Stone Walls join outer and inner Towers							
Major Construction Parts							
Causeway Stone (max 40' tall) / earthen roadway (max 20' tall), used as a road up steep hillsides, over lakes / wetlands / dry Ditches							
Stone / Earth	na	na	na	na	32	10' x 10' x 10'	370 gp
Wood	na	na	na	na	6	10' x 10' x 10'	20 gp
Bridge can span unsupported gap whose width is equal to its height (Wooden Bridge can be stacked to cross 60' gap maximum.)							
Stone	-4	8	400	na	32	10' x 10' x 10'	370 gp
Drawbridge	-4	8	100	na	40	10' wide, 20' long	550 gp
Wood	-4	8	50	na	6	10' x 10' x 10'	20 gp
can be rigged with quick collapsible system							
			g				30 gp
Buttress / Turret usually on corners Square or evenly on Round Towers, can be stacked 1 unit higher than Tower, (called a turret if rising above Tower roof), supportive structure Towers (Small Towers can't be Buttressed!!) creates extra 10' interior dimension (10' diameter for Round Towers or 10' x 10' for Square Towers, can be left unstacked (or partially stacked) running only part of the way up the side of a Tower.							
	-4	6	25	na	360	30' x 30'	6000 gp
Gate built into Palisades, Wooden / Stone Walls							
Light	-8	2	100	na	15	10' x 10' high,	175 gp
6" thick wood, iron bound + bar							
Medium	-8	2	125	na	85	10' x 10' high,	630 gp
9" thick wood, metal sheeted+ barring devices							
Heavy	-10	2	250	na	225	10' x 10' high,	13800 gp
2" thick metal Plate, riveted to an iron frame with locks and heavy bars							
Reinforcement	na	na	0,25	na	0,5	thicker Walls	+50%
Motte	na	na	na	na	2	10' x 10' x 5' high	10 gp
Rampart	na	na	na	5	20	100' x 10' high	150 gp
Wall, Stone							
Castle	-4	6	50	1	30	10' x 5' x 20' with battlement & stairs	500 gp
Stone	-4	6	75	1	30	10' x 10' x 15'	500 gp
Hoarded	-4	6	90	2	36	10' x 10' x 15', Wooden structure over Wall	600 gp
Stone / Glacis	-4	6	110	2	44	10' x 10' x 15', angled stone skirt at base +hoarding if desired	720 gp
Machicolation	-4	6	140	4	53	10' x 10' x 15', Stone hoarding, can have Glacis	864 gp
Stone + Postern	-10	2	-15	1	5	10' x 10' x 15', Small doorway, can be added at normal cost	100 gp
Parapet	-4	6	50	1	20	10' Stone Wall topping (castles)	25 gp
Battlements	-4	6	50	1	12	10' Stone Wall topping (castles)	50 gp
Catwalk	-4	6	25	-	2	10' Wooden used atop roofs	20 gp
Brick Stone	-4	6	50	1	3	10' high 10' wide 1' thick	50 gp
Reinforced	-4	6	100	1	15	10' high 10' wide 1' thick	100 gp
Wall, Wooden							
Stockade	-4	6	60	1	2	20' x 5' x 20' high, walk + stairs	50 gp
Normal	-4	6	15	na	1	10' x 15' x 3" planks (can be used as flooring (150 Square' surface)	5 gp
Palisade	6" thick Wooden poles, can be stacked up to 20' high, if catwalk then add wood Wall						
	-4	6	2	1	1	10' long, 5' high	5 gp
Tunnel unwallled (packed earth)							
	na	na	na	na	25	10' x 10' x 10' x 2% cumulative collapse chance	100 gp
Well reinforced sides, 10' - 6' diameter, including small wall and winch (roof + 5gp)							
Common Well	na	na	na	na	25 + 25 / 50' depth	25 % collapse if not reinforced	50gp / 50' depth
Pit, trap	na	na	na	na	10	10' cube hole, eventually with spikes (price x3)	10 gp

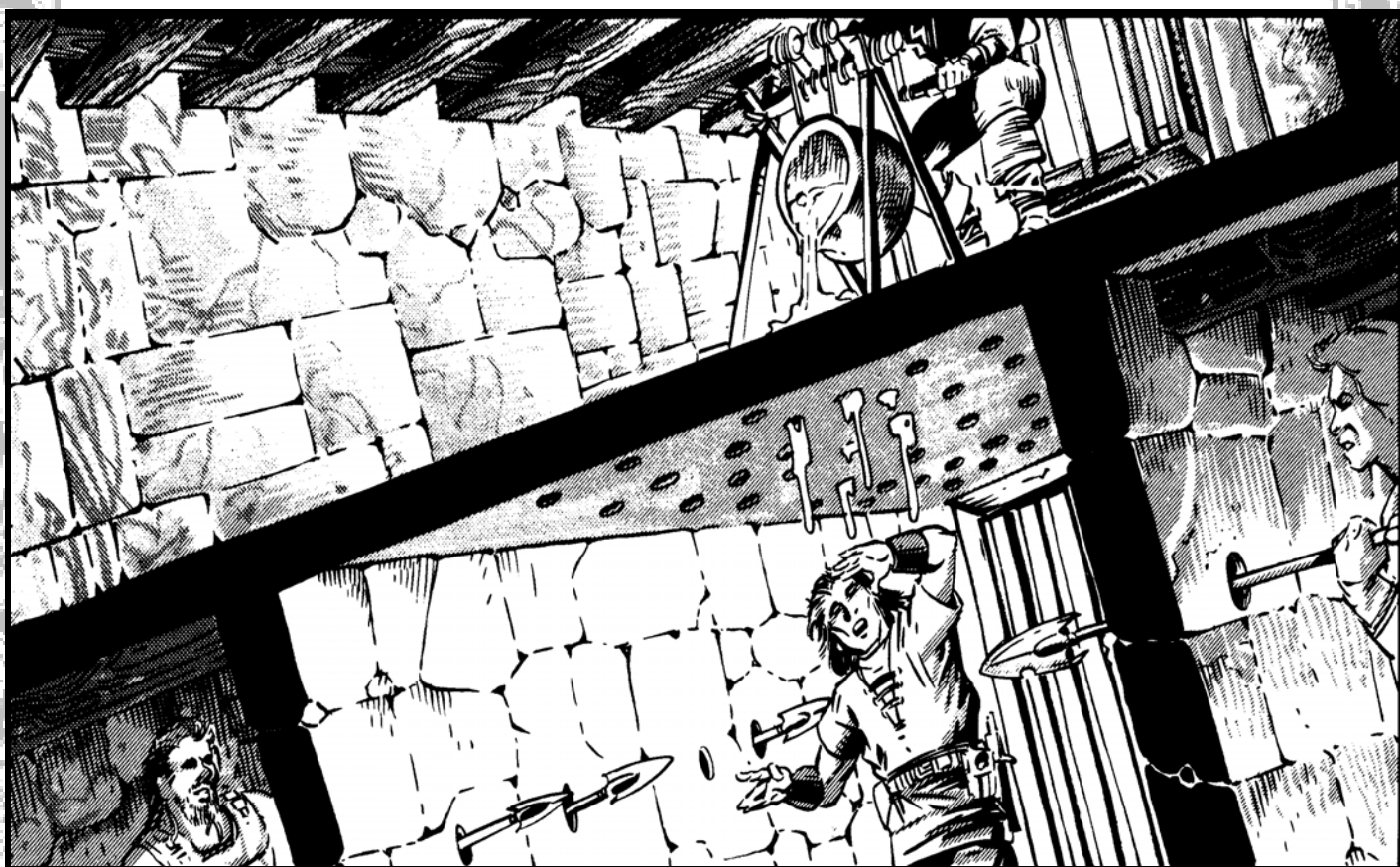
Constructions

Item	AC vs. Missiles	AC vs. Melee	Hp	BR +	Basic Construction Man Hours	Information	Basic Building cost
Dungeon corridor	10' x 10' x 10' Stone flagged, Stone Walls, corridor, including air vents (1 / 1000' corridor)						
To 50' deep	na	na	na	na	50		500 gp
To 100' deep	na	na	na	na	100		1000 gp
To 150' deep	na	na	na	na	150		2000 gp
To 200' deep	na	na	na	na	200		4000 gp
Over 200' deep	na	na	na	na	250 + 50 / 100' from surface or Giant cave		8000 gp
Dungeon, rooms	room, every 10' x 10' x 10', Stone flagged, Stone Walls, minimum simple pillars where needed						
0-50' deep	na	na	na	na	75		750 gp
50'-100' deep	na	na	na	na	150		1500 gp
100'-150' deep	na	na	na	na	225		3000 gp
150'-200' deep	na	na	na	na	300		6000 gp
Over 200' deep	na	na	na	na	375 + 75 / 100' from surface or Giant cave		12000 gp
Moat, empty	na	na	na	16	5	10' deep, 20' wide, 10' long, U - shaped	40 gp
Ditch, empty	na	na	na	10	2	5' deep, 10' wide, 10' long, V - shaped	10 gp
Moat, filled, standard	na	na	na	10	6	10' x 10' x 5' deep	30 gp
Moat, filled, Small	na	na	na	32	10	canal (10' deep, 20' wide, 10' long)	80 gp
Moat, filled, Medium	na	na	na	50	50	canal (20' deep, 40' wide, 10' long)	180 gp
Moat, filled, Wide	na	na	na	68	120	canal (30' deep, 40' wide, 10' long)	240 gp
Minor Construction Parts	AC	Hp	Man-Hours	Basic construction			Basic Price
Items marked with * can be part of the Building design by adding 25% to the cost of the basic structure, each type of detail adds 25% .							
Window, Open	na	na	1	3' x 1'			10 gp
Window, Barred	na	na	3	3' x 1'			20 gp
Window, Arrow slit*	na	na	2	angled window, 3' tall, 1' wide, gives partial AC (+ 2)			10 gp
Window, Arrow slit* Crossletted	na	na	2	angled window, 3' tall, 1' wide, gives partial AC (+ 2)			25 gp
Window, large, Open*	na	na	3	9' square, with Stone ledgers and sides			10 gp
Window, large, Wood frame	na	na	4	9' Square, with Wooden frame and boards			15 gp
Window, large, Wood / glass	2	na	5	9'Square, with Wooden frame / boards, simple greenish glass in lead			25 gp
Window, large, Iron / glass	6	na	7	9'Square, with reinforced frame / Wooden boards, iron bars, simple greenish glass in lead, often with lock			50 gp
Window, Large, Lead / glass	2	na	7-15	9'Square, with special colored, cut / decorated glass in lead linings			100 gp
Window bars	6	na	1	1 bar, 2" thick embedded in the Stone			10 gp
Window shutters*	10	na	1	fitted to Wooden frame only			5 gp
Door, Wood	6	10	1	3' wide, 7' high			10 gp
Door, Reinforced*	6	25	2	3' wide, 7' high			20 gp
Door, Iron / Stone	6	50	4	3' wide, 7' high			50 gp
Door, Secret	As Material			3' wide, 7' high			x5
Door, Shifting	As Material		+4	3' wide, 7' high			100 gp
Door, One Way	as door		1	Mechanism only			10 gp
Door, Portcullis			12	10' x 15' metal gate (from ceiling or floor+mechanism)			500 gp
Floor, wood		25	1	10' x 10' surface			10 gp
Floor, Fine wood		25	1	10' x 10' surface			40 gp
Floor, Flag stone*		25	2	10' x 10' surface, higher on Wooden floor			100 gp
Floor, Tile*		25	2	10' x 10' surface, higher floors on Wooden floor			100 gp
Floor, Trap door	as material		1	4' x 3' including opening / closing mechanism			x2
Floor, Murder hole		na	1	to bombard below			15 gp
Floor, Mosaic		25	5-15	10' x 10' (higher floors on Wooden floor) decorated with pictures			1000 gp
Roof Reet		25	2	10' x 10' surface (extremely vulnerable for fire) 1' thick			5 gp
Roof, Fine wood		25	1	10' x 10' surface			40 gp
Roof, Flag stone*		25	2	10' x 10' surface, higher Roofs on Wooden Roof			100 gp
Roof, Tile*		25	2	10' x 10' surface, higher Roofs on Wooden Roof			100 gp
Roof, Trap door	as material		1	4' x 3' including opening / closing mechanism			x2
Stair, Wood		30	2	3' x 10' (30°) (45° + 5 gp) (60° + 10 gp)			20 gp
Stair, Stone		60	4	3' x 10' (30°) (45° + 15 gp) (60° + 30 gp)			75 gp
Slide, Wood		30	2	3' x 10' as stair wood			x1.5
Slide, Stone		60	4	3' x 10' as stair Stone			x1.5
Wall, Shifting		25	4	10' x 10'			1000 gp
Wall, Moving		25	4	10' x 10'			750 gp
Fire, Oven		20	2	3' x 3' x 5' deep, with chimney connection			15 gp
Fire, Heating place		15	2	5' x 6' x 4' deep, with chimney connection			25 gp
Fire, Chimney		50	4	10' x 5'			50 gp
Pillar, Wood		20	1	10' high, 1' diameter			25 gp
Pillar, Stone		40	2	10' high, 1' diameter			50 gp
Pillar, Decorated		as	4-12	10' high, 1' diameter			x3
Pillar, Supporting		as	5	10' high, 1' diameter			x3
Sewer Gulleys		25	1	5" wide / deep 10' long			5 gp
Sewer Tunnel		na	as Tunnel	as Tunnel with Stone Walls			as Tunnel
Sewer Pipe		na	1	40' long (lead)			1 gp
Sewer Grate		5	2	steel, 4' x 4' prevents entry			25 gp
Cistern, Lead		20	5	10' x 10' x 10' (all regular drinkers - 1 con)			50 gp
Cistern, Copper		20	10	10' x 10' x 10'			100 gp
Cistern, Wood		15	5	10' x 10' x 10' (will rot in 1 year)			20 gp
Cistern piping, Lead		na	1	20' (all regular drinkers - 1 con)			1 gp
Cistern piping, Copper		na	2	20'			3 gp
Cistern piping, Clay		na	1	20'			4 gp

Constructions

Items marked with* can be part of the Building design by adding 25% to the cost of the basic structure, each type of detail adds25% .

Minor Construction Parts	AC	Hp	Man-Hours	Basic construction	Basic Price
Basin		5	12	2' x 2' x 4' Stone	4 gp
Basin		2	2	2' x 2' x 4' wood	2 gp
Basin		3	3	2' x 2' x 4' metal	4 gp
Basin		2	1	2' x 2' x 4' lead	1 gp
Pool		na	4	10' x 10' x 5' (if already dug) Stone / ceramic covered	100 gp
Window - sill / ledge		3	1	2' high x3' wide x4' long along window, wood	15 gp
Window - sill / ledge		3	1	2' high x3' wide x4' long perpendicular at window, wood	25 gp
Window - sill / ledge		3	1	2' high x3' wide x4' long along window, Stone	75 gp
Window - sill / ledge		3	1	2' high x3' wide x4' long perpendicular at window, Stone	115 gp
Mirror, Glass		3	5	per square feet (10cn)	12 sp
Mirror, Metal		15	5	per square feet, (10cn)	5 sp
Mirror, Silver		10	5	per square feet (60cn)	200 sp
Bamboo, barricade		10		100 pieces of 10' lengths, 3mm diameter	10 sp
Bartizan		25		10' diameter, 20' high	5000 sp
Batter, Splint / Splay		20			1000 sp
Merlon		10		4' wide 3' d 5'high	100 sp
Merlon, With arrow slit		10		4' wide 3' d 5'high	100 sp
Plaster		25		5' wide 3' d 10' high	500 sp



Source: AD&D2 TSR 1056 Castles

Constructions

Price adjustments

	Description	Example	Cost adjustment
Adjusted to climate of the Building site			
Arctic	above arctic circle	Frosthaven, Northern Hyborea, Quedhar	x 4
Sub arctic	between 50°and arctic circle	Norwold, Alpha, Vulcania, Wendar, South Hyborea, Denagoth	x 2.5
Temperate	between 40°and 50°	Glantri, Hule, Alpathia, Midlands, Steppes of Jen, Esterhold, Vulture peninsula, Pelatan, Esterhold	x 1.25
Moderate	between 30°and 40°	Known World, Isle of Dawn, Bellisaria, Old Elven Lands	x 1
Subtropical	between tropic and 30°	Savage Coast, Thanagioth, Ierendi, Minrothad, Pearl Isles, South Dawn South	x 1.25
Tropical	between tropics	Bellisaria, Immortals Arm, Cestia, Tangor, Ochalea, Ylaruam Zyxl, Thanegia, Raven Coast, Jungle Coast, Izonda, Oceania)	x 1.5
Adjusted to geography of the Building site			
High Mountain	over 15.000'	Black Mnts., Ice Peaks, Tangor Chain, Nentsun Peninsula, Ice Reach, Denagoth	x 4
Moderate Mountains	10.000 to 15.000 '	Kurish Massif, End world line, Brasol Range, Oceania, Bellisaria	x 3
Low mountains	2500 to 10.000 '	Crutch Mountains, Adakkian Mounts, Izonda Wall, Alpathia	x 2
Foot hills	1000 to 2500 '	Norwold, Atruaghin Plateau, Eastern Darokin, Ostland, Vestland, Soderfjord, Heldann Freeholds, Esterhold	x 1.5
Rolling hills	250 to 1000'	5 Shires, Karameikos, Thyatis, Isle of Dawn, Ochalea, Bellisaria, Savage Coast, Jungle Coast, Minaea Coast, Glantri	x 1
Plains	0 to 250 '	Darokin, Hule, Denagoth, Yazak Steppes, Ethengar, Steppes of Jen	x 0.75
Adjusted to the vegetation of the Building site			
Jungle		Thanegia, Thanagioth, Jungle Coast, Ochalea, Immortals Arm, Herath, Minaean Coast	x 3
Dense forest		Hule, Alpathia, Wendar, Cestia, Lost Valley, Ierendi, Minrothad	x 2
Light forest		Karameikos, Thyatis, Bellisaria, Vulcania, old Elven lands, Denagoth	x 1.5
Scrub		Hyborea, Norwold, Isle of Dawn, Hattian, Pearl Islands, Yazak steppes	x 1
Grasslands		Ethengar, Yazak Steppes, Steppes of Jen, Hyborea, Thyatis, Darokin, Vulcania, Denagoth	x 0.75
Barren / Broken		Broken lands, The Great Crater, Frost Haven, Black Mountain (Ethengar)	x 1.5
Desert		Ylaruam, Sind, Yazak, Izonda, Arynptian, Vulture Peninsula, Esterhold	x 2
Swamp		Malpeggi, Ierendi, Thanegia, Thanagioth, Lost Valley, Minaean Coast, Hyborea	x 2
Adjusted to the availability and quality of Building materials near the Building site			
Distant and poor		Denagoth, Hyborea, Yazak, Esterhold	x 2
Distant and good		Hule, Isle of Dawn	x 1.5
Near and poor		Savage Coast, Bellisaria, Quedhar, Norwold, Heldann Freeholds	x 1.25
Near and good		Known World, old Elven Lands, Isle of Dawn	x 1
Settled	Wood material		x 0.2
Settled	Stone material		x 0.4
Adjusted to local social structure			
Nomadic		Hyborea, Ethengar	x 2.5
Semi - nomadic		Hule, Bellisaria	x 1.75
Primitive agricultural		Denagoth, Raven coast	x 1.25
Agricultural		Known world, Savage Coast	x 1
Advanced agricultural		Thyatis, Alpathia	x0,75
Adjusted to workers skill			
Very poor		Ethengar, Sind, Raven Coast, Thanegia	x 3
Poor		Glantri, Hule, Denagoth, Savage Coast	x 2
Average		Known World, Alpathia	x 1
Good		Thyatis, Karameikos, Gnomes	x 0.75
Very good		Rockhome, Stone Giants, Dwarfs	x 0.50
Adjusted to workers morale			
Very poor			x 3
Poor			x 2
Average			x 1
Good			x 0.75
Very good			x 0.50

How to calculate the total building cost and building time of a construction?

Multiply all modifiers together this will be the product modifier (PM) and then multiply with the total construction price.

Add 10 % for overhead costs (recruiting / training laborers, housing / feeding them, castle furniture)

Or 25% if everything has to be luxurious.

Overhead does not include : architect fees, hiring / equipping a garrison, special hirelings, Spellcaster services, the cost for sabotage or disasters (routine mishaps are included) .

Cost x 2, time x 0.25 if *Stone Giant* personnel used, time x 0.5 if other *Giants* used.

This is the total Price and the total Time.

To determine the workforce take the total construction time and divide it by 48. This will give you the number of workmen required to build the object in one year of continuous work.

To do the job faster you can hire more men, including food and housing.

If the workforce is doubled, then time will be increased only 75%. If workforce is quadrupled, then time only 50 %. More is simply impossible, as with quadrupling the building site is already crawling with builders, their families, merchants and other product and food suppliers.

To do the job cheaper you can use less personnel.

This will save 10 gp / week construction time per person less than needed.

If the workforce is reduced to 75% needed then the work time is doubled. If reduced to 50 % then time quadrupled.

To know how many weeks in a year can be worked.

Multiply the PM by climate type / ground cover to make a work time modifier (WTM) for the construction site. Divide 48 weeks by the WTM (Round up) gives weeks available (if higher than 48, then the work goes just that faster). The time required for construction when not mentioned is one man-day per 500 gp spent. This assumes that the land has already been cleared and prepared and all the materials are at hand. For every 100.000 gp or less in costs, one engineer must be hired.

Transport of the Building materials is not included in the price. This has to be calculated differently.

To calculate the weight of materials keep the following in mind:

Material	Description	AC vs Missiles	AC vs. Melee	1 hp=	Enc
Stone materials:	100 hp / 1' thickness / 1000 Square '	-4	6	5 Lbs	50cn
Iron materials:	15 hp / 1" thickness / 500 Square '	-10	2	4 Lbs	40 cn
Steel materials:	20 hp / 1" thickness / 500 Square '	-10	2	5 Lbs	50 cn
Glass materials:	1 hp / 0.5" thickness / 1 Square foot	6	10	0,5 Lbs	5 cn
Wood materials:	60 hp / 1' thickness / 1000 Square '	-4	6	3 Lbs	30 cn

Magic Construction

Spellcasters are sometimes able to cast materials out of thin air to create an object of their (or your if well paid) desire.

The next are some useful spells in constructions, with their price to cast (average, this can be as much as 4 times higher).

Material	Description	AC vs Missiles	AC vs. Melee	1 hp=	Enc
Audible glamor	dispellable				1000 gp
Bastion	dispellable				2500 gp
Clear air	dispellable				2000 gp
Cloth form	not dispellable				1500 gp
Color / bleach	dispellable				1500 gp
Continual Light / darkness	dispellable				1000 gp
Create air	dispellable				1500 gp
Create atmosphere	dispellable				2000 gp
Deep delve	instantaneous				4000 gp
Dig	instantaneous				2000 gp
Dimension door	dispellable				1500 gp
Disintegrate	instantaneous				3000 gp
Dissolve / harden	dispellable				2500 gp
Distance distortion	dispellable				2500 gp
Fabricate	not dispellable				2500 gp
Float in air	dispellable				1000 gp
Glassteel	not dispellable				2500 gp
Guards and Wards	dispellable				3000 gp
Interruptible Light	dispellable				1000 gp
Ironform	not dispellable				3500 gp
Magic lock	dispellable				3500 gp
Magic mouth	dispellable				1000 gp
Minotaur maze	not dispellable				4500 gp
Move earth	instantaneous				3000 gp
Spell door	dispellable				4000 gp
Steel form	not dispellable				4000 gp
Stone drill	instantaneous				2500 gp
Stone form	not dispellable				3000 gp
Stone shape	dispellable				2500 gp
Teleport any object / vanish	instantaneous				3500 gp
Teleport without error	instantaneous				3500 gp
Transmute rock to mud	dispellable				2500 gp
Unseen servants / spirits servitude	dispellable				1000 gp
Vacancy	dispellable				2000 gp
Wall of Blackstone	special				2500 gp
Wall of ice / of fire / of water	dispellable				2000 gp
Wall of iron	dispellable				3000 gp
Wall of paper	dispellable				1500 gp
Wall of Stone	dispellable				2500 gp
Warning trumpet	dispellable				2000 gp
Wizard lock	dispellable				1000 gp
Woodform	not dispellable				2500 gp

Affordable Castles Contract

THIS AGREEMENT constitutes a contract between the undersigned (collectively referred to herein as THE BUYER) and QUIN TERABUCK, legally recognized agent of the CARLIN HOUSE TRADING COSTER of Westgate, in the matter of producing a _____ for the amount of _____ (to be henceforth referred to as THE SUM) to be located at _____ .
COST CASTLE TYPE CONSTRUCTION SITE
This construction will take place within a time period of _____ (to be henceforth referred to as THE TIME).

THE BUYER recognizes the construction site as having _____ , _____ , _____ ,
VEGETATION GEOGRAPHY CLIMATE
and as having building resources which are _____ and _____ .
In signing this contract, the BUYER represents and warrants that these conditions are correct, and will be held liable for additional costs if these conditions prove otherwise.

THE BUYER further agrees to submit to the requests of QUIN TERABUCK in regards to manners of site arrangement and construction, so long as these requests do not violate the alignment and beliefs of THE BUYER. Such requests may include, but are not limited to, that THE BUYER visit or refrain from visiting the site, THE BUYER refrain from the use of magic at the site, or THE BUYER defend the site from attacks by hostile individuals or monsters.

THE BUYER further agrees to pay the agreed-upon SUM for the castle in the following manner:

One-half of the SUM upon signature of this contract.

One quarter of the SUM upon the half-way point of the construction.

The final quarter of the SUM upon completion of the castle and turnover to the BUYER.

QUIN TERABUCK and his agents are not responsible for decoration, room arrangement, and other aesthetic sundries of the castle. These sundries are left to the BUYER to furnish at an anticipated cost of 10% of the SUM. QUIN TERABUCK and his agents ARE responsible for producing the castle TYPE as called for in this document.

QUIN TERABUCK assures that the construction process used to produce this castle is nonmagical and permanent. Further, no enslaved, charmed, or undead creatures shall be used in its construction. If THE BUYER, upon revelation of the building methods, finds these methods inappropriate, then THE BUYER may cancel the contract, with QUIN TERABUCK retaining the first half of the SUM as a "Kill Fee."

QUIN TERABUCK is required to note by means of this document that 10% of the first half of the SUM has been deposited with the Red Sashes of Waterdeep to hire assassins should the BUYER default on his responsibilities in this contract. THE BUYER may also wish to place a deposit of 5% of the Total SUM with the Red Sashes or other assassin agencies to guarantee against default by QUIN TERABUCK.

QUIN TERABUCK and his agents are NOT responsible for losses in time as a result of domestic disputes, malicious magical energies, native monstrous creatures, inclement weather, or acts of the gods. QUIN TERABUCK will complete the castle within the specified time, within these limitations. Failure to do so will result in QUIN TERABUCK forfeiting the final payment of the SUM.

BUYER/DATE

QUIN TERABUCK, AGENT/DATE

WITNESS/DATE

AFFORDABLE CASTLES

By Guin of Carlin House

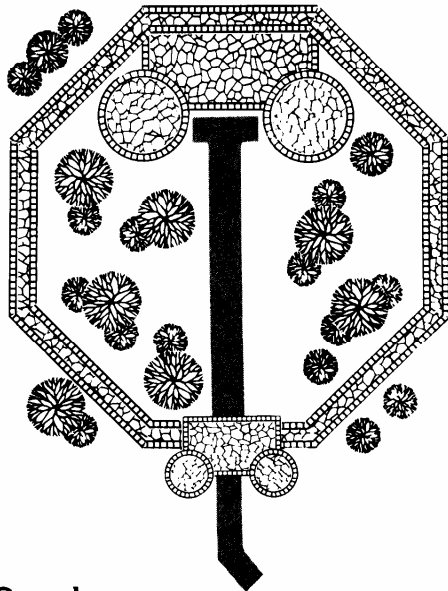
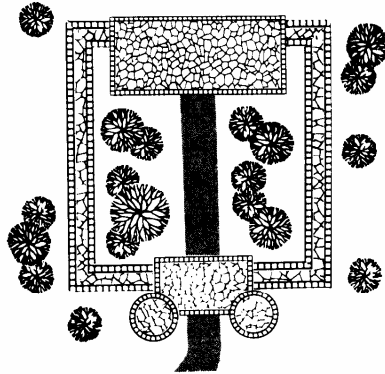
The Sentinel

- Stone Wall 15' High, 10' Thick
- Grand Stone Building
- Small Barbican Gate

Cost: ~~66,600 gp~~ (plus overhead)

Your Cost: 59,900 gp (plus overhead)

Completion Time: 2 WEEKS!*



The Octokeep

- Stone Wall 15' High, 10' Thick
- Grand Stone Building
- Postern Gate
- Medium Barbican
- TWO Four-story Towers!

Cost: ~~135,600 gp~~ (plus overhead)

Your Cost: 122,200 gp (plus overhead)

Completion Time: 3 WEEKS!*

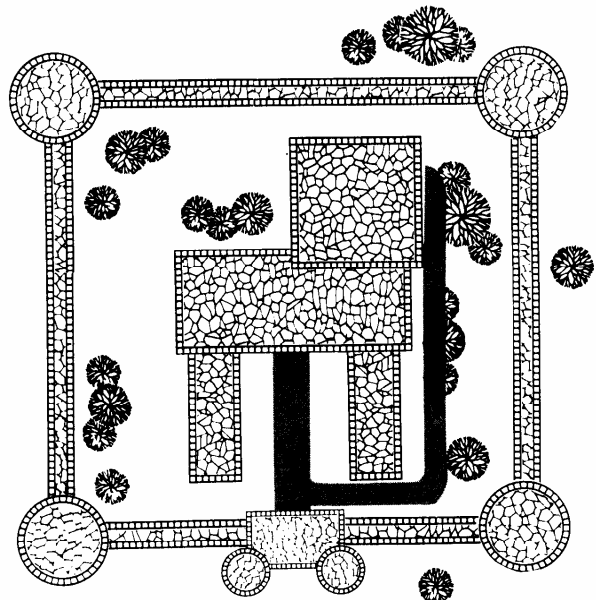
The Grand

- Stone Walls 30' High, 10' Thick, with Hoarding and Glacis!
- Four-story Corner Towers 40' High!
- Medium Barbican and Gate
- Grand Stone Building
- Two Medium Stone Buildings
- HUGE Four-story Wizard's Tower!

Cost: ~~211,400 gp~~ (plus overhead)

Your Cost: 190,000 gp (plus overhead)

Completion Time: 5 WEEKS!*



*Some restrictions apply

Quin of Carlin House

This example from AD&D2 TSR 1051 Castles is slightly adapted to the Mystara Setting gives insight in what can happen behind the construction process. The here above given contract and advertisement are an example and other constructors may do this different.

THE FOLLOWING IS DM INFORMATION!! DO NOT READ FURTHER TO PREVENT SPOILAGE OF GAME FUN.

Quin will investigate the building site after the initial agreement has been made. As a result he may be forced to raise or lower his price based on the situation. Such adjustments must be agreed upon before any work has begun. If the buyers do not accept the revised contract, Quin will refund any money received.

How Quin Does it.

Quin's workforce consists of Stone Giants, making affordable castles possible. One giant does the work of 150 men. He, puts a crew of 10 giants to work at each construction site—the equivalent of 1500 men! Extra giants would be redundant, since only so many jobs can be performed at once. Construction is performed around the clock. Each crew works an 8 hour shift, after which another crew arrives to take its place. The giants are made even more efficient by their special training in affordable castles construction methods. The training (including hands-on practice) takes place in the barren regions of Northern Brun in a castle called Darkhold, far away from prying eyes.

Upon accepting a contract and lining up materials (10% of total cost), Quin charges up a magical receptor (T shaped wand of platinum with a large ruby at the intersection, valued 10.000) for the magical Gateway of Darkhold (Actually a sort of combination of a large Dimensional door without limit locked between the artifact hidden in Darkhold, and a receptor). If the receptor is stolen, damaged or subjected to Antimagic or Dispel Magic another may be created by placing another similar wand 100 days near the artifact. Only one receptor can be active at the same time, but the direction from the artifact to another receptor may be chosen at will and knowledge off. The Gateway is magically temperamental and fragile, made useless for 10+1d10 months). The gateway opens a portal by using the secret command phrase between the two locations up to 4 times per 24 hours. Each opening lasts for 10 minutes and during that time up to 20 stone giant sized or smaller individuals and material may move from one location to the other without the dangers of teleporting. The gateway appears as a vertical disk, 1 foot from the floor. An onlooker can see the gateway from either direction, but unloving material cannot pass through unless brought by living creatures. This artifact allows Quin to transport men and materials between both locations. The giants wear Body covering metal armor, so that they look like Golems. Quin does nothing to suggest his giants are NOT Iron Golems, other than to mention that his workforce is a "Secret of the North". There is a 10% chance that a giant will do something to dispel the illusion. For this reason, Quin usually asks for privacy in his work. The presence of outsiders, especially mages, has a negative effect on the controlling Magics (says Quin). If the buyer forces his own observers on the scene, Quin will require them to sign waivers of responsibility in case of death, and work will slow by half, because the giants must be more careful.

As the amazing Golem Controller" Quin puts on a show for buyers at the sale. To put the curious at ease, he may invite them for a scheduled visit. Quin forces the "golems" to perform feats of strength and move at his command—all by waving a small wand. The wand is a useless prop; it's an oak rod with a magical aura cast upon it. It is Quin's orders that are obeyed.

If found out (and if the giants don't accidentally" kill the spy who discovered their secret), Quin will appear remorseful and embarrassed, willing to knock off another 10% from the final price in order to keep his "secret". The remaining 90% is still mostly profit. Other than a small cut to Quin and a lot of mead and food for the giants, they have no overhead (which is about 1000gp/week at total at best).

Quin will not willingly accept commissions to build castles worth more than 400.000 gp. For this might make political balances disturbed. If put into a situation where he must build such castle, he will perform 400,000 gp worth of work, collect for it, then vanish with his Golem/Giant task force, never to be seen again by the buyer (he hopes).

If the castle is completed to the buyer's satisfaction, Quin asks that recommendations be sent to Carlin House in Selenica. When the fee has been paid, he will return to the North via the Gateway, taking his receptor and work crew with him. Individuals who attempt to cheat or default Quin can probably drive him off, but they'll move to the top of the hit list for the associated Thieves guild Quin is aligned to. If the buyer (usually a PC) does not interfere, and all goes well, the castle will be completed on time, as promised. Of course unexpected delays may occur in any construction venture.

Quin Terabuck of Carlin House is a scrupulous Darokin Merchant of a small merchant house; "Carlin". Quin is a Halfling merchant with a mission; to establish himself as the greatest con artist of his race, by pulling the largest hoax on the greatest number of people. Quin is a Neutral 5th Lvl Male Halfling, with a ring of mind shielding.

The Hoax enables the attached Thieves Guild to make direct profit, but also there is more to affordable castles" than meets the eye. All castles thus built contain a smattering of secret traps and hidden defects. The more expensive (and more powerful) the castle is, the more the giants are instructed to plant within it.

Every affordable Castle" has the following features, which are of course not revealed to the buyer or anyone else than Quin's crew and thieves guild and members.

- The SW corner of the Outer Wall is of substandard construction. It can withstand only 20 hits instead of 60.
- The East Side of the Great Stone Building has a locked secret Door, opened by a Thief's skeletal key.
- A large Block at the front of the barbican gate can be swung away enable a slender person entry.
- Two to six stones with a magical aura are mixed with the mortar and placed in different locations in the walls of the castle, Detect magic will reveal these stones, but not their purpose.
- The entrance to the grand Stone Building is studied by a mage of the Thieves Guild, and considered very familiar to the mage for purposes of teleports.
- If the castle's mortar contains gorgon's blood, part of the Northern wall of the castle and the grand stone building is missing that component (other blood is used instead). This allows ethereal individuals to pass through at will.
- Castles of medium or large size contain these additional features; One of the buildings includes a secret compartment, behind which cursed items are hidden (a certain way of the Thieves Guild to get rid of cursed items without taxing its resources.)
- The upper corner of a given room contains a chunk of metal enabling the Guilds mages to view the room using an attuned crystal ball or magic mirror.
- Finally, the largest of castles and those belonging to people that really give Quin a hard time, also have the following feature; Quin's construction crew has left a receptor for the Gateway beneath the surface of some clear area in the keep —e.g., the throne room or a central courtyard. The receptor radiates no magic until it is activated. The nature of the traveling agents using this method depends on the Guild's aim, but typical visitors include thieves, robbers and assassins, or mages for magical theft, and fighters sent to rescue prisoners. Should someone else locate the receptor and correctly activate it by use of the secret phrase, the gateway leads to the subbasement in the Darkhold castle somewhere in the North of Brun (DM!!). The long term goal of the guild is the take-over of these castles and letting other pay. With the devices and traps in place they have a serious advantage over those within.

Wondrous Inventions

Name	Cost	Time
Appliances:		
Disteron's Dismal Disposal	8000 gp + labor / creatures / potions / 2 Week time	
Economy Super - Wash Laundromagic II	500 gp / 10 Days	
Washing powder: Gentile	25 gp / 10 uses	
Washing powder: Magicleene	50 gp / 10 uses	
Washing powder: Glitto	35 gp / 10 uses	
Electric Cooker	3000 gp / 22days	
House Vacuum		
Basic Wonder - vacuum Attic Unit	1000 gp	
Wall - mount Vacuum Tube Unit	500 gp / room	
Deluxe in - Wall installation	5000 gp	
1 live motive unit	5000 gp	
1 year supply of food	500 gp	
Wizard lock	500 gp	
Permanent Wall of Force	5000 gp	
Wish	10.000 gp	
Installation charges	1000 gp	
Melrond's Foolproof Dishwasher	300 gp + 5 Days for bowl & rack (glassblower / carpenter / Stonecutter)	
	400 gp for 2HD per charmed puddings	
Constructs:		
Borgora's Inflatable Scare Dragon	18.000 gp 6000 gp for petroleum fungus traders 3000 gp sticky substance collector	(6 Months + 10 Days)
Clockwork Dragon of Mai - Faddah	80.000 - 200.000 gp 10.000 - 60.000 gp for plans 80.000 gp Building materials 60.000 coins if scales of silver / gold / platinum	
Jaggar's Transforming Gargantoid	632.620 gp for enchantment 20.380 gp for parts and interior finishings 242.500 gp labor	(1 Year + 9 Months)
Dungeon Devices:		
Beldane's Subterranean Borer	75.000 gp	(60 Days)
Fleabottem's Brick Mac	10.000 gp	(3 Months)
Rahn - Ko's Ranger Fooler	2000 gp (cheap!!)	(1 Month)
Ungah's Dungeon Cleaner	43.000 gp	(1 Month)
Entertainment		
Brandon's Bard - in - a - Box	60.000 gp	(17 Days)
Damos' Ball of Bowling	225.000 gp	(3 Months)
Saonuihun's Speeding Sphere Game	198.000 gp	(205days)
Sultan's Uncanny Ghost Ride	2.392.000 gp	(1399 Days)
Home or Business:		
Aldryk's Fire Quencher	3000 gp + 10 gp / foot piping + 10 sp / laborer / day 1 man Day / 100 ' piping + 1 Week enchantment 500 gp dry chemicals	
Ardraken's Refreshments Simulacrum	11.500 gp Each container cola costs: 2sp but has value of 600 gp	
Barber's Aid	48.000 gp	(55 Days)
Blashphor's Ever - Vigilant Cradle and Nursery		
Diapers of enchantment	12.000 gp	(39 Days)
Baby cradle	8000 gp	(8 Days)
Nursery	15.000 gp	(30 Days)
Charmed baboons	6000 gp	
C'Thon's Astral Ball	120.000 gp	(127days)
Evem's Mirror of Envidable Image	24.000 gp	(31 Days)
Extra - Dimensional Safe	44.500 gp	(30 Days)
Fiendish Exercise Machine of Bardolpho the Mad	5000 - 25.000 gp	(3 Months)
Moodarvian Rings of Emotion	12.000 gp	(9 Days)
Vanserie's Wondrous Elemental Heater	32.000 gp	(39 Days)
Structures:		
Balthazar's Suite of Many Delights	400.000 gp	(3 Years) + 20 workers
Castle in the Clouds	500 gp / fog cutter 5000 gp dredges / chains / buckets	
Morath's Mobile Manor	35.000 gp for materials 75.750 gp labor 5000 gp manual	(35 Weeks)

For more information about these strange useful and wondrous inventions read; TSR 9220 AC11 - The Book of Wondrous Inventions.

Wondrous inventions

Name	Cost	
Practical Services:		
Animated Money Changing Machine	10.000 gp 6 gnome metal workers / 10 miners / 1 illusionist (21 Days)	
Darak's Thaumaturgical Printing Press	54.000 gp	(63 Days)
Honest Obie's All - Night Armor Merchant	15.000 gp	(1 Month)
Level maker	1000 gp (excluding the capture of one wizard)	
Stupendous Repository of Arcane Lore	special (up to several Centuries)	
Thermoaerohydrometeorological Precipitation Generator	78.000 gp	(118 Days)
	500 gp / week special engineer	
Transportation:		
Dragon Train	1000 gp / mile track	(10 Days)
Gnomish Submersible	400.000 gp	(10 Month)
	(only 3 Month if secret cache of new mist raven is found)	
Hot - Air Balloon	130.000 gp / golem	
The Oddwaddle Centipede	10.000 gp	(31Days)
Driver cars	2500 gp	(3 Months)
Passenger cars	2000 gp	(2 Months)
Cargo cars	1000 gp	(1 Month)
Weapons and Warfare:		
Bladderwick's Human Catapult	1000 gp	(14 Days)
Death Engine	137.500 gp	(79 Days labor)
Dreadnought	326.000 gp	(9 Month + 13 Days)
Hotspur's Select - o - staff	850 gp	(3 week)
	Joiners fee / materials / smith fee / Mending spell	
Kruze's Magnificent Missile	22.000 gp	(28 Days)
Rumblebotty's Flying Nightmare	170.000 gp	(6 Months)
Volospin's Dragonfly of Doom	300.000 gp	(11 Month + 18 Days labor)



Source: TSR 9220 AC 11 The Book of Wondrous Inventions.

Dorfin's little shop of horrors

Source; TSR 9220 AC 11 The Book of Wondrous Inventions by Bruce Heard.

Dorfin's little shop of horrors:		Regular are kept in stock. Larger devices come in the following categories: Deluxe, Special and King Size.
Engines and Machinery:		
Golem Muscle	regular deluxe special King Size	132.000 gp 264.000 gp 396.000 gp 528.000 gp
Pedal - Transmission	regular (25 seats)	1500 gp
Spring - Load	regular	3000 gp
Steam - Power	regular regular / elemental	5000 gp 32.000 gp
Wind - Cycle	regular regular / magical	900 gp 18.900 gp
Weapons & Combat Devices:		
Dorfin's Organ Pipes	regular regular	900 gp + pipes 18.900 gp + pipes
Hammer - Basher	regular	??????
Hunting Ballista	regular	??????
Net thrower	regular	500 gp
Pedal - Crossbow	regular	800 gp
Wheel of flails	regular	5500 gp
Miscellaneous Inventions:		
Ambreville's Watershoes	regular	250 gp
Bargle's Infamous Fire Pack	regular	15.000 gp
Emergency Halting Device	regular	250 gp
Express Delivery Network	regular deluxe special King Size	3 gp / mile 6 gp / mile 9 gp / mile 12 gp / mile
Field Cloaking Device	regular	200 gp
King Dorfin's Giant Mower	regular	150.000 gp
Marianita's Relentless spy Crystal ball without wand with dish Detect invisible Detect Metal Detect Evil Detect Magic Clairvoyance Infravision		30.500 gp 12.000 gp / target 12.000 gp / metal object 12.000 gp / evil object / person 6.000 gp / magical object / person 18.000 gp / use 18.000 gp / use
Portable Falling Softener	regular	200 gp / 150 cn
Secure Sighting System	regular	750 gp
Teldon's Ever glowing Beam	regular	50 gp
Vehicles and transportation:		
Snowmobile	regular	?????
Hopping Ornithopter	regular	3500 gp
King Dorfin's Lepidopter	regular	3600 gp
Morpail's Nightwings	regular	3500 gp
Paddle wheeler	regular	2500 gp (10 – 20 hp)

Any object bought from the above mentioned shop is bought and used absolutely at OWN RISK!!!
No costs for damages of any kind will be forwarded and no risks with these items can be insured at any Insurance office of the DDC of Darokin!!!!

There is NO reason to say that any of the objects mentioned in this guide will not be in good condition nor can it be said that the object will stay this way. Prices and availability of any object or creature can change at any moment as are the informative descriptions of these objects or creatures mentioned. THE DDC AND THE PUBLISHER WILL NEVER BE HELD RESPONSIBLE for any mistakes or missing articles in this guide, nor for any damages, misfortunes, bad luck, relationship changes, omen of the Immortals, life or death, nor any other (mis-) happening of bad or good fortune caused by using one of the objects published in this guide. That the items are mentioned in this document will not be said that the prices and objects do really exist in the Countries mentioned or worldwide.

It is the BUYER his or her or it's own risk of obtaining, holding a object in possession or buying or selling such an object when this object will be whole or partially forbidden by local religion, customs or law. Even in these circumstances the DDC and the Publisher or his or her intermediary can't held whole or partially responsible for anything coming forth from such an action

Spell Components

Availability of component as per city class and rarity (cumulative) :				
Class	population	availability	Rarity	availability
A - Trade power	300.000 +	30%	Very Rare	-40%
B - Major city / port	100.000 / 300.000	20%	Rare	-30%
C - Large city / port	50.000 / 10.000	10%	Scarce	-20%
D - City / port	10.000 / 50.000	0%	Uncommon	-10%
E - Minor city / port	2000 / 10.000	-10%	Common	0%
F - Anchorage / village	500 / 2000	-20%	Everyday	30%
G - Crossroads	100 / 500	-35%		
H - Family / house	0 / 100	-50%		

To find if an object is available in a location, check the Population center's Population or City Class and find the availability. Then check the rarity of the item in the large table. Add these availability modifiers together. And roll a 1d%, if the roll is lower than the number needed it is available in any of the mentioned locations. This does NOT say however that every available location has the item, or that they are willing to part

from it. A negative availability value means that the item is completely unknown, and no roll is needed.

Objects mentioned in *italic* are immoral or illegal and may result legal/ruling issues if questing after, or if used or possessed without proper cause. This often aligned due the danger these items may bring or possess. Professionals with a license are often exempted from this rule.

Material Spell Components:			
Component	where found	availability	price
Acid, strong	Alchemist / Engraver / Brickmaker / Printer / Stonecutter	Uncommon	10 sp / oz.
Acorn	Gathering / Druid / Herbalist	Common	5 cp / Lbs.
Adder stomach	Magishop / Magic - user / Druid	Scarce	50 sp
Alkaline salts	Alchemist / Physician / Gathering = arid soils -natural water	Scarce	50 sp / oz.
Alum	Alchemist / Barber / Dyer / Papermaker / Inkmaker / Printer / Perfumer / Physician / Veterinarian / Healer	Uncommon	10 sp / oz.
Amaryllis stalks	Botanist / Druid / Flowershop	Rare	20 sp
Animal hoof, powdered	Alchemist / Physician / Healer / Veterinarian / Stable	Uncommon	10 sp / oz.
Bark (from tree)	Carpenter / Druid / Lumbermill / Gathering	Common	1 cp / Lbs.
Bark chips	Carpenter / Druid / Lumbermill / Gathering	Common	1 cp / Lbs.
Bat fur / guano / hairs	Magishop / Gathering	Scarce	100 sp / oz.
Beeswax	Beekeeper / Bowyer / Fletcher / Foodstore / Farm	Everyday	1 cp / oz.
Belladonna lilies	Botanist / Druid / Flowershop	Rare	20 sp
<i>Belladonna venom</i>	Botanist / Druid / Flowershop	Very Rare	200 sp
Berries, edible, fresh	Druid / Foodstore / Gathering	Common	1 sp / Lbs.
Berries, edible, fresh, out of season;	Druid / Foodstore / Gathering	Rare	150 sp / Lbs.
Bitumen	Alchemist / Barrelmaker / Carpenter / Shipmaker. Obtained by distillation of coal / petroleum, occasionally found naturally	Uncommon	50 sp / oz.
<i>Blood, draconic</i>	Alchemist / Magic shop	Very Rare	5000 sp / oz.
<i>Blood, (demi) human (oid)</i>	Alchemist / Magic shop / Healer / Physician	<i>illegal</i> thus Rare	100 gp / oz.
<i>Blood, mammal</i>	alchemist / butcher / Veterinarian	Uncommon	10 sp / oz.
<i>Bone, powder / shards</i>	alchemist / Butcher / Veterinarian / Physician / Healer / Gravedigger	Common	10 sp / Lbs.
<i>Bone, undead</i>	Alchemist / Magic shop	Rare	500 sp
Branch, Broken by strong wind	Gathering	Everyday	free
Brass ear trumpet	Music instruments maker	Rare	150 sp
Brass dust	Armorer / Smith / Weaponmaker	Common	5 sp / oz.
Brazier	Candlemaker / Smith / Temple	Uncommon	250 sp
Bromine salts	Alchemist / Saltmaker Obtained from seawater so uncommon near oceans	Scarce Uncommon	50 sp / oz. 25 sp / oz.
Bull's horn (carved)	Carver / Stable / Farmer	Uncommon	10 sp
Burrs	Stable / Gathering	Everyday	1 cp / oz.
Carbon	Candlemaker / Papermaker / Inkmaker / Printer / Smith	Common	1 cp / oz.
Carp, live miniature	Baitshop / Fishmonger	Scarce	1 sp
Carrot, dried / powdered	Alchemist / Foodstore / Herbalist	Scarce	1 sp / oz.
Castor beans	Alchemist / Dyer / Perfumer / Physician / Healer / Veterinarian Native plant in tropical surroundings, so there:	Rare Common	100 sp / oz. 10 sp / oz.
Caterpillar cocoon	Druid / Silkmaker / Gathering	Uncommon	5 sp
Chalk	Quarry / Teacher / Schools / Universities	Common	1 sp / stick
Charcoal	Candlemaker / Papermaker / Inkmaker / Printer / Smith	Common	1 cp / oz.
Citric acid (lemon / lime juice)	Foodstore	Uncommon	10 sp / pint
Clay	Artist / Sculptor / Brickmaker / Potter	Common	10 sp / Lbs.
Coal	Brickmaker / Quarry / Smith / Foundry	Common	1 sp / Lbs
Cone, crystal / glass	Glassblower / Jeweler	Scarce	100 sp
Copperwire, fine	Smith / Trapper	Common	1 sp / ft
Corn extract	Alchemist / Food dealer / Herbalist	Common	2 sp / Lbs.
Cricket, live	Baitshop / Gathering	Uncommon	10 sp
Crystal	Glassblower / Jeweler / Gemcutter	Uncommon	10 - 100 sp
<i>Demon ichor (type 1)</i>	Alchemist / Magishop	Very Rare	5000 sp / oz.
<i>Demon ichor (type 2)</i>	Alchemist / Magishop	Very Rare	7500 sp / oz.
<i>Demon ichor (type 3)</i>	Alchemist / Magishop	Very Rare	10.000 sp / oz.
<i>Demon ichor (type 4)</i>	Alchemist / Magishop	Very Rare	15.000 sp / oz.
<i>Demon ichor (type 5)</i>	Alchemist / Magishop	Very Rare	30.000 sp / oz.
<i>Demon ichor (type 6)</i>	Alchemist / Magishop	Very Rare	60.000 sp / oz.
<i>Demon ichor (type 7)</i>	Alchemist / Magishop	Very Rare	120.000 sp / oz.
Dirt	Gathering	Everyday	free
Dirt, graveyard	Graveyard / Temple / Gravedigger / Undertaker	Common	10 sp / oz.
Down	Bowyer / Fletcher / Farm	Common	1sp / Lbs. (100 cn)
Dragon bones	Magic shop	Rare	5000 sp / set
Drum, Small	Musical instruments shop	Uncommon	100 sp
Dung, packaged	Stable	Everyday	10 sp / Lbs.
Dust	Gathering	Everyday	free

Spell Components

Component	where found	availability	price
Eagle eye	Alchemist / Magic shop	Rare	200 sp
Egg, rotten	Farm / Food dealer	Uncommon	free or 1cp
Eggshell	Farm / Food dealer	Common	1 cp
Elixir (of dried plums and oils from 5 - 8 castor beans)	Alchemist	Rare	500 sp / oz
Evergreen	Druid / Lumbermill	Common	1sp / Lbs
Eyelash, normal	Gathering	Everyday	free
Eyelash, Basilisk	Magic shop / Alchemist	Very Rare	1000 sp
Eyelash, Ki - rin	Magic shop / Alchemist	Very Rare	1000 sp
Eyelash, Ogre mage	Magic shop / Alchemist	Very Rare	1000 sp
Eyelash, other Spell using creature	Magic shop / Alchemist	Very Rare	1000 sp
Fan	Clothing store / Tailor	Common	10 - 60 sp
Feather, exotic	Clothing Store / Tailor	Scarce	100 - 200 sp
Feather, wing	Farm, Gathering / Tailor	Common	10 sp
Feather, white	Farm, Gathering / Tailor	Common	25 sp
Feather, owl	Farm, Gathering / Tailor	Uncommon	60 sp
Firefly live	Gathering	Uncommon	1 sp
Firefly, tail	Magic shop	Uncommon	5 sp
Fleece	Farm / Fuller / Tailor / Weaver	Common	10 sp / Lbs
Flesh, (Demi) (Human) (oid)	Alchemist / Magic shop / Physician / Gravedigger <i>Often illegal</i>	Rare	500 sp / bit
Flower petal	Gathering / Flowershop	Everyday (season)	free or 1cp
Fool's gold (Pyrite)	Alchemist / Geologist / Magic shop	Uncommon	50 sp / Lbs
Gauze	Physician / Weaver	Common	1 sp / yrd
Gold	Goldsmith / Jeweler / Moneylender <i>Price varies by craftsmanship</i>	Uncommon	1gp + / 1cn
Granite, dust or block	Masonry / Quarry	Common	1 sp / oz
Grasshopperhindlegs	Gathering / Magicshop	Uncommon	5 sp
Gum, Arabic(from acacia trees)	Alchemist / Bakery / Candy maker / Physician	Uncommon	20 sp / oz
Gut	Butcher / Musical instruments shop	Uncommon	10 sp /
Hair from Giant	Magic shop	Very rare	50 sp / bunch
Hairs from strong animal	Gathering / Stable	Common	1cp / bunch
Hawkeye	Alchemist / Hawker / Magicshop	Scarce	150 sp
Heart of a Hen	Butcher / Farm / Animal shop / Market	Uncommon	1 sp
Herbs, various	Alchemist / Herbalist / Market	Uncommon - rare	20 - 400 sp / oz
Herring scales, Powdered	Alchemist / Fishmonger / Herbalist / Market	Uncommon	20 sp / oz
Holly	Druid / Gathering	Common	5 sp / oz
Horn, carved	Carver / Stable	Uncommon	10 sp
Humus (compost heaps)	Farm	Common	1cp / Lbs
Ice	Varies by season and climate		1cp/pint or free
Incense	Candlemaker / Perfumer / Temple	Common	10 sp / stick
Iron, various shapes / sizes	Smith / Weaponmaker	Common	10 - 60 sp
Iron Pyrite	Alchemist / Magic shop	Uncommon	50 sp / Lbs
Jade circlet	Jeweler	Rare	50.000 sp
Lampblack	Candlemaker / Illuminator / Scribe / Painter / Paper - / Inkmaker	Common	3 cp / oz
Lard	Farm / Foodstore / Tavern	Common	2 cp / Lbs
Leaf	Gathering	Everyday	free
Leaf, Poison Ivy	Druid / Gathering	Common	1sp / plant
Leaf, Oak	Druid / Gathering	Common	1 sp / 1cn
Leaf, Sumac	Druid / Gathering	Common	1 sp / 1leaf
Leather loop	Leatherworker / Tailor	Common	1 - 6 sp
Leek, crushed	Foodstore / Tavern	Common	5 cp
Licorice root, shaving	Alchemist / Food Store / Herbalist / Physician / Tavern	Common	15 sp / oz
Lime, powdered or crushed	Alchemist / Quarry / Stonemason	Uncommon	10 sp / Lbs
Loam	Brickmaker / Farm / Foundry / Quarry / Smith	Common	10 sp / Lbs
Mandrake root	Alchemist / Herbalist / Physician / Gathering (special!!!)	Scarce	150 sp / root
Marigold	Druid / Flower shop / Gathering	Common	1 cp / plant
Memory moss	Druid / Flower shop / Gathering	Very rare	15 sp / cu. in
Mercury - Nitrate crystals	Alchemist / Physician	Rare	500 sp / oz.
Mercury (quicksilver)	Alchemist / Physician	Rare	250 sp / oz.
Metal, bar, rod or nail	Barrelmaker / Carpenter / Smith / Weaponmaker	common	1 - 6 cp
Mica	Mason / Quarry	Uncommon	10 sp / cu. in
Milk fat, solidified	Dairy / Foodstore	Common	5 sp / pint
Mithral Plate	Armorer / Jeweler / Weaponmaker / Smith	Rare	500 sp / cn
Moonseed plant	Druid / Flowershop / Herbalist	Scarce	50 sp / plant
Mud	Gathering	Everyday	free
Muslin	Druid / Market / Foodstore	Uncommon	2 sp / cu. in
Mushroom spores	Alchemist / Herbalist / Physician	Rare	500 sp / oz
Nettle leaves, crushed or dried	Alchemist / Druid / Herbalist / Physician	Uncommon	100 sp / plant
Nitre (saltpeter)	Stable / Quarry	Uncommon	10 sp / oz
Oak bark or leaves	Druid / Gathering	Common	1 sp / Lbs
Octopus tentacle (Giant)	Fishmonger	Rare	500 sp / tentacle
Oil refined from Hickory or Walnuts	Alchemist / Bakery	Uncommon	50 sp / flask
Ointment of oil, poppy dust and pink orchid essence	Alchemist / Herbalist	Rare	1500 sp / oz
Ointment of very rare Mushroom powder , saffron and fat	Alchemist / Herbalist	Very Rare	5000 sp / oz

Spell Components

Component	where found	availability	price
Paddle Wooden	Carpenter / Woodcarver	Common	1sp
Peas / split dry	Foodstore	Common	3 cp / Lbs
Phosphorus	Alchemist / Glassblower / Physician	Uncommon	50 sp / oz
Pine cone	Druid / Gathering	Common	1cp / cone
Pine tar	Alchemist / Carpenter / Painter / Physician	Common	5 sp / pint
Pineal gland from demi (human) oid	Alchemist / Magic shop / Physician	Rare	2500 sp / gland
Pins, silver	Jeweler / Silversmith	Uncommon	1sp / pin
Pitch	Carpenter / Painter / Physician	Common	5 sp / pint
Plant, green	Gathering	Everyday	free
Plums, dried	Foodstore	Common	2 cp / 12 plums
Pork rind	Butcher / Foodstore / Tavern	Common	5 cp / Lbs
Potion (super) heroism	Alchemist	Rare	5000 - 7000 sp
Prism, mineral	Glassblower / Jeweler	Uncommon	50 sp / prism
Quill	Papermaker / Inkmaker / Farm / Goosekeeper	Uncommon	5 cp / quill
Quicksilver	Alchemist / Physician	Rare	250 sp / oz
Quartz	Glassblower / Jeweler	Uncommon	10 - 60 sp
Rock Crystal	Glassblower / Jeweler	Uncommon	10 - 60 sp
Rams Horn	Farm	Uncommon	15 sp / horn
Reed	Gathering / Druid / Mill / Weaver	Common	1cp / Lbs
Resin, Ordinary	Alchemist / Musical Instruments Maker / Painter / Paper - / Inkmaker / Physician	Common	10 sp / oz
Resin, Camphor tree	Alchemist / Musical Instruments Maker / Painter / Paper - / Inkmaker / Physician	Uncommon	50 sp / oz
Rhubarb Leaf, powdered	Alchemist / Herbalist	Uncommon	5 sp / oz
Roc eye	Alchemist / Magic shop	Very Rare	5000 sp / eye
Rock	Gathering	Everyday	free
Rod of Amber	Glassblower / Jeweler	Uncommon	150 sp / rod
Rod of Crystal	Glassblower / Jeweler	Uncommon	150 sp / rod
Rod of Glass	Glassblower / Jeweler	Uncommon	150 sp / rod
Rose petals	Flower shop	Common	1 sp / rose
Saltpeter	Stable / Quarry	Uncommon	10 sp / oz.
Salt / Rock salt	Food store / Herbalist	Common	100 sp / Lbs
Sand, Fine / colored	Clockmaker / Gathering	Uncommon	10 sp / Lbs
Seashell	Fishmonger / Gathering / Jeweler	Common	1 - 100 sp / shell
Sesame seeds	Herbalist / Bakery	Uncommon	20 sp / Lbs
Shamrock leaf	Druid / Gathering	Uncommon	5 sp / leaf
Smoky Quartz	Glassblower / Jeweler	Uncommon	10 - 60 sp
Silver	Jeweler / Silversmith	Common	varies 1sp + / 1cn
Sinew from strong animal	Alchemist / Butcher	Uncommon	10 sp / sinew
Skunk Cabbage leaves	Druid / Gathering	Uncommon	10 sp /
Slug (Giant) digestive juice	Alchemist	Rare	500 sp / flask
Smoke	Any fire source (oak smoke ; meat smoker)	Everyday	free
Snake Scales	Alchemist / Magic shop / Animal shop / Monster Handler	Scarce	60 sp
Snake Tongue	Alchemist / Magic shop / Animal shop / Monster Handler	Scarce	100 sp
Snake Skin	Alchemist / Magic shop / Animal shop / Monster Handler	Scarce	120 sp
Snow	Varies (Gathering in season and climate)	varies	free - 100 sp (magic)
Soot	Candlemaker / Illuminator / Scribe / Painter / Paper - / Inkmaker	Common	3 cp / oz
Spectre, Essence of	Alchemist / Magic shop	Very Rare	7500 sp / oz
Spider, live	Gathering / Magic shop	Uncommon	10 sp
Spiderweb	Gathering / Magic shop	Everyday	1cp / web
Squid (Giant) Tentacle	Fishmonger	Rare	500 sp / tentacle
Squid secretion	Alchemist	Rare	500 sp / flask
Stalactites	Gathering / Magic shop	Scarce	50 sp each
Steel	Smith / Foundry	Uncommon	100 - 600 sp / sq. Yrd
Stone, Small	Gathering	Everyday	free
Stone Square chip	Masonry / Stone cutter / Quarry / Sculptor	Common	1 cp / chip
Straw	Farm / Stable / Farm / Matrassmaker	Common	5 sp / bale (200 cn)
String, Piece	Clothing store / any Craftstore / Tailor / weaver	Everyday	1 cp / yrd
Stylus	Engraver / Papermaker / Inkmaker / Scribe / Illuminator	Uncommon	10 sp
Sundial, Miniature	Clockmaker	Uncommon	250 sp
Sulphur	Alchemist / Physician	Uncommon	10 sp / oz.
Sumac	Druid / Gathering,	Uncommon	10 sp / oz.
Sweat from running Demi (human) oid	Magicshop	Very Rare	50 sp / oz
Talc	Alchemist / Beautysshop	Uncommon	10 sp / oz.
Tallow	Candlemaker	Common	1 cp / Lbs
Tea, herb	Herbalist	Uncommon	10 - 60 sp / Lbs
Thread	Clothingstore / Tailor	Common	1 sp / spool
Thongs, Miniature	Toolmaker / Clockmaker	Scarce	1500 sp / set
Thorns	Druid / Gathering	Common	1 sp / Lbs
Tort, minute	Bakery	Common	3 sp each
Tortoise / Turtle shell	Fishmonger / Jeweler	Common	3 sp each
Treacle	Alchemist / Foodstore / Physician / Tavern / Inn	Common	5 sp / pint
Twigs	Gathering	Everyday	free
Umber hulk blood	Alchemist	Very Rare	7500 sp / flask
Vampire Dust	Alchemist / Magic shop	Very Rare	10.000 sp / oz
Vermillion	Alchemist / Dyer / Papermaker / Inkmaker	Uncommon	100 sp / oz

Spell Components

Component	where found	availability	price
Water	Gathering	Everyday	free
Whitewash	Painter	Common	1sp / Lbs
Willow or other flexible wood	Carpenter / Druid / Gathering / Lumberyard	Common	1cp / yrd
Wood, Small piece	Gathering	Everyday	free
Wool, unwoven	Farm / Fuller / Tailor / Weaver	Common	1cp / oz.
Wool, woven	Farm / Fuller / Tailor / Weaver	Common	1 - 20 sp / yrd
Wychwood	Druid	Uncommon	50 sp / piece
Yellow tinted glass, crystal or mica	Glassblower / Jeweler	Uncommon	10 - 60 sp

Average Gem/Ores List

Gems are normally 1 or 2 cn. Some smaller ones or powdered gems, metals or ores are measured in 1 oz = 28 grams = roughly 0.5 cn. The Bleu star has unknown magical properties, Urthelis does have some effect on Time. Initiative in the use magical items, constructed with this mineral, is increased by 25%. Mnemonic mineral has some positive effects on magic use, but greater negative effects on the long run. (See Almanac 1011 and 1012 AC).

				Metals and Ores	
Amber, Whole	1000 sp	Jasper	500 sp	Ash, Volcanic	1 sp
Amber, Powdered	410 sp	Jet	1000 sp	Bitumen	5 cp
Amber, Rod	250 sp	Lapis Lazuli	100 sp	Carbon	5 cp
Alexandrite	1000 sp	Malachite	100 sp	Cinnabryl, per ounce	10 sp
Amethyst	1000 sp	Moonstone	500 sp	Clay, per Lbs.	1 cp
Aquamarine	5000 sp	Moss agate	100 sp	Coral	1000 sp
Azurite	100 sp	Obsidian	100 sp	Glass, Opaque	8 sp
Banded Agate	100 sp	Onyx	500 sp	Glass sheet	20 sp
Black Opal	10.000 sp	Opal	10.000 sp	Glass, Rod	10 sp
Black Sapphire	50.000 sp	Oriental Amethyst	10.000 sp	Gold, Dust	10 sp
Bloodstone	500 sp	Oriental Emerald	50.000 sp	Gold, Sheet	200 sp
Blue Quartz	100 sp	Oriental Topaz	10.000 sp	Granite, Black	20 sp
Blue Star from the Great Crater Glantri Has certain magical properties	50.000 sp / oz	Pearl	1000 - 5000 sp	Granite, Dust	1 cp
		Peridot	5000 sp	Mnemonic Mineral	
Carnelian	500 sp	Rhodochrosite	100 sp	Platinum Sheet	300 sp
Chalcedony	500 sp	Rock Crystal	500 sp	Red Steel, per ounce	2 sp
Chrysoberyl	1000 sp	Ruby	50.000 sp	Silver, Powdered	50 sp
Chrysoprase	500 sp	Ruby, Powdered	600 sp	Silver, Sheet	150 sp
Citrine	500 sp	Sapphire	1000 sp	Urthellis "Craterdust"	50.000 sp / oz
Crystal Rod	30 sp	Sardonyx	500 sp	From the Great Crater Glantri If used in Enchanting; -25% initiative in use magic item	
Diamond	50.000 sp	Smokey Quartz	500 sp	Zinc	8 sp
Diamond, Dust	1000 sp	Spinel	1000 - 5000 sp		
Emerald	50.000 sp	Star Rose Quartz	500 sp		
Emerald , Powdered	600 sp	Star Ruby	50.000 sp		
Eye agate	100 sp	Star Sapphire	50.000 sp		
Fire Opal	10.000 sp	Tiger eye	100 sp		
Garnet	1000 - 5000 sp	Topaz	5000 sp		
Hematite	100 sp	Tourmaline	1000 sp		
Jacinth	50.000 sp	Turquoise	100 sp		
Jade	100 sp	Zircon	500 sp		



Magic Costs (examples)

Typical Material Enchantment Costs

Magical Item	info	Cost in gp	Minimal Time needed
Scroll; Charm Person	3 spells	1040	9 days
Dagger	+1	1050	9 days
20 Arrows	+1	2000	9 days
Potion; Invisibility	3 doses	2140	10 days
Leather Armor	+1	3000	11 days
Shield	+1	3000	11 days
Sword	+1	3000	11 days
Long Bow	+1	4500	12days
Chain Mail	+1	5340	13 days
Wand; Fire Balls	20 charges, Rechargeable	9000	16 days
Plate Mail	+1	10000	17 days
Rope; Climbing	50'	12000	19 days
Crystal Ball	normal	20000	27 days
War Hammer	+5 of Flying	24.250	32 days
Ring; Teleportation	1x	30.000	37 days
Lance	+3 of Speed	45.000	45 days
Staff; Wizardry	normal	156.000	164 days

Time used in enchanting is not included. Most magic items require extremely rare materials before beginning enchanting. Travelers should be aware that many communities place restrictions on activities involving enchanting, buying, or selling magical items. A number of cities are known to forbid spellcasting, enchantment attempts, and magical experimentation of any kind within their jurisdiction. In Glantri, for instance, Spellcasters must obtain a license detailing the spells they know in order to cast spells (even privately). Casting spells in exchange for services or money requires a separate license. Unauthorized spellcasting is punishable by "nullifying" the Spellcaster, this means barring him from any access to magic, thus disabling the usage of items, casting of spells, etc.

Check with the local authorities before engaging in any activities involving magic! Alphatia and Glantri are the only areas crawling with magic users of all kind and interests and as thus more is accepted there. Rockhome and Ylaruam, however, are very biased to magic and a load of restrictions and laws do apply.

Typical Costs for Rare Materials in Glantri

Glantrian Licenses

The greatest national headache in Glantri is the Glantrian Bureaucracy. The amount of scrollwork in Glantri is frightening. Everything must be legally approved and licensed by the nation's magistrates. Licenses are sold at the House of Ministers for 1 to 100 ducat (gp) per year, depending on the importance of the requested activity. You can only get a license with a plausible reason. You must explain why you need the license and under which conditions you expect to use it. The official in charge of licenses is quite paranoid; he may use magic to check the applicant's intentions. If you are caught telling stories, you may never get your license and probably will earn the visit of the constables later on. Punishments for being caught are reflected upon the crime. Example; invisibility without license is 1 year wearing a cloak that can't turn invisible.

The official will register your name, current address and personal description and the full list of spells you know.

If they don't have a license for something you want, they'll invent one on the spot, just for you!

The whole idea of the licenses is control, to know who can do what and why. In a land of magic, this is one thing they do to keep on top of the situation.

These are but a few weapons in the bureaucratic arsenal. Inappropriate use of a license can get you in real trouble, the least what they can do is the suspension of the license for a number of months. Always carry your licenses on your person. If you are requested to show your licenses and don't have them, you are immediately considered guilty. Watch out for thieves; stolen licenses are worth gold on the black market. Also beware of inquisitive eyes over your shoulder. There is a bounty for identifying unlicensed users at the House of Ministers, or those who did not report their Utterance Right. Some infamous citizens make a (licensed) living ff these bounties.

Mistakes on this scrollwork happen and as thus you must comply.

Item	information	Cost	enc.
Black Pudding	A live Slice in jar	12,500 sp	150
Cockatrice Feather		150 sp	5
Dragon Fang or Claw	Any Color	520 sp	25 -125
Unidentified eggs	12	147,500 sp	120
Ghoul, Tongue	Dried	120 sp	15
Haunt's Ectoplasmic Net	Intact	25,000 sp	1500
Kryst Spike	one	8000 sp	50
Werewolf Saliva	1 vial	100 sp	10
Lycanthrope Saliva	1 vial	1000 sp	10
Purple Worm Slime	1 gallon	2700 sp	150
Shrieker	Live	350 sp	1500
Sporacle Tentacle		1500 sp	200
Unicorn Horn		2000 sp	20

License	Yearly Cost
Serving in a Tavern	1 gp
Serving alcoholic beverages	1 gp
Serving magical brews	5 gp
Being a non-human entity legally allowed to reside in Glantri City	1 gp/HD
Turn invisible at will	3 gp
Private spellcasting	10 gp/lvl spell cumulative
One license is sufficient for all the mage's spells, but a list of all his spells must appear on the license. This license must be approved by the Great School of Magic's High Secretary to whom the license will be forwarded.	
Arcane business	20 gp/lvl spell or spell effect
Each spell intended to be used on a regular basis in exchange for services or money must be licensed separately.	
Magical Detection	20 gp
Professional Fireball casting	120 gp
Mundane business, for activities generating less than 5 gp/day	1 gp
Mundane business, for activities generating 5 to 100 gp/day	5 gp
Mundane business, for activities generating 100 gp/day or more	20 gp
Each activity (with its usual time and place) is licensed separately	
Bearing weapons of less than 15 inch	1 gp
Bearing Weapons of greater size	10 gp
Bearing Blunt weapons	5 gp
Gents and nobles do not need these licenses, otherwise they are only granted if a licensed spellcaster vouches for the applicant.	
Wearing Shields and Helmets	5 gp
Wearing Leather armor	10 gp
Wearing metal armor	20 gp
Licenses can only be granted if a licensed Spellcaster vouches for the applicant.	
Speaking in Public (in the presence of 10 or more people in such a way that they all can hear	50 gp
This license is needed for scholars, magistrates, entertainers, army officers, merchants, parliament spokesmen, and representatives dealing with large audiences. Lisatening does not require a license.	
Hazardous magic in Urban areas (Phantasmal Force and other illusions, Fireball and fire related spells, Lightning bolt, confusion, Wall of Fire and other obstacles, cloudkill and other clouds, Conjure Elemental, death spell, move earth, weather control, mass invisibility, reverse gravity, symbol, gate, meteor swarm, mass charm, and wish with greater harmful effects. Lower water and other aquas magic in Glantri city.	100 gp/spell



Hedge-Wizard, Druid or Herbalist Stuff

Item	Application	Save	Expiration	Hedge Price	Enc
Allergy Suppressant	Vapor	none	Temp. 20C+ or 2 mnths	15/sp	100
Babble Juice	Drink	negates	3 moons (Poison AA)	250/gp	20
Blood Bond	Poultice	none	5 years	75/gp	20
Blood Stop (Clotter)	Vapor	none	5 years	75/gp	10
Brainflight	Smoke	none	1 moon/moisture	450/gp	25
Brave the Wave	Ointment	none	Temp. change 25C+ / any dirt/moist/creature	50/gp	10
Breath Cleanser	Potion	none	open air 4hr+	5/sp	10
Burnsalve 1	Ointment	none	1 moon or any dirt	25/sp	10
Burnsalve 2	Ointment	none	1 moon or any dirt	5/gp	10
Burnsalve 3	Ointment	none	1 moon or any dirt	10/gp	10
Crawlbane	Ointment	none	1 moon	15/gp	10
Crazy Sugar	Food	none	1 week	4/sp	2/clumb
Darkweed	Ointment	negates	1 year	5/gp	10
Deathmook	Tea	negates	1st full moon	150/gp	10
Delousing Powder	Powder	none	1 year or moisture or open air 8 Hr+	75/sp	100
Dog Repellant	Poultice	none	1 moon	20/gp	10
Fiend-Flower	bitter Tea	negates	1 moon	75/gp	10
Fire (-Proofing) Gel	grainy Ointment	none	1 week	15/gp	50
Fish Summoner	Food	none	1 day	2/gp	100
Foot Powder	Powder	none	1 week	25/gp	50
Ghost Root	Luminous Vapor	negates	1 moon	15/gp	100
Glow Water	Potion	none	spoilage	25/sp	10
Hushthorn	Tea	negates	2d4 week	15/sp	10
Hair Restorer	Ointment	none	1 moon	15/gp	10
Hair Destroyer	Ointment	none	1 moon	35/sp	10
Hangover Remedy	Tea	none	1 day (only Fresh)	1/gp	10
Healing Poultice 1	Poultice	none	1 moon	25/sp	10
Healing Poultice 1a	Poultice	none	1 moon	5/gp	10
Healing Poultice 2	Poultice	none	1 moon	10/gp	10
Healing Poultice 2a	Poultice	none	1 moon	20/gp	10
Healing Poultice 3	Poultice	none	1 moon	40/gp	10
Healing Poultice 3a	Poultice	none	1 moon	80/gp	10
Height Fixer	Potion	none	1 moon	150/gp	10
Invisible Trail	Powder	none	1 moon	500/gp	35/jar/6 miles
Itching Powder	Rough Powder	none	1d4 years or sown	1/gp	10
Ivy Ointment	Ointment	none	1 week	5/gp	10
Leeches	Poultice	none	alive and wet (1 week in open jar)	1/gp	25
Lively Hood	Creamy Ointment	none	1 week or sunlight	25/gp	10
Love Potion (Temp.)	Potion	none	1 century or until shacken (no Bubbles may exist in the fluid)	65+/gp	10
Love Potion (Perm.)	Potion	none	1 century or until shacken (no Bubbles may exist in the fluid)	1650+/gp	10
Maidenweed	Drink	none	1 moon	2/gp	20
Mermaid's Breath	Potion	none	1 year in dark bottle	200/gp	10
Monthly Rest	Poultice+Bandages+Potion	none	1 year	2/gp	210/wk 10/usage
Nervetonic	Potion	none	1 year	6/gp	10
Nevermind	Tea	negates	1 week	15/gp	10
Nullscent	Vapor	none	mixing with water and/or alcohol and boiled	40/gp	100
Numbing Salve	Ointment	none	3d8 weeks	45/sp	10
Plague Toad	Living Ointment	none	as long as kept alive	25/sp	10
Plant Grower	Liquid	none	1 year dry/1d6 day else	10/gp/100yrd2	10,000/100yrd2
Purgative	Drink	none	1 year	5/sp	20
Rabbit Onions	Plant	none	1 d4 year dry/1d4 week else	2/gp	50/sack of 10
Skunk Drops	Perfume	none	2 moons if kept close	25/gp	10
Sleeping Draught	Drink	negates	3d4 weeks	20/gp	20
Smelling Salts	Perfume	none	1 year	75/sp	10
Snakesalve	Poultice	none	1 week	15/sp	10
Springberry	Tea	negates	any seasonal change	15/sp	10
Stomach Relaxant	Potion	negates	1 moon	20/gp	10
Stamina Draught	Tea	none	1d12 Hr (fresh only)	35/gp	10
Tomato-Vinegar	Bath	none	1d4 moons	30/gp	350
Wart Frog	Living Poultice	none	as long as kept alive	5/gp	10
Whiskerbane	Ointment	none	1 year	15/sp	10
Wintersalve	Ointment	none	any Temp. 20C+ or 2 mnths	15/sp	10
XYZ Balm	Ointment	none	1 year	55/gp	10

Allergy Suppressant

This vapor, when inhaled it will suppress any allergic reaction of the imbiber for 20+1d4 hours.

Babble Juice

This juice, when drunk makes the imbiber speak what comes to mind, he can't lie, but will speak truthfully yet unclear, when saved he will notice nothing special. This lasts 6+1d6 Turns. poison AA when expired.

Blood Bond

Extra component is 1 drop of spittle of the searched family link.

This special potion is drunk by unknown recipient and family member to see if a family tie exists through the blood lines. One finger or toe will turn blue for each 10% the target is related to the other drinker (this color disappears after any alcoholic beverage drunk by either user). Odour and Tasteless.

Blood Stop(Clotter)

This poultice will stop the bleeding of any wound of any mammal applied upon. Instant effect, but exertion can reopen the wound.

Brainflight

Generic fantasy hallucinogen, highly addictive, causes wildly erratic behaviour in frequent users, character very slowly becomes egocentric, and becomes Chaotic as if under alcoholic influence, even when not under influence of this item.

Brave the Wave

This potion must be applied drops wise behind the ears, and will remove any signs of seasickness. There are 25 uses per potion.

Crawlbane

This ointment strongly repels insects. Anyone covered head to toe in it remains unaffected by normal insects, even those summoned by spells such as Creeping Doom and Insect Plague. Giant insects still may attack the character, but do so at a -3 penalty, due to their revulsion. This lasts 6+1d6 Turns.

Crazy Sugar

This clump of sugar is used as a prank, the small insect inside will float free in the drink. Never are live or deadly insects used, for this will immediately target the creator.

Darkweed

A character that smears this ointment over both eyes becomes blind within 2 rounds. However, the character can see invisible, astral, ethereal, or illusory objects as if they were real and fully visible. This lasts 6+1d6 Turns. The Save if applicable must be vs. Spells, success results in blindness without the desired effect.

Deathmock

Deathmock causes drinkers to fall into a cataleptic trance; displaying muscle rigidity and don't appear to breathe or have a heartbeat. While injuries cause them little bleeding, they otherwise suffer normal damage. They sleep for 2d4 days, during which Time they need no food or water. They need only 1/20th the air they normally do and survive freezing temperature of up to -25° Fahrenheit. The applicable saving must be vs. poison.

Delousing Powder

This powder, if applied on the whole body, will kill 50+2d20% of all lice, fleas, ticks, bugs etc. from the patient or the items (like bed linen, clothing) covered with. 100cn is enough for 1 person, its clothing and sleeping place.

Dog Repellant

This poultice if kept on the sweat glands of the patient (ex. Armpits), will ward off Dogs, Wolves, Dire wolves, Gnolls, Lupins. And Wights and Ghouls at a 10% chance, Lycanthropes are immune. It functions for a day in warm or a week in cold areas, normally 48 hrs, and creates by scent a powerful fear of imminent death to Canines, and flesh eating Undead.

Fiend-flower

Characters that drink this bitter tea see horrifying visions that drive them temporarily mad. After 1d20 turns, drinkers are 2d6 minutes enraged, violent, and homicidal. Afterward, drinkers can't recall what happened during the episode, which recurs once per day (at irregular intervals) for the next 2d4 days. A Neutralize Poison spell ends Fiend-flower's effects. It is said that the tea enables the drinker to view the Plane or Dimension of Nightmares. It has use as a curse or as a quest of the mind. The applicable save is vs. spells, to negate the effects after 1d3 rounds.

Fire(proofing) Gel

This grainy ointment gives a +6 to saves vs. normal fire, and thus reduces fire damage. 1 ointment covers 3yrd^{sq} roughly a human-sized person. 50cn.

Fish Summoner

This minute balls of food will attract fish in a 50' area if thrown in water, on land insects and felines will be lured to it in the same radius. The actual preparation takes only 1 hour but bit must dry at least 20 hours before it can be used. 100cn.

Foot Powder

This powder powdered on feet or hands keep them dry and thus preventing bad smells and diseases and afflictions for the hand or feet. Shoes or gloves must be used to prevent losing the powder. 50cn

Ghost-root

The luminous vapors repel Undead. Any Undead approaching must save vs. spell. Failure prevents them from approaching within 10' of the steaming brew, else they're immune to the brew for the rest of the day. The vapors last for one turn. The applicable save is vs. spells.

Glow Water

This sealed potion glows 5' in the dark, and is often used as a bed light for unresty children. Poison BB if drunk.

Hushthorn

This tea causes drinkers to fall into a deep, natural sleep, from which they can't be awakened for 2d10+13 hours, unless by magic. Those finally awakened will feel as if they slept a normal Time period, and are refreshed as if they slept normally. The applicable save is vs. poison.

Hair Restorer

This Ointment, if applied twice a day for at least a month will restore lost hair. There is always enough for one whole treatment of a human-sized head.

Hair Destroyer

Destroys all hair growing on applied surface, 10% chance permanently.

Hangover Remedy

Must be used fresh. This tea causes drinkers to fall into a natural sleep, which removes the after-effects of Alcohol after 1d4 hours. It does not remove any active alcohol points, only the after effects.

Healing Poultice 1

This Poultice, if applied, to a wound will double normal healing rate for 1 day. As thus it will close an open wound with continuous blood loss of no more than 1 hp/round, until exerted or strained.

Healing Poultice 1a

This Poultice, if applied, to a wound will double normal healing rate for 1 day. And overcomes problems with magic resistant wounds like Mummy-Rot. As thus it will close an open wound with continuous blood loss of no more than 1 hp/round, until exerted or strained.

Healing Poultice 2

This Poultice, if applied, to a wound will triple normal healing rate for 1 day. As thus it will close an open wound with continuous blood loss of no more than 2 hp/round, until exerted or strained.

Healing Poultice 2a

This Poultice, if applied, to a wound will triple normal healing rate for 1 day. And overcomes problems with magic resistant wounds like Mummy-Rot. As thus it will close an open wound with continuous blood loss of no more than 2 hp/round, until exerted or strained.

Healing Poultice 3

This Poultice, if applied, to a wound will quadruples normal healing rate for 1 day. As thus it will close an open wound with continuous blood loss of no more than 3 hp/round, until exerted or strained.

Healing Poultice 3a

This Poultice, if applied, to a wound will quadruples normal healing rate for 1 day, and overcomes problems with magic resistant wounds like Mummy-Rot. As thus it will close an open wound with continuous blood loss of no more than 3 hp/round, until exerted or strained.

Height Fixer

This Potion, will make the imbiber view all heights to only 10% of the real height (a sort of illusionary far sightedness). The Druid/Hedge Wizard must use several enchantments to create this effect over the liquid.

Invisible Trail

This Powder (visible while free in air or in the containing jar) makes a trail of dust particles, that slowly fall from the target's clothing and shoes the powder was applied upon. can be seen by Detect Magic as alteration magic or by Detect Invisible as pink-red glowing tiny stars. Usable for 6 miles trail/ application (use more for greater distances), active for 1d4 days (8 if applied under a full moon). The Druid also casts Hide the Path on the powder. 35cn/jar

Itching Powder

This Powder causes an irritating itching rash that can be washed off easily. While under influence reaction are handicapped by the itch and initiative is penalized by 2. If sown in spring wild roses will start to grow there, 3 month later, blooming 3 years later.

Ivy Ointment

This ointment removes and even presents the awful effects of Poison Ivy, Nettles or other aggressive plant or animal skin affecting juices (including Lion's Paw, jellyfish and even Ant bites).

Leeches

This Poultice, consist of 10 living Leeches which by sucking blood are able to help in many curing methods. They also clean infected wounds and remove the chance of infection.

Lively Hood

This cream, used only by males (often mature age with some kind of stature, or lower age with insecure feelings and emotions) if applied on the male genital will make it functional again, if by age or disease the glands don't function anymore. It also removes fear (of premature function or failure) partially.

Love Potion

The herbs needed must be collected in the 4 different seasons and preserved until used (either by drying, freezing, magic, powder) but no remnants of this preservation may remain on the plant at the moment prior the preparation!! Preparation Time is 1 complete lunar cycle (28 days) for the permanent version.

This Quicksilver Potion makes the imbiber more favorable inclined towards the opposite sex. Comeliness +2. The Extremely Rare Permanent variations of this potion can only be made by of Hedge wizard or Druid of at least 15th level and a skill of 16 or better. Often the prices are raised tremendously, to prevent misusage of the potion.

Maiden weed

This drink prevents pregnancies for 75% (declining by 1% /per day after last use) if drunk. This percentage will never be higher than 75%, no Matter how often or much the drink is taken. It is poison BB for male creatures except reptilians.

Mermaid's Breath

This Elixir, (which must be recharged by every full moon, and further kept from light in a dark bottle until usage) if used within 2 to 4 rounds after drowning, will cause the patient to Save vs. Death Ray and restart breathing unless the save was failed. This potion is found on nearly every ship, harbor or any seagoing vessel or near water villages.

Monthly Rest

This Poultice/Bandages/painkilling potion will relax and help for menstruation period for 1 week (3 bandages / poultices / daily). Many religions prohibit the use of this medicine but most Druids say; "Why suffer when even nature provides that it can be prevented".

Nervetonic

This Potion will calm a character, but doesn't bring it to sleep, although sleeping is made easier, and more relaxing.

Nevermind

Characters develop amnesia one minute after drinking this tea, permanently forgetting all events since their last sleep. The applicable save is vs. spells.

Nullscent

This vapor can be only applied in a sweatthut, and on naked persons. It will remove the personal scent of the person for a week. Clothing must be washed separately. Creatures with a smell ability will be unable to smell the person for 4 days, then at 10%, the next day 30%, the following day 70% and the next day the vapor will have lost its use. The last also happens if the person is wholly or partially dipped in water or washed.

Numbing Salve

This ointment will numb a characters skin, making the feeling as if gone for 2d6 hours, good for operations/heavy pain. Sometimes used prior to getting many pain, this is very risky since the wounds will still apply but a character will not notice them anymore.

Plague Toad

This living ointment, especially prepared will be placed on black or brown plague buboes, where it will explode. If so the patient chance of dying by plague affliction will be known by 50%.

Plant Grower

This Liquid, is not for living creatures, it is used as compost instead. Poison DD if taken orally else poison AA. This liquid if used repeated weekly on the same patch of ground will increase the growth rate and size of all plants by 1d10 x10%. It is produced in multiple gallon quantities from forest leaves, weeds and such. This will slowly deprive the forest of many nutrients. A Druid will insist that excess material will be made in Plant Grower also but for use for the forest.

Purgative

This drink will be used as a laxative, making internal parasites drowsy, and so improving their expel by 50%.

Rabbit Onions

These plants if planted around the field to be protected will prevent all rodents (Rabbits, Hare, Mice, Rats, Giant Rats, Lemmings, Squirrels, Wererats, Beavers, Greater Wererats, etc. Mumbuga's are allowed a save vs. poison as are greater Wererats of 5th level or higher) from entering the area as long as the onions are uncut, alive and do not flower. They have to be planted in 2 rows of 10 onion each yard in spring to be effective. 50cn/sack 10 onions

Skunk Drops

This perfume is taken from the scent-spray glands of living normal or giant Skunks or even Ferrets.(in the last case strongly prepared (Time x2). Druid and sprayer will always get scented fingers unless protected with gloves.

Sleeping Draught

This drink will make it easier for the patient to fall asleep (save vs. poison +2 or sleep for 6+1d4 hours). Strong taste and smell, can't be used secretive.

Smelling Salts

This perfume will revive an unconscious character by smell alone; it has literally hundreds of uses. Except if kept open for a long period.

Snakesalve

If applied to a living snake-bite victim, this poultice neutralizes the poison, but it needs the poison of the same species of snake species as the patient was bitten by.

Springberry

If any seasonal change is applied to the open brew it will be ruined (frost in spring will ruin the brew). Within 1 hour after drinking, characters fall in love with the 1st person they see the face. The drinkers, while not charmed, act besotted and devote all efforts to wooing their love, for 2d4 days unless a player rolled a 20 on the save; in that case they are permanent. The applicable save is vs. poison.

Stomach Relaxant

This potion relaxes stomach pains, cramps and stops diarrhea, it also has 25% chance to kill internal parasites.

Stamina Draught

This tee will improve abilities, a character will be able to run 10% as hard and long or as 20% as hard or 20% as long, for 2d6 turns.

Tomato-Vinegar

This produce must be used to bath in. it will remove all stains or scents (especially those of ferret or skunk) if bathed warmly for at least 1 hour. The patient will smell like tomatoes and vinegar instead for 4d10 hours.

Wart Frog

This tiny living frog will function as a poultice when placed on warts. Due to its rough treatment is has a 5% chance to die each use, but it will remove a wart 50% chance after 4 days of treatment (twice a day apply the frog on the wart for 1 turn at least).

Whiskerbane

This ointment if applied, will stop the growth of ear hair and nose hair (whiskers) for 1 week. It is prohibited to own this ointment in Renardy and Bellayne.

Wintersalve

This ointment, when smeared over exposed body parts, provides the same protection against cold that a heavy fur coat would, but without the encumbrance. Combined with winter clothing, it allows for survival below zero and gives a +1 bonus to saves against cold-based attacks. This lasts 6+1d6 Turns.

XYZ-Balm

This ointment can be used against skin burns, scrapes, poison ivy, skin poisons, minor burn wounds. It is semi-magical as it requires pure water run along a Unicorn's Hörn. It doesn't cure poison or burns outright, but speeds the bodies own recovery by 150% until healed. Used per set of wound. Very rare, only 5% chance available and at most 1d6 each month for resale only. The ointment can be used for about 10 square feet of skin surface in total.

Application: How to apply the brew: either as a tea, ointment, poultice, meal or vapor.

Oral taken;

A *Tea* consists of a mix of broken or crushed dried herbs infused into water.

The herbal teas function 1+1d10 year in absolute dry form.

10cn.

A *Meal* is a mixture of components that must be eaten to be effective.

A *Meal*, functions 1 to 7 days in fresh form, or a month dried, canned, week-stored, Planar (Bag Holding) stored or salted, 100cn+

A *Drink* is a mixture of components that must be drunk to be effective.

A *Drink* functions 1 to 21 day in fresh form, or more if sealed or alcoholic based

20cn

Corporeal taken;

10cn

An *Ointment* is a brew mixed with lard, beeswax, lanolin, or another similar base and rubbed onto skin.

Applying a powder takes 2 rounds

A *Poultice* consists of a damp herbal bandaged applied onto a wound or area of skin.

The contents of the poultice soaks into the skin gradually.

Applying a poultice takes 4 rounds; it can be applied only to an unresisting or grappled subject.

10cn

A *Powder*, a mixture intended to be powdered on the patient's affected areas.

The ingredients must be kept absolutely dry to prevent instant spoilage.

Applying a powder takes 2 rounds

10cn

Nasal taken;

A *Vapor*, a mixture intended to be inhaled, usually affects an area.

The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam.

Administration requires two Turns and a source of hot water.

100cn

A *Smoke*, a mixture intended to be inhaled, usually affects a person and its direct area (10').

The dry ingredients must be burned in a pipe so the smoke can be inhaled.

Administration requires 2d20 rounds and a source of fire.

25cn

A *Perfume*, a special, often expensive liquid, giving of a powerful scent.

Must be sprayed on the target to have a more continuous effect.

It will also effect those nearby 10' for 50% chance and smelling creatures are always able to track the patient. 10cn

Expiration: How long the brew is usable with the same effect. When double this Time has passed the brew becomes mildly poisonous, causing cramps on intake, halving Constitution for 10+1d10 days or until cured, or rash when applied externally, reducing Dexterity by 1/3 for 10+1d10 days or until cured. If it has any other effect it will be written here. When this Time is passed or the brew is under influence of the mentioned condition it will thus be spoiled.

Hedge Price: The average price a hedge wizard or Druid in need will sell this, a Druid will also accept items or deeds of approximately the same value, if he is in need of such material or deed.

Save What kind of save, if any, to resist the brew's effects. Most saves are vs. poison even if a brew is not actually deadly.

Spoiled Brews

A spoiled brew can be dangerous, mostly (0-80%) will give no more than a temporary case of congestion, indigestion, diarrhea, or similar irritating but non-deadly or non-permanent disabling effect for 1 day to several weeks (1d10, 1d20, or 1d30).

But the other (81-95%) will become dangerous to lethal, they could permanently disfigure skin if they are ointments or bandages, or behave like a poison instead of the healing effect. The strength of these poisons will range from AA to FF (guideline 1d100= AA 0-40%, BB 41-65%, CC 66-80%, DD 81-90%, EE 91-97%, FF 98-99%).

The last (95-100%) will give a reverse effect or make the condition used against more permanent. This could mean an itch becomes worse, an ailment increases, or lice reproduce in rapid succession.

If depicted in blue it has an overall healing application in usage. All other application uses are black colored text.

Tobias's Treat-All

Herbal Remedy

Has been found to be thoroughly efficacious
in treating the following complaints:

Abscesses	Dysentery	Measles
Blood Poisoning	Dyspepsia	Skin Diseases
Catarrh	Ear Diseases	Throat Diseases
Croup	Gastric Diseases	Torpid Liver
Cuts	Indigestion	Wounds

When properly administered according to directions, *Tobias's Treat-All* provides immediate relief from these and other disorders.

Tobias's Treat-All Should Be Kept Handy In Every Household

Purchase an 8-ounce Bottle for 1 gold Sun or Royal

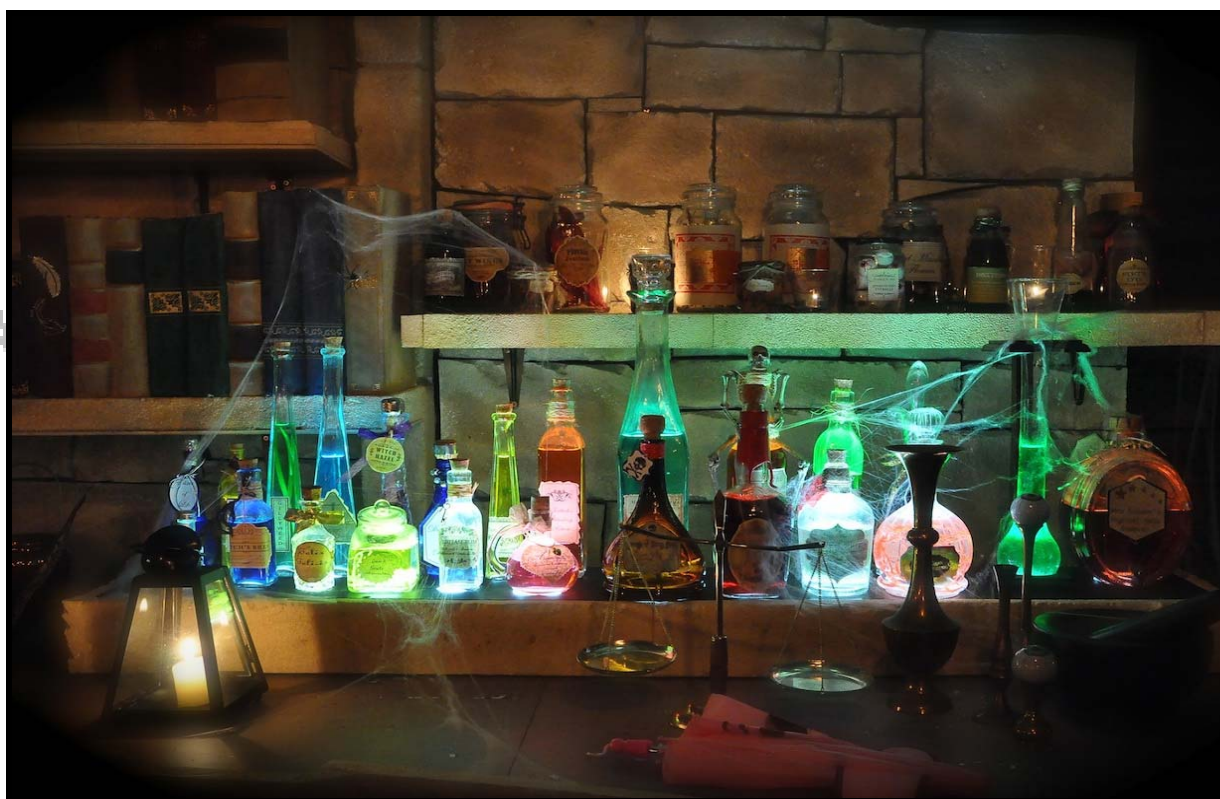
Tobias Stumpwhether, Sole Manufacturer

Shireton, Five Shires

Sold by All Druggists

Hedge Potions & other stuff

Potions	Effect lasting 2d6 Turns	Chance in Stock	Stock amounts	Hedge Price	Enc.
Agility	Dex 18	4%	1	900 gp	10
Animal Control	Control Animals	20%	1d2	400 gp	10
Antidote 1	Poison 0-3 HD	25%	1d3	400 gp	10
Antidote 2	Poison 2-7 HD	7%	1	450 gp	10
Antidote 3	Poison 6-15 HD	2%	1	500 gp	10
Antidote 4	Poison 0-15 HD	1%	1	550 gp	10
Bug Repellent	Repels Insects, Arachnids, Chilopods	25%	1d4	200 gp	10
Climbing	Climb Wall 95%	3%	1	500 gp	10
Delusion	Any Effect imaginable	20%	1d2	150 gp	10
Extra Healing	Cures 2d6+2 damage (no breaks)	35%	1d2	1200 gp	10
Fortitude	Constitution 18	6%	1	1500 gp	10
Freedom	Immune to hold spells	8%	1	900 gp	10
Healing	Cures 1d6+1 damage (no breaks)	80%	1d8	400 gp	10
Philter of Love	User falls in love	5%	1	2500 gp	10
Poison AA		15%	1d3	100 gp	10
Polymorph	Changes drinker into ...?	1%	1	2200 gp	10
Strength	Strength 18	5%	1	800 gp	10
Speed	Doubles Speed user and actions	10%	1	1200 gp	10
Sweet Water	Makes dirty water drinkable	40%	1d2	250 gp	10
Swimming	Unable to Sink (nullified by any water related)	11% (near water 22%)	1d2 (Near water 1d3)	900 gp	10
Scrolls	+25% to price if Hedge-Wizard has to cast the spell				
Analyze	As Spell	5%	1d8	1200 gp	10
Clairvoyance	As Spell	40%	1d8	300+ gp	10
Continual Light	As Spell	80%	1d20	1100+ gp	10
Detect Magic	As Spell	95%	1d30+5	500+ sp	10
Dispel Magic	As Spell	60%	1d12	900 sp	10
Feather Fall	As Spell	5%	1d4	500 sp	10
Invisibility	As Spell	20%	1d3	250 sp	10
Light	As Spell	35%	1d6	500	
Magic Missile	As Spell	55%	1d12	1000	10
Protection ...	As Spell	1%	1	900 sp	10
Treusight	As Spell	5%	1d2	5500	10
Other items					
Arrow +1	+1 to hit and / or Damage	5%	1d6	250 gp / each	1
Sling Stone +1	+1 to hit and / or Damage	5%	1d4	200 gp / each	1
Common Material Components	-20%	1d20	as spell component		
Sage information service		75%		5000+ gp / service	0
Common Poultices & Herbs	90%	10+1d10	see herbs list		
Maps, Books, Curios	90%	2d10	as items + 20%		
Referrals		99%		25 gp / service	0
Odd minor magical items	10%	1d4	variable		



This Document is made in name of;

The Darokinian Diplomatic Corps (DDC)
In association with;
The Thyatian Merchant Guild (TMG)
The Minroth Merchant Guild (MMG)
With Help of;
The Ierendi Board of Tourism (IBT)
The Glantrian Great School of Magic (GSM)
The Karameikan School of Mage Craft (KSMC)
The Sheriffs of the Five Shires (5Shires)
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All the Adventurers who explored The Known World

But especially...

The compilers and Collectors of this huge bulk of information,
Who spend several decades

Of Adventuring,
Traveling,
Searching,
Collecting,
Ordering,
Trying,
Buying,
Experimenting,
Ordning,

And Writing all this down,
and are now veryed,

that the War 1006 AC –1009 AC,

will probably change most recorded information, (*drat*)

Robin Dijkemanum, Gnome from Norwold Lindentree Lane 32a Thyatis City
Albert of the Forest, Gnome from Serraine Steering-Hut 77 Thyatis City
Office conveniently placed near the Coliseum Coliseum Entrada 16 Thyatis City

*We hereby personally thank those who risked their lives collecting the information,
Damaged their relations, professions, and personal situations.*

For all fellow adventurers who lost their lives

We created this book

So no more will be lost

Due shortage of material information.

The Immortals be Praised...

The Document is Finished!

Later created necessary addenda,

Located mistakes, corrections,

And forgotten information

Will be placed after this page.

*Charles Mauntea
of the DDC.*