

RUNE MASTER

BOOK 5

by Tim Doty

| | |
|-----------------------|------------|
| Economics..... | 5 |
| Shops..... | 13 |
| Catalog..... | 21 |
| Gems..... | 191 |
| Referee..... | 199 |

Economics.....5

| | |
|----------------------------|----|
| Cost of Living..... | 5 |
| Social Standing..... | 5 |
| Availability of Goods..... | 5 |
| Middle Lower..... | 7 |
| Outcast..... | 7 |
| Lower Lower..... | 7 |
| Higher Upper..... | 7 |
| Upper Lower..... | 7 |
| Lower Middle..... | 7 |
| Middle..... | 7 |
| Lower Upper..... | 7 |
| Upper Middle..... | 7 |
| Middle Upper..... | 7 |
| Cost of Living..... | 12 |
| Danger Roll..... | 12 |
| Variable Income..... | 12 |

Shops.....13

Prices.....13

| | |
|--------------------------|----|
| Local vs. Import..... | 13 |
| Supply vs. Demand..... | 13 |
| Quality..... | 13 |
| Appearance..... | 13 |
| Putting It Together..... | 13 |
| Apothecary..... | 13 |
| Armorer..... | 14 |
| Baker..... | 14 |
| Bar..... | 14 |
| Basketmaker..... | 14 |
| Blacksmith..... | 14 |
| Bowyer..... | 14 |
| Brewer..... | 14 |
| Butcher..... | 14 |
| Cabinetmaker..... | 14 |
| Café..... | 14 |
| Carpetier..... | 14 |
| Carriagemaker..... | 14 |
| Chandler..... | 14 |
| Cobbler..... | 14 |
| Confectioner..... | 14 |
| Cooper..... | 14 |
| Corder..... | 15 |
| Cordwainer..... | 15 |
| Cosmetician..... | 15 |
| Couturier..... | 15 |
| Dairy..... | 15 |
| Drygoodsman..... | 15 |
| Dyer..... | 15 |
| Fishmonger..... | 15 |
| Fletcher..... | 15 |
| Furnituremaker..... | 15 |
| Furrier..... | 15 |
| Glazier..... | 15 |
| Glassblower..... | 15 |
| Greengrocer..... | 15 |
| Haberdasher..... | 15 |

| | |
|----------------------|----|
| Herbalist..... | 15 |
| Hostler..... | 15 |
| Jeweler..... | 15 |
| Lacemaker..... | 15 |
| Leatherer..... | 15 |
| Locksmith..... | 15 |
| Milliner..... | 15 |
| Patisserie..... | 16 |
| Perfumer..... | 16 |
| Potter..... | 16 |
| Poulterer..... | 16 |
| Restaurant..... | 16 |
| Saddler..... | 16 |
| Seamstress..... | 16 |
| Ship's Chandler..... | 16 |
| Silversmith..... | 16 |
| Spinner..... | 16 |
| Swordsmith..... | 16 |
| Suttler..... | 16 |
| Tailor..... | 16 |
| Tanner..... | 16 |
| Tavern..... | 16 |
| Tinsmith..... | 16 |
| Toymaker..... | 16 |
| Victualer..... | 16 |
| Vintner..... | 16 |
| Wainwright..... | 17 |
| Watchmaker..... | 17 |
| Weaponer..... | 17 |
| Weaver..... | 17 |
| Woodcarver..... | 17 |

Lodging.....17

| | |
|---------------|----|
| Tavern..... | 17 |
| Inn..... | 17 |
| Family..... | 17 |
| Landlord..... | 18 |

Clothing and Fabrics.....18

Miscellaneous.....18

Weaponry.....18

Books.....18

| | |
|-----------------------|----|
| Chemicals & Such..... | 18 |
|-----------------------|----|

Catalog.....21

| | |
|-------------|----|
| Volume..... | 21 |
|-------------|----|

Animals.....21

| | |
|-----------------------|----|
| Domestic..... | 21 |
| Herd..... | 21 |
| Farmyard..... | 21 |
| Trained..... | 22 |
| Wild..... | 22 |
| Falcon Equipment..... | 22 |
| Riding Equipment..... | 23 |

Arms & Armor.....23

| | |
|------------|----|
| Armor..... | 24 |
|------------|----|

Weaponry.....24

| | |
|-----------|----|
| Axes..... | 27 |
|-----------|----|

| | |
|----------------------------|----|
| Blowpipe..... | 27 |
| Bows..... | 28 |
| Chains..... | 28 |
| Clubs..... | 29 |
| Crossbows..... | 29 |
| Flails..... | 30 |
| Hammers..... | 31 |
| Knives..... | 31 |
| Longarms..... | 31 |
| Miscellaneous..... | 33 |
| Missiles..... | 33 |
| Polearms..... | 33 |
| Shields..... | 34 |
| Slings..... | 35 |
| Spears..... | 36 |
| Staves..... | 37 |
| Swords..... | 37 |
| Whips..... | 37 |
| Silver Weapons..... | 38 |
| Bonds..... | 38 |
| Books and Things..... | 39 |
| Chemicals and Such..... | 39 |
| Alchemical Substances..... | 42 |
| Apothecary..... | 42 |
| Herbals..... | 44 |
| Climbing Equipment..... | 44 |
| Clothing and Fabrics..... | 45 |
| Footwear..... | 46 |
| Clothing..... | 46 |
| Hats..... | 47 |
| Miscellaneous..... | 48 |
| Containers..... | 49 |
| Cookware..... | 50 |
| Cost of Living..... | 51 |
| Food and Drink..... | 51 |
| Beverages..... | 51 |
| Food..... | 51 |
| Furniture..... | 52 |
| Illumination..... | 53 |
| Lodging..... | 54 |
| Medical Gear..... | 54 |
| Services..... | 55 |
| Mercenary..... | 55 |
| Professionals..... | 55 |
| Textiles..... | 56 |
| Musical Instruments..... | 56 |
| Toiletries..... | 56 |
| Tools..... | 56 |
| Toys..... | 57 |
| Transportation..... | 58 |
| Land..... | 58 |
| Sea..... | 58 |

| | |
|-----------------------|-----|
| Miscellaneous..... | 58 |
| Chandler..... | 63 |
| Ship's Chandler..... | 64 |
| Corder..... | 64 |
| Potter..... | 64 |
| Tinsmith..... | 64 |
| Silversmith..... | 64 |
| Blacksmith..... | 64 |
| Glazier..... | 64 |
| Glassblower..... | 65 |
| Leatherer..... | 65 |
| Hostler..... | 65 |
| Woodcarver..... | 65 |
| Toymaker..... | 65 |
| Locksmith..... | 65 |
| Watchmaker..... | 66 |
| Carpetier..... | 66 |
| Furnituremaker..... | 66 |
| Cabinetmaker..... | 66 |
| Basketmaker..... | 66 |
| Cooper..... | 66 |
| Tanner..... | 66 |
| Saddler..... | 66 |
| Animals..... | 71 |
| Domestic..... | 71 |
| Herd..... | 71 |
| Farmyard..... | 71 |
| Trained..... | 71 |
| Wild..... | 71 |
| Falcon Equipment..... | 72 |
| Riding Equipment..... | 72 |
| Arms & Armor..... | 75 |
| Armor..... | 75 |
| Weaponry..... | 75 |
| Armor by Piece..... | 76 |
| Axes..... | 79 |
| Blowpipe..... | 79 |
| Bows..... | 79 |
| Chains..... | 79 |
| Clubs..... | 81 |
| Crossbows..... | 81 |
| Flails..... | 81 |
| Hammers..... | 82 |
| Knives..... | 83 |
| Longarms..... | 83 |
| Miscellaneous..... | 84 |
| Missiles..... | 84 |
| Polearms..... | 85 |
| Shields..... | 86 |
| Slings..... | 86 |
| Spears..... | 88 |
| Staves..... | 88 |
| Swords..... | 89 |
| Whips..... | 89 |
| Silver Weapons..... | 90 |
| Bonds..... | 123 |

| | |
|---|------------|
| Books and Things..... | 125 |
| Mass Production and the Printing Press .. | 127 |
| Chemicals and Such | 129 |
| Alchemical Substances..... | 129 |
| Apothecary..... | 129 |
| Herbals..... | 130 |
| Climbing Equipment..... | 133 |
| Clothing and Fabrics..... | 135 |
| Footwear..... | 135 |
| Clothing..... | 135 |
| Hats..... | 135 |
| Miscellaneous..... | 137 |
| Containers..... | 141 |
| Cookware..... | 143 |
| Cost of Living..... | 145 |
| Food and Drink..... | 147 |
| Beverages..... | 147 |
| Food..... | 147 |
| Furniture..... | 151 |
| Illumination..... | 153 |
| Locks..... | 157 |
| Lodging..... | 161 |
| Medical Gear..... | 163 |
| Musical Instruments..... | 165 |
| Services..... | 167 |
| Mercenary..... | 167 |
| Professionals..... | 167 |
| Textiles..... | 169 |
| Toiletries..... | 171 |
| Tools..... | 173 |
| Toys..... | 175 |
| Transportation..... | 177 |
| Land..... | 177 |
| Sea..... | 177 |
| Animals..... | 183 |
| Arms & Armor..... | 183 |
| Weapons..... | 183 |
| Books..... | 184 |
| Chemicals & Such..... | 185 |
| Clothing and Fabrics..... | 185 |
| Food & Drink..... | 186 |
| Lodging..... | 187 |
| Supplies..... | 187 |
| Vehicles..... | 188 |
| Containers..... | 188 |
| Craft Tools..... | 188 |
| Locks & Keys..... | 188 |
| Illumination..... | 188 |
| Hiring..... | 189 |
| Mercenary..... | 189 |
| Gems..... | 191 |
| Gem Types..... | 191 |

| | |
|-------------------------------------|-----|
| Beryl..... | 191 |
| Chalcedony..... | 191 |
| Chrysoberyl..... | 193 |
| Corundum..... | 193 |
| Garnet..... | 193 |
| Gypsum..... | 193 |
| Olivine..... | 193 |
| Spinel..... | 193 |
| Topaz..... | 193 |
| Opal..... | 193 |
| Organic..... | 193 |
| Quartz..... | 193 |
| Tourmaline..... | 193 |
| Zircon..... | 193 |
| List of Gems by Name..... | 193 |
| Agate (Chalcedony)..... | 194 |
| Alexandrite (Chrysoberyl)..... | 194 |
| Almandine (Garnet)..... | 194 |
| Amber (Organic)..... | 194 |
| Amethyst (Quartz)..... | 194 |
| Andradite (Garnet)..... | 194 |
| Aquamarine (Beryl)..... | 194 |
| Aventurine (Quartz)..... | 194 |
| Beryl (Beryl)..... | 194 |
| Bloodstone (Chalcedony)..... | 194 |
| Cairngorm (Quartz)..... | 194 |
| Carbuncle (?)..... | 194 |
| Carnelian (Chalcedony)..... | 194 |
| Cat's Eye (Chrysoberyl)..... | 194 |
| Chrysoberyl (Chrysoberyl)..... | 194 |
| Chalcedony (Chalcedony)..... | 194 |
| Chrysoberyl (Chrysoberyl)..... | 194 |
| Chrysolite (Topaz)..... | 194 |
| Chrysoprase (Chalcedony)..... | 194 |
| Citrine (Quartz)..... | 195 |
| Coral (Organic)..... | 195 |
| Diamond..... | 195 |
| Emerald (Beryl)..... | 195 |
| Grossular (Garnet)..... | 195 |
| Hematite..... | 195 |
| Hydrophane (Opal)..... | 195 |
| Hyacinth (Zircon)..... | 195 |
| Jacinth (Agate-Chalcedony)..... | 195 |
| Jade..... | 195 |
| Jasper (Chalcedony)..... | 195 |
| Jet (Organic)..... | 195 |
| Lapis Lazuli..... | 195 |
| Loadstone..... | 195 |
| Malachite..... | 195 |
| Moonstone (Feldspar)..... | 195 |
| Onyx (Chalcedony)..... | 196 |
| Opal (Opal)..... | 196 |
| Oriental Emerald (Corundum)..... | 196 |
| Ossynian Emerald (Tourmaline)..... | 196 |
| Ossynian Ruby (Tourmaline)..... | 196 |
| Ossynian Sapphire (Tourmaline)..... | 196 |
| Pearl (Organic)..... | 196 |

| | |
|------------------------------|------------|
| Peridot (Olivine)..... | 196 |
| Pyrites..... | 196 |
| Pyrope (Garnet)..... | 196 |
| Rock Crystal (Quartz)..... | 196 |
| Ruby (Corundum)..... | 196 |
| Sapphire (Corundum)..... | 196 |
| Sard (Chalcedony)..... | 196 |
| Sardonyx (Chalcedony)..... | 196 |
| Satin Spar (Gypsum)..... | 196 |
| Schorl (Tourmaline)..... | 196 |
| Serpentine..... | 197 |
| Spessartite (Garnet)..... | 197 |
| Spinel (Spinel)..... | 197 |
| Tanzanite (Epidote)..... | 197 |
| Topaz (Quartz)..... | 197 |
| Tourmaline (Tourmaline)..... | 197 |
| Turquoise..... | 197 |
| Uvarovite (Garnet)..... | 197 |
| Zircon (Zircon)..... | 197 |
| Referee..... | 199 |
| The Game World..... | 199 |
| The Campaign..... | 199 |
| Starting the Game..... | 199 |
| ...and running the game..... | 199 |
| Preparing for the Game..... | 199 |
| Scenarios..... | 200 |
| Adjusting Fire..... | 200 |
| Simplifying the Rules..... | 201 |
| Fudging..... | 201 |
| Passage of Time..... | 202 |
| Lunar Cycle..... | 203 |
| Solar Cycle..... | 203 |

ECONOMICS

Unlike the real medieval period, coinage is common and even gold coins, which were merely theoretical in feudal Europe, are minted. The coins and their names are taken from English usage, but their weights are based on a fictitious universal measure of 50 standard coins to the pound. This makes computing the weights of large quantities of coins trivial.

The ratio of value for the three precious metals used in coins is twelve weight of copper for one of silver and twenty weight of silver for one of gold. Because the coin weights are standardized this also gives the ratios for the standard coins: twelve copper coins (pennies) equal one silver coin (shilling) and twenty shillings equal one gold coin (sovereign).

In addition to these standard coins are the standard variations: the quarter-weight, half-weight and double-weight. A quarter-weight coin of copper or silver is roughly half an inch in diameter, a double-weight coin is slightly over an inch. Gold coins, being denser, are somewhat smaller. A gold quarter-weight coin is roughly two-fifths of an inch and the others are the size of a copper or silver coin having half their weight.

Prices in the game are stated in terms of the standard coins abbreviated as cp for copper pieces, sp for silver pieces and gp for gold pieces. A "standard meal" costs 1 cp. A peasant's equivalent income (in crops) is 40 to 80 sp a year.

Cost of Living

For those who desire to maintain a standard of living the following guidelines are offered. It is not meant to suggest that every shopkeeper lives as indicated, but that a typical shopkeeper might.

Serf

Normally a serf has no money to speak of and the cost of living is more of a market value equivalency to the standard of living sustained by most serfs. Meals will consist of thin gruel, twice daily. This is enough to sustain life, but not maintain health, and most serfs consequently have relatively short life

| Coinage | | | | | |
|----------------|--------------|---------------|--------------|-------|------|
| <i>Coin</i> | <i>Metal</i> | <i>Weight</i> | <i>Value</i> | | |
| Farthing | copper | quarter | ¼ cp | — | — |
| Halver | copper | half | ½ cp | — | — |
| Penny | copper | full | 1 cp | — | — |
| Tupence | copper | double | 2 cp | — | — |
| Thrupence | silver | quarter | 3 cp | — | — |
| Tanner | silver | half | 6 cp | — | — |
| Shilling | silver | full | 12 cp | — | — |
| Florin | silver | double | 24 cp | 2 sp | — |
| Crown | gold | quarter | 60 cp | 5 sp | ¼ gp |
| Half Sovereign | gold | half | 120 cp | 10 sp | ½ gp |
| Sovereign | gold | full | 240 cp | 20 sp | 1 gp |
| Doubloon | gold | double | 480 cp | 40 sp | 2 gp |

expectencies. Clothing is usually makeshift from sackcloth or discarded rags.

Peasant

Here a peasant is someone who farms for a living on someone else's property. Rent is paid in produce and what little money a peasant has will be the result of selling whatever produce is left after compensating the landowner and feeding himself and his family. The amount and quality of the food varies with the season, but on average a peasant will manage to reasonable meals a day and one set of new clothes in his life.

Journeyman

A journeyman is an assistant craftsman and is roughly equivalent to a modern apprenticeship. Apprentices in medieval times were little more than slaves paying their dues for a chance at being a journeyman. A journeyman can expect two meals a day with a good dinner once a week. He can generally afford a new set of clothes every five years.

Craftsman

A craftsman

Social Standing

Although social standing is a rather complex affair for game purposes it can be reduced to three components: profession, standard of living and social behavior. A composite social standing depends on the society. In a very rigid society the lowest rank is the overall rank: no matter how hard a pariah may

work, no matter how knowledgeable he may be, he is still unclean and untouchable. In a more fluid society overall standing is an average of the three scores. And in some the overall standing is the highest rank. This system does not account for special standing, such as royalty.

Profession

Some professions are considered honorable and others are not. The category of any given profession depends on the values of the society in question. The following breakdown is just an example and should be modified as desired for the game world.

Rank 0

These are lowest of the low, the unclean and social outcasts. Those at this rank will not voluntarily be associated with by anyone else. Examples include the *eta* or *burakumin* of Japan (who did butchering and leather working), the *pariah* of India, the mentally ill and in some cases convicts or the homeless.

Rank 1

These are the common folk, usually farmers or fishers. Unskilled workers usually fall into this category as well. In medieval times these would be serfs, peasants, ditch diggers and the like. In modern times these are often janitors, garbage collectors, food handlers or factory workers.

Alternate Economy

Often times a fantasy economy is a reflection of our own. While the rules present an approximation of a medieval or early renaissance economy the players may better enjoy a fantasy economy based on our own. The critical point is to establish an exchange rate, then simply use current prices with the exchange to determine game rates. For example, if it is determined that \$5 equals a quarter copper piece and a suitable riding horse can be purchased for \$1,000 then it would cost 50 cp (about 4 sp) for a riding horse. For a silver based economy perhaps \$5 equals 1 sp, in which case the \$1,000 horse would run 200 sp, or 10 gp. While this can be a handy way to determine pricing care should be taken to compare apples to apples. A general store in a village isn't going to have pricing equivalent to the lowest found via an Internet search. It can also be awkward to price magical items or those simply not commonly found in the modern marketplace. Commonsense should prevail, but a good rule of thumb is to consider the role played by the product. A kevlar vest might be equivalent to a knight's armor, or a rifle equivalent to a bow or crossbow.

Rank 2

| Cost of Living | | | | | |
|------------------|--------------|------------|--------------|-------------|----------|
| Status | Daily Income | Daily Cost | Money Onhand | Goods Value | Supports |
| Serf | 1½ cp | 1 cp | 1 cp | 2 cp | 1½ |
| Peasant | 2 cp | 2 cp | 2 cp | 4 cp | 1½ |
| Journeyman | | | | | 1½ |
| Craftsman | | 6 cp | | 5 sp | 2 |
| Shopkeeper | | 8 cp | | | 3 |
| Merchant | | | | | 5 |
| Minor Lord | 28 cp | 14 cp | 14 cp | 1000 cp | 20 |
| Nobleman | | | | | 100* |
| Greater Nobleman | | | | | 600* |
| Royalty | | | | | 4200* |

| Cost of Living | | | | |
|----------------|---------|----------|-----------|----------|
| Status | Per Day | Per Week | Per Month | Per Year |

| <i>Social Class</i> | <i>Diet</i> | <i>Clothing</i> | <i>Shelter</i> | <i>Bedding</i> | <i>Servants</i> |
|--|---|--|--|--|--|
| Outcast <i>Rank 0</i> 4 cp | Thin gruel twice a day. {4 cp} | Sackcloth or discarded rags. | None; or a provided shelter whose individual fractional cost approaches nothing. | None; or waste straw or rags. | None. |
| Lower Lower <i>Rank 1</i> ¾ cp | Gruel twice a day. {8 cp} | One set of cheap clothes every year. {⅛ cp} | Shared rental of floor in tenement. {⅓ ₁₆ cp} | Bed linens; straw mattress {¼ cp} | None. |
| Middle Lower <i>Rank 2</i> 1¼ cp | Gruel thrice a day, with seasonal fruit or nuts daily. {½ cp} | Two sets of normal clothing, each replaced yearly. {¼ cp} | Rental of floor in tenement. {⅛ cp} | Bed linens replaced every five years; straw mattress monthly. {½ cp} | None. |
| Upper Lower <i>Rank 3</i> 2¾ cp | Gruel twice a day, varied dinner, one substantial dinner a week. {¾ cp} | Fine clothing replaced every year, normal garb replaced every six months. {½ cp} | Rental of floor in house or entire cottage. {¼ cp} | Bed linens replaced every three years; straw mattress monthly. {½ cp} | None. |
| Lower Middle <i>Rank 4</i> 1½ sp | Gruel, lunch, dinner, with one substantial dinners. {1¼ cp} | Two sets of clothes, replaced every five years; one set of fine clothes for life. {1 cp} | Rental of small shop or nice cottage. {2 cp} | Wood bed; straw mattress monthly; fine bed linens replaced every five years. {¾ cp} | None. |
| Middle <i>Rank 5</i> 3 sp | Gruel, lunch, substantial dinner plus one fancy dinner a week. {1¾ cp} | Two sets of clothes, replaced every three years; one set of fine clothes every ten years. {2 cp} | Rental of entire house. {4½ cp} | Wood bed with straw mattress; fine bed linens replaced every three years. {1 cp} | A maid or servant maintained at rank 2. {5 cp} |
| Upper Middle <i>Rank 6</i> 6 sp | Three meals a day, one feast a week. {2½ cp} | Two sets of clothes, replaced as needed; one set of fine clothes every five years. {4 cp} | Rental of a nice house. {9 cp} | Wood bed; feather mattress and two sets of fine bed linens replaced yearly. {2 cp} | Two house servants maintained at rank 2 and a third at rank 3. {19 cp} |
| Lower Upper <i>Rank 7</i> 9 sp | Two good meals a day plus a fancy dinner each night with a fancy feast each week. {6¼ cp} | Two sets of fine clothes replaced as needed; one set of finery replaced every three years. {6½ cp} | Own a house. {14 cp} | Fine bed; feather mattress and three sets of fancy bed linens replaced yearly. {6 cp} | Three house servants maintained at rank 2 plus a steward maintained at rank 4. {33 cp} |
| Middle Upper <i>Rank 8</i> 16 sp | Two fine meals a day plus a fancy feast each night with an extravagant feast each week. {1¾ sp} | Five sets of fine clothes replaced as needed; one set of finery replaced every year. {17 cp} | Own a fine house plus a secondary building. {21 cp} | Fancy bed; feather mattress replaced quarterly; two sets of fancy bed linens replaced yearly. {2 sp} | Six house servants and two grounds keepers maintained at rank 3 plus a steward maintained at rank 4. {4½ sp} |
| Higher Upper <i>Rank 9</i> 50 sp | Two fancy meals a day plus an extravagant feast each night. {4½ sp} | Five sets of finery replaced as needed; one set of exceptional fine clothing replaced every three years. {2¼ sp} | Own a mansion plus outlying buildings. {3½ sp} | Ornate bed; feather mattress replaced monthly; three sets of ornate bed linens replaced yearly. {3 sp} | A dozen servants and three grounds keepers maintained at rank 4 plus a steward maintained at rank 6. {24 sp} |

These are somewhat elevated above the common folk, often due to some skill. Artisans are usually members of this rank. In medieval times this would be most journeymen and many craftsmen, such as blacksmiths, carpenters and tailors. In modern times these are often non-factory blue collar workers, such as mechanics.

Rank 3

This is the middle class and is usually occupied by merchants and artisans practicing particularly respectable crafts. In medieval times these would be shopkeepers, silversmiths. In modern times these are often .

Rank 4

Members of this rank belong to an elevated class, whether due to family prestige (nobility) or to exception respect for the profession.

Rank 5

Members of this rank enjoy the greatest respect and are rarely employed in an ordinary sense. They are usually members of families with exceptional prestige (royalty), exceptional examples of respected crafts, or an occupation which simply has unusually high respect accorded to it.

Standard of Living

The better a lifestyle afforded the greater the perceived rank. The financial cost of the standard of living is nominal and in practice may not involve any financial transaction, as with serfs.

Rank 0

These are the destitute, homeless or incarcerated. They have only the life that is given to them, nothing of their own. Diet is usually the absolute minimum to sustain life and consists of thin gruel twice a day. Clothing is usually makeshift from sackcloth or discarded rags. The nominal cost of maintaining this standard of living is ½ cp a day. Shelter is either nothing or, at best, an institution with fractional individual cost approaching nothing and with no upkeep. Bedding, if any, consists of old rags or straw.

Rank 1

This is the lowest class and requires 1 cp a day to maintain. This provides a diet of gruel twice a day and one set of clothes (worth 1 sp) for life. Shelter,

solo or with a family, is a hovel belonging to someone else that is unmaintained or a room in a modestly maintained house. Bedding is a sackcloth straw mattress infested with vermin.

Rank 2

This is the upper lower class and requires 2 cp a day to maintain. Diet consists of gruel two or three times a day with a more substantial perhaps three or four times a year. A new set of clothes (worth 1 sp) is obtained every five years. Shelter is a rented delapidated single-story house with minimal maintenance, or rental of a single floor of a delapidated multi-story house also with minimal maintenance, or a rented room in house of reasonable condition. Bedding consists of a bed frame with a sackcloth straw mattress and one set of minimal linens.

Rank 3

This is the lower middle class and requires 3 cp a day to maintain. This provides a diet of gruel twice a day with a more substantial meal once a week. The everyday clothes (worth 1 sp) are replaced every five years with one set of nice clothes (worth 5 sp) for life. Shelter is rented single-story house with minimal maintenance or rental of a single floor of a multi-story house also with minimal maintenance. Bedding consists of a bed with a straw mattress and one set of linens. In addition a maid or servant must be maintained at rank 1.

Rank 4

This is the upper middle class and requires 4 cp a day to maintain. Diet consists of morning gruel, a lunch and a substantial dinner. A fancy dinner is served once a week. The everyday clothes (worth 2 sp), which include a coat for inclement weather, are replaced every three years with one set of nice clothes (valued at 10 sp) for life. Shelter is a rental of a multi-story house. Bedding consists of a bed with a straw mattress and two sets of linens. In addition two house servants must be maintained at rank 2.

Rank 5

This is the lower upper class and requires 1 sp a day to maintain. Diet consists of three meals a day with a fancy dinner each day and a feast once a month. The wardrobe consists of five sets of everyday clothes (worth 5 sp) with a new set purchased each

year and one set of finery (worth 1 gp) maintained. Shelter is a multi-story house with quality furnishings (worth ? sp). Bedding consists of a quality wood frame bed for feather mattress and two sets of linens. In addition a staff of five must be maintained at rank 2 with a steward maintained at rank 3 (including his own servant).

Rank 6

This is the higher upper class and requires 2 sp a day to maintain. Diet consists of three meals a day with elaborate lunches served once a week and fancy dinners every night—except for the weekly feasts. The wardrobe consists of numerous sets of clothing (the total worth 10 gp). Shelter is a mansion with outlying buildings. Bedding consists of wood or iron frame beds with feather mattresses and two sets of fine linens (worth 1 gp) replaced as needed. In addition a staff of ten must be maintained at rank 3 with a steward maintained at rank 4.

Social Behavior

Defining and ranking the effects of social behavior is the most difficult and certainly the most variable. In a strongly warrior society acts of violence may be expected at mid-social levels and required at the higher social levels.

Rank 0

No compliance with social norms and behavioral expectations. These are social outcasts and include the Norse berserkers and those formally declared outlaws for their actions. In many cases unrestrained violence is the common link.

Rank 1

Compliance with social norms and behavioral expectations only in as much as they are not violated as with rank 0.

Rank 2

Minimal compliance with social norms and behavioral expectations. For example, giving alms or otherwise expressing some charity to the extent of 1 cp a day.

Rank 3

Modest compliance with social norms and behavioral expectations. For example, giving alms or otherwise expressing some charity to the extent of 2 cp a day.

Rank 4

Compliance with social norms and behavioral expectations. For example, giving alms or otherwise expressing some charity to the extent of 3 cp a day.

Rank 5

Exceptional compliance with social norms and behavioral expectations. For example, giving alms or otherwise expressing some charity to the extent of 6 cp a day combined with generosity amounting to gifts of 1 sp a week.

Rank 6

Superlative compliance with social norms and behavioral expectations. For example, giving alms or otherwise expressing some charity to the extent of 1 sp a day combined with generosity amounting to gifts of 1 sp a day.

Availability of Goods

These rules provide an extensive catalog of goods and services along with a generic price. For a game without economic features the catalog can be used as is, but it is often desirable to at least make a minimal representation of an actual market economy. To this end the following simple guidelines are offered.

A referee can describe in simple terms the local market by assigning some categories to specific catalog entries. This model lacks detail, but provides a quick and simple way to differentiate places while using a single catalog.

Industry

The catalog entry is, or is the result of, a local industry. Consequently pricing is $\frac{2}{3}$ normal (anywhere from $\frac{1}{2}$ to $\frac{3}{4}$ under normal circumstances, as low as $\frac{1}{4}$ for seriously developed industry).

| Distance of Goods | | | |
|-------------------|-----------------------|-------------------|-----------------|
| Origin | Price | Transport | Land Distance |
| Industry | $\times \frac{2}{3}$ | local | local |
| Local | $\times 1$ | local | local |
| Market | $\times 1\frac{1}{2}$ | $\frac{1}{2}$ day | 3–10 miles |
| Trade | $\times 2$ | 2 days | 10–30 miles |
| Import | $\times 5$ | 1 week | 30–100 miles |
| Remote | $\times 20$ | 1 month | 100–300 miles |
| Exotic | $\times 50$ | 6 months | 300–1,000 miles |
| Unknown | $\times 200$ | 1 year | 1,000+ miles |

Local

The catalog entry is local and is available at normal pricing.

Market

The catalog entry originates close enough to be available at the local market for normal pricing. If the goods are not otherwise available locally the price may go as high as 1½ times normal.

Trade

The catalog entry is generally available (75% chance), but must be traded for within the region taking less than a week to transport and is priced twice normal (anywhere from 1½ to 3 times markup).

Import

The catalog entry is not produced locally or in the region and must be imported taking about a week to transport. It is often available (50% chance) and is priced five times normal (anywhere from 3 to 10 times markup).

Remote

The catalog entry is only produced in some remote locale and must be imported taking less than a month to transport. It is not always available (10% chance) and is priced fifteen times normal (anywhere from 10 to 30 times markup).

Exotic

The catalog entry is produced in some exotic place taking over a month to transport and is not generally available (1% chance). When available it is priced fifty times as much (anywhere from 30 to 100 times markup).

Unknown

The catalog entry is unheard of in this region and not available. If, for some reason, it should come up on the market the sky is the limit as far as the price is concerned though as a rule of thumb it will be two hundred times as much as listed.

Market Size

Some generalizations about the availability of goods can be made from the size of the market. A homestead, though not generally considered a market, can be a local provider for some goods—particularly in the wild. This is followed in size by

village, town, city and metropolis.

Homestead

A homestead is generally comprised of a single family, possibly with some hired hands. Total population is about five to twenty. Some form of food will be a local “industry” and is how the homesteaders eat. Immediate needs are “local” with common household goods being determined by the proximity of a source. For most farms this would be “market” though many will be “trade” and a few that are truly in the wilds “import” or even “remote.” Other goods are generally not for sale, even if present.

Village

A village is comprised of twenty to fifty families, or about 300 persons. An agricultural village will have one or more grains and possibly bread as a local “industry.” Basic crafts necessary for village life will be “local” with the possibility of a couple of additional crafts as “market.” Most common remaining crafts will be rated for the proximity of the nearest town, generally “trade” with most remaining goods being considered supplied by a nearby city, usually “import,” and the rest being supplied by a metropolis and usually being “remote.”

Town

A town is usually surrounded by villages that supply it with food with its economy usually based on supplying craft goods to the villagers with perhaps one specialty craft. The population of a town ranges from one to five thousand people. Food based on local food staples, usually grain but sometimes fish for coastal towns, will usually be “market” with local pricing. Basic crafts such as blacksmith and tinsmith and any specialty craft will be local “industry” with common crafts being “local.” Most other crafts will be “trade” if a specialty of a nearby town, otherwise “import.” Remaining goods are usually “remote.”

City

A city is usually surrounded by villages and may even have a supporting town in the vicinity though most cities consume all urban resources. The population of a city ranges from five thousand to

Cost of Living

The cost of maintaining a standard of living varies significantly from place to place and time to time. The listed numbers are typical for a fantasy campaign. The listed figures are for adults with juveniles requiring half that. Historically large families were exclusive to the rich who could afford them. At the low end a couple may have one to four children while aristocrats will likely have two to eight.

Free Farmer

2½ cp per day annual average

1 cp per day work clothes

1 cp per day fine clothes

¼ cp per day property maintenance

¼ cp per day illumination

A free farmer is expected to purchase one set of work clothes per year and one set of fine clothes every five years. Wood for heating is cut from the property, tallow for lamps and tallow candles are purchased from a nearby Chandler. In most areas he is expected to buy and maintain a weapon and armor for use in the local militia. Although he will generally use seeds from the previous crop to plant the next during times of hardship he may have to buy seeds and during time of famine he may starve. He primarily lives by raising crops with some cattle on the property. The grain is most often taken to a miller and ground into flour before being sold to bakers; in some places this may in fact be mandated by law. Old or otherwise excess cattle are usually sold to a butcher in a nearby town or village. Young animals are slaughtered to provide for feasts when occasioned.

Guilds

Professional societies, usually called guilds, exist for most professions. These function to regulate and teach their members, thus enhancing expertise and reputation while maximizing financial gain by establishing price fixing and other standards.

Guilds are not universal, however, and some exist only in major metropolitan areas while others exist only in more rural regions. Still, their power is often considerable due to financial clout and high ranking members being rune masters. It *never* pays to cross the mercenaries guild, unless it is death you are wishing to be paid in.

Membership

Without their members guilds would not exist. By taking payment for membership and collecting dues they raise funds. Because members can reap benefits of guild membership it becomes important to identify members.

Joining

Most guilds will accept any sincere application and, after a personal review and the payment of a fee, will grant membership. Each guild has its own rules and regulations governing this, however.

Initiation

To enhance the sense of identity with the guild and the other guild members there is normally an initiation rite for new members. Usually this takes the form of hazing—all members have been through it and, if the form of hazing is unique, this gives all of them a uniquely shared experience.

Subsequent to any hazing the new member is sworn to keep all guild secrets, to obey all guild rules and to support any guild brothers (or sisters) in need. The sign and countersign are then taught (revealing these to an outsider usually carries the greatest penalty as it allows non-members to pass themselves as members).

In many guilds there is some sort of official badge or seal that is worn by guild members on official guild business—usually this is restricted to the guild officers. However, it is fairly common for the seal to be emblazoned on a ring or pendant and

worn by members to advertise their membership.

Dues

A guild will normally collect dues on a regular basis as indicated in their description. These fees serve to cover the costs of providing member benefits and the overhead costs of administration. Annual dues are usually collected at tax time which, in most places, is the month of the vernal equinox (March).

Benefits

The benefits of guild membership vary considerably with the guild, but usually include better access to training. It also usually includes the privilege of practicing the profession, one jealously guarded by most guilds.

Libraries

Some guilds have libraries and, unless otherwise specified they can be assumed to use the following rules. Only members can make use of the library. Books must be returned on request, typically at the end of the day when they are reshelfed. To take a book from the library requires either a senior membership or provision of security equal to the value of the book—and books must still be returned on request. Failure to do so forfeits both membership and the security. In some cases non-members may be allowed to use the library, but in such cases approval must be obtained from the head librarian and payment made of an amount equal to the membership fee.

Alchemists Guild

This is a professional association with members usually found only in cities and major towns and guild halls only in major cities. The guild regulates the practice of alchemy with an eye to public relations. They take a dim view of alchemists who practice their art carelessly and thus dangerously. Of course this requires them to shut down any operation not sanctioned by them—that is, not run by a guild member—using any means necessary. For the public good, of course, not to mention the guild's coffers.

Membership

Joining

An application for membership runs from 10 to 100 sp depending on the local guildmaster. The applicant must demonstrate basic knowledge of the art before a panel consisting of two journeymen and a master. A common way to get this requisite skill is to take an apprenticeship with a master alchemist.

Dues

The guild collects annual dues of 10% of the member's income, not to be less than 10 sp. If the dues are not paid on time the member is stricken from the rolls and must re-apply for membership.

Benefits

Training is only provided to guild members and apprentices of guild members for 20 sp per week. Weekly library passes are available to guild members for 1 sp.

Training

The guild will only train non-members with the permission of the local guild master. This will require time and charisma. If the guild master were a good friend, if he were wine and dine regularly, or if he were convinced that the guild would benefit from providing the training—all without going through the normal membership procedure—the training will be provided at a cost of 50 sp (or more) per week.

Skills

Alchemy [Kingdom], Instruct, Memory

City Guard

Although not actually a guild this organization is found in most towns and cities around the world with enough similarities between them to describe it as such. It is assumed that a city guard is normally equipped with polearms, probably pikes or halberds, and that they use batons for close fighting. The ranged weapon of preference is the crossbow.

Membership

Joining

Anyone employed by the city guard is a member.

Initiation

There may well be hazing for new members, but

there are no signs or countersigns.

Dues

In this case the “guild” pays the members, usually from taxes collected by the local government.

Benefits

Free training, though there is limited time to take advantage of it.

Training

Periodic classes are held with attendance being free for members. Sometimes a non-member may be allowed to attend for a fee—around 5 sp per week. The advanced classes are reserved for sergeants who are roughly the equivalent of an inspector or detective and are not open to non-members.

General Skills (5 sp per week for non-members)

Club (1H), Crossbow, Discipline, Polearm

Advanced Skills (members only)

Instruct, Question, Scan, Search, Shadow, Streetwise

Enforcers Guild

This is an association of professional leg breakers. They are out for hire to threaten and intimidate, but not killing. Assassination is illegal in most places and these guys don't do that. But if someone owes you money and doesn't want to pay maybe these guys can help him change his mind—for 10%, of course. Fees for other sorts of intimidation are based on the same principle.

Membership

Joining

Interview with the guild master and a 1 sp fee.

Initiation

Hazing? Sure. Signs? Countersigns? In their own fashion, perhaps. These are macho guys and they expect a certain behavior from one another. Lots of drinking, too.

Dues

There is no annual due, but the guild takes 10% of the income from freelance work and only pays 10% when providing work.

Benefits

The guild keeps legal counsel on retainer—usually for services rendered rather than money. The quality of counsel provided tends to vary by the amount paid in dues.

Training

Most training done by this guild tends to be of the informal “watch me beat the snot out of this guy” type. However, each guild has at least one member designated as an instructor, usually by seniority. If he can be identified and tracked down instruction costs 2 sp per week (for the guild coffers, getting timely and consistent training may cost more).

Skills

Brawl, Club (1H), Club (2H), Grapple, Kick, Knife, Instruct, Intimidate, Punch

Farmers Guild

This is primarily a rural guild dedicated to the improvement of farming and the protection of farmers’ rights. It is of little interest to non-farmers, except that in regions where the guild is strong price fixing is the norm. However, the guild works hardest at leveraging money from local nobility during lean years to make up for small yields.

Membership

Joining

Operating a local farm is a basic requirement. An interview with the local guild master is required for approval.

Initiation

Being a farmer is hazing enough and signs and countersigns are only used in areas where there is substantial conflict with the local nobility.

Dues

The guild collects half the profits past the operating costs of the farm. This is done so as to have money during hard times when dues are small and to cover the sometimes high operating costs.

Benefits

The guild sets the prices to maximize sales on the market for the most benefit to all. Members can get interest free loans from the guild based on need when times are hard. Training is free for members

and the guild acts as a clearing house for field labor.

Training

The guild organizes classes at least four times a year which non-members can attend for 2 sp per week.

Skills

Animal Husbandry, Farm, Lasso, Horticulture

Fishers Guild

This is a primarily coastal guild dedicated to the improvement of fishing and the protection of fishers’ rights. It is of little interest to non-fishers, except that in regions where the guild is strong price fixing is the norm. However, the guild works hardest at leveraging money from local nobility during lean years to make up for the poor fishing.

Although not particularly known for having rune masters in their membership, there are some Sea rune masters who are particularly effective at persuading others to the guilds’ point of view.

Membership

Joining

Operating a local fishing boat is a basic requirement. An interview with the local guild master is required for approval.

Initiation

Being a fisherman is hazing enough and signs and countersigns are only used in areas where there is substantial conflict with the local nobility.

Dues

The guild collects half the profits past the operating costs of the fishing boat. This is done so as to have money during hard times when dues are small and to cover the sometimes high operating costs.

Benefits

The guild sets the prices to maximize sales on the market for the most benefit to all. Members can get interest free loans from the guild when times are hard. Training is free for members and the guild acts as a clearing house for hired help.

Training

The guild organizes classes at several times a year

which non-members can attend for 2 sp per week.

Skills

Boat, Sail, Sea Lore

Foresters Guild

This is a primarily rural guild dedicated to the preservation of the environment, learning more about the forests and the creatures therein. Most members are Foresters. That is, it is their job to patrol some nobleman's forest and ensure that there is no poaching and generally to prepare or lead a hunt as the local guide.

Some dedicated Foresters master the Beast rune, although this is not particularly common. Such members are highly influential and are likely to hold high guild positions.

Membership

Joining

Anyone can apply to the guild, though anyone not a forester by profession must use the interview with the guild master to convince him as to the seriousness of the application and as to why it should be granted. There is little interest in inflating guild membership and such guilds tend to be a conservative lot. The membership fee is 10 sp.

Initiation

The Foresters have their own variation of the snipe hunt which they employ for initiation following a formal oath of allegiance to the guild and brotherhood to fellow members. Most have the guild emblem embroidered on a square of cloth which they wear looped over a belt. This is generally covered by an outer cloak, but can be revealed easily enough. Signs and countersigns are also employed when assurance is needed.

Dues

The guild collects annual dues of 10 sp.

Benefits

Members are given preference for guild training and are charged half the price. When in distress aid from other guild members is certain.

Training

The guild organizes classes when there is sufficient

demand and charges 5 sp per week. Classes are usually taught by a senior journeyman or a master. Any given class covers at most three skills.

Skills (2 sp per week for members)

Animal Lore, Camouflage, Climb, Hide, Jump, Listen, Run, Scan, Ski, Sneak, Track, Trapping, Survival Woodland

Hedge Wizards

There are two common forms this guild takes. In rural areas it is informal and the organization is unlikely to be called a guild. Instead the "guild master" will be the most senior hedge wizard. Meetings are usually held in the guild master's home or workshop though training may be in any senior member's home or workshop.

In cities, and often in towns, the hedge wizards will have banded together in a formal guild. In such cases meetings and training will usually be in the guild hall. The guild library will likewise be located in the hall.

Membership

Joining

Anyone can join, subject to approval by the senior members, with the membership fee being equal to one month of the applicant's income. The guild master can over rule the senior members in their decision concerning an application. Members are recorded in the guild's rolls.

Initiation

A hearty welcome is the usual initiation though some groups are more reserved. Guilds vary, however, and some tattoo members—usually small and discrete.

Dues

The guild collects annual dues equal to one month of income.

Benefits

Members are given preference for guild training and are given discounts. In addition members have free access to the library (though it is only open during guild business hours).

Training

The conducts organized classes and one on one training. Members are charged half the normal rate.

Basic Skills (5 sp per week)

Gather, Hedge Wizardry

Advanced Skills (10 sp per week)

Channel, Meditation, Memory

Hunters Guild

This is a primarily rural guild which teaches such skills as Climb, Camouflage and Archery. Guild membership is usually regional, but often honored by the member's word and sign.

Training is provided to members at the standard rates and to non-members at half-again to double that, depending on the local master's reaction to the applicant. A very few dedicated members have mastered the Perception rune.

Membership

Joining

Applicants must pay 5 sp and interview the guild master. Acceptance is based on the guildmaster's reaction to the applicant.

Initiation

Hunters have their own variation of the snipe hunt which they employ for initiation. These initiations are usually in good sport and serve as an occasion for the guild members to have fun. Most guilds issue a small token as well as teaching sign and countersign. Such tokens can be given to non-members as evidence of trust.

Dues

The annual dues amount to 10% of the members income, but not less than 5 sp.

Benefits

Training is provided at half rate.

Training

The guild organizes classes on demand and charges 3 to 4 sp per week.

Skills (2 sp per week for members)

Archery, Blowpipe, Bolas, Boomerang, Camouflage, Climb, Hide, Listen, Scan, Ski, Sneak, Spear (2H), Track, Trap

Mages Guild

The primary function of the mages guild is providing a library to its members. It also serves as a hiring center for mages and magical training for those with money.

Membership

Joining

Applicants must have a sponsor who is a senior member of the guild and pay 10 gp.

Initiation

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Dues

The annual dues are 10 gp.

Benefits

Access to the guild library.

Training

The guild offers courses on an irregular basis and charges 1 gp per week.

Skills (20 sp per week)

Area, Channel, Duration, Gather, Instruct, [Magery], Meditation, Memory, Power, Range

Martial Arts School

Although not a guild *per se* martial arts schools are organizationally similar. Each school has a master who trains his disciples (guild members). They in turn will teach others. The *sensei*, and sometimes very senior students, are masters of the Unarmed rune.

Membership

Joining

Applicants must convince the *sensei* of their worthiness. This may involve a fee based on the social standing of the applicant, but the real determinate is the *sensei*'s estimate of the applicant's talent and philosophical similarity.

Initiation

Typically there is some informal hazing by the established members and the *sensei* will have the initiate perform menial tasks without receiving instruction. This usually lasts one month.

Dues

There are usually no dues.

Benefits

The *sensei* provides training only to members. Additionally members are expected to look out for one another, particularly in fights.

Training

The training provided by the *sensei* is at his whim, but in most schools there are student-run classes every day. Such classes cost non-members 5 sp per week. The listed skills are typical, actual skills depend on the style.

Skills (5 sp per week)

Discipline, Dodge, Grapple, Instruct, Kick, Martial Arts [Style], Punch, Tactics

Mercenaries Guild

The mercenaries guild is an army without a country. Guild members belong to a company which houses, feeds, trains and pays them. The guild makes the bulk of its money from contracts and the rest from providing training to non-guild members. To hire mercenaries will usually run 10 sp per mercenary per month, double that if combat is expected. Although the terms of payment are negotiable, it *never* pays to cross the guild. This guild has more rune masters among its membership than any other guild—perhaps more than all other guilds combined. The four runes most commonly mastered are Unarmed, Warrior, Weapon and Wind. Unlike other guilds, the mercenaries guild doesn't really care about freelancers. They'll happily train (for a fee) a non-guild troop and send them on their way. But the guild is large and there aren't very many alternatives.

Membership

Joining

The entry fee is a nominal 1 sp—that's to cover the funerary costs if the applicant doesn't live through the hazing. They'll take anyone who can survive the initiation.

Initiation

There is a formal hazing, usually consisting of

taking one hit from each established member. The severity of this hazing depends on the guild and its membership. Some guilds frown on killing initiates, others approve. There is usually an informal hazing over the following week which involves demeaning commands from established members, which the initiate must obey to remain in the guild. The guildmaster can kick out any new member during the first week for any reason without reimbursement of fees, missing possessions, or compensation for injuries.

Dues

There are no dues, but members are not allowed to accept money for work: all employment must be through the guild. Non-guild work, commonly called freelancing, is always punishable and usually severely. Although killing violators isn't common maiming is.

Benefits

The guild provides barracks lodging, communal meals and free training in addition to a monthly stipend of 1 sp. A finder's fee (of about 0.1%) is paid for bringing in a contract. For a large guild a year contract might result in a finder's fee of 120 sp. Members get paid when the guild gets paid for a contract they are working for. Contract payments to members vary from 2 sp (for a 30-day fighting contract) to 6 sp (for a 6-month guard duty).

Training

Training is conducted on a constant basis and members are strongly encouraged to participate. Non-members are welcome, once they pay the associated fee. The guild accepts no liability for anything that happens during training.

Close Fighting Skills (2 sp per week)

Brawl, Grapple, Kick, Knife, Punch

Melee Skills (5 sp per week)

Axe (1H), Axe (2H), Club (1H), Club (2H), Discipline, Dodge, Fencing (1H), Fencing (2H), Flail, Hammer (1H), Hammer (2H), Lasso, Net, Polearm, Shield, Spear (1H), Spear (2H), Sword (1H), Sword (2H), Tactics

Range Skills (5 sp per week)

Archery, Crossbow, Sling, Throw Axe, Throw

Grapple, Throw Knife, Throw Net, Throw Rock, Throw Spear

Leader Skills (10 sp per week)

Instruct, Strategy

Sentry Skills (2 sp per week)

Listen, Scan, Search

Performers Guild

This guild is ubiquitous and familiar to all. It is composed of entertainers and teaches those skills that deal with entertainment. Although it is rare for a performer to master any rune, a very few have mastered the Social rune.

Membership

Joining

Membership is gained for the asking as long as the guild is convinced of the seriousness of the request, usually decided by an interview with the guild master. This is a professional guild that has no room for the casual performer.

Initiation

Standard.

Dues

Continued membership is contingent on the paying of dues which amount to 10% of the member's income, not less than 5 sp annually.

Benefits

Training in guild skills is provided to members at a fee of 5 sp per week though half the paid dues count towards this payment.

Training

The guild has semi-regular classes for its members. Non-members can attend, but must pay 8 to 10 sp per week as this infringes on the ability of the members to make a living.

Skills (10 sp per week for non-members)

Conceal, Dance, Debate, Juggle, Orate, Palm, Play [Instrument], Sing

Prostitutes Guild

In those places with a guild in place there are vir-

tually no pimps as the guild takes over that function entirely with none of the undesirable consequences. The guild makes work arrangements for its members, which is not restricted to whoring, and protects them. Being a member of this guild is more like being an (erotic) entertainer than a street walker.

Membership

Joining

Membership is gained merely by the asking if one is a woman. A man can also gain entry, but there is much less call for male prostitutes and so the guild does not accept all male applicants. The guild *does* assume that all members are *working* members. One does not just casually join this guild.

Initiation

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Dues

There are no dues, the guild pays the member instead.

Benefits

A member is paid by the guild, not by the employer, and usually at a rate of 20%. While this might seem too little at first remember that the guild provides for and protects its members. They do not need to worry about where to sleep or what to eat. They do not need to pay medical expenses. The pay is merely spending money. Training is provided to members for free as time allows.

Training

The guild provides constant training for members, but it takes guild master approval, and 20 sp per week, for a non-member to attend. The guild simply doesn't have the time.

Skills (20 sp per week for non-members)

Bed, Dance, Etiquette, Instruct, Make Friend, Massage, Play [Instrument], Sing

Rangers

This is a society, not a guild, in the sense that the others are because being a ranger is not a profession *per se* but a way of life. These are rugged outdoorsmen who prefer the simple, dangerous life of

the wilds to the company of fellow humans. Although rare, a very few have mastered either the Beast or the Perception rune.

Membership

Joining

Membership is not attained by such trifles as payment, but only by being sworn in by a senior member. This requires demonstrated commitment to the ranger way of life, usually demonstrated through years of friendship with a ranger.

Initiation

Becoming a member entails an oath to protect the wilds and other rangers.

Dues

There are no dues.

Benefits

Training costs half.

Training

The guild does not organize training, leaving that to the discretion of the individual member. It does, however, regulate the prices that can be charged. Training normally costs 10 sp per week for a period to not exceed two weeks. The instructor can usually be convinced to provide intensive training and charges double for this.

Skills (10 sp per week for non-members)

Camouflage, Climb, Hide, Instruct, Jump, Listen, Scan, Sneak, Track, Trapping, Survival Woodland

Sailors Guild

This guild works to protect sailors, guarantee skill and act as an intermediary between ships captains and crew. Runaways of various stripes often try to pose as sailors to effect an escape and this guild has no tolerance for such behavior. Some unscrupulous captains may try to shanghai crewmen and the guild uses its power to punish any who try. Senior membership of the guild have a tendency to be Sea rune masters and usually try to stay near their mistress.

Membership

Joining

Members usually join at the beginning of an ap-

prenticeship aboard a ship, though not becoming full members until graduating from apprenticeship. Alternatively a 10 sp fee can be paid.

Initiation

Initiation rituals vary and may be not only unpleasant but unsavory. Officially the guild does not endorse such activities, requiring only an oath.

Dues

The guild collects 10% of a member's income, annually, not to be less than 10 sp.

Benefits

Ability to work without threat of being beaten as a scab.

Training

The guild mainly provides training to non-members, though members can receive instruction for free.

Skills (10 sp per week for non-members)

Boat, Instruct, Navigate, Sail, Sea Lore, Swim

Scribes Guild

This guild pretty much controls literacy and does what it can to prevent non-members from becoming literate. The reason is quite simple: normally anyone needing a message sent must first pay the guild to write a letter, and then the recipient must pay the guild to have the letter read. Although rune masters are rare in the guild, there a very few who have mastered the Knowledge or Learning rune.

Membership

Joining

Payment of a 10 sp fee.

Initiation

Becoming a member entails an oath to report all scribal activities and report scabs.

Dues

The guild collects 10% of a member's income, annually, not to be less than 10 sp.

Benefits

Training.

Training

The guild holds regular classes, but these are strictly

for members only. They cost 20 sp per week.

Skills

Animal Lore, Heraldry, History, Instruct, Law, Literacy [], Plant Lore, Research, Sea Lore

Sorcerers Guild

This guild is only formalized in areas where sorcery is common and serves as a regulatory body. Most sorcerers guilds will not give instruction in the black arts and may be wary of even some of the gray magics.

If the guild membership is predominately of the lily white variety the guild hall will usually be reserved and unostentatious, otherwise it will be architected and decorated as fits its wealth.

Membership

Joining

Although exceptional talent may earn entry through merit membership is usually obtained through paying a 10 sp fee.

Initiation

Each month a feast honoring new members is held.

Dues

Members are expected to pay an annual fee of 10 sp in addition to 10% of all monies.

Benefits

Members usually have free access to the guild library which usually includes histories and books on esoteric lore. The guild will often have rooms suitable for group ceremonies that can be rented at the rate of 1 sp per day. The guild also provides a “sorcerer matching service” so those needing more bodies to conduct a ritual can find like-minded individuals.

Training

The guild is primarily self-study oriented, but does provide instruction as demand warrants. Courses are generally available to members only and cost 30 sp per week.

Skills

Channel, Gather, Instruct, Meditation, Sacrifice, Sorcery

Summoners Guild

This guild is comprised of summoners and the senior leadership are usually very competent. They retain power through the threat of what they can jointly summon. However each is often jealous of another making guild politics a lesson in manipulation.

The guild hall is usually a large, ostentatious structure that also houses the guild library and copyist group. Most will have various artifacts stored in the guild hall used to ensure the smooth operation of the guild—such as potent scry glasses.

Membership

Joining

To join the guild normally requires successful completion of an apprenticeship and is done with the master’s approval and payment of 12 sp.

Alternatively the apprenticeship can be waved for a fee of 12 gp. This allows the guild to make money from wealthy dilettantes and dabblers.

Initiation

None, other than the apprenticeship which is usually a gruelling five year stint. This creates a division between the apprenticed summoners and the paid summoners. Needless to say the apprenticed summoners have little respect for the paid.

Dues

12 sp annually.

Benefits

Members have the non-exclusive right to practice summoning and cheaper access to guild resources. Non-guild summoners must contend with the summoning resources the guild can and will bring to bear to stop them. Access to the guild library is free for senior members—others must pay 1 sp per day for the privilege.

Training

Training is reserved almost exclusively for guild members, but enough gold can convince them to train others. If the guild master approves a non-member can get library and demonstration access for triple the normal rate. A sponsored apprenticeship is available at guild rates.

Lore Summoner (5 sp per week)

There is very limited direct instruction in this regard. What is normally provided is library access. There are few if any lending libraries—the trainee simply has non-exclusive access to library materials. Copying is sometimes available for a fee.

Summoner (10 sp per week)

Mostly this is through demonstration of basic techniques. The presumed method of training is master and apprentice.

Apprentice (1 sp per week)

The apprentice is the master's errand boy and must be subservient to him in all matters if he wishes to actually get any return on the money invested. Normally apprentices have about forty hours a week to themselves during which time they must eat and sleep. Apprentices usually look haggard and worn to a nub. Regardless, the amount of actual training is one effective week each month—the rest is consumed serving the master. The time is generally divided 20% Lore Summoner, 20% Summoner, 10% Gather, 20% Meditation and 30% assorted Literacy. An apprenticeship normally lasts five years.

Thaumaturges Guild

The primary function of the thaumaturges guild is providing a library to its members. It also serves as a hiring center for mages and magical training for those with money.

Membership

Joining

Applicants must have a sponsor who is a senior member of the guild and pay 10 gp.

Initiation

Formal presentation at the monthly guild meeting.

Dues

The annual dues are 10 gp.

Benefits

Access to the guild library.

Training

The guild offers courses on an irregular basis and

charges 1 gp per week.

Skills

Channel, Gather, Instruct, Meditation, Memory, [Thaumaturgy]

Thieves Guild

This guild gains only a grudging respect from the other guilds, but its guild office is usually out in the open and is somewhat opulent. Though most common in cities, many towns and even some villages have a guild local.

The guild is very aware that their depredations, if out of control, would cause their prey to take more serious precautions and eventually deplete those riches they are trying to take for themselves. Consequently they restrict thieving in guild controlled areas and take an extreme exception to freelancers who cross their path. This guild produces perhaps the second greatest number of rune masters, particularly of the Thief rune, but also of the Perception and Shadow runes and even, rarely, of the Oral rune.

Membership

Joining

Most membership is gained through guild adoption at an early age. While others may have little use for orphans and street urchins, the guild has plenty. For an adult to join requires payment of at least 50 sp and they will never be accorded the same respect as that given a life long member.

Initiation

Members are branded with the “thieves’ mark” in some concealed spot, such as the arm pit, inner thigh, foot sole and the like. This brand serves two purposes: one, it allows verification of an individual’s membership (or lack thereof). Two, it marks the individual as a thief for life. Knowledge of the existence of the “thieves’ mark” varies from place to place, but in support of the second purpose the guild does not go to great attempts to keep its existence secret. It just doesn’t advertise it, either.

Dues

In addition there is a requirement of 20% of all gains from thieving (not to be less than 10 sp) be

turned over to the guild and that all targets of theft be cleared with the guild before hand.

Benefits

The guild gives at least some access to its rather considerable intelligence structure. A member who is picked up for any reason (except illicit, non-approved thieving activity) will receive all reasonable assistance from the guild in thwarting the justice system. In many cases all this requires is a badged guild member to appear and inform the authorities of the guild's intentions.

Training

Training is reserved almost exclusively for guild members, but enough gold can convince them to train others. If the guild master approves of the training, a non-member can train for triple the normal rate. There are several different types of classes run.

Street Skills (10 sp per week)

Begging, Conceal, Find Mark, Juggle, Palm, Pick Pocket, Streetwise

Robbery Skills (10 sp per week)

Climb, Jump, Pick Lock, Scan, Search, Traps, Sneak, Throw Grapple

Spy Skills (20 sp per week)

Deceit, Elicit, Instruct, Shadow, Sneak, Streetwise, Taste

Perception Skills (15 sp per week)

Feel, Find Mark, Listen, Scan, Search, Smell, Taste

Stealth Skills (10 sp per week)

Conceal, Hide, Palm, Shadow, Sneak

Wizards Guild

The primary function of the wizards guild is providing a library to its members. It also serves as a hiring center for wizards and magical training for those with money. Guild halls vary from the unassuming to the ostentatious but regardless of appearance are rarely found outside of cities. In some cases a wizards guild will boast a rune mage as a guildmaster.

Membership

Joining

Applicants must have a sponsor who is a senior member of the guild and pay 10 gp.

Initiation

New members are issued a token to show as proof of membership. If guild skills allow such tokens will be magical in nature, otherwise signs and countersigns will usually be employed.

Dues

The annual dues are 10 gp and are used to maintain the guild hall, the library and to expand the library's holdings.

Benefits

Access to the guild library and training at half price.

Training

The guild offers courses on an irregular basis and charges 1 gp per week.

Skills (20 sp per week)

Area, Channel, Duration, Gather, Instruct, Meditation, Memory, Power, Range, Wizardry

Services

The listed services encompass professions which are not likely to be hired out. The purpose of the listing is to provide some idea of the relative economic worth.

Mercenary

Although mercenaries can be hired singly or in small groups for specific jobs the only way to engage the services of a mercenary officer is for an extended period.

Infantry

Soldier template

1 sp per day or 20 sp per calendar month

An infantry man is a typical mercenary capable with a melee weapon, usually a sword, spear or axe, and providing his own equipment. The high pay rate covers the cost of providing or replacing equipment, as well as immediate compensation for a presumably short life expectancy. In general the total value in sp of all an infantry man's gear will not exceed his EP.

Archer

Archer template

...

Services, per day

| | |
|---------------------------------|-------|
| Lieutenant | 4 sp |
| Knight or Sergeant | 2 sp |
| Man-at-arms, squire or Corporal | 1 sp |
| Heavy infantry, mounted archers | 2 sp |
| Archers | 16 cp |
| Infantry | 8 cp |

Services, per week

| | |
|-----------------------------------|--------|
| Landed Knight or Lieutenant | 112 sp |
| Knight or Sergeant | 56 sp |
| Man-at-arms, squire or Corporal | 28 sp |
| Heavy infantry or mounted archers | 14 sp |
| Archers | 9 sp |
| Infantry | 5 sp |

Services, per month

| | |
|---------------------------------|--------|
| General | 120 gp |
| Captain | 40 gp |
| Landed Knight or Lieutenant | 24 gp |
| Knight or Sergeant | 12 gp |
| Man-at-arms, squire or Corporal | 6 gp |

| | |
|-----------------------------------|------|
| Heavy infantry or mounted archers | 3 gp |
| Archers | 2 gp |
| Infantry | 1 gp |

Garrison, per month

| | |
|-----------------------------------|-------|
| General | 60 gp |
| Captain | 20 gp |
| Landed Knight or Lieutenant | 12 gp |
| Knight or Sergeant | 6 gp |
| Man-at-arms, squire or Corporal | 3 gp |
| Heavy infantry or mounted archers | 1½ gp |
| Archers | 1 gp |
| Infantry | ½ gp |

Garrison, per year

| | |
|-----------------------------------|--------|
| General | 720 gp |
| Captain | 240 gp |
| Landed Knight or Lieutenant | 144 gp |
| Knight or Sergeant | 72 gp |
| Man-at-arms, squire or Corporal | 36 gp |
| Heavy infantry or mounted archers | 18 gp |
| Archers | 12 gp |
| Infantry | 6 gp |

Regular Army, per day

| | |
|---|-------|
| Esquire, constable | 1 sp |
| Mounted archer, heavy infantry, light cavalry | |
| corporal, sergeant | 6 cp |
| Welsh corporal or sergeant | 4 cp |
| Welsh infantry | 2 cp |
| Archers | 3 cp |
| Captain | 8 sp |
| Lieutenant | 4 sp |
| Ensign | 2 sp |
| Drummer or trumpeter | 20 cp |
| Cavalryman | 1½ sp |
| Infantry | 8 cp |

Professionals

Scribe

| | |
|------------------------|------|
| Copying, per passage | ¼ cp |
| Dictation, per passage | ½ cp |

Pay for Experience

| Experience | Score | EP | Pay |
|------------|-------|-----|-----|
| Apprentice | 10 | 65 | ×½ |
| Competent | 14 | 125 | ×1 |
| Veteran | 20 | 250 | ×1¼ |
| Expert | 28 | 500 | ×1½ |

| | | | |
|---------------------------------|-----------|-----------------------------|-------|
| Reading, per passage | ¼ cp | Kitchen servants | |
| Doctor | | Low | 2 sp |
| Curing illness, rich man | 10 gp | Low, weekly | ½ cp |
| Curing illness, king | 100 gp | High | 4 sp |
| Extract tooth | 5 gp | High, weekly | 1 cp |
| Set broken limb, rich man | 2 sp | Boys & Pages | |
| Set broken limb, king | 1 gp | Low | 1 sp |
| Armorer, per month | | Low, weekly | ¼ cp |
| Chief | 26⅔ sp | High | 6 sp |
| Armorer | 24 sp | High, weekly | 1½ cp |
| Senior | 39 sp | Wealthy Toll Collectors | 10 gp |
| Apprentice (6 cp/day) | 12 sp | Locksmith, per month | |
| Laborer | | Apprentice (10 cp/day) | 1 gp |
| Laborer per month | 3 sp | Journeyman | 2 gp |
| Laborer per day | 1½ cp | Locksmith | 3 gp |
| Land Owner Annual Income | | Master Locksmith | 5 gp |
| Baron | | | |
| Minor | 200 gp | | |
| Major | 500 gp | | |
| Crown | 30,000 gp | | |
| Earl | | | |
| Minor | 400 gp | | |
| Major | 11,000 gp | | |
| Lawyer | | | |
| Highest annual income | 300 gp | | |
| Highest monthly income | 25 gp | | |
| Highest daily income | 19 sp | | |
| Crafter Daily Income | | | |
| Master mason | 4 cp | | |
| Master carpenter | 3 cp | | |
| Carpenter, sick pay | 2 cp | | |
| Weaver | 5 cp | | |
| Other Annual | | | |
| Priest | 4½ gp | | |
| daily | 3½ cp | | |
| Squire | | | |
| Low | 13 sp | | |
| Low, daily | ½ cp | | |
| High | 1 gp | | |
| High, daily | ¾ cp | | |
| Carter, porter, falconer, groom | | | |
| Low | 5 sp | | |
| Low, daily | ⅕ cp | | |
| High | 8 sp | | |
| High, daily | ⅓ cp | | |

Magic Items

There are two types of pricing when it comes to magic items: commission and resale. The price to commission a magic item to be made is generally higher than the resale price. This is especially true for powered items—the major price component is the cost in POW required to make such an item, everything else pales in comparison. However, utility of an item greatly impacts resale value.

With this in mind there are four general categories of magic items: those which are temporary enchantments, those which are permanent enchantments, those which are powered enchantments and those which do not fit into any previous category. The first three categories are the result of either thaumaturgic or wizardric enchantment. Some other types of magic items also fit into the first three categories, especially the second category of permanent items.

In general permanent magic items are the most commonly found on the market. This is because of the relative rarity of powered magic items and the short term nature of temporary items. Unless the campaign is flooded with magic items availability has no real impact on price due to the relative scarcity of any magic item.

For generic value of thaumaturgic spell castings or enchantments use the equivalent wizardry adjustment. Any difference between the two comes into the vaguaries of utility and demand which are beyond the scope of this price list.

Spell Castings

Although temporary magic items are readily made their lack of permanence precludes their flooding the market. The presumption is that a typical producer of magic items has both TAL and

POW of 15 with thresholds at POW 21 and POW 25. As there are two constraints on creation of temporary items, manufacture time and Gather to restore expended MP, for up to SL 15 there is a less than linear distinction in pricing for the magic. This quickly increases up to SL 20 and rises rapidly to SL 25.

As a rule of thumb consult the table to find the added value for a spell to be added to any given item. Utility and demand should obviously be taken into account but are too variable to attempt to reduce to a table themselves.

For powered enchantments there generally is no “Generic Value Adjustment”—the value is practically entirely in the sacrifice required to make the item. However the magnitude of the loss is greater the more competent the enchanter is. For this reason the referee may choose to adjust the “market value” by the square root of the normal adjustment. Thus a powered transcendent enchantment of SL 10 would have a value of 190 pounds of gold.

Although technically there is a distinction between enspelling an item versus enchanting an item during manufacture any difference in value is going to be determined by the local economy. For example, guild rules may require that enchanters only enchant items certified as made by a guildsman of the appropriate craft guild. In such a case attempting to have a provided item enspelled could cause considerable trouble above and beyond any pricing considerations.

Heal

Any

| Generic Value Adjustment | | | |
|--------------------------|-----|--------------|-------|
| Source | adj | Wizardry | adj |
| Hedge Wizardry | ×½ | Simple | ×⅓ |
| Sorcery/Witchcraft | | Average | ×1 |
| White | ×1 | Hard | ×2 |
| Grey | ×1½ | Complex | ×4 |
| Black | ×5 | Multiplex | ×10 |
| | | Omniplex | ×50 |
| | | Transcendent | ×1000 |

| Cast Spell or Temporary Magic Items | | | | | |
|-------------------------------------|-------|----|--------|----|-------|
| SL | Value | SL | Value | SL | Value |
| 1 | 1 cp | 11 | 3½ cp | 21 | 1 sp |
| 2 | 1¼ cp | 12 | 3¾ cp | 22 | 1¼ sp |
| 3 | 1½ cp | 13 | 4 cp | 23 | 1½ sp |
| 4 | 1¾ cp | 14 | 4½ cp | 24 | 1¾ sp |
| 5 | 2 cp | 15 | 5 cp | 25 | 2 sp |
| 6 | 2¼ cp | 16 | 5½ cp | 26 | 2½ sp |
| 7 | 2½ cp | 17 | 6 cp | 27 | 3½ sp |
| 8 | 2¾ cp | 18 | 7½ cp | 28 | 6 sp |
| 9 | 3 cp | 19 | 9 cp | 29 | 10 sp |
| 10 | 3¼ cp | 20 | 10½ cp | 30 | 18 sp |

Permanent Magic Items

| SL | Value | SL | Value | SL | Value |
|----|-------|----|--------|----|-------|
| 1 | 1 sp | 11 | 3½ sp | 21 | 12 sp |
| 2 | 1¼ sp | 12 | 3¾ sp | 22 | 15 sp |
| 3 | 1½ sp | 13 | 4 sp | 23 | 18 sp |
| 4 | 1¾ sp | 14 | 4½ sp | 24 | 1 gp |
| 5 | 2 sp | 15 | 5 sp | 25 | 1¼ gp |
| 6 | 2¼ sp | 16 | 5½ sp | 26 | 1½ gp |
| 7 | 2½ sp | 17 | 6 sp | 27 | 2 gp |
| 8 | 2¾ sp | 18 | 7½ sp | 28 | 3½ gp |
| 9 | 3 sp | 19 | 9 sp | 29 | 6 gp |
| 10 | 3¼ sp | 20 | 10½ sp | 30 | 11 gp |

Wizard: ?

Resell: n/a

Sorcerers are the most sought after healers, but hedgewizards, wizards and thaumaturges will do in a pinch.

Make Magical

Enchanter

Wizard: Simple

Resell: ×0

Makes the item magical per the *Make Magical* or similar spell.

Restore Charge

Enchanter

Wizardry: Hard

Resell: n/a

This restores a charge to the magic item if SL equals or exceeds the enchantment's SL.

Increase Charge

Enchanter

Wizardry: Complex

Resell: ×1

This increases the maximum number of charges—see the spell description for more information.

Shadow Spell

Enchanter

Wizardry: Simple

Resell: ×1

Craft required

Used to store a spell as if in memory until used; must also pay for the spell to store.

Catch Spell

Powered Magic Items

| SL | Value | SL | Value | SL | Value |
|----|--------|----|--------|----|---------|
| 1 | 7½ gp | 11 | 260 gp | 21 | 850 gp |
| 2 | 20 gp | 12 | 300 gp | 22 | 980 gp |
| 3 | 40 gp | 13 | 350 gp | 23 | 1120 gp |
| 4 | 60 gp | 14 | 400 gp | 24 | 1275 gp |
| 5 | 85 gp | 15 | 450 gp | 25 | 1440 gp |
| 6 | 110 gp | 16 | 500 gp | 26 | 1625 gp |
| 7 | 140 gp | 17 | 560 gp | 27 | 1825 gp |
| 8 | 170 gp | 18 | 625 gp | 28 | 2025 gp |
| 9 | 200 gp | 19 | 700 gp | 29 | 2250 gp |
| 10 | 230 gp | 20 | 775 gp | 30 | 2500 gp |

Enchanter

Wizardry: Average

Resell: ×1

Craft

Used to store a cast spell until released; must also pay for the spell to store.

Imprint Spell

Enchanter

Wizardry: Average

Resell: ×1

Craft

Used to store a spell as if in memory; must also pay for the spell to store.

Catch Spell Multiplier

Enchanter

Wizardry: Average

Resell: ×1

Craft

Used to store a cast spell with multiple releases; must also pay for the spell to store. Does not last as long as *Catch Spell*.

Craft Magic Item

Enchanter

Wizardry: Hard

Resell: ×2

Craft

Used to embed a spell within the crafted item—the other spell is included in this one.

Restore Uses

Enchanter

Wizardry: Hard

Resell: n/a

This restores the uses of a *Catch Spell Multiplier* enchanted item.

Embed Spell

Enchanter

Wizardry: Hard

Resell: ×1

Craft

Embeds a spell for the duration of the enchantment, instant spells may be activated one time per day. The embedded spell must be paid for separately.

Increase Uses

Enchanter

Wizardry: Hard

Resell: n/a

Increases the number of times that a *Catch Spell Multiplier* enchantment can be used.

Armor Enchantment

Enchanter

Wizardry: Hard

Resell: ×1

Craft

Allows multiple armor spells to be enchanted into the crafted item. See the Magic book for more information.

Wood Knife

Enchanter

Wizardry: Complex

Resell: ×1

Craft

Produces a knife that will only cut wood. For more information see the Magic book.

Advanced Armor Enchantment

Enchanter

Wizardry: Multiplex

Resell: ×2

Craft

Allows multiple spells to be embedded into the crafted item. Additional spells must be paid for separately. For more information see the Magic book.

Puzzle Cube

Enchanter

Wizardry: Multiplex

Resell: ×1

Craft

Obsesses those who attempt to solve the puzzle. For more information see the Magic book.

Example: Adamantium

At SL 6 “adamantium” improves durability by ×6, reduces weight by 26½% and provides 3 AP. If it is a spell cast by skill score 15 thaumaturge it will last 3 hours and 45 minutes and cost 4½ sp. If done with Craft Magic Item as a temporary enchantment on a set of robes it will increase the cost of the robes by 4½ sp and last 9 days and 9 hours. If done with Craft Magic Item as a permanent enchantment on a set of robes it will increase the cost of the robes by 57 sp and provide the “adamantium” effect for 9 days and 9 hours at a time if the owner expends 6 MP. Finally, if done with Craft Magic Item as a powered enchantment on a set of robes it will increase the cost of the robes by 441 gp but provide the “adamantium” effect until the item is destroyed.

| <i>Occupation/Level</i> | <i>Skill</i> | <i>Income</i> | <i>Danger†</i> |
|-----------------------------|---------------------------------------|----------------|----------------|
| Specialist | | | |
| Alchemist ^{oo} | Alchemy | | |
| Apprentice | [10] | 4 sp per week | 4 |
| Journeyman | [14] | 8 sp per week | 3 |
| Master | [20] | 24 sp per week | 2 |
| Expert | [28] | 5 gp per week | 1 |
| Lawyer | Literacy [Language], Debate, Lore Law | | |
| Clerk† | [10] | 10 sp per week | 1 |
| Barristar† ^o | [14] | 20 sp per week | 1 |
| Lawyer ^o | [20] | 4 gp per week | 1 |
| Expert Lawyer ^{oo} | [28] | 6 gp per week | 1 |
| Craftsman | | | |
| Armorer† | Craft Armorer | | |
| Apprentice | [10] | 3 sp per week | 1 |
| Journeyman | [14] | 6 sp per week | 1 |
| Master | [20] | 7 sp per week | 1 |
| Expert | [28] | 10 sp per week | 1 |
| Carpenter† | Craft Carpenter | | |
| Apprentice | [10] | 7 cp per week | 1 |
| Journeyman | [14] | 14 cp per week | 1 |
| Master | [20] | 1½ sp per week | 1 |
| Expert | [28] | 2 sp per week | 1 |
| Locksmith | Craft Locksmith | | |
| Apprentice | [10] | 5 sp per week | 1 |
| Journeyman | [14] | 10 sp per week | 1 |
| Master | [20] | 15 sp per week | 1 |
| Expert | [28] | 25 sp per week | 1 |
| Mason† | Craft Mason | | |
| Apprentice | [10] | 9 cp per week | 1 |
| Journeyman | [14] | 1½ sp per week | 1 |
| Master | [20] | 2 sp per week | 1 |
| Expert | [28] | 2½ sp per week | 1 |
| Weaver | Craft Weaver | | |
| Apprentice | [10] | 15 cp per week | 1 |
| Journeyman | [14] | 2½ sp per week | 1 |
| Master | [20] | 3 sp per week | 1 |
| Expert | [28] | 4 sp per week | 1 |
| Common Craft† | Craft [Craft] | | |
| Apprentice | [10] | 7 cp per week | 1 |
| Journeyman | [14] | 14 cp per week | 1 |
| Master | [20] | 1½ sp per week | 1 |
| Expert | [28] | 2 sp per week | 1 |
| Well-Paid Craft | Craft [Craft] | | |

| | | | |
|----------------------|---|--------------------|---|
| Apprentice | [10] | 15 cp per week | 1 |
| Journeyman | [14] | 2½ sp per week | 1 |
| Master | [20] | 3 sp per week | 1 |
| Expert | [28] | 4 sp per week | 1 |
| Well-Off Craft† | Craft [Craft] | | |
| Apprentice | [10] | 3 sp per week | 1 |
| Journeyman | [14] | 6 sp per week | 1 |
| Master | [20] | 7 sp per week | 1 |
| Expert | [28] | 10 sp per week | 1 |
| Wealthy Craft | Craft [Craft] | | |
| Apprentice | [10] | 5 sp per week | 1 |
| Journeyman | [14] | 10 sp per week | 1 |
| Master | [20] | 15 sp per week | 1 |
| Expert | [28] | 25 sp per week | 1 |
| Farmer† | | | |
| Farmer° | Animal Husbandry ² , Farming ² | 10 sp per harvest* | 2 |
| Herbalist | | | |
| Market Vender° | Herbalism ² , Bargain ¹ | 2 sp per week | 1 |
| Shopkeeper° | Herbalism ² , Bargain ² | 4 sp per week | 1 |
| Herbal Healer° | Herbalism ³ | 8 sp per week | 1 |
| Hunter | | | |
| Hunter | Archery ² or Spear ² , Track ² | 2 sp per week | 3 |
| Trapper | Animal Lore ¹ , Track ¹ , Trapping ² | 2 sp per week | 2 |
| Laborer | | | |
| Unskilled | <i>none</i> | 9 cp per week | 2 |
| Merchant | | | |
| Street Vender° | Bargain ¹ | 2 sp per week | 1 |
| Local Reseller° | Bargain ² | 4 sp per week | 1 |
| Trader° | Accounting ¹ , Bargain ² | 6 sp per week | 1 |
| Successful Merchant° | Accounting ² , Bargain ³ | 8 sp per week | 1 |
| Experienced Trader° | Accounting ³ , Bargain ³ | 12 sp per week | 1 |
| Performer | | | |
| Bard° | Play [Instrument] ² , Sing ² | 2 sp per week | 2 |
| Jongleur° | Juggling ¹ | 1 sp per week | 2 |
| Prostitute | | | |
| Streetwalker° | Streetwise ² , Bedding ¹ | 2 sp per week | 3 |
| Courtesan° | Bedding ² | 4 sp per week | 2 |
| Guild Prostitute†° | Bedding ¹ | 1 sp per week | 1 |

Servant†

| | | | |
|-------------|-------------------------------|----------------|---|
| Porter | <i>none</i> | 1 cp per week | 1 |
| Groom | Animal Husbandry ¹ | 1½ cp per week | 1 |
| Carter | Drive Cart ² | 1½ cp per week | 1 |
| Falconer | Falconry ² | 2 cp per week | 1 |
| Serving Boy | <i>none</i> | ¼ cp per week | 1 |
| Page | Etiquette ¹ | 1½ cp per week | 1 |

Soldier

| | | | |
|----------------|---|----------------|---|
| Mercenary | | | |
| Infantry | Spear 2-H | 2 cp per day | 4 |
| Archer | Archery | 3 cp per day | 3 |
| Heavy Infantry | Shield, Spear 1-H | 3 cp per day | 4 |
| Mounted Archer | Ride Horse, Archery | 4 cp per day | 2 |
| Corporal | Tactics, Spear | 3 cp per day | 4 |
| Sergeant | Tactics, Shield, Sword 1-H | 4 cp per day | 4 |
| Squire | Tactics, Ride Horse, Shield, Sword 1-H | 1 sp per day | 3 |
| Knight | Tactics, Ride Horse, Shield, Sword 1-H, Lance | 2 sp per day | 3 |
| Lieutenant | Tactics, Strategy | 4 sp per day | 2 |
| Captain | Strategy | | |
| Regular Army† | | | |
| Infantry | Spear 2-H | 2 sp per week | 4 |
| Heavy Infantry | Shield, Spear 1-H | 3 sp per week | 4 |
| Cavalryman | Ride Horse, Shield, Sword 1-H | 9 sp per week | 4 |
| Mounted Archer | Ride Horse, Archery | 3 sp per week | 3 |
| Corporal | Tactics, Spear | 3 sp per week | 3 |
| Sergeant | Tactics, Shield, Sword 1-H | 4 sp per week | 3 |
| Squire | Tactics ¹ , Ride Horse, Shield, Sword 1-H | 6 sp per week | 2 |
| Knight | Tactics ² , Ride Horse, Shield, Sword 1-H, Lance | 12 sp per week | 2 |
| Lieutenant | Tactics ² , Strategy ¹ | 24 sp per week | 1 |
| Captain | Strategy ² | 48 sp per week | 1 |

Strongarm

| | | | |
|---------------------|---|---------------|---|
| Bouncer, normal bar | Intimidate ¹ , Brawl ² | 2 sp per week | 3 |
| Bouncer, rowdy bar | Intimidate ² , Brawl ³ | 3 sp per week | 4 |
| Enforcer | Streetwise ¹ , Intimidate ² | 2 sp per week | 2 |

Thief

| | | | |
|-------------------------------------|--|---------------|---|
| Pickpocket ^{oo} | Pick Pocket ² , Find Mark ² | 2 sp per week | 3 |
| Gambler ^{oo} | Gambling ² | 4 sp per week | 4 |
| Gambler, conservative ^{oo} | Gambling ² | 2 sp per week | 3 |
| Burglar ^{oo} | Pick Lock ² , Find Mark ² | 4 sp per week | 3 |
| Burglar, skilled ^{oo} | PickLock ² , Find Mark ³ | 6 sp per week | 2 |
| Fence ^o | Estimate Value ² , Bargain ² | 4 sp per week | 2 |

Beggar^{oo}

Begging¹ 16 cp per week

3

¹ Skill must be at least 10

² Skill must be at least 14

³ Skill must be at least 20

□ Skill must be at least 28

* There are generally three harvests a year: spring, summer and fall

† Room & Board provided by occupation or employer

‡ Danger is rolled for every month as CON+WIT against the score

° Income is variable, roll against last skill listed

oo Income is highly variable, roll against last skill listed twice and apply *both* multipliers

Craftsman

| Rank | Skill |
|------------|-------|
| Apprentice | 10 |
| Journeyman | 14 |
| Master | 20 |
| Expert | 28 |

Cost of Living

| Social Level | Cost/month |
|-----------------|------------|
| Serf | 1 sp |
| Peasant | 2 sp |
| Farmer | 7 sp |
| Townsfolk, Poor | 2 sp |
| Townsfolk | 8 sp |
| Merchant | 1½ gp |
| Knight, Lord | 2 gp |
| Baron | 6 gp |
| Earl | 18 gp |
| Duke | 50 gp |
| Royalty | 200 gp |

Danger Roll

| Success | Cumulative Result |
|----------|-------------------|
| Critical | — |
| Special | Minor scarring |
| Normal | Impressive scar |
| Miss | Impairment |
| Failure | Maiming |
| Fumble | Death |

Variable Income

| Success | Multiplier |
|----------|------------|
| Critical | ×3 |
| Special | ×2 |
| Normal | ×1 |
| Miss | ×½ |
| Failure | ×¼ |
| Fumble | ×0 |

Shops

Between adventures characters need to relax, sell off loot and buy new equipment. The shops outlined in this section provide places for these activities. The provided descriptions are meant to provide a basis for creating specific businesses: they are general in nature and lack in specific details. To illustrate what is meant by this a few shops are detailed in specific at the end of the chapter.

Prices

The listed prices are merely suggested averages. There are so many variables that affect the purchase price of a specific item it is hopeless to try and account for them all in these rules. There are, however, a four categories provided to guide the referee in adjusting prices.

Local vs. Import

A locally produced good will be cheaper than one that must be imported. The price inflation for transportation of goods really depends on the game world. If travel is slow, difficult and dangerous it

will also be expensive and make imported items even more so. On the other hand if travel is quick, easy and safe then importing goods may not raise the price much. The table takes a middle road between the two extremes.

Supply vs. Demand

Generally, abundant goods are cheaper than those which are scarce. Goods in high demand tend to be more expensive than those which are not. Consider the case of a village far from silver mines with a werewolf problem: the price of silver is likely to go through the roof. The table gives the price modifier for the relative availability of the goods.

Quality

Low quality goods are generally cheap. High quality goods are generally expensive. Generally, although not necessarily, higher quality implies less availability as well—in these cases both adjValues apply. The modifier on the table gives a suggested adjustment for 20-point scale, percentiles and a relative modifier. For example, a fine sword might have a bonus of +10% to attack or parry and have one-and-a-half times as many hit points.

Appearance

Fancy goods are generally quite expensive and this modifier takes into account the beauty and style of the goods. Although both are fairly subjective measures this should still serve as a guide.

Putting It Together

The given value should be modified by the adjValue of each category; exceptions are identified as such in the description. Thus a mug of beer in a bar that costs a nominal 1 cp might be only a ½ cp if it were

| Proximity of Production | | |
|-------------------------|-----------------|-------------------------|
| <i>Description</i> | <i>adjValue</i> | <i>Nominal Distance</i> |
| Immediate | ×1 | 0–15 miles |
| Local | ×1¼ | 15–50 miles |
| Region | ×1½ | 50–150 miles |
| Trade | ×2 | 150–500 miles |
| Distant | ×3 | 500–1,500 miles |
| Remote | ×5 | 1,500–5,000 miles |
| Exotic | ×10 | 5,000+ miles |
| Other Worldly | ×25 | not of this world |

| Availability of Goods | | | Quality of Goods | | | Appearance | |
|-----------------------|-----------------|------------------|--------------------|-----------------|-----------------|--------------------|-----------------|
| <i>Description</i> | <i>adjValue</i> | <i>Available</i> | <i>Description</i> | <i>adjValue</i> | <i>Modifier</i> | <i>Description</i> | <i>adjValue</i> |
| Very Common | ×¾ | 99% | Shoddy | ×½ | -2/-10%/×¼ | Plain | ×¾ |
| Common | ×1 | 90% | Poor | ×¾ | -1/-5%/×½ | Normal | ×1 |
| Frequent | ×1½ | 75% | Average | ×1 | — | Pretty | ×1½ |
| Uncommon | ×2 | 50% | Good | ×1½ | +1/+5%/×1¼ | Fancy | ×2 |
| Infrequent | ×3 | 25% | Fine | ×2 | +2/+10%/×1½ | Decorative | ×3 |
| Rare | ×5 | 10% | High | ×3 | +4/+20%/×2 | Ornamental | ×5 |
| Very Rare | ×10 | 1% | Very High | ×5 | +6/+30%/×2½ | Very Fancy | ×10 |
| Unique | ×25 | — | Exceptional | ×10 | +8/+40%/×3 | Extremely Fancy | ×25 |

particular bad beer. Note that lack of proximity does not necessarily imply lack of availability, and if both are the case the goods can get expensive indeed. For example, a shirt is nominally 1 sp, but one of exceptional quality (exquisite workmanship), extremely fancy (beautiful beyond words), very rare (silk in Medieval Europe), and exotic origin (China) would make it 1250 gp.

Apothecary

The apothecary deals in medicinal treatments.

Armorer

The armorer makes all manner of armor, usually to custom order or in lots for the city guard. This is usually the only way to find heavy armor, such as chainmail or platemail. Unless the full detail of the armor is desired, it should be bought by the suit and assumed to provide complete and uniform coverage.

Baker

The baker makes various breads and rolls. This is considered a community service and the baker is strictly regulated in most places as to the loaves that can be made and the prices to be charged for them. Inspectors assure conformity. Not to say that bakers don't have a few tricks to evade exposure for selling underweight loaves.

Bar

A place to drink, relax, chat with strangers, pick fights and generally hang out. Although the actual selection will vary, bars generally have the following items for sale.

Basketmaker

The basketmaker makes baskets.

Blacksmith

A blacksmith makes utensils for the commoners, shoes horses, makes most every kind of tool and will even do custom work.

Bowyer

A bowyer makes bows and crossbows, usually for hunters or the city guard. Will usually do fletching as well. In a large city there is enough custom to separate all three into separate businesses.

Brewer

A brewer provides beer and ale. The best flavor is retained by bottling. Unlike with wines there is little variation in the quality of beers and ales.

Butcher

The butcher sells fresh meat. The price really depends on the cut, especially for meat from larger animals, such as cows or pigs. For poor cuts use half the given rate, for favored cuts use twice. For special cuts use five times the rate.

Cabinetmaker

The cabinetmaker produces fancy furniture ornamented with veneers and inlays.

Café

A place to relax, these are a new type of business found in the larger cities. A café is usually at least partially open air. Most don't open until noon and don't close until late at night. Meals are usually light and most patrons just drink coffee.

Carpetier

The carpetier carries tapestries in addition to rugs.

Carriagemaker

A carriagemaker is the fancy craftsman the nobles prefer to patronize for their conveyances.

Chandler

A chandler makes candles, and usually handles lamps, lanterns, etc., and the fuels (usually oil) for them. Candles are generally white and unscented. If colored candles are available they will cost four times as much. If scented candles are available they will cost five times as much. So scented black candles, if available, would cost twenty times as much as a normal candle of that type. One pint of oil provides 24 IP-hours of illumination.

Cobbler

The cobbler makes sandals and shoes. The listed prices are for off-the-rack items. Custom made footwear not only fits far better, but costs twice as much as well.

Confectioner

The confectioner makes candies and sweetmeats,

and sells various grades of sugar.

Cooper

A cooper makes barrels and chests.

Corder

The corder makes ropes, cords and string.

Cordwainer

The cordwainer makes boots. The listed prices are for off-the-rack items. Custom made footwear not only fits far better, but costs twice as much as well.

Cosmetician

The cosmetician produces rouges, powders, talcs, etc., for milady's toilette.

Coutourier

A coutourier displays readymade women's apparel.

Dairy

The dairy sells cheeses, butter and milk related products. Milk is generally only available in the morning. Any sold in the afternoon outside of dairy farm country is likely soon to spoil and has a highly variable cost based on perceived demand.

Drygoodsman

The drygoodsman sells grains, potatoes and other readily storable foods.

Dyer

The dyer adds color to threads and yarns.

Fishmonger

The fishmonger sells fresh fish.

Fletcher

A fletcher spends his time making arrows and gets his name from the fletching carefully applied that determines the flight quality of the shaft.

Furnituremaker

The furnituremaker usually deals in everyday furniture, unornamented.

Furrier

The furrier deals in fur clothing.

Glazier

The glazier produces various household items from glass, as well as fine crystal.

Glassblower

The glassblower makes blown glass bottles, etc. The prices here are for simple, functional examples of the type. For fancy the price doubles, triples and may go even higher. The measures used equate as follows: four fluid ounces to a gill, two gills to a cup, two cups to a pint, two pints to a quart and four quarts to a gallon. Bottles and flasks are usually capped with a cork stopper and jars with metal lids. In either case, the cap is included in the price.

Greengrocer

The greengrocer handles quickly spoilable produce, such as green vegetables.

Haberdasher

A haberdasher displays ready-made men's apparel.

Herbalist

The herbalist sells an assortment of fresh and dried herbs for use with cooking and as medicine. The herbalist will make herbal preparations to order and may have a stock of remedies to hand. Remedies have their average potency listed in parenthesis after the name. Those marked with a dagger are normally illegal and may not be available at any price.

Hostler

A hostler sells horses and gear for them.

Jeweler

The jeweler makes, buys, sells and repairs jewelry.

Lacemaker

The lacemaker produces lace.

Leatherer

The leatherer produces various household items made from leather as well as doing custom work.

Locksmith

The locksmith makes all manner of locks and trap mechanisms. Depending on the area this may encompass firearm triggering mechanisms and watches.

Milliner

A milliner makes hats for anyone.

Patisserie

A patisserie is a fancy pastry shop.

Perfumer

The perfumer makes perfumes.

Potter

A potter makes jugs, jars, plates, vases and a myriad other things from clay with and without a wheel.

The work is usually fired, turning the clay into stone. The prices given are for utilitarian pieces. Ones that are pleasing to the eye but still utilitarian would run about twice as much. Display pieces would run from two to ten times as much.

Poulterer

The poulterer sells poultry. The meat is not deboned, a laborious and nasty process which only reclaims half the weight in meat.

Restaurant

A place to eat. A bowl is generally 16-ounce capacity.

Saddler

A saddler makes all the tack for a horse or other mount. The listed saddles are purely functional without trim. Fancy saddles cost more, the fancier ones costing five to ten times the base list price.

Seamstress

The seamstress makes clothing, particularly dresses, for women.

Ship's Chandler

A ship's chandler deals with candles, lamps, lanterns, and oil like a chandler, but additionally carries cordage, canvas, small fittings, and everything else needed on a ship.

Silversmith

A silversmith normally makes serving pieces, plates and utensils from either silver or pewter and, rarely, gold. The prices given are all for utilitarian pewter pieces. For more elegant work double the price, for silver multiply by ten, and for decorative work mul-

tiply by two to ten. For work in gold multiply the price by 200.

Spinner

The spinner makes threads and yarns.

Swordsmith

A swordsmith specializes in the manufacture of bladed weapons:knives and swords. Such specialty is only possible in a highly populated or very war-like area.

Suttler

The suttler carries most food items and a small selection of clothing, boots and minor household items. Seasonal food is only available in season, or shortly thereafter at twice the price and already going bad.

Tailor

The tailor makes suits for men.

Tanner

A tanner provides canteens and water or wine skins, as well as bulk leather. The skins and canteens are usually stoppered with corks (included). The difference between a skin and a canteen is that a canteen is rigid.

Tavern

A place to drink (and eat). Any food served is likely not from the tavern itself, but bought from a restaurant and brought in. Use the restaurant prices, but add at least 1 cp per order to cover transportation.

Tinsmith

A tinsmith makes and repairs tin and copper pots, pans and kettles. The prices given are for simple, utilitarian work in tin; for more decorative pieces multiply the listed price by two to ten, for work in copper double the price.

Toymaker

The toymaker makes various sorts of toys, such as jack-in-the-boxes and wooden snakes.

Victualer

The victualer deals in preserved foods.

Vintner

A vintner makes and sells wines and liquors. Many people drink watered wine—it tastes better than water and is more sanitary, too. The wines are already sealed in jugs, bottles or barrels, the first two stoppered with corks. Barrels are normally only used for shipping large quantities as they leech unwanted flavor from the barrel and must be tapped (or simply have the top removed) to gain access. Drinks that have been stored in kegs or barrels have a tainted flavor and thus reduced value.

Wainwright

The wainwright simply makes carts, wagons and wheels. In large cities these become separate businesses: cartwright, wainwright and wheelwright. A vehicle is made with a harness for either horse or oxen, though it can be converted later. As a rule of thumb, a wheeled vehicle weighs three times its carrying capacity to have a strong enough structure to support it.

Watchmaker

The watchmaker makes all manner of time pieces. In a pinch he may make locks of various kinds as well, especially highly complicated lock mechanisms.

Weaponeer

The weaponeer makes mundane weaponry (swords, axes, spears, polearms, flails), usually to custom order or in lots for the city guard.

Weaver

The weaver produces cloth from thread or yarn using a loom.

Woodcarver

The woodcarver produces various household items made from wood.

Lodging

Regardless of the location of the lodging, its quality can be described in general terms by one of five categories. The availability of any given category in any given place is entirely up to the referee

Category 1 (Poor): A flea infested rat hole. The

straw mattress is old and musty, home to all sorts of vermin. Price is half the amount listed.

Category 2 (Average): This is common. Beds have straw mattresses, though the straw is probably old and musty. Vermin are prevalent. Price is as listed.

Category 3 (Fine): This is uncommon. Each suite has a chest for the guest to store his belongings. Beds have straw mattresses, sheets and quilts. Bed linens are usually washed monthly and bed vermin (lice, fleas, etc.) are present, but not overwhelmingly so. Price is twice the amount listed.

Category 4 (Rare): This is rare. Each suite has a service bell pull and a chest for the guest to store his belongings. Beds have feather mattresses, linen sheets and quilts. Bed linens are usually washed between guests (though not more than weekly) and bed vermin (lice, fleas, etc.) are scarce. Price is five times the amount listed.

Category 5 (Unique): This is extremely rare and probably unique. Each room has a service bell pull and a suite includes an inside bath with running water (provided by a roof top reservoir). Beds have feather mattresses, pillows, sheets and down quilts. Bed linens are washed at least weekly and bed vermin (lice, fleas, etc.) are almost non-existent. Price is at least twenty times the amount listed.

Tavern

A tavern will often let late customers spend the night in the common room for a fee. This means sleeping on the floor or a table and getting roused before sunrise as the tavern opens for business. A wealthy customer may be able to talk (and pay) the tavern keeper out of his own bed. And a rare tavern will actually have private rooms for rent.

Inn

An inn will typically have a common room and kitchen on the first floor with rooms for rent on the second. The inn keeper and his family will usually live on the third floor and servants on the fourth. A wealthy customer may be able to talk (and pay) the inn keeper out of his own bed (which will be superior to that found in the rental rooms) and a poor inn keeper will likely live on the fourth floor (among the servants if he can afford them) and rent the third floor as a fine suite, living there when he is unable

to rent it.

Family

A family may rent a room for a variety of reasons. Some need the extra income, others enjoy the company. This tends to be a less formal affair where the family is paid up front for a period of time during which the renter is treated as a guest and provided with meals. A student from a wealthy family in another city will often try for just such an arrangement. As the renting is not run as a business it may take some effort for a potential renter to find a family to rent from.

Landlord

Wealthy landowners, typically aristocrats, wealthy merchants and lawyers, buy (or have built) houses which are then rented out entire or by the floor. Renting by the room is uncommon and requires some degree of partitioning (most houses have a single room per floor). Subletting is common. And there are those willing to sublet property they don't own—especially to foreigners.

Clothing and Fabrics

There are two common fabrics: linen and wool. Linen is produced from flax stalks and varies in color from grey to honey beige. Although it bleaches readily it does not dye well at all and will rub off. Wool is produced from the fleece of various animals such as sheep, goats and camels. It is often dyed before being spun (hence, 'dyed-in-the-wool'). Wool is preferred for blankets because of its lightness, durability and thermal qualities. Cotton is a fabric imported for its value in making comfortable clothing: it is readily dyed and breathes well. Silk is the rarest of cloths and is highly prized for its light weight, brilliant color, and smooth, sensual feeling on the skin. The price list assumes a homespun of linen or wool, plain and unbleached having a typical cut and style. The nominal list price should be altered according to the following:

Material

| | |
|---------------------|-----|
| Plain linen or wool | ×1 |
| Fine linen or wool | ×2 |
| Plain cotton | ×5 |
| Fine cotton cloth | ×10 |

| | |
|------------|-----|
| Plain silk | ×40 |
| Fine silk | ×80 |

Dye Color (optional)

| | |
|-----------------|-----|
| Brown or black | ×1½ |
| Green or yellow | ×2 |
| Blue | ×3 |
| Red or purple | ×4 |

Style

| | |
|-----------------|-----|
| Plain | ×¾ |
| Typical | ×1 |
| Fancy | ×2 |
| Very Fancy | ×5 |
| Extremely Fancy | ×10 |

Style includes things such as cut of the garment, beadwork, ornamentation and fancy dye-jobs. So a garment made of fine silk, dyed red, with style to suit an empress would cost 3200 times as much as a typical garment of that type. It would of course be utterly gorgeous.

Miscellaneous

Weaponry

Books

The books listed here are sewn binding of parchment pages. A loose-binding of papers would cost about half of what is listed. A collection of scrolls covering the same material would run about one-quarter of that listed, but would require tubes for storage and are susceptible to disorganization due to the lack of binding. This can be a real pain when trying to look up information. As a rule of thumb a book has 50 sheets and a vade mecum has 10 sheets and is of a smaller dimension. Chapbooks are usually smaller yet and made of 8 to 12 sheets.

A rutter is a ship's captain's log of a voyage, useful for finding out where he's been and how he got there so as to repeat the voyage. An almagest is a treatise on astronomy and math. A cambist is a work on currency exchange rates and gives tables for equivalencies of weights and measures. A grimoire is a book of spells. A bestiary is collection of animal lore on mundane and fantastic creatures.

A formulary is a listing of pharmaceutical substances and medicinal formulas. A pharmacopoeia is a list of drugs, their ingredients, methods for manufacture and related information. A chapbook contains tales, ballads, tracts or poems.

The following prices are for book purchases. In some places a book can be rented, usually for the purpose of copying. In general the book deposit is equal to the purchase value of the book and rental is one-tenth that per week. If there is more trust, for example members of a mages guild borrowing from the guild's library, the deposit may be one-quarter the book's value or waived entirely.

Chemicals & Such

These are the various chemicals and strange substances that are required for the practice of alchemy. Although generally only available from alchemists, their sources are usually specialty hunters. Under a rare circumstance an alchemist may abandon his practice in favor of opening a supply store. Outside of a large city this is impractical. But buying from a practicing alchemist is generally twice or three times as expensive as the given prices because they do not want the purchaser to be an economic competitor with them. The equipment and laboratories represent total customer cost, including installation though not a place of installation (when required).

Catalog

Many items are listed in this catalog, but no matter how many are listed they will never be complete. Further, any fixed price list such as this is by definition representing only a limited, static view of an economy, a snapshot. Real economies are dynamic and prices will rise and fall according to abstruse and little understood rules.

For the first problem the referee must determine the price of a good or service that is not listed. For consistency's sake it is recommended to write down the valuation, preferably with notes as to how the value was determined. To determine the value of a good or service look at similar items in the catalog, consider the profession that produces or provides it, consider how long it will take to produce or provide and the expected income of the profession.

To better allow the market conditions of a particular area to be represented there are two factors used by these rules. One is the local availability of the good or service: items produced locally as part of a major industry tend to cost less while those imported from great distance tend to cost more.

The second is a rough measure of how commoditized the good or service is. Items flagged as *commodity* have little or no price flexibility as they are already at the lowest value for which they can be offered. This is appropriate when the good or service is widely available from many different suppliers. An unqualified item is priced at twice the commodity rate and so can be bargained for. In such a case the list price should be read as the "average transaction value" for the good or service. The provider would be expected to start negotiations at an amount greater than the list price.

On the other end of the scale an item may be marked as *premium* in which case there is an undersupply of the good or service causing it to be valued well above what the "standard" market value would be. Each level of premium indicates a doubling of value so a *premium*³ listing would indicate that it is priced eight times the "standard" value.

A referee can readily tweak the price list by simply adjusting the commoditization rating for the

good or service to represent local market conditions. This can be presented as an "errata" for the listed price list so the errata would be consulted for any potential adjustments before looking up the price.

Weights and Measures

To keep the medieval flavor archaic measures are used for many items. Weight is measured in pounds and ounces (or grains). Volume is measured in gills, cups, pints, quarts, gallons, poney kegs, kegs, half barrels, barrels and casks. The equivalencies are as follows.

There are 7000 grains to a pound, or 16 ounces to a pound. It takes 2,000 pounds to make a ton. A gill is four fluid ounces, there are two gills to a cup, two cups to a pint, two pints to a quart, four quarts to a gallon, five gallons to a pony keg, 7½ gallons to a keg, 15½ gallons to a half barrel, 31½ gallons to a barrel and 120 gallons to a cask.

Dry measure uses two gallons to a peck and four pecks to a bushel. A bushel of grain weighs about 60 pounds, though it really depends on the grain.

Animals

This category covers all manner of animals and beasts, but only when alive. For dead animals consider the magic or food sections depending on the expected utility. And this section covers an assortment of tools, implements, accouterments and harness associated with animals.

Domestic

This section is for domesticated animals that might be used as beasts of burden or pets, but have no especial training.

Donkey

Hostler

8 sp, Medium-sized, 3d8 HP

A donkey is a hardy creature related to the horse and commonly used as a pack animal. Small donkeys are sometimes called burros and large donkeys may be referred to as asses. A donkey has a heavier head, narrower hooves and shorter mane than a horse.

Dog

Kennel

1 sp, Medium Small-sized, 2d8 HP

This price is for a pedigreed dog. A stray can usually be had for the price of some food and good care.

Draft Horse

Hostler

15 sp, Very Large-sized, 6d20 HP

10 sp when older or small

20 sp when larger and stronger

This price is for a young and well-tempered draft horse.

Mule

Hostler

12 sp, Medium-sized, 3d8 HP

This price is for a young and sturdy mule. Mules are the off-spring of horses and donkeys having the head, hooves and short mane of a donkey and the height and body of a horse. Mules are even tempered and make excellent pack animals.

Pony

Hostler

9 sp, Medium-sized, 3d6 HP

This price is for a young and well-tempered pony.

Herd

This section is for animals that are herded on broad ranges. Though not feral these animals are not domesticated and will be wary of humans.

Bull

Rancher

15 sp, Large, 6d12 HP

10 sp when small or of unknown stock

20 sp when of excellent stock

This price is for a young, healthy bull of good breeding stock.

Calf

Rancher

2 sp, Medium-sized, 3d6 HP

This price is for a healthy calf weighing from 500 to 600 pounds.

Cow

Rancher

8 sp, Large, 6d10 HP

6 sp when small and lean

10 sp when large and healthy

This price is for a young, healthy cow and can vary up or down by up to 2 sp for larger and smaller cattle.

Goat

Farmer

2 sp, Medium Small, 3d6 HP

This price is for a young goat.

Ox

Rancher

13 sp, Large, 6d10 HP

This price is for a young, healthy ox.

Sheep

Farmer

1½ sp, Medium Small, 2d6 HP

This price is for a healthy sheep.

Wether

Farmer

9 cp, Medium Small, 2d6 HP

This price is for a castrated goat or sheep.

Farmyard

This section is for animals that are commonly kept in the yard around a farmhouse. Animals from the Herd section are also sometimes found in small numbers.

Chicken

Farmer

4 cp (hen), Tiny, 1s6 HP

6 cp for a rooster

1 cp for an old rooster

½ cp for hen unable to lay eggs

This price is for most any common type of young adult fowl. When very young or past their prime they are worth less.

Pig

Farmer

2 sp, Medium, 3d8 HP

This price is for a healthy pig.

Trained

This section is for animals that have received special training. As such they are more valuable.

Cavalry Horse

Hostler

5 gp, Large, 3d12 HP

20 gp for an excellent cavalry horse

This price is for sturdy, mature horse capable of carrying an armored rider that has been trained to tolerate the noise of battle.

Falcon

Mews

10 gp, Tiny, 1s10 HP

This price is for a young and trained falcon. Note that a falcon is suitable for hunting either other birds or terrestrial animals, never both. For more information see the Creatures chapter.

Ferret

Hunter

3 sp, Very Small, 1d4 HP

This price is for a male ferret, known as a hob,

trained in hunting rabbits and similar game.

Females, known as jills, are smaller (Tiny) and less suited for hunting.

Hunting Dog

Kennel

2 sp, Medium Small, 2d6 HP

3 sp for exceptional

This price is for a young dog trained for hunting either as a pointer or a setter. A quality dog having exceptional hunting capability will cost more.

Racing Horse

Hostler

5 gp, Large, 3d10 HP

16 gp when pedigreed

50 gp for an exceptional race horse

This price is for a young, unproven horse of breed with racing qualities. The economics of horsebreeding are outside the scope of these rules, but a proven stallion is worth 2 gp just for a single breeding and to purchase a truly outstanding race horse would cost around 50 gp.

Riding Horse

Hostler

1 gp, Large, 3d10 HP

3 gp for a good riding horse

10 gp for an excellent riding horse

This price is for a young, well-mannered horse that has been trained for riding. A good riding horse has a smooth gait and is less jarring to ride.

War Horse

Hostler

2½ gp, Large, 4d12 HP

14 gp for a good war horse

80 gp for an excellent war horse

This price is for a large horse that has been trained to attack in battle—it will attempt to bite other mounts and will kick anyone behind it and trample anyone it is ridden over. Such an animal is usually vicious and caution must be exercised in its care.

Wild

These prices should be seen as measures of perceived, relative worth. They do not imply a market and it should be remembered that the condition of any captured animal may be suspect.

Bear

Trapper

1 gp

This price is for a live bear caught in the wild.

Elephant

Adventurer

6 gp

This price is for a live elephant caught in the wild.

Falcon

Falconer

1 gp, Tiny, 1s10 HP

This price is for a live falcon caught in the wild.

The younger the bird the greater its value for subsequent training. An adult bird is of little use beyond putting on display in a cage.

Ferret

Hunter

1 sp, Very Small, 1d4 HP

This price is for a healthy ferret caught in the wild.

Horse

Hostler

5 sp, Large, 3d12 HP

This price is for a live horse caught in the wild.

Rabbit

Trapper

5 cp

This price is for a live rabbit caught in the wild. Its primary value is for slaughter.

Hare

Trapper

1 sp

This price is for a particularly large hare caught in the wild, smaller hares will be valued somewhat less. The primary use is for slaughter.

Falcon Equipment

Equipment for use in handling birds, falcons in particular.

Leg Bell, pair

Falconer, Mews

1 sp, ¼–5 pounds

The weight and composition (nickel silver or brass) depends on the size of the bell. A larger bell is needed for a larger bird.

Tail Bell

Falconer, Mews

8 cp, ½–1½ pounds

The weight and composition (nickel silver or brass) depends on the size of the bell. A larger bell is needed for a larger bird.

Riding Equipment

Equipment for use in riding or training horses. A bridle refers to a bit, halter and reins. Small items are appropriate for ponies, medium for normal mounts and large items for great horses.

Bit

Saddler

Small: 1 cp, 1 ounce

Medium: 1 cp, 1 ounce

Large: 2 cp, 2 ounces

A bit is a cylinder put in a horse's mouth and generally held in place by a halter. Bits are variously made of wood and metal. While metal is more durable a wooden bit is more comfortable for the horse and less damaging to the teeth. The purpose of a bit is to increase the control exerted by the halter.

Bridle

Saddler

Small: 6 cp, ½ pound

Medium: 9 cp, 1 pound

Large: 1 sp, 2 pounds

A bit, halter and reins already fitted into a single piece.

Halter

Saddler

Small: 3 cp, ¼ pound

Medium: 4 cp, ½ pound

Large: 6 cp, 1 pound

A halter is a piece of headgear for an animal that fits around the head and used with reins or a lead.

Hobble

Saddler

Small: 1 cp, ½ pound

Medium: 2 cp, 1 pound

Large: 4 cp, 2 pounds

A loop of leather used to bind the legs of a horse or other creature such that it can wander about to graze, but is unable to move with any speed.

Jousting Saddle

Saddler

Medium: 15 sp, 8 pounds

Large: 20 sp, 12 pounds

This is like a riding saddle except with a higher back and overall of sturdier construction.

Lead

Saddler

3 cp, 1 pound

A lead is a heavy, eight foot leather strap with a hook at one end for attaching to a halter and leading the animal.

Ranch Saddle

Saddler

Small: 8 sp, 1½ pounds

Medium: 12 sp, 2 pounds

Large: 15 sp, 3 pounds

This is a western-style saddle that was completely unknown in Medieval times but is perhaps the best known saddle in modern times.

Reins

Saddler

Small: 1 cp, ⅓ pound

Medium: 2 cp, ½ pound

Large: 3 cp, ¾ pound

Reins are a four to six foot length of leather attached at either end to a halter and held in the middle by a rider and used to control a mount.

Riding Saddle

Saddler

Small: 4 sp, 1½ pounds

Medium: 6 sp, 2 pounds

Large: 8 sp, 3 pounds

A saddle is almost a chair made of leather and wood having a low back strapped to the back of a horse.

Saddlebag

Saddler

Small: 5 sp

Medium: 7 sp

Large: 10 sp

Saddlebags are normally used in pairs either slung across a horse's back or attached to a saddle.

Saddle Blanket

Saddler

Small: 1 sp, 1 pound, 1½' × 3'

Medium: 3 sp, 3 pounds, 2½' × 5'

Large: 6 sp, 6 pounds, 3½' × 7'

A saddle blanket is a durable blanket placed under a saddle help prevent the use of a saddle from creating sores on a horse's back. The blanket must necessarily be larger for larger mounts. The small blanket is suitable for a pony, the large for a great horse.

Farming Equipment

Yoke

Farmer

2 sp

This is a wooden yoke suitable for harnessing an ox to a plow or wagon.

Plowshare

Blacksmith

5 cp

This is the iron foot for a plow.

Feed

Grain

Suttler

1 cp, 5 pound bag

3 cp, 20 pound sack

1 sp, 100 pound sack

The grain is of good quality, possibly oats. A horse should get grain periodically, especially when worked.

Fodder

Suttler

1 cp, 20 pound sack

4 cp, 100 pound sack

Horse fodder is a mix of grain and grass and is tolerable for feeding horses, but only over the short term or if they are not being worked.

Arms & Armor

This category covers all manner of armaments, both offensive and defensive, specifically made for war. For completeness every entry in the weapons table has an entry here, but for items which serve some other primary purpose the entry refers to that location.

Armor

Armor is generally made from cloth, leather and iron and by default is purchased by the suit. However, prices and weights for individual pieces of armor are also included. The full suit is a fiction for game convenience and covers all locations. It is not possible to construct it from the individual pieces, nor can it be divided into pieces.

Note that "elf-made" or "elven" armor is actually imported from the sidhe, usually by way of the elves, and is rarely made to order. For medium sized creatures the price and weight for "elf-made" pieces is 16 times normal and one-ninth normal, respectively.

With the exception of "elf-made" armor the weight and cost of armor varies by the size of the purchaser. The price adjustment takes into account the custom work necessary and, especially in the case of Tiny-sized armor, the delicate work necessary. If the armorer is of the appropriate size then use the second price column.

| Size | Weight | Price | Price ² |
|----------------|------------------|------------------|--------------------|
| Extremely Tiny | × $\frac{1}{80}$ | ×10 | × $\frac{1}{9}$ |
| Very Tiny | × $\frac{1}{40}$ | ×5 | × $\frac{1}{6}$ |
| Tiny | × $\frac{1}{20}$ | ×3 | × $\frac{1}{4}$ |
| Very Small | × $\frac{1}{9}$ | ×2 | × $\frac{1}{3}$ |
| Small | × $\frac{1}{4}$ | ×1 $\frac{1}{2}$ | × $\frac{1}{2}$ |
| Medium Small | × $\frac{1}{2}$ | ×1 | × $\frac{3}{4}$ |
| Medium | ×1 | ×1 | ×1 |
| Medium Large | ×2 | ×2 $\frac{1}{2}$ | ×1 $\frac{1}{2}$ |
| Large | ×4 $\frac{1}{2}$ | ×5 | ×2 |
| Very Large | ×9 | ×10 | ×3 |
| Huge | ×20 | ×25 | ×5 |
| Enormous | ×40 | ×50 | ×8 |
| Titanic | ×80 | ×100 | ×12 |
| Gargantuan | ×160 | ×250 | ×18 |

Padding

Armorer

4 sp, 10 pounds, 1 AP

This armor consists of a thick felt padding. It is often worn underneath another suit of armor though doing so is very hot. It takes two rounds to put on a padding hauberk or bynie and get it settled. A hood takes a single round for a practiced wearer to put on and secure. A padding hood, more commonly known as an arming cap, is often worn under a helmet.

| Piece | Price | Weight |
|---------|--------------------|-------------------------|
| Barding | 20 sp | 46 $\frac{1}{2}$ pounds |
| Byrnie | 1 $\frac{3}{4}$ sp | 4 $\frac{1}{2}$ pounds |
| Hat | 1 $\frac{1}{4}$ cp | $\frac{1}{4}$ pound |
| Hauberk | 2 $\frac{1}{2}$ sp | 6 $\frac{3}{4}$ pounds |
| Hood | 3 cp | $\frac{5}{8}$ pound |

Quilted

Armorer

6 sp, 15 pounds, 2 AP

This armor consists of heavy quilting. Due to its thickness it is rarely worn under other armor. It takes two rounds to put on a quilted hauberk or bynie and get it settled. A hood takes a single round for a practiced wearer to put on and secure. The hood, more commonly known as an arming cap, is sometimes worn under a helmet.

| Piece | Price | Weight |
|---------|--------------------|-------------------------|
| Barding | 30 sp | 70 pounds |
| Byrnie | 2 $\frac{2}{3}$ sp | 6 $\frac{3}{4}$ pounds |
| Hat | 1 $\frac{3}{4}$ cp | $\frac{3}{8}$ pound |
| Hauberk | 3 $\frac{3}{4}$ sp | 10 $\frac{1}{4}$ pounds |
| Hood | 4 $\frac{1}{4}$ cp | 1 pounds |

Light Leather

Armorer

3 sp, 7 pounds, 1 AP

This armor consists of a light leather and is roughly equivalent to heavy leather clothing such as might be worn by nomads. The "hauberk" is really a long coat and the "chausses" are really pants. This is about 3 to 4 ounce leather. A light leather coat takes an experienced wearer one round to put on and secure. Light leather pants are rather more awkward and usually take three rounds or longer.

Armor by Piece

Backplate Normally worn with a breastplate, this armor is strapped either to it or around the chest. It protects the chest against all hits from the back with a 50% chance of protecting against hits from the side. A backplate generally costs 9% and weighs 11½% of a full suit.

Barding This term applies generally to armor for horses and is also worn by centaurs. It protects the forequarters and hindquarters. Barding generally costs 8 times and weighs 4.6 times as much as a full suit.

Breastplate Often worn with a backplate, it is either strapped to that or around the chest. It protects the chest against all hits from the front with a 50% chance of protecting against hits from the side. A breastplate generally costs 12½% and weighs 11½% of a full suit.

Byrnie Somewhat like a long-torso short sleeved jacket, this flexible armor covers the chest, abdomen and upper arm. A byrnie generally costs 41½% and weighs 44½% of a full suit.

Chausses These are leggings that protect the legs and are referred to as pairs. They require some form of support to keep from falling down and in full suits are attached to the torso armor. Chausses generally cost and weigh 40% of a full suit.

Corselet Technically only refers to torso armor (cuirass), but in practice and in these rules refers to armor consisting of backplate, breastplate, pauldrons, faulds and cuissarts.

Cuirass This rigid armor covers the chest and abdomen. It is a clamshell either hinged or swung on straps. A cuirass generally costs 36% and weighs 38½% of a full suit.

Cuissarts These come in pairs and are usually suspended from the torso armor, such as faulds, by interior straps. They protect the thighs against all hits from the front with a 50% chance of protecting against hits from the side. Cuissarts generally cost 11% and weigh 12% of a full suit.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|---------------|
| Byrnie | 1½ sp | 3 pounds |
| Chausses | 1¼ sp | 2¾ pounds |
| Hat | 1 cp | ⅛ pounds |
| Hauberk | 2 sp | 4¾ pounds |
| Vambraces | 2¼ cp | ½ pounds |

Soft leather

Armorer

4 sp, 14 pounds, 2 AP

This armor is made of flexible leather and is about the same protection as that offered by a heavy motorcycle jacket, about 7 ounce leather. It takes three rounds to put on a soft leather hauberk and get it settled. A byrnie takes two rounds to put on and secure. A hood takes a single round for a practiced wearer to put on and secure. Vambraces take one round for a helper to put on or two rounds for an experienced wearer. The chausses, in actuality more like chaps than pants, take three rounds to put on.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|---------------|
| Byrnie | 1¾ sp | 6¼ pounds |
| Chausses | 1½ sp | 5½ pounds |
| Hat | 1¼ cp | ⅜ pound |
| Hauberk | 2½ sp | 9½ pounds |
| Hood | 3 cp | 1 pound |
| Vambraces | 3 cp | ⅞ pound |

Hard leather

Armorer

5 sp, 20 pounds, 3 AP

This armor is made of heavy leather stock and is typical of leather armor as worn by soldiers. It is about 10 ounce leather. As a rule of thumb an experienced assistant can put on one piece each round. For a full suit this amounts to a minute with up to three assistants being practical lowering the time to four rounds. With practice a wearer can put the armor on himself in as little as two rounds per piece, but it normally takes three rounds.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|---------------|
| Barding | 25 sp | 93 pounds |
| Cuirass | 1¾ sp | 7¾ pounds |
| Cuissarts | 6½ cp | 2½ pounds |
| Gorget | ¼ cp | ⅛ pound |
| Greaves | 2½ cp | 1 pounds |
| Hat | 1½ cp | ½ pound |

| | | |
|------------|-------|-----------|
| Helmet | 3¼ cp | 1¼ pounds |
| Pauldrons | 8 cp | 3 pounds |
| Rerebraces | 3½ cp | 1¼ pounds |
| Vambraces | 3½ cp | 1¼ pounds |

Cuirbouilli*Armorer**7½ sp, 40 pounds, 6 AP*

This armor is made of hardened leather, the process varying but different techniques use oil or wax. This is used by some armies, particularly when metal is scarce or too expensive. As a rule of thumb an experienced assistant takes one round per piece to put on with the wearer taking three rounds per piece. For a full suit this amounts to a minute for an assistant or three minutes without. Up to three assistants are practical, reducing the time to four rounds.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|---------------|
| Backplate | 8 cp | 4½ pounds |
| Breastplate | 1 sp | 4½ pounds |
| Corselet | 4½ sp | 26 pounds |
| Cuirass | 2¾ sp | 15½ pounds |
| Cuissarts | 10 cp | 4¾ pounds |
| Gorget | ½ cp | ¼ pound |
| Greaves | 3½ cp | 1¾ pounds |
| Hat | 2¼ cp | 1 pounds |
| Helmet | 5 cp | 2½ pounds |
| Rerebraces | 5½ cp | 2½ pounds |
| Vambraces | 5½ cp | 2½ pounds |

Bezainted*Armorer**12 sp, 20 pounds (25 for quilted), 5 AP*

This is soft leather armor with metal disks sewn to it. A retrofit costs just as much, but avoids the time delay of having the leather armor tailored. A quilted bezaint costs the same, but is five pounds heavier. See the ringmail description for guidelines on time to put on the armor.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|-----------------|
| Byrnie | 5⅓ sp | 9 (11) pounds |
| Chausses | 4¾ sp | 8 (10) pounds |
| Hat | 3½ cp | ½ (⅝) pound |
| Hauberk | 7½ sp | 13½ (17) pounds |
| Helmet | 8 cp | 1¼ (1½) pounds |

Faulds Generally worn with a breastplate and cuissarts, it protects the abdomen. Faulds generally cost 14% and weigh 15½% of a full suit.

Full Helm These protect the entire head but can only be worn with a mated back and breastplate pair or with a mated cuirass as it must be bolted in place. Full helms generally cost 7% and weigh 8% of a full suit.

Gauntlets These come in pairs and protect the hands and forearms. The forearm protection is flared to allow flexibility and a vambrace to be fitted underneath. It protects against 50% of forearm hits. Gauntlets generally cost 10% and weigh 5% of a full suit.

Gloves These come in pairs and protect the hands. Gloves generally cost 7% and weigh 3% of a full suit.

Gorget Protects the throat and generally costs ½% and weighs ½% of a full suit. Although a gorget technically circles the neck it provides insufficient coverage in the back to be considered any protection there.

Greaves These come in pairs. They protect the lower legs against hits from the front with a 50% chance of protecting against hits from the side. Greaves generally cost 4% and weigh 4½% of a full suit.

Hat This rigid armor protects the top of the head and generally costs 2½% and weighs 2½% of a full suit.

Hauberk A sort of coat that covers the chest, abdomen, thighs and upper arms. Although generally it is pulled on some may be made with a side opening closed with straps. A hauberk generally costs 63% and weighs 68% of a full suit.

Helmet Protects the head except for the face and throat. A helmet generally costs 5½% and weighs 6% of a full suit.

Hood Protects the head except for the face. A hood generally costs 6% and weighs 6½% of a full suit.

Pauldrons Shoulder armor that provides partial (50%) protection for the chest and upper arms. Usually worn with cuirass, costs 13½% and weighs 14½% of a full suit.

Rerebraces Covers the upper arm and generally costs 6% and weighs 6% of a full suit.

Solleret Protects the foot and generally costs 8½% and weighs 6% of a full suit. Also known as Sabaton.

Tassets See *Cuissarts*.

Vambraces Covers the forearm and generally costs 6% and weighs 6% of a full suit.

Visored Helm Protects the head except for the throat. A visored helm generally costs 10% and weighs 7% of a full suit.

Ringmail

Armorer

1 gp, 25 pounds (30 for quilted), 6 AP

This is soft leather armor with heavy metal rings sewn to it. A retrofit costs just as much but avoids the time delay of having the leather armor tailored. A quilted ringmail costs the same, but is five pounds heavier. It takes three rounds to put on a ringmail hauberk and get it settled. An experienced helper can put on a byrnie in two rounds, the wearer can do it himself in as little as three rounds with a lot of practice. A helmet takes a single round for a practiced wearer to put on and secure. Chausses, more like chaps than pants, take three rounds to put on and secure.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|------------------|
| Barding | 5 gp | 116 (140) pounds |
| Byrnie | 9 sp | 11 (13¼) pounds |
| Chausses | 8 sp | 10 (12) pounds |
| Hat | 6 cp | ⅝ (¾) pounds |
| Hauberk | 12½ sp | 17 (20½) pounds |
| Helmet | 1 sp | 1½ (1¾) pounds |

Scalemail

Armorer

2½ gp, 50 pounds (55 for quilted), 8 AP

This is soft leather armor with overlapping scales set in rows sewn or riveted to it. A retrofit costs just as much but avoids the time delay of having the leather armor tailored. A quilted scalemail costs the

same, but is five pounds heavier. It takes three rounds to put on a scalemail hauberk and get it settled. An experienced helper can put on a byrnie in two rounds, the wearer can do it himself in as little as three rounds with a lot of practice. A helmet takes a single round for a practiced wearer to put on and secure. Chausses, more like chaps than pants, take three rounds to put on and secure.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|------------------|
| Barding | 12½ gp | 233 (256) pounds |
| Byrnie | 22½ sp | 22¼ (24½) pounds |
| Chausses | 20 sp | 20 (22) pounds |
| Hat | 1¼ sp | 1¼ (1½) pounds |
| Hauberk | 32 sp | 31½ (34¾) pounds |
| Helmet | 2¾ sp | 3 (3¼) pounds |

Brigandine

Armorer

3 gp, 55 pounds, 9 AP

This armor is made of two layers of leather with metal scales riveted in between. A properly dyed brigandine with polished brass rivets is very fetching. It takes two rounds for a helper to put a brigandine cuirass on a character and at least three rounds to do that for himself. In reality full suits of brigandine do not exist, the remaining pieces would likely be of leather.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|---------------|
| Cuirass | 1 gp | 21¼ pounds |

Light Chainmail

Armorer

3 gp, 25 pounds, 7 AP

48 gp, 3 pounds for "elf-made"

This armor consists of a single layer of light, metal links woven together. It is popular with merchants to wear underneath their outer clothing as a less obvious defense when traveling through dangerous areas. So-called elven light chainmail provides the same protection and has the same bulk, but always weighs six pounds regardless of the creature's size. For guidelines on putting light chainmail on see the chainmail description.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|---------------|
| Barding | 15 gp | 116 pounds |
| Byrnie | 27 sp | 11 pounds |
| Chausses | 24 sp | 10 pounds |

| | | |
|---------|-------|-----------|
| Gloves | 4¼ sp | ¾ pounds |
| Hauberk | 38 sp | 17 pounds |
| Hood | 3½ sp | 1⅝ pounds |

Chainmail

Armorer

5 gp, 45 pounds, 10 AP

80 gp, 5 pounds for “elf-made”

This armor consists of a single layer of densely woven metal links. It is popular for the high degree of protection it provides combined with the flexibility of movement and one-size-fits-many. The cost limits it to the wealthy, however. So-called elven chainmail provides the same protection and has the same bulk, but always weighs eleven pounds regardless of the creature’s size. It takes two rounds to put on and get a hauberk or byrnie settled properly. A coif (hood) takes one round for the experienced and two rounds for the inexperienced. An arming cap (padding hood) is nearly always worn beneath a coif and takes the same time to put on. Chausses take three rounds to put on and secure. Gloves are clumsy for the wearer to put on but a helper can put on and secure them in two rounds. For purposes of putting armor on a “full suit” can be considered to consist of a byrnie, hood, gloves and chausses.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|---------------|
| Barding | 25 gp | 209 pounds |
| Byrnie | 2¼ gp | 20 pounds |
| Chausses | 2 gp | 18 pounds |
| Gloves | 7 sp | 1⅜ pounds |
| Hauberk | 3 gp | 30½ pounds |
| Hood | 6 sp | 3 pounds |

Platemail

Armorer

8½ gp, 55 pounds, 12 AP

136 gp, 6 pounds for “elf-made”

This armor consists of rounded metal plates held in place by straps that connect one piece to another with a slight leather suspension from the shoulders to keep the iron weight from grinding overly hard on the shoulders. In addition the inside is covered in cloth, often felt, to reduce wear between the parts; as a side effect it makes it slightly more comfortable to wear. Still, wearing padding beneath it is a popular practice. Joints are protected by sections of

chainmail riveted to one of the pieces and secured by straps to its neighbors.

Although platemail must be custom-made to fit properly a sufficiently close fit can be worn without issue. For game purposes if height is within ½" and weight within 5% the fit is considered close enough, otherwise wearing it causes chafing and significant discomfort. For example if the fit were off by one inch and the weight by 7% a penalty of 6 to any action performed while wearing the armor would be appropriate. So-called elven platemail provides the same protection and has the same bulk, but always weighs six pounds regardless of the creature’s size (though it must have been produced at the correct size—the armor itself does not adjust to fit the wearer).

An experienced helper can put on one piece per round with up to three helpers being practical. An inexperienced helper takes at least twice as long. As there are ten pieces it normally takes a minute to get the armor on. Platemail is clumsy for the wearer to put on or take off himself and so takes three times as long.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|---------------|
| Barding | 42½ gp | 256 pounds |
| Backplate | 15 sp | 6¼ pounds |
| Breastplate | 1 gp | 6¼ pounds |
| Corselet | 5 gp | 35¾ pounds |
| Cuirass | 3 gp | 21 pounds |
| Cuissarts | 1 gp | 6½ pounds |
| Faulds | 1 gp | 8½ pounds |
| Full Helm | 12 sp | 4½ pounds |
| Gauntlets | 1 gp | 2¾ pounds |
| Gorget | 10 cp | ¼ pounds |
| Greaves | 6¾ sp | 2½ pounds |
| Hat | 4¼ sp | 1⅜ pounds |
| Helmet | 9⅓ sp | 3¼ pounds |
| Pauldrons | 1 gp | 8 pounds |
| Rerebraces | 10¼ sp | 3¼ pounds |
| Solleret | 15 sp | 3¼ pounds |
| Vambraces | 10¼ sp | 3¼ pounds |
| Visored Helm | 1 gp | 4 pounds |

Field Plate

Armorer

16½ gp, 60 pounds, 13 AP

270 gp, 6¾ pounds for “elf-made”

This armor consists of rounded metal plates loosely formed to the body and held together in overlapping sections by rivets. The vambraces are hollow tubes connecting the upper and lower arms by means of a cowter, a hinged protective joint. Similarly the upper and lower leg pieces are joined by a poleyn. Interior straps are used to hold one piece to the other. This armor can be worn in parts, but only if all parts connecting to the torso armor are present. Pauldrons and vambraces do not rely on each other and can be worn separately or together. So-called elven field plate provides the same protection and has the same bulk, but always weighs seven pounds regardless of the creature’s size.

The armor is sensitive to damage as a good dent can prevent a joint from being operated. Any blow doing at least 4 points of damage has a one in six chance of damaging a joint causing a cumulative 1 penalty. When the penalty reaches the wearer’s STR it is effectively frozen in place and must be removed to restore motion. Such damage can be repaired at the cost of 5 sp per point of penalty.

Due to the close-design and inflexible nature of the metal plates it must be custom-made to fit.

There is a cumulative 1 penalty for each ¼" variance in height and a cumulative 1 penalty for each 1% variance in weight from the design. The penalty is doubled (or increased to 2 in the absence of a penalty) if made for a different race. For example, if designed for a human 5' 8" tall weighing 150 pounds and worn by an elf of the same height but weighing 145 pounds would give a penalty of 10, doubled to twenty for crossing racial boundaries. If using armor by piece note that the cuirass is a standalone piece of armor made in similar style, but does not belong to the set.

Putting on and taking off field plate is laborious and quite difficult for the wearer to do himself. As a rule of thumb it should take two rounds per piece for someone else to put them on the character (twice that if they are not familiar with the armor). Up to three people can assist the character allowing it to be put on in one third the time. The time is

halved if the armor is put on in a rush, but there is a one in six chance of a piece falling off or slipping so as to offer no effective protection any time it is hit due to not being strapped properly into place. It takes half the time to take off as to put on. As there thirteen pieces field plate can be safely put on by a single, experienced helper in two and a half minutes.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|--------------|---------------|
| Barding | 82½ gp | 279 pounds |
| Backplate | 1½ gp | 6 pounds |
| Breastplate | 2 gp | 7¾ pounds |
| Corselet | 10 gp | 39 pounds |
| Cuirass | 6 gp | 23 pounds |
| Cuissarts | 2 gp | 7¼ pounds |
| Faulds | 2 gp | 9¼ pounds |
| Full Helm | 1 gp | 4¾ pounds |
| Gauntlets | 2 gp | 3 pounds |
| Gorget | 1¾ sp | ¼ pounds |
| Greaves | 13 sp | 2¾ pounds |
| Hat | 8 sp | 1½ pounds |
| Helmet | 15 sp | 3½ pounds |
| Pauldrons | 2 gp | 8¾ pounds |
| Rerebraces | 1 gp | 3½ pounds |
| Solleret | 1½ gp | 3½ pounds |
| Vambraces | 1 gp | 3½ pounds |
| Visored Helm | 1½ gp | 4¼ pounds |

Full Plate

Armorer

33 gp, 64 pounds, 14 AP

550 gp, 7 pounds for “elf-made”

This armor is an entire suit of iron that covers the head from top to bottom with such close fitting pieces of interlocking plates that not even a pin can be pushed through the joints. It is more sensitive to damage and size variations than even field plate causing a cumulative penalty on the basis of ⅛ inch height and ½% weight variations.

The armor can only be easily worn as a whole suit but it should be well noted that the “full suit” version is, for consistency, the same as all other full suits of armor and consists of a single piece while wearing full plate by piece will result of doubling of protection in some areas, notably the gorget and pauldrons—which accounts for the increased weight and cost. When worn by piece full plate amounts to nearly a eighty pounds and is valued at

42 gp. It should also be noted that the leg pieces provide full front and back protection which is why they are not referred to as greaves or cuissarts.

It takes an experienced helper three rounds to put on each piece with up to three helpers being practical. It can be rushed to two rounds per piece but with a one in six chance for any given piece to be dislodged by any given blow due to poor strap-ping. It takes at least three times as long for inexperienced helpers to strap on. Removing the armor takes two rounds per piece if the wearer is assisting by moving so as to expose disengage points and at least three rounds per piece if the wearer is not able to do so.

The armor is so tightly fitted that it is prone to damage with any blow doing at least one point of damage having a one in six chance of causing a cumulative 1 penalty. If the penalty reaches the wearer's STR then it is effectively frozen in place. In addition any blow doing at least five points of damage always causes such a penalty unless, one in six chance, it immediately locks the piece into place. Such damage can be repaired at the cost of 1 gp per point of penalty.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|----------------------|-----------------------------------|---------------------------------------|
| Backplate | 3 gp | 6 ³ / ₈ pounds |
| Breastplate | 4 gp | 8 ³ / ₈ pounds |
| Corselet | 20 gp | 41 ³ / ₄ pounds |
| Faulds | 4 ¹ / ₂ gp | 10 pounds |
| Gauntlets | 3 ¹ / ₄ gp | 3 ¹ / ₄ pounds |
| Gorget neckplate | 1 gp | 1 ⁵ / ₈ pounds |
| Legs | 12 ³ / ₄ gp | 24 ³ / ₄ pounds |
| Pauldrons | 4 ¹ / ₂ gp | 9 ¹ / ₄ pounds |
| Vambraces, whole arm | 5 ¹ / ₂ gp | 9 ⁷ / ₈ pounds |
| Visored Helm | 3 ¹ / ₂ gp | 5 ¹ / ₈ pounds |

Jousting Plate

Armorer

35 gp, 80 pounds, 17 AP

700 gp, 9 pounds, 17 AP for "elf-made"

This armor consists of thick, metal plates formed to the body and held together by leather fittings. To fit well it must be custom-made though untailed jousting plate can be worn if it is close to the right proportions. So-called elven jousting plate provides the same protection and has the same bulk, but always weighs twenty pounds regardless of the

creature's size. As jousting plate is not designed for the wearer to put on it *requires* an assistant. It takes two rounds per piece to put on and secure, and so about a minute and a half for an entire suit.

| <i>Piece</i> | <i>Price</i> | <i>Weight</i> |
|--------------|----------------------------------|---------------------------------------|
| Breastplate | 4 ¹ / ₂ gp | 9 ¹ / ₄ pounds |
| Cuissarts | 4 gp | 9 ¹ / ₂ pounds |
| Faulds | 5 gp | 12 ¹ / ₂ pounds |
| Gorget | 3 ¹ / ₂ sp | ¹ / ₂ pounds |
| Pauldrons | 4 ³ / ₄ gp | 11 ¹ / ₂ pounds |
| Rerebraces | 2 gp | 4 ³ / ₄ pounds |
| Vambraces | 2 gp | 4 ³ / ₄ pounds |
| Visored Helm | 3 ¹ / ₂ gp | 5 ¹ / ₂ pounds |

Pixie Armor

Pixie Armorer

Leather: 5 sp, 4 ounces, 1 AP

Chainmail: 3 gp, 5 ounces, 2 AP

Platemail: 8¹/₂ gp, 11 ounces, 3 AP

This armor is of Tiny size and appropriate for pixies to wear. Though thinner and lighter than the equivalent armor worn by larger sized folk it still affords some protection. If a normal sized armorer attempts to duplicate this armor it takes three times as long to make and costs three times as much due to the unaccustomed delicacy of the work.

Sidhe Armor

Armorer

Leather: 6 sp, 1¹/₂ pounds, 1 AP

Cuirbouilli: 9 sp, 3 pounds, 2 AP

Ringmail: 1¹/₂ gp, 2³/₄ pounds, 3 AP

Scalemail: 3³/₄ gp, 5¹/₂ pounds, 4 AP

Chainmail: 7¹/₂ gp, 5 pounds, 5 AP

Platemail: 12³/₄ gp, 6 pounds, 6 AP

This armor is of Small size and appropriate for sidhe to wear. It is usually custom-made for sidhe that lack the stoutness to wear regular weight armor. It is rarely made by the sidhe themselves as within their mounds their armor normally weighs this much and protects better. But a sidhe in need of obtaining new or better armor outside of the mound sometimes commissions such work.

Bonds

This heading covers a variety of bonds ranging from shackles to ropes. The strength of a chain is equal to $\sqrt{(\sqrt{3} \times \text{Working load})}$ while the strength of a rope is equal to $\sqrt{(\sqrt{5} \times \text{Working load})}$. This is used if someone is trying burst bonds or as a limiter to hauling STR.

Chains

The strength of a chain is equal to $\sqrt{(\sqrt{3} \times \text{Working load})}$. All chains are assumed to be made of quality iron; if this is not the case use the Chain Material table to determine the actual price, weight and so on. For chains made of precious metals adjust the price in proportion to the relative value of iron.

Anchor Chain

Blacksmith

12 sp, 15½ pounds per foot

This is a chain made from bar stock having more than an inch diameter. It has 227½ HP per foot and takes 70 points of damage to sever a link. Such chain has a working load of 11,760 pounds and a breaking load of 35,280 pounds yielding STR 143.

Chain

Blacksmith

2 sp, 2½ pounds per foot

This is a chain made from bar stock having a half inch diameter. It has 37 HP per foot and takes 30 points of damage to sever a link. Such chain has a working load of 1,985 pounds and a breaking load of 5,955 pounds yielding STR 59.

Fine Chain

Blacksmith

3 sp, 1¼ pounds per 10 feet

This is a fine chain made from wire having an eighth of an inch diameter. It has 2 HP per foot, a working load of 120 pounds and a breaking load of 360 pounds, yielding STR 14.

Light Chain

Blacksmith

6 cp, 1½ pounds per foot

This is a light chain made from

bar stock having a quarter inch diameter. It has 8 HP per foot and takes 18 points of damage to sever a link. Such a chain has a working load of 475 pounds and a breaking load of 1,425 pounds, yielding STR 29.

Wire

The making of wire is a time consuming process whether drawn or cut and shaped. The most common method is to cut the metal into strips, hammer it for length and round it into shape. The rounding may be accomplished by drawing the wire through a hole of the desired diameter without reducing. To actually draw wire requires a significant source of power, usually water, and consists of pulling the wire through successively smaller holes between annealings. The main advantage to drawing wire is that it is less labor intensive, but it is still a long, slow process.

Heavy Wire

Blacksmith

12 sp, 15½ pounds per foot

This is quarter inch wire, about 2 gauge.

Restraints

| Chain Material | | | | | | |
|----------------|-------|--------|-----|------|-----|------|
| Material | Price | Weight | HP | Link | STR | Load |
| Pot Metal | ×⅓ | ×⅞ | ×⅝ | ×½ | ×½ | ×⅓ |
| Cast Iron | ×½ | ×⅞ | ×⅝ | ×⅔ | ×¾ | ×½ |
| Iron | ×1 | ×1 | ×1 | ×1 | ×1 | ×1 |
| Steel | ×2 | ×1 | ×1½ | ×1⅓ | ×1¼ | ×1½ |
| Hardened | ×4 | ×1 | ×1½ | ×1⅓ | ×1½ | ×1¾ |

| Chain Size | | | | | | | |
|------------|---------|---------|--------|------|-----|------------|------------|
| Dia. | per 10' | lbs/10' | HP/10' | Link | STR | Working | Breaking |
| ⅓" | 2 sp | ¼ | 5 | 6 | 7 | 30 lbs | 90 lbs |
| ⅜" | 3 sp | 1¼ | 20 | 12 | 14 | 120 lbs | 360 lbs |
| ½" | 5 sp | 5½ | 80 | 18 | 29 | 475 lbs | 1,425 lbs |
| ⅝" | 10 sp | 15 | 220 | 24 | 42 | 1,010 lbs | 3,030 lbs |
| ¾" | 20 sp | 25 | 370 | 30 | 59 | 1,985 lbs | 5,955 lbs |
| ⅞" | 30 sp | 38 | 550 | 36 | 71 | 2,940 lbs | 8,820 lbs |
| 1" | 2 gp | 52 | 760 | 44 | 86 | 4,225 lbs | 12,675 lbs |
| 1¼" | 3 gp | 74 | 1085 | 52 | 99 | 5,695 lbs | 17,085 lbs |
| 1½" | 4 gp | 102 | 1500 | 60 | 117 | 7,935 lbs | 23,805 lbs |
| 1¾" | 6 gp | 155 | 2275 | 70 | 143 | 11,760 lbs | 35,280 lbs |

This section covers various restraints from shackles to cuffs.

Cuffs

Blacksmith

2 sp, 12" light chain, 1½ pounds

These are light cuffs joined by a chain or a welded bar. The cuffs are usually secured by a simple, integral lock (difficulty 3) and rely on the restraint to prevent the cuffed individual from picking it. Alternatively the cuffs may be made such that a padlock can be used to secure them.

Shackles

Blacksmith

1 sp, 2 pounds for a pair

These shackles are just the cuffs themselves and would normally be fitted with a rope or chain as restraint. The shackles are fitted and then a ¼" pin hammered in place. Removing the shackles requires a hammer, driving rod and an anvil or some appropriate place to rest the shackles on while driving the pin out. The advantage of using a driven pin to secure the shackles is that it is cheap and essentially unpickable. However, sometimes a lock is used to secure shackles instead, running the hasp of a padlock through the pin hole. The restraining strength of the shackles is the lesser of the shackles themselves and any chain or rope used in the restraint. The shackles are AP 8, HP 20 with STR 50.

Thumb Cuffs

Blacksmith

asdf

Chains

The strength of a chain is equal to $\sqrt{(\sqrt{3} \times \text{Working load})}$. All chains are assumed to be made of quality iron; if this is not the case use the Chain Material table to determine the actual price, weight and so on.

Cable

Corder

10 sp, 64 pounds per

hundred feet

This is an extraordinarily heavy rope as is used in the standing rigging of a major vessel. In use it is likely to be tarred to help protect it from water and hence mildew and rot. A cable can support 3,800 pounds with a large safety margin. At 19,000 pounds of load the fibers part and the cable breaks. A loop of cable joining a ship to a tow can manage about 17 tons in still water with extremely slow and careful movement. It is STR 92.

Cord

Corder

2 cp, 1 pound per hundred feet

This is a light rope having ⅜" diameter and able to hold 60 pounds. At 300 pounds load the fibers part and the rope breaks. It is STR 12.

Heavy Rope

Corder

2½ sp, 16 pounds per hundred feet

This is a heavy rope having ¾" diameter and able to hold 950 pounds. At 4,750 pounds load the fibers part and the rope breaks. At intermediate loads there is a risk, particularly when the load is first hoisted or there is any shock or drop. It is STR 46.

Rope

Corder

8 cp, 4 pounds per hundred feet

This is a medium weight rope having ⅝" diameter and able to hold 240 lbs. At 1,200 pounds load the fibers part and the rope breaks. At intermediate loads there is a risk, particularly when the load is first hoisted or there is any shock or drop. It is STR

| Brown Rope | | | | | | | |
|-------------|------------------|-----------------|----------------|--------------|------------|----------------|-----------------|
| <i>Dia.</i> | <i>Cost/100'</i> | <i>lbs/100'</i> | <i>HP/100'</i> | <i>Sever</i> | <i>STR</i> | <i>Working</i> | <i>Breaking</i> |
| ⅜" | 2 cp | 1 | 1 | 4 | 12 | 60 lbs | 300 lbs |
| ¼" | 4 cp | 2 | 2 | 5 | 15 | 105 lbs | 525 lbs |
| ⅜" | 8 cp | 4 | 4 | 8 | 23 | 240 lbs | 1,200 lbs |
| ½" | 16 cp | 8 | 8 | 10 | 31 | 420 lbs | 2,100 lbs |
| ⅝" | 2 sp | 12 | 12 | 13 | 38 | 660 lbs | 3,300 lbs |
| ¾" | 2½ sp | 16 | 16 | 15 | 46 | 950 lbs | 4,750 lbs |
| 1" | 5 sp | 32 | 32 | 20 | 61 | 1,680 lbs | 8,400 lbs |
| 1¼" | 7½ sp | 48 | 48 | 25 | 77 | 2,630 lbs | 13,150 lbs |
| 1½" | 10 sp | 64 | 64 | 30 | 92 | 3,800 lbs | 19,000 lbs |
| 2" | 20 sp | 130 | 130 | 40 | 123 | 6,750 lbs | 33,750 lbs |

23.

Books and Things

In game terms there are three kinds of books, in addition to loose leaf and scrolls. Generically, books are purchased from bookstores; in practice, however, they are generally sold in an appropriate store. That is, sorcery grimoires are sold in shops which also purvey wands. The listed prices are for blank books and should be adjusted for content. Additionally, the listed prices are pre-printing press and assume that paper is not mass produced. With either alternative the cost is considerably reduced as indicated on the table.

Blank & Bound

The following items are blank and possibly bound.

Bound Book

Bookstore

1½ gp, 9"×12" (400 passages), 5 pounds

This kind of book has a sewn binding and consists of about a hundred 8½" by 11" pages. It is made from 11" by 17" paper that is folded in half in groups called signatures, each signature being sewn to a cloth binding that is glued to the pasteboard covers. As the paper is not normally trimmed the forward edge of the bound paper has a ragged appearance.

Vade Mecum

Bookstore

8 sp, 6"×9" (40 passages), 1½ pounds

This kind of book has a sewn binding and consists of about 20 5½" by 8½" pages between thin wooden boards or pasteboard covers.

Chapbook

Bookstore

4 sp, 4"×6" (20 passages), ¾ pound

This kind of book has a sewn binding and consists of about twenty 4" by 5½" pages between pasteboard covers.

Loose Leaf

Bookstore

1 gp, 9"×12" (400 passages), 5 pounds

This is not a book, but a stack of about fifty 8½" by 11" sheets kept between wooden or pasteboard

covers having a leather or heavy parchment spine and using string for a fastener.

Message Scroll

Bookstore

2 cp, (2½ passages), ⅔ ounce

This is a scroll for writing messages on. It is long and narrow, the intention being to write the message on a single sheet and cut it at the bottom where the next message will start. The scroll is 3½" by 17" in size and gets about one passage every seven inches.

Scrolls

Bookstore

6 sp, (160 passages) 1½ pound

This is not a book but a collection of about twenty 8½" by 11" sheets rolled up and kept in a leather tube with a leather cap providing water-proof storage.

Parchment Sheet

Bookstore

3 cp, 1 ounce

This is a single sheet of parchment paper 8½" by 11" in size. It can hold four passages per side.

Parchment Poster

Bookstore

8 cp, 2 ounces

This is a single sheet of parchment paper 17" by 11" in size. It can hold eight passages per side.

Parchment Message

Bookstore

1½ cp, ½ ounce

This is a single sheet of parchment paper 5½" by 8½" in size. It can hold two passages per side.

Pasteboard

Bookstore

10 sp, ⅛" thick, 3 pounds

This is a 17 by 22 inch "board" made of several layers of paper pasted together.

Paper Holders

Folio

Bookstore

8 sp, 9" × 12", 1 pound

A folio consists of two pieces of pasteboard with a light leather or heavy parchment spin and closed

with a string.

Scroll Tube

Bookstore

1 sp, 1" diameter × 9" tall, 2 ounces

This is a water-tight leather tube with a treated leather push cap or a cork to close it.

Message Tube

Bookstore

10 sp, ¼" diameter × 4" tall, ¼ ounce

This is a thin-walled brass tube with a screw-on cap to close it and a small loop by which string or a light leather strap can fasten it to a carrier pigeon.

Book Contents

Advanced Reader

Bookstore

4 cp per passage

An advanced reader is a teaching book for a skill, usually a lore. The actual price per passage varies with how mundane the skill is. A character with less than 50% in the skill lacks sufficient understanding to utilize it; once a character reaches 75% in the skill he knows everything that it can teach him.

Almagest

Bookstore

4 cp per passage

This is a treatise on astronomy and math covering the celestial bodies, their movements and formulas to describe them. It also covers basic math and elementary algebra.

Beastuary

Bookstore

3 cp per passage

This is a collection of animal lore on mundane and fantastic creatures, usually well-illustrated and with linguistic, religious and historical commentary. A very short and minimalist entry takes a single passage. An average entry takes three passages and a long, detailed entry might take up six passages.

Generally a third of the “passages” will be illustrations.

Cambist

Bookstore

3 cp per passage

This is a work on currency exchange rates and gives tables for equivalencies of weights and measures. It is a necessary reference for most businesses. The longer the work the more thorough the coverage of exchange rates and weights and measures. If the exchange rates are not current its value drops to 1 cp per passage.

Formulary

Bookstore

3 cp per passage

This is a listing of pharmaceutical substances and medicinal formulas. It is an adjunct to the Medical skill and commonly used in training.

Grimoire

Bookstore

1 to 20 cp per passage

This is a book of spells. The value depends greatly on the contents and how common similar works are. Many grimoires cannot be printed—they have to be copied by hand using a spell—and so do not get cheaper with printing presses. Usually a spell requires a number of passages equal to its rating: spell level for hedge wizardry, complexity for wizardry and rank for thaumaturgy. As a rule of thumb the value of a recorded spell in cp per passage is equal to the number of passages. For example, a chapbook could hold four fifth level hedge wizardry spells and would have an added value of 5 cp per passage or 8 sp 4 cp. Sorcery grimoires are normally worth 3 to 5 cp per passage.

Lore Books

| Scarcity | Primer | Reader | Advanced | Master | Examples |
|-------------|--------|--------|----------|--------|-------------------------|
| Very Common | ½ cp | 2 cp | 4 cp | 6 cp | Etiquette |
| Common | 1 cp | 3 cp | 5 cp | 10 cp | Carpentry |
| Frequent | 1½ cp | 4 cp | 6 cp | 14 cp | Thaumaturgy |
| Infrequent | 2 cp | 5 cp | 7 cp | 1½ sp | |
| Rare | 2½ cp | 6 cp | 8 cp | 2 sp | |
| Very Rare | 3 cp | 7 cp | 1 sp | 3 sp | |
| Unique | 4 cp | 8 cp | 1½ sp | 4 sp | The <i>Necronomicon</i> |

Herbal*Bookstore**3 cp per passage*

This is a collection of herbal lore, often focusing on medicinal usages, but other general information as well. A brief, reference entry takes a single passage. An entry with enough detail for an herbalist to work from takes at least three passages and one with sufficient information to learn from takes at least six passages. Some herbs with many uses will necessarily take more passages to cover fully. Generally a third of the “passages” will be illustrations.

Master Book*Bookstore**10 cp per passage*

A master book is a teaching book for a skill, usually a lore. The actual price per passage varies with how mundane the skill is. A character with less than 75% in the skill lacks sufficient understanding to utilize it; once a character reaches 90% in the skill he knows everything that it can teach him.

Pharmacopoeia*Bookstore**2 cp per passage*

This is a list of drugs, their ingredients, methods for manufacture and related information. A purely reference work would have one drug per passage.

An entry with sufficient detail to work from would take three passages. A detailed entry with sufficient information to instruct the reader takes six passages.

Poetry*Bookstore**1 cp per passage*

This is a collection of popular verse. It may be ballads, sonnets or free verse.

Primer*Bookstore**2 cp per passage*

A primer is a basic teaching book for a skill, usually a lore. The actual price per passage varies with how mundane the skill is. A primer is generally useful until the character reaches 30% in the skill.

Reader*Bookstore**3 cp per passage*

A reader is a teaching book for a skill, usually a lore. The actual price per passage varies with how mundane the skill is. A character with less than 30% in the skill lacks sufficient understanding to utilize it; once a character reaches 50% in the skill he knows everything that the reader can teach him.

Rutter*Bookstore**1 to 5 cp per passage***Mass Production and the Printing Press**

If paper is mass produced then paper costs should be adjusted accordingly, perhaps by a factor of 10. Likewise, if handcopying is not required to produce a book then the output is increased, perhaps by a factor of 10 as well. Note that even with printing presses the benefit only occurs when many copies are to be made—a one-off print may be more expensive due to setup costs than simply making a handcopy. The following table gives adjusted prices based on the previous assumptions.

| <i>Item</i> | <i>Base</i> | <i>Mass</i> | <i>Contents</i> | <i>Passage</i> | <i>Base</i> | <i>Mass</i> | <i>Print</i> | <i>Both</i> |
|-------------------|-------------|-------------|-----------------|----------------|-------------|-------------|--------------|-------------|
| Bound Book | 1½ gp | 5 sp | Book | 4 cp | 8¼ gp | 7 gp | 2¼ gp | 1 gp |
| Vade Mecum | 8 sp | 2 sp | Vade Mecum | 4 cp | 22 sp | 15½ sp | 9½ sp | 3½ sp |
| Chapbook | 4 sp | 1 sp | Chapbook | 4 cp | 11 sp | 8 | 5 sp | 2 sp |
| Loose Leaf | 1 gp | 3 sp | Book | 3 cp | 6½ gp | 5¼ gp | 2 gp | 15 sp |
| Scrolls | 6 sp | 2 sp | Vade Mecum | 3 cp | 18 sp | 12 sp | 9 sp | 3 sp |
| Parchment Sheet | 3 cp | ¼ cp | Chapbook | 3 cp | 9 sp | 6 sp | 4½ sp | 1½ sp |
| Parchment Poster | 8 cp | ½ cp | Book | 2 cp | 2½ gp | 1 gp | 1½ gp | 7 sp |
| Parchment Message | 1½ cp | ⅛ cp | Vade Mecum | 2 cp | 11½ sp | 5½ sp | 8½ sp | 2½ sp |
| Pasteboard | 10 sp | 1 sp | Chapbook | 2 cp | 7½ sp | 4½ sp | 4½ sp | 1½ sp |
| Message Scroll | 2 cp | ⅓ cp | Chapbook | 1 cp | 5½ sp | 2½ sp | 4¼ sp | 1¼ sp |

A rutter is a ship's captain's log of a voyage, useful for finding out where he's been and how he got there so as to repeat the voyage. A rutter will include notes on the course, wind, weather, temperature, current, sightings, smells and so forth on at least a daily basis—often updated for every four hour watch. The more detailed the notes and the less charted the waters the more valuable the rutter. A cursory log will use one passage per entry. A normal log will use at least three passages per entry and a detailed log will use at least six passages per entry.

Writing Utensils

Writing Quill

Bookstore, Scribe

2 cp, 1 ounce

A quality quill for writing. Note that the quill will need to be trimmed periodically to retain a precise writing tip (perhaps after every twenty passages) and can only be trimmed about ten times. The price assumes a common goose quill. A fancy quill, such as that of the peacock, will command a much greater price.

Ink Pen

Bookstore, Scribe

2 sp, 2 ounces

A pen with a wooden stem and metal point used like a quill for writing, but not needing trim.

Inkpot

Bookstore, Scribe, Apothecary

3 sp, 1 pint, 2 ounces plus ink

A ceramic bottle of black ink. Each ounce of ink is good for about ten passages. Dipping the quill gets more difficult the less ink there is in the pot—hence the use of inkwells.

Inkwell

Bookstore, Scribe

1 cp, 4 ounce capacity, 1 ounce

A ceramic inkwell for use on a desk or set into a hole for that purpose.

Chalk Cylinder

Bookstore, Summoner Supplies

1 sp, 4" long, 3/8" diameter, 1 1/4 ounce

Chalk is used for a variety of purposes, such as by

tailors, but in games is most frequently employed by sorcerers, summoners and the like to draw summoning diagrams and figures. One stick of chalk is good for about 30 feet of writing. Commonly sold by the dozen, weighing about one pound and good for 360 feet of writing.

Chalk Cube

Bookstore, Summoner Supplies

6 cp, 1 1/4" cube, 2 3/4 ounces

A rough cube of chalk it is substantially cheaper to produce than the cylinders and is rather more durable, but some what more difficult to use as completely or produce as accurate a writing. One cube is good for roughly 45 feet of writing.

Chemicals

This category covers all the sundry chemicals, herbal concoctions and witch's brews. These are the various chemicals and strange substances that are required for the practice of alchemy. Although generally only available from alchemists, their sources are usually specialty hunters. Under a rare circumstance an alchemist may abandon his practice in favor of opening a supply store. Outside of a large city this is impractical. But buying from a practicing alchemist is generally twice or three times as expensive as the given prices because they do not want the purchaser to be an economic competitor with them.

Alchemical Substances

Alchemical substances are particular to an alchemical kingdom: mineral, plant or animal. So a common compound of mineral alchemical substances is of no use to a plant alchemist.

Common Compound, vial

Apothecary

1 cp, 1 gill, 4 oz.?

These common compounds have non-alchemical uses as well as alchemical.

Infrequent Compound, vial

Apothecary

3 cp, 1 gill, 4 oz.?

These infrequent compounds have some non-alchemical uses, such as in poisons.

Uncommon Compound, vial

Apothecary

1 sp, 1 gill, 4 oz.

These compounds are required for non-trivial alchemical formula.

Rare Compound, vial

Apothecary

4 sp, 1 gill, 4 oz.?

These compounds ...

Very Rare Compound, vial

Apothecary

1 gp, 1 gill, 4 oz.?

These compounds ...

Essential Acid, vial

Alchemist

5 gp, 1 gill, 4 oz.

Essential acid is a highly potent acid kept in a glass or ceramic container.

Essential Air, bladder

Alchemist

15 sp, 1 cubic yard

Essential air is pure, breathable air.

Essential Base, vial

Alchemist

5 gp, 1 gill, 4 oz.

Essential acid is a highly potent acid kept in a glass or ceramic container. It is best neutralized with essential acid.

Essential Earth, sack

Alchemist

1 gp, 1 pound

Essential earth is highly fertile soil.

Essential Water, flask

Alchemist

16 sp, 1 pint, 1 pound

Essential water is extremely effective at quenching thirst.

Purified Acid, vial

Alchemist, Apothecary

1 gp, 1 gill, 4 oz.

Purified acid is a potent acid stored in a glass or ceramic container. It is best neutralized with an equal amount of purified base.

Purified Air, bladder

Alchemist

8 cp, 1 cubic yard

Purified air is a refined, highly breathable gas.

Purified Base, vial

Alchemist, Apothecary

1 gp, 1 gill, 4 oz.

Purified base is a potent base stored in a glass or ceramic container. It is best neutralized with an equal amount of purified acid.

Purified Earth, sack

Alchemist

1 sp, 1 pound

Purified earth is a rich soil.

Purified Metal

Alchemist

2 sp, 4 oz.

Purified metal is sold in bars and is sometimes used by smiths when forging blades.

Purified Stone

Alchemist

2 sp, 4 oz.

Purified stone is sold in cubes or bricks.

Purified Water, flask

Alchemist

8 cp, 1 pint, 1 pound

Purified water is very good for quenching thirst.

Purified Wood

Alchemist

2 sp, 8 oz.

Purified wood is sold in bars, cubes or bricks.

Vial of Purified Metal

Alchemist, Smith

1 gp, 1 gill capacity, 1 ounce

A vial made of purified metal suitable for storing alchemical concoctions.

Acid, vial

Apothecary, Alchemist

2 sp, 1 gill, 4 oz.

This is a ceramic vial of normal acid.

Base, vial

Apothecary, Alchemist

2 sp, 1 gill, 4 oz.

This is a ceramic vial of normal acid.

Foulsbane

Alchemist, Apothecary

2 sp, 1 slip of paper 2" by 12"

This treated paper releases a powerful but pleasing aroma when burned.

Liquid Metal, vial

Alchemist

2 gp, 1 gill, 3½ pounds

Also known as quick silver, this metal is not only extraordinarily dense, but it is liquid. In fact, it is so dense you can float cannonballs in it. Gold, however, will dissolve and requires an alchemist to retrieve. Density is 13½ pounds per pint.

Universal Antidote, vial

Alchemist

4 gp, 1 gill, 4 oz.

One vial holds four doses good as an antidote for any poison.

Universal Solvent, vial

Alchemist

24 gp, 1 gill, 4 oz.

This substance will dissolve whatever it comes into contact with. The vial it is kept in is magical of a sort that prevents the contents from touching the sides.

Apothecary

The apothecary deals in medicinal treatments.

Herbals

There are two major categories of herbals: the herbs themselves and remedies made from them. Herbals are sold "naked" (that is, without a container), in 4 ounce ceramic bottles or flasks, 1 cup ceramic jars, or 1 pint ceramic bottles. Dried herbs are twice as potent ounce-for-ounce as fresh herbs. Fresh herbs will lose potency unless stored or dried properly.

Common Herbs

Herbalist, Market

8 cp per pound fresh, 5 cp per 4 oz. dry

This is a category of herbs considered to be common (90%), such as milk thistle, black walnut, fennel, fenugreek, marjoram, oregano, willow bark, wild cherry bark.

Frequent Herbs

Herbalist, Market

16 cp per pound fresh, 9 cp per 4 oz. dry

This is a category of herbs considered to be frequently (75%) found, such as catnip, chamomile, rosehips, white oak bark, witch hazel.

Infrequent Herbs

Herbalist, Market

2 cp per ounce fresh, 1½ sp per 4 oz. dry

This is a category of herbs considered to be infrequently (50%) found, such as cayenne, horsetail, water cress, uva ursi, valerian.

Rare Herbs

Herbalist

2 sp per ounce fresh, ¾ gp per 4 oz. dry

This is a category of herbs considered to be rare (10%), such as ginger, ginseng, licorice, myrrh.

Uncommon Herbs

Herbalist, Market

6 cp per ounce fresh, 2 sp per 4 oz. dry

This is a category of herbs considered to be uncommon (25%) to find, such as golden seal, lavender, poke, wild lettuce.

Very Common Herbs

Herbalist, Market

4 cp per pound fresh, 3 cp per 4 oz. dried

This is a category of herbs considered to be very common (99%), such as basil, bayleaf, chickory, dandelion, parsley, peppermint, plantain, mullein, nettles, red clover, rosemary, thyme.

Very Rare Herbs

Herbalist, Market

½ gp per ounce fresh, 4 gp per 4 oz. dry

This is a category of herbs considered to be very rare (1%) to find, such as mandrake, saffron.

Witch Brew Herbs

Herbalist

2½ sp per pound fresh, 16 cp per 4 oz. dry

This is a collection of herbs used as a generic basis for witch potions. They are considered to be infrequently found.

Summoner Components

Herbalist

Common: 8 cp per pound

Infrequent: 2½ sp per pound

Rare: 1½ gp per pound

Unique: 8 gp per pound

This is a collection of herbs, incense and candles for use by summoners. The components are characterized by scarcity and sold by the pound. Each pound is considered to be an appropriate mix of the actual materials leaning more to herbs at the common end and more to incense at the rare end. The exception is the unique category which is unique for the particular use which must be specified at the time of purchase. Other ingredients are interchangeable, but not the unique.

Tinctures

Herbalist

Abate Fever (7) 1 sp

Cleanse (4) 1 sp

Constipate (4) 1 sp

Contact Poison (7) 8 sp

Cramping (4) 1 sp

Curative (2) 2 sp

Ease Gas (4) 1 sp

Ease Pain (3) 1 sp

Healing (4) 4 sp

Healing, Strong (7) 10 sp

Laxative (7) 1 sp

Potion (7) 10 sp

Relax Muscle (4) 2 sp

Stimulant (3) 1 sp

Stimulant, Strong (7) 4 sp

Systemic Poison (7) 6 sp

Vomiting Agent (7) 1 sp

Warming (4) 1 sp

Warming, Strong (7) 4 sp

Tinctures are sold in ½ cup capacity flasks which equates to two doses. The tincture loses one potency every two months when stored properly. Medical tinctures are unlikely to be available in regions with common healing magic as they are not price competitive to produce. Tinctures exclusively used as poisons are rarely available legally. For information about each specific remedy see the Herbalism chapter.

Syrups

Herbalist

Abate Fever (7) 6 cp

Constipate (4) 6 cp

Contact Poison (7) 10 sp

Cramping (4) 6 cp

Curative (2) 1 sp

Ease Gas (4) 6 cp

Ease Pain (3) 6 cp

Healing (4) 5 sp

Healing, Strong (7) 18 sp

Laxative (7) 6 cp

Stimulant (3) 6 cp

Stimulant, Strong (7) 5 sp

Systemic Poison (7) 4 sp

Vomiting Agent (7) 6 cp

Warming (4) 6 cp

Warming, Strong (7) 5 sp

Syrups are sold in one pint bottles which equates to two doses. The syrup loses one potency every two days when stored properly. Medical syrups are unlikely to be available in regions with common healing magic as they are not price competitive to produce. Syrups exclusively used as poisons are rarely available legally. For information about each specific remedy see the Herbalism chapter.

Ointments & Creams

Herbalist

Cleanse (4) 6 cp

Contact Poison (7) 6 sp

Curative (2) 1 sp

Healing (4) 3 sp

Healing, Strong (7) 10 sp

Stimulant (3) 6 cp

Stimulant, Strong (7) 3 sp

Warming (4) 6 cp

Warming, Strong (7) 3 sp

Ointments and creams are sold in one cup jars equating to one dose. The ointment loses one potency every month when stored properly. Medical creams are unlikely to be available in regions with common healing magic as they are not price competitive to produce. For more information about each specific remedy see the Herbalism chapter.

Witch's Brews

Witch

variable pricing

Healing Potion (8) 1 gp

Witch's brews are sold in one pint flasks which equate to one dose. For information about each specific brew see the Witchcraft chapter.

Medical Gear

Assortment of goods useful in the medical profession.

First Aid Kit

Outfitter

2½ sp, 2 pounds

This contains the essentials for providing first aid, namely gauze, bandages and salves. The contents of the light wooden box are sufficient to treat one serious wound or three lesser injuries. Use of this

kit gives a bonus of 6 to First Aid.

Doctors Black Bag

Medical supply store

3 gp, 3 pounds

A leather bag, customarily stained black, holding a variety of tools including scissors, speculum, razors, scalpels, saws, needles, lancets, ointments, unguents, salves, bandages, gauze and splints. Use of this kit gives a bonus of 12 to Medical when used for first aid. For other uses it is simply a requirement.

Clothing

There are a variety of fabrics that may be used with the relative expense depending primarily on what is produced locally. In medieval Europe this was linen and wool with cotton and silk being imports. The price list assumes a homespun of linen, wool or cotton, plain and unbleached having a typical cut and style. The weights are based on 16 oz. wool, halve this for linen and quarter it for silk.

Linen is produced from flax stalks and varies in color from grey to honey beige. Although it bleaches readily it does not dye well at all and will rub off. Consequently linens tend to only be available as raw or bleached.

Wool is produced from the fleece of various animals such as sheep, goats and camels. It is sometimes dyed before being spun (hence, 'dyed-in-the-wool'). Wool is preferred for blankets because of its lightness, durability and thermal qualities.

Cotton is a fabric valued in making comfortable clothing: it is readily dyed and breathes well.

Silk is a rare cloth anywhere due to difficulties in matching production levels of other cloths. It is highly prized for its light weight, brilliant color, and smooth, sensual feeling on the skin.

Felt is made by matting and pressing animal hairs, usually wool, in a wet, soapy solution. Felt is often, though not necessarily, soft and is quite absorbant giving it useful qualities outside of clothing.

Canvas is a heavy, densely woven fabric usually woven from hemp, though linen or cotton can also be used. Canvas ranges from 15 to 40 pounds per square yard with 30 pounds per square yard being suitable heavy applications such as hammocks. All canvas is tight enough to have water holding properties. Although rarely used for articles of clothing that have direct skin contact, canvas can be used for exterior articles such as coats.

Leather, obtained by cleaning and tanning animal hide (usually from cows), can be used as a substitute for cloth in nearly all cases, though normally light, supple leathers are used. Typical weights are 2 to 3 ounces

per square foot though up to 7 ounce leather may be used for exterior apparel such as coats. Leather is approximately $\frac{1}{64}$ inch per ounce. Although durable leather does not breathe well and is generally uncomfortable except in cold climes.

Furs refers generically to animal hides that have been processed but still retain the fur. Fur clothing generally has the same properties as leather, though furs are warmer for the same thickness of hide. They are primarily prized for the natural beauty of the fur color and patterns though they are sometimes dyed to different colors. Furs come from a variety of animals including mink, fox, rabbit, ermine, sable and beaver with the value depending on the animal as much as the quality of the fur itself.

Material

| | |
|------------------|-----|
| Common cloth | ×1 |
| Leather | ×2 |
| Silk | ×3 |
| Common furs | ×3 |
| Fine furs | ×5 |
| Exceptional furs | ×10 |

Quality

| | |
|-------------|----|
| Normal | ×1 |
| Fine | ×2 |
| Exceptional | ×3 |

Dye Color (optional)

| | |
|------------------|-----|
| Bleached (linen) | ×2 |
| Brown or black | ×1½ |
| Green or yellow | ×2 |
| Blue | ×3 |
| Red | ×4 |
| Purple | ×5 |

Style

| | |
|-----------------|-----|
| Plain | ×1 |
| Nice | ×2 |
| Stylish | ×3 |
| Fancy | ×5 |
| Very Fancy | ×10 |
| Extremely Fancy | ×25 |

Style includes things such as cut of the garment, beadwork, ornamentation and fancy dye-jobs. So a garment made of exceptional silk, dyed purple, with style to suit an empress would cost 1125 times as much as a

typical garment of that type. It would of course be utterly gorgeous.

Footwear

Cobblers make sandals and shoes, cordwainers make boots.

Sandals

Cobbler

2 cp, 1 pound

Sandals consist of a sole held to the foot solely by straps. Well made and more elaborate sandals are more durable and cost about as much as shoes.

Leather Shoes

Cobbler

1 sp, 1 pound

Leather shoes have a simple leather sole that is soon worn through from scuffing on cobblestones.

Workboots

Cordwainer

2 sp, 2 pounds

Workboots are made of leather with heavy soles and come to mid-calf.

Riding Boots

Cordwainer

3 sp, 3 pounds

Riding boots come up to just short of the knee to protect the leg from thorns and brambles when riding.

Clothing

Tailors make clothing (especially suits) for men, seamstresses do the same for women. A haberdasher sells ready made men's clothing and a couturier does the same with women's apparel. The given weights are for "typical homespun" cloth and should be adjusted as for expectation with the garment in question. For example, a gown worn as an inner garment is made of a much lighter material and would weigh significantly less than the listed amount. The price, on the other hand, should be about the same regardless. Although a lighter cloth will use less thread the workmanship is essentially the same and the greater part of the value. As a rule of thumb an article of clothing made from light cloth weighs half as much.

Tailored clothing generally costs no more than pre-made clothes sold by a haberdasher as the workmanship is the same. The difference is primarily in time and fit. A tailored garment takes time to make and will fit better. As a rule of thumb a garment costing up to 2 cp can be fitted and made in day, twice that value for each succeeding day. For example a 1 sp gown would be completed in four days. Note, the actual time will be no more than four hours per "day" but the tailor can be assumed to have other orders. Paying more can get an order rushed. Fancier style garments take correspondingly longer times.

Homespun Trousers

Tailor, Haberdasher

6 cp, 2 pounds

Trousers are waist to ankle garments having separate legs. More stylish trousers may only reach to mid-calf.

Homespun Breeches

Tailor, Haberdasher

3 cp, 1 pound

Breeches are generally worn as an undergarment and go from the waist to mid-thigh. In warmer climates breeches are sometimes worn as a sole garment.

Homespun Hose

Tailor, Haberdasher

6 cp, 2 pounds

Hose are garments for the lower body which have closed toes. Hose is primarily worn by the upper class.

Homespun Shirt

Tailor, Haberdasher

5 cp, 2½ pound

Approximate Time To Tailor

| <i>Days</i> | <i>Value</i> | <i>Days</i> | <i>Value</i> |
|-------------|--------------|-------------|--------------|
| 1 | 0–2 cp | 7 | 6–10 sp |
| 2 | 3–4 cp | 8 | 11–20 sp |
| 3 | 5–8 cp | 9 | 1–2 gp |
| 4 | 9–16 cp | 10 | 3–4 gp |
| 5 | 1½–2½ sp | 11 | 5–8 gp |
| 6 | 3–5 sp | 12 | 9–16 gp |

Shirts are garments for the upper torso extend from the waist to the shoulders and having sleeves to the wrists. More stylish shirts may only reach to the forearm or extend past the hand. Shirts generally have collars.

Homespun Blouse

Seamstress, Coutourier

6 cp, 2½ pounds

Blouses are cut differently than shirts and generally do not have collars.

Homespun Gown

Tailor, Seamstress, Haberdasher, Coutourier

1 sp, 6½ pounds

Gowns may be inner or outer garments, but in either case they are ankle length and have full sleeves.

Homespun Skirt

Seamstress, Coutourier

7½ cp, 3¾ pounds

Skirts vary enormously in cut and style. The basic skirt priced here is very simple and plain and is ankle length.

Homespun Dress

Seamstress, Coutourier

1⅓ sp, 5½ pounds

Dresses vary enormously in cut and style. The basic dress described here is ankle length with sleeves that go to the elbows.

Homespun Vest

Tailor, Haberdasher

2 cp, 1½ pounds

A vest is a sleeveless upper body garment generally worn over a shirt. Fancy vests sometimes sport a small pocket sufficient to hold a few coins or a watch.

Homespun Bodice

Seamstress, Coutourier

3 cp, 1 pound

A bodice is a sleeveless upper body garment generally worn over a blouse or dress. They are usually laced and generally are cut to hide or accentuate the form as befits the style.

Homespun Tunic

Tailor, Seamstress, Haberdasher, Coutourier

4 cp, 3 pounds

Tunics are sleeveless, one-piece garments that fall from the shoulders to the knee. They are frequently worn as an undergarment.

Homespun Coat

Tailor, Seamstress, Haberdasher, Coutourier

1 sp, 3¼ pounds

A coat is an outer garment having wrist-length sleeves and falling from the shoulders to mid-thigh.

Homespun Robe

Tailor, Seamstress, Haberdasher, Coutourier

7 cp, 3½ pounds

Though styles vary, a robe generally falls from the shoulders to the knees and has elbow length sleeves.

Homespun Heavy Coat

Tailor, Seamstress, Haberdasher, Coutourier

2 sp, 6½ pounds

A heavy coat is a coat made from doubled cloth and sometimes stuffed with straw or rags for additional insulation.

Homespun Cloak (hooded)

Tailor, Seamstress, Haberdasher, Coutourier

6 cp (9 cp), 6 pounds (6¼ pounds)

A cloak is a full, sleeveless garment falling from the shoulders to the knees. A hooded cloak has an attached hood for increased covering.

Homespun Heavy Cloak (hooded)

Tailor, Seamstress, Haberdasher, Coutourier

1 sp (1½ sp), 12 pounds (12½ pounds)

A heavy cloak is made of doubled cloth and sometimes stuffed with straw or rags to provide extra insulation.

Homespun Cape (hooded)

Tailor, Seamstress, Haberdasher, Coutourier

2 cp (3 cp), 1 pound (1¼ pound)

A cape is an outer garment worn about the shoulders and falling to the waist. They are usually worn for decoration and styles will vary in fullness and length.

Homespun Scarf

Tailor, Seamstress, Haberdasher, Coutourier

½ cp per foot, ¼ pound per foot

A scarf is anything from a one foot square of cloth to a six-foot doubled layer. They are worn for decoration or about the face as a muffle against cold.

Homespun Sash

Tailor, Seamstress, Haberdasher, Couturier

1 cp, 4 inches wide by 6 feet long, ½ pound

As an article of clothing a sash is worn as a belt.

Hats

A milliner makes hats for anyone. Hats are made from a wide variety of materials ranging from straw to cloth to leather. There are many more styles of hats than can be possibly covered here.

Field Hat

Milliner

¼ cp, ¼ pound

A field hat is broad and woven from straw. It is worn primarily by field workers to shield them from the sun, hence the name. The shape varies from region to region.

Cap

Milliner

1 cp, ¼ pound

A cap is a hat made of cloth. If it has a brim it will be small and stiffened with a slender crescent of pasteboard.

Peaked Hat

Milliner

2 cp, ¼ pound

A peaked hat has a central peak or dome with the brim folded up and pinned to the peak or the left and right forward sides causing a pointed brim in front. The hat may be of any cloth or stiffened cloth.

Hood

Milliner

3 cp, ½ pound

A hood covers the entire head except for the face. Many hoods have tails, sometimes several feet in length, and this style is may be called a tailed hood or a liripipe.

Tricorn Hat

Milliner

4 cp, ½ pound

A three corner hat is made out of stiffened cloth, has a central peak or dome and the brim folded up on three sides so that three corners are formed.

Sombrero

Milliner

4 cp, ¾ pound

A sombrero is a round hat with a central dome and a very wide brim. The hat is usually made of stiffened felt and highly decorated though for the given price it is not.

Miscellaneous

The remaining items are clothing in some sense, but do not clearly belong to any other category.

Moneybelt

Tailor

4 cp, 1 pound

A money belt is a cloth belt with numerous pockets intended to be worn under other clothing as a preventative measure against pick pocketing. By keeping each coin in its own pocket the telltale clink of money can be mostly eliminated. Alas, it provides no protection against mugging. A money belt has thirty pockets and can hold up to 100 coins.

Bandolier

Tailor, Haberdasher

4 cp, 2 pounds

A bandolier is a cloth or leather belt worn over a shoulder and diagonally across the chest. It is generally used to carry something at the waist too heavy to be supported by a regular belt. It is often used for swords or other weapons.

Cord Belt

Haberdasher

¼ cp, ¼ pound

A cord belt is the bare minimum to hold a robe closed or trousers up.

Leather Belt

Haberdasher

4 cp, ½ pound

A leather belt is typical wear for middle and upper classes, though the upper class would not wear a plain leather belt. This belt is suitable to carry a knife and may just support a shortsword's weight, but a full-sized sword is too heavy for it and will pull and distort the belt causing discomfort to the wearer.

Wide Leather Belt

Haberdasher

8 cp, 1 pound

A wide leather belt is suitable for carrying a sword or other weapon of similar weight. It should be noted that if the weapon is longer than half the bearer's height it will swing about and get in the way, either tripping the bearer or constantly knocking into things.

Slim Pouch

Haberdasher, Coutourier

½ cp, 1 ounce, 2 cubic inches

A very small cloth pouch suitable for wearing on a belt and carrying up to 25 coins.

Small Pouch

Haberdasher, Coutourier

1 cp, ¼ pound, 8 cubic inches

A small cloth pouch suitable for wearing on a belt and carrying up to 100 coins.

Pouch

Haberdasher, Coutourier

2 cp, ½ pound, 24 cubic inches

A pouch of cloth suitable for wearing on a belt and carrying up to 300 coins.

Large Pouch

Haberdasher, Coutourier

3 cp, ¾ pound, 50 cubic inches

A large pouch of cloth suitable for wearing on a belt and carrying up to 650 coins.

Backpack

Tanner

1? sp, ½ cubic foot

1½? sp, 1 cubic foot

2? sp, 2 cubic feet

A leather container carried by means of two shoulder straps.

Bolt of Cloth

Weaver

8 cp, 26⅔ pounds (+¾ pound board), 5' × 48'

A full bolt of cloth is five feet wide, but doubled so that it only spans thirty inches, and is then wound around a board.



Locks

There are a plethora of locks and traps possible, this being an area of significant custom craft. What are listed are either typical specimens or examples. For convenience of pricing and description a lock mechanism is listed separate from its housing though it will be bought installed in a housing. Nor should it be assumed that lock mechanisms and housings are modular: a housing is particular to the lock mechanism—the distinction is completely artificial and to avoid listing every combination of every mechanism with every housing. To repair a broken lock is generally half the price of the mechanism. All presented locks are presumed to be made of metal. Wooden locks are possible and cost significantly less while being less durable. Whether metal or wood a single point of damage to the actual mechanism is usually sufficient to prevent the lock from functioning.

Armored Housing

Smith

2 sp, 1 pound

A heavily armored lock for mounting on the surface of a door, it takes 45 points of damage to breach and uses a ½" bolt providing 59 STR, 30 PP, 5 AP, 25 HP.

Basic Lock Pick Set

Blacksmith

2 sp, 1 pound

A set of six picks suitable for attempting picking of any sort of lock. However, due to the lack of variety in the picks there is a penalty of 6 to any lock picking attempt. It takes about a week to make.

Combination Lock Mechanism

Locksmith

4 sp (adjES 1), 2 ounces, complexity 8

6 sp (adjES 2), 5 ounces

9 sp (adjES 3), 11 ounces

12 sp (adjES 4), 17 ounces

A combination lock has no key per se, but presents a set of choices, only the correct one of which will disengage the lock. For example, three rotary dials with five distinct positions such that only one of the 125 combinations will open. Although increasing the number of combinations has some effect on the

difficulty of bypassing the lock the quality of manufacture is at least as important, if not more so, in preventing a clever individual from discovering the combination. For example, sloppy tolerances allow the operator to feel the disengage point for each dial. The maximum complexity of the lock is 1, doubled for each level of success. That is a quadruple critical has a maximum complexity of 64.

Comprehensive Lock Pick Set

Locksmith

18 sp, 2 pounds

A set of two dozen picks and assorted tools in a soft leather case. Use of these picks allows attempts to pick any sort of lock with a bonus of 2. It takes about two weeks to make.

Embedded Housing

Smith

1 sp, ¼ pound

The housing is designed to fit inside something else, usually a door, with an integral bolt that will extend when locked. Due to size constraints the housing is not armored and only a ¼" bolt is used which limits this lock to STR 29 and makes it susceptible to damage.

External Housing

Smith

1½ sp, ½ pound

An armored lock suitable for mounting on the surface of a door with a matching housing for the bolt to mount on the door jam. It takes 23 points of damage to breach.

Heavy Padlock Housing

Smith

4 sp, 1½ pounds

An independant lock housing with a hinged or rotating shackle. It takes 45 points of damage to breach.

Lockpick Set

Locksmith

6 sp, 1 pound

A set of a dozen picks in a soft leather case. Picks consist of stiff wires and flat and angled metal strips. Use of these picks allows attempts to pick any sort of lock without penalty. It takes about a week to make.



Padlock Housing

Smith

2 sp, ½ pound

An independant lock housing with a hinged or rotating shackle. It takes 23 points of damage to breach.

Pinlock Key

Smith

¼ cp, 2 ounces

A flat piece of metal with protruding stubs for each pin. The price is nominal—eighteen could be had for a copper.

Pinlock Mechanism

Locksmith

1½ cp (adjES 1), 1 ounce, complexity 2

¾ cp (adjES 2), 2 ounces

1 cp (adjES 3), 3 ounces

2 cp (adjES 4), 4 ounces

A pinlock mechanism works by the key pushing restraining pins to disengage them. Such locks usually work as a lever, not by the familiar rotation of a key. The number of pins varies, but is usually more than one. The pins themselves are protected from direct manipulation by being operated at a 90 degree angle from a slot and are held in place by a simple leaf spring. To pick this sort of lock requires tools for the purpose. Pinlocks are the normal means of securing an external bar on a door.

Screwlock Key

Smith

¼ cp, 1 ounce

A screwlock key resembles nothing so much as a bolt with a modified head to assist in turning by hand. The listed price is nominal—eight could be had for a copper.

Screwlock Mechanism

Locksmith

3 cp (adjES 1), 3 ounces, complexity 3

5 cp (adjES 2), 5 ounces

8 cp (adjES 3), 8 ounces

12 cp (adjES 4), 11 ounces

A screw lock consists of a tube with a coil spring and a pin. The key is screwed into the lock where it engages the threaded tube. When the key is full up against its stop turning it further causes the threaded

tube, which is attached to the coil spring, to be pulled toward the key against the compression of the spring. The locking pin, which can be as simple as a spur on the end of the tube, retracts with the tube.

Small Embedded Housing

Smith

6 cp, 1 ounce

A very small lock housing suitable for use as an integral lock in a chest. Due to size constraints it only provides STR 20 resistance to being opened.

Small External Housing

Smith

9 cp, ¼ pound

A small, armored lock suitable for mounting on the surface of a chest or door. When used on a door the interior side is usually chosen. Includes the matching housing for the bolt to mount on the door jam.

Tumbler Lock Key

Locksmith

½ cp, 1 ounce

A tumbler lock key is of the sort used in modern times, though somewhat larger.

Tumbler Lock Mechanism

Locksmith

8 sp (adjES 1), 1 ounce, complexity 10

10 sp (adjES 2), 1½ ounces

14 sp (adjES 3), 2 ounces

18 sp (adjES 4), 2½ ounces

A tumbler lock works by having a cylinder in a housing with one or more sets of pins that slid between the cylinder and the housing. Each pin set is comprised of two pins and a tiny coil spring. The spring keeps the stacked pins pushed into the cylinder. The pins are sized such that the outermost pin is, in this set state, caught between the housing and the cylinder. These pins prevent the cylinder from turning which is the basis of the locking mechanism. Inserting a key causes the pins to be depressed such that the outer pin in each set just fits completely in the housing, thus allowing the cylinder to turn. Picking such a lock is normally done by using a pick to apply torsion and a second pick to carefully depress each pin set in turn until it

disengages.

Turnkey

Locksmith

¼ cp, 1 ounce

A key fashioned to fit a specific turnkey lock. The price is nominal—eighteen could be had for a copper.

Turnkey Lock Mechanism

Locksmith

½ cp (adjES 1), ¼ pound, complexity 1

¾ cp (adjES 2), ½ pound

1 cp (adjES 3), ¾ pound

2 cp (adjES 4), 1 pound

A turnkey lock is simply a bolt with teeth turned by a gear or the key itself. Any gear has a slot of certain shape and dimension that a specific key matches. Insert the key and turn one way to engage the bolt or the other to disengage. Such a lock is always of complexity 1 when a gear is used and trivial to defeat. If the key is the gear then lock picks must be used though the complexity remains 1.

Wheellock Key

Locksmith

¼ cp, 1 ounce

A key for use with a wheel lock. These have simple teeth and are sometimes called skeleton keys. The price is nominal—ten could be had for a copper.

Wheellock Mechanism

Locksmith

1 sp (adjES 1), 1 ounce, complexity 5

2 sp (adjES 2), 1½ ounces

3 sp (adjES 3), 2 ounces

4½ sp (adjES 4), 2½ ounces

A wheel lock uses disks on a common spindle separated by stops. The disks have a notch for engaging the key and a hole punched through that allows passage of a rod. Each stop has a single gap to allow passage of the key. The key is inserted and turned until it engages the first disk. It is then turned until the gap in the first stop is encountered, turned again until the second disk is engaged and so on until all disks have been engaged. The key is then turned until the spring loaded rod passes through each one, disengaging the lock. To relock the

mechanism the rod is reset and the insertion procedure reversed. In principle the greater the number of disks the more difficult the lock is to pick but differences in manufacture are more important. The standard way to pick a wheel lock is to work through the central hole to manipulate the last disk into position, then the next to last disk and so on until the lock is disengaged.

Traps

Traps cover a variety of mechanisms that may be used separately to catch animals or in adjunct with a lock injure would be intruders.

Bear Trap

Locksmith

1 sp, 1 pound

This is a large spring trap with a two-foot diameter, toothed opening. When used these are normally fitted with a shackle and a spike to restrain the captured animal. Trip weight is usually twenty pounds (to ensure rapid enough triggering when a bear steps on it) with a closing strength of 25. A tool is used to winch the trap open.

Trap Pick Tools

Locksmith

1 gp, 3 pounds

This set of tools comes in an oiled and felt-lined leather carrying case that muffles incidental noise made by the tools which range from picks to pry bars and allow the safe cocking, disarming or discharge of virtually any trap.

Musical Instruments

Everything from flutes and lutes to organ grinders.

Lute

Lute maker

4 sp, 1 pound

A lute is a stringed instrument with a heart-shaped sound box to which a neck is attached. It is played by strumming.

Flute

Flute maker

2 sp, 4 ounces, 12" long

A flute is a wind instrument with a mouth-piece at

one end that the flautist blows over and a dozen finger holes to control the sound.

Toys

This is a miscellany of goods having no practical use.

Jack-in-the-Box

Locksmith

1 gp, 1 pound

A jack-in-the-box is a light wood box about six inches square with a crank on the right side and a hair-trigger latch. To ready the “jack” (a puppet made of cloth) is pushed back into the box while cranking the spring into compression. The lid is closed and latched. When triggered the puppet springs out rapidly.

Pocket Watch

Locksmith, watchmaker

5 gp (plain), 1" diameter

10 gp (fancy)

20 gp (ornate)

A portable time piece made of brass. When made of silver cost five times as much and a hundred times as much when made of gold.

Food and Drink

There are a variety of foods available, but the selection depends greatly on the locale. Fish on the coast, beef among cattle herders, and so on and so forth. The precise dishes, much less their recipes, are far beyond the scope of these rules. Let the imagination fill in the details.

Something to keep in mind is the lack of preservatives or refrigeration. Food spoils very quickly in most climates which means that most food is fresh and usually there is a practice of giving left overs to the poor. Especially in wealthier regions there may be a practice of allowing beggars in to eat after the masters and servants have had their fill of the evening meal.

Beverages

Ale

Bar, Tavern, Inn, Restaurant

2 cp, two quart pitcher, ? potency

A fermented drink brewed from malt and hops.

Beer

Bar, Tavern, Inn, Restaurant

1 cp, two quart pitcher, ? potency

A fermented drink brewed from malt and hops.

Dwarven Mead

Bar, Tavern, Inn, Restaurant

1 sp, one quart bottle, ? potency

A wine made from fermented honey using a special dwarven recipe which improves the buttery flavor and increases the potency.

Goblin Ale

Bar, Tavern

1½ cp, two quart pitcher, ? potency

An ale made from fungi which tastes like sour ale with an unexpected kick.

Mead

Bar, Tavern, Inn, Restaurant

6 cp, one quart bottle, ? potency

A wine made from fermented honey.

Milk

Dairy, Market

1 cp per gallon

A drink obtained from goats and cows. Due to spoilage it is rarely available past morning outside of dairy farm country.

Strong Whiskey

Bar, Tavern, Inn, Restaurant

6 cp, one quart bottle, ? potency

A drink made from distilled grain.

Whey

Dairy, Market

¼ cp per gallon

A drink made from the watery part of milk that is separated from the curd in making cheese.

Whiskey

Bar, Tavern, Inn, Restaurant

4 cp, one quart bottle, ? potency

A drink made from distilled grain.

Wine

Bar, Tavern, Inn, Restaurant

½ cp (cheap), ? potency, 1 quart bottle

3 cp (average), ? potency

1½ sp (fine), ? potency

10 sp (excellent), ? potency

A fermented drink, often made from grapes though cheap wines are sometimes made from potatoes and some wines are made from a variety of fruits.

Served Food

Stew

Restaraunt

1 cp, 1 bowl

In most regions the common meat will be fish or chicken though this obviously varies with the region.

A stew will usually have meat with one or more local vegetables.

Soup

Restaurant

½ cp, 1 bowl

A soup will generally not have meat though the broth will contain stock.

Broth

Restaurant

¼ cp, 1 bowl

A broth may or may not contain meat stock but will have nothing but the liquid.

Gruel

Restaurant

¼ cp, 1 bowl

A gruel consists of boiled grain and is usually flavorless.

Fish

Fish Monger

2 cp, 1 pound

Fresh fish of whatever sort is locally available.

Roast Chicken

Restaurant

2 cp, per piece

4 cp, half a bird

6 cp, whole bird

A roasted chicken is about 4 pounds with approximately 2 pounds of meat.

Roast Rabbit

Restaurant

3 cp, half rabbit

5 cp, whole rabbit

A roasted rabbit is about 3 pounds with about 1½ pounds of meat. A roasted hare costs and weighs about three times as much.

Meat Pie

Restaurant

2 cp

A pie crust filled with meat (usually cubed or shredded) mixed with vegetables and cheese in a gravy.

Coffee

Restaurant

1sp, 8 fl. oz.

An invigorating drink made from the grinds of an imported bean.

Prepared Food

Meat

Butcher, Fishmonger

Common ¾ cp per pound

Uncommon 1 cp per pound

What meat is available varies so much from region to region that there is no point in listing it by type. Rather, in cattle country beef can be had from the butcher for common rates while mutton will fetch a

higher price. Likewise fresh fish will be common in a coastal village. Rabbit requires extensive warrens to bring production sufficiently high to rate common status.

Cheese

Dairy, Market

¼ cp, wedge, 2 ounces

4 cp, quarter round, 2½ pounds

1 sp, whole round, 10 pounds

Cheeses vary considerably in appearance, smell and flavor—and also in price. The listed values are for locally common cheeses. Cheese is generally sold in squat cylinders known as “rounds” or “wheels” which are covered with a protective rind. The dimensions of a round vary with the cheese and the manufacturer, but for game purposes they are considered to be two inches thick with a foot diameter and weighing ten pounds. Cheese is around one to two ounces per cubic inch. In general cheese is made by pressing milk curds and aging to promote firmness and enhance flavor. Exposure to different bacteria during the aging process produces different cheeses. In general cheese can be divided into three categories: “common” cheese is made by farmers and varies significantly in flavor and texture. “Fine” cheese is made by professional cheese makers and is usually of the same varieties, but of greater consistency and improved flavor. “Gourmet” cheese are specialty varieties and vary considerably by region. A common cheese has the listed price with fine cheeses being valued at up to 50% more. Gourmet cheeses vary considerably in price, but generically can be considered to cost four times as much.

Bread

Baker

¼ cp (plain), one pound

½ cp (pleasant)

¾ cp (fine)

1 cp (fancy)

A food made by baking a dough of flour, water, sugar and yeast. The types of flour, additional ingredients and specific recipe are varied to produce different types of bread. Due to its importance as a food staple the manufacture of bread is often highly regulated as to ingredients, loaf size and price.

Fancy breads include various fruit and spice breads.

Butter

Dairy, Market

1 cp per pound

A solid food made by churning milk or cream.

Ingredients and Whole Foods

These prices are intended solely to be suggestive of prices for specific ingredients and can be safely ignored.

Vinegar

Suttler

1 cp, 1 quart

2½ cp, 1 gallon

A weak acid made from grapes (via wine), rice or apples. Can be used as a mild solvent for cleaning or as a dressing.

Olive Oil

Suttler

7 cp, 1 quart

9 cp, 1 quart “virgin”

Olive oil is extracted from olives by first grinding ripe olives into a paste, then pressing the paste. Oil extracted solely through the pasting process is “virgin” oil which has superior flavor. Aside from cooking it can be used as a basis for soaps or as lamp oil.

Vegetable Oil

Suttler

4 cp, 1 quart

This represents lesser oils, often extracted from vegetables, of sufficient purity and flavor to use for cooking.

Salt

Suttler

1 cp, 5 pounds

Salt is valuable for enhancing the flavor of food. Its valuation depends a lot on availability.

Pepper

Suttler

2 cp, 1 ounce

This is a popular spice for seasoning foods.

Sugar

Suttler

6 cp, 1 ounce

Sugar is extracted from sugar cane, often through boiling of the stalk to remove sugar from the fibers. It is used as a sweetener.

Honey

Suttler

4 sp, 1 pint

Honey is a sweetener obtained from cultivating bees. It is sweeter than sugar.

Eggs

Suttler

2 cp, 1 dozen

Usually obtained from domestic chickens.

Grain

Farmer, Market

1 cp per five pounds

3 cp (uncommon) per five pounds

The grain to be found depends on local crops and the season. Wheat, spelt, corn, oats and barley are all found in Europe. Rice is only produced in commercial quantities using intensive agriculture as in the rice paddies of the Orient. A grain is uncommon if it is out of season or rarely grown. Out of season grain is likely to have mold or insects.

Beans

Suttler, Victualer

6 cp, 50 pound bag

A food crop characterized by seeded pods which is used in rotation to keep the soil fertile.

Flour

Miller, Market

Common 1 cp per three pounds

The flour to be found depends on local crops and the season. Wheat, spelt, corn, oats, and barley are all found in Europe. Rice is only produced in commercial quantities using intensive agriculture as in the rice paddies of the Orient.

By-Products

Waste Meat

Butcher, Fishmonger

Common ¼ cp per 8 pounds

Uncommon ½ cp per 8 pounds

The fat and gristle left after butchering the meat

from a beast can be sold to a Chandler or soapmaker for rendering into tallow. There is about one pound of waste for every twenty pounds the beast weighed when alive. Yield is approximately 1 pound of tallow for 2 pounds of waste meat depending on how much true waste is included.

Bones, assorted

Butcher

¼ cp per 20 pounds

The bones left after butchering an animal can at times be sold for use with soup.

Hide

Butcher

Common ¼ cp per square yard

Uncommon 1 cp per square yard

An intact hide can be bought from a butcher, though a careless butcher will not have much in the way of usable hide left.

Hooves, etc

Butcher

¼ cp per 20 pounds

Miscellaneous remains of butchering an animal that have no use other than perhaps to a glue factory.

Other

Horse fodder

Drygoodsman

1 cp for 20 pound sack

4 cp for 100 pound sack

A horse requires about ½% of its body weight in fodder every day. Although it will survive on this about 10% of its food should be grain.

Specialty Foods

Iron Rations

Suttler, Victualer

1 cp, 1 pound

A filling, though not very pleasant, food that has a shelf life of one month. Each ration is one pound. It is comprised of whatever meat and grain is common to the region and has a high fat content.

Quick Rations

Suttler, Victualer

½ cp, 1 pound

A filling, though not particularly tasty, food that has

a shelf life of one week. Each ration is one pound.

Raw Rations

Suttler, Victualer

6 cp, 50 pounds

A raw food that keeps well, such as beans or grain, but must be boiled before eating.

Cooking Utensils

This heading covers pots, pans and cooking utensils in general. The pottery pieces listed are for fired but unglazed utilitarian work. Simple glazes or stylish design cost twice as much with display pieces running from two to ten times the listed price. Pewter is an alloy primarily composed of tin with some amount of lead, copper or other metals, usually about 10% and not exceeding 30%.

Ladle

Tinsmith

¼ cp, 4 oz. bar

A cooking ladle.

Pot

Tinsmith

¼ cp, 4 oz. bar

A cooking pot.

Sauce Pan

Tinsmith

1 sp (tin), 1 quart, ¼? pound

2 sp (copper)

A simple sauce pan.

Pan

Tinsmith

2 sp, 1 quart, ½? pound

A simple pan. (frying pan? baking pan?)

Pot

Tinsmith

3 sp, 2 quarts, ½? pound

A simple pot.

Kettle

Tinsmith

Small: 4 sp, 1 gallon, ¾? pound

Normal: 5 sp, 1½ gallons, ¾? pound

Large: 6 sp, 2 gallons, 1? pound

A simple kettle made of tin.

Skillet*Tinsmith**Normal: 6 cp, 6" diameter, ¼? pound**Large: 9 cp, 12" diameter, ½? pound*

A simple skillet.

Witch's Kettle*Tinsmith**1 sp, 1 pint*

A small kettle?

Eating & Drinking Utensils

This heading covers pots, pans and cooking utensils in general. The pottery pieces listed are for fired but unglazed utilitarian work. Simple glazes or stylish design cost twice as much with display pieces running from two to ten times the listed price.

Goblet*Silversmith**3 cp, 12 fl. oz.*

A pewter goblet.

Cup*Silversmith**2 cp, 8 fl. oz.*

A pewter cup.

Mug*Silversmith**4 cp, 12 fl. oz.*

A pewter mug.

Stein*Silversmith**5 cp, 18 fl. oz.*

A pewter stein.

Stein, large*Silversmith**2 cp, 24 fl. oz.*

A large pewter stein.

Pitcher*Silversmith**3 cp (medium), 2 quart**2 cp (small), 1 quart*

A pewter pitcher.

Pitcher, small*Silversmith**2 cp, 1 quart*

An unglazed fired clay pitcher

Jar*Potter**4 cp, 1 gallon*

An unglazed fired clay jar with a lip suitable for binding a cover over. Typically closed with a canvas square of cloth fixed with a cord.

Jug*Potter**8 cp, 2½ gallons*

A large jug made of unglazed, fired clay.

Drinking Jack*Leatherer**2 cp, 12 fl. oz.*

A moulded and sealed leather cup.

Canteen*Tanner**2 cp, 1 pint, ⅜ pound**3 cp, 1 quart, ¾ pound*

A rigid container made of boiled leather sealed with wax and capped with a boiled and waxed leather cap, a cork stopper or similar device. This is good, tough leather and requires four points of damage to breach.

Skin*Tanner**¾ cp, 1 quart, ¼ pound**1 cp, 2 quarts, ⅜ pound**1½ cp, 1 gallon, ½ pound*

A flexible leather sack proofed against water to prevent leaking with a long neck that is folded and strapped to prevent leaking—though to be completely effective must be kept upright. It takes two points of damage to breach.

Furnishings

This heading covers all manner of furniture from couches and cushions to beds and cabinets to chests and dressers to tables and desks to chairs and stools to rugs and carpets and tapestries.

Linen Sheet

—
8 sp, 1½ pounds, 6' × 4'

A plain linen sheet for use on a bed.

Down Comforter

—
1 gp, 4 pounds, 6' × 4'

A comforter filled with down feathers for use on a bed.

Down Pillow

—
5 sp, 1 pound, 1' × 2' × 6"

A pillow filled with down feathers for use on a bed.

Straw Mattress

—
5 sp, 15 pounds, 6' × 4' × 6"

A straw-filled mattress for use on a bed.

Down Mattress

—
5 gp, 24 pounds, 6' × 4' × 1'

A mattress filled with down feathers.

Wool Blanket

—
8 sp, 3 pounds, 6' × 4'

A wool blanket.

Desk

Carpenter

1½ cp, 2½ pounds, 1 quart skin

A standard working desk.

Carpet

Weaver

¼ cp, 4 oz. bar

A carpet is bought in a roll, the width being determined by the loom on which it is woven.

Banded Chest

Cooper

8 sp, 9 pounds, ft³, 1' × 1½' × 2'

A wooden chest made of ¼" board and strapped with brass bands to increase strength and durability. It takes 8 points of damage to breach.

Chest

Cooper

4 sp, 8 pounds, 2⅞ ft³, 1' × 1½' × 2'

A wooden chest made of ¼" board. Not especially durable and only taking 4 points of damage to breach.

Sea Chest

Cooper

5 sp, 18 pounds, 2¾ ft³, 1' × 1¼' × 2½'

A durable chest with brass fittings to increase durability and sized to fit under a rowing seat. It takes 8 points of damage to breach.

Strong Box

Cooper

20 sp, 43 pounds, 1 ft³, 18" × 12" × 12"

A chest made of 1" oak and bound with iron. It is fitted with a hasp to take a padlock though in some, more expensive, versions the lock is integral with the box itself. The hinges for the lid are recessed and plated to prevent access. It takes 30 points of damage to breach.

Cot

Carpenter

9 cp, ? pounds for simple

1 sp, ? pounds for nice or sturdy

1½ sp, ? pounds for nice and sturdy

A cot is a simple affair of folding wood frame with canvas or other hardy cloth stretched across it.



Illumination

The rushlight can be used on its own, or as a wick for a candle or taper. Close cutting will get five candles from a rushlight, but four is more likely. One rushlight is sufficient wick for two tapers. In a pinch an open basin, oil and a wick are sufficient to make an open lamp.

In general tallow can be substituted for lamp oil, but doing so requires use of a tallow wick to draw the tallow fast enough. Failure to do so produces more smoke. A tallow wick can be used with lamp oil, but will draw the oil too fast resulting in flaming streams dripping from the wick and resulting oil waste. In any case the sputtering of burning tallow will quickly foul the chimney. For adjustable lamps burning tallow the adjustment does not affect the IP, which is always 1, but determines how much extra smoke is produced. One pint of oil provides 24 IP-hours of illumination.

Most lamps use glass chimneys to protect the flame while allowing light to pass. The chimney must be cleaned periodically, frequently if burning tallow. Due to heat from the flame the chimney will get very hot and is likely to break. There is no pyrex so cooling the chimney quickly will fracture it. As a rule of thumb a replacement chimney will cost half to two thirds the price of the lamp.

An open flame is fairly readily blown out. For game purposes simply subtract the Beaufort scale wind rating from IP to determine the effective light produced by the guttering flame. In anything more than still air a candle will flicker and gutter uselessly.

Gas lighting is not typical of a fantasy medieval setting and so such devices are not included here. Note that there are three advantages to gas lighting. First, it burns with twice the IP of oil and second, it can be piped in from a remote source removing the need to refill a standing lamp and third, there is no wick to adjust or replace.

Burning tallow sputters, stinks and produces a lot of smoke. Wax burns with a more even flame, is nearly odorless and produces less smoke. Wax candles are generally white, but can be colored and scented. Although varying slightly by the scent, scented candles cost about four times as much and colored, again, varying slightly by the color, cost

about five times as much. So a scented black candle could be expected to cost twenty times as much.

Advanced Oil Lamp

Chandler

1 gp, 2 pounds

By using a complex design to improve airflow the illumination of this lamp is 6 to 8 IP. It has a one-pint basin for lamp oil and has an adjustable round wick. Though not particularly heavy it is not particularly portable either. The glass chimney gets very hot and is prone to breaking under the best of circumstances. Tallow cannot be used in such a lamp.

Bedside Lamp

Chandler

3? cp

A brass oil lamp with 1 gill capacity burning with IP2?.

Candelabra

Potter, Smith

1 sp, 1 pound

A candelabra is an elaborate candle holder with capacity for multiple candles, usually five or seven.

Candle

Chandler

1½ cp (tallow), 6" tall, 1 pound, 8 candles

6½ cp (wax)

A single candle will burn for 5 hours with IP 6.

Candle Holder

Potter, Smith

2 cp, ¼ pound

The form of candle holders vary greatly but there are two essential features. First, the candle is held in place either by means of a socket or a spike. The socket works best for wax candles, but the spike holds a candle in place better. Second, the majority of candle holders have a plate to catch the drippings. The common tallow candles in particular drip considerably. The listed price and weight is an average for typical candle holders. They can cost a lot more; for example a silver candle holder would cost at least 120 times as much.

Flint

Chandler



1 sp, ¼ pound

The most common way of ignition involves the striking of flint, the most effective method being flint and steel. This is a flint in a protective hard shell case. Used with care it will last indefinitely.

Lamp Oil

Chandler

1½ cp, 2½ pounds, 1 quart skin

2 sp, 80 pounds, 7½ gallon keg

A skin of oil provides 100 IP-hours of illumination (3,000 IP-hours for a keg) that is cleaner light than that provided by tallow. Lamp oil weighs about 1 pound per pint. For game purposes there is no difference between the various fish oils, whale oils and vegetable oils that are used for this purpose.

Lamp Wick

Chandler

4 cp, 40' long, 1 ounce

A larger wick suitable for using in a wall lamp.

Lantern

Tinsmith

1 sp, ½ pound

A lantern is an enclosed pot metal frame for carrying a candle, the purpose of which is to avoid a dropped candle from starting a fire. This is particularly an issue when navigating a barn at night and is popular among farmers. Thin horn is often used as panels in the sides of a lantern: being nearly transparent it allows the candle to shed light while protecting the flame from errant breezes. The alternative is to punch holes in the metal for ventilation. Will accommodate a 6" candle with one panel hinged to allow lighting, extinguishing and changing the candle.

Oil Lamp

Tinsmith, Potter

3 sp, 1 pound

An oil lamp can be metal or ceramic and holds a pint of oil. The adjustable wick will produce a flame of IP 1 to 3—a full reserve will burn for 8 hours at IP 3. The glass chimney needs to be cleaned periodically and is prone to breakage.

Oil Lantern

Tinsmith

5 sp, 2 pounds

Hooded: 8 sp

Bullseye: 12 sp

An oil lantern is a portable oil lamp with a metal base, protective frame and a glass bulb and chimney. Although theoretically an oil lantern can burn either tallow or lamp oil in practice it is one or the other and usually lamp oil. An oil lantern will burn with IP 1 to 3, depending on how the wick is adjusted. A hooded lantern has a metal shield around the entire circumference that can be raised or lowered to show or conceal the light. When lit and hooded it lowers the effective wind scale by three to five (depending on the quality of the hood), but heats up the entire lantern. A bullseye lantern has a single aperture with a sliding metal shield. When open it emits a beam of light rather like a flashlight.

Oil Wall Lamp

Potter

5 sp, 5 pounds

This is a large oil lamp usually permanently placed on a table or mounted on the wall. By using large wicks it can be adjusted up to IP 5. It's one-quart reserve can burn at IP 5 for nearly a day or at a more conservative IP 1 for over four days.

Pole Torch

Chandler

Three-torch: 9 cp, 6' tall, 5 pounds

Four-torch: 1 sp, 6' tall, 6 pounds

A torch is a six-foot length of wood whose butt is shaped into a rough point and sometimes iron-capped and whose business end supports an iron piece for holding three or four torches. The pointed end is driven into the ground or fitted into sockets, torches hung and lit, for portable elevated lighting.

Round Wick

Chandler

1 sp, 40' long, 1 ounce

This wick is only used with the "advanced" oil lamp and is part of how that lamp is able to achieve the light intensity.

Rushlight

Chandler

3 sp, bundle 2½' long, 1 pound, 800 reeds

A single rushlight will burn for 1 hour with IP 1. It is rather more delicate than a candle and must be



burned in a holder. It curls as it burns making it effectively self-trimming.

Small Oil Lamp

Potter, Tinsmith

6 cp, ¼ pound

Whether ceramic or metal this represents all small covered lamps. The “aladdin” style is popular as it provides a means of grasping the lamp to carry it. Lacking a chimney the unprotected flame is readily extinguished by any wind. The lamp holds a gill of lamp oil, enough to burn for 12½ hours with IP 1. Note that, in a pinch, tallow can be used instead of lamp oil but a tallow wick should be used.

Table Lamp

Chandler

1? sp

A brass table lamp with 1 pint capacity burning with IP6?.

Tallow Cake

Chandler

¼ cp, 1 pound

A cake of tallow such as can be used in a lamp. A single cake provides 40 IP-hours of light and can be substituted for a pint of lamp oil.

Taper

Chandler

4 cp (tallow), 12" tall, 2½ pounds, 8 tapers

1½ sp (wax)

A single taper will burn for 11 hours with IP 1.

Tower Candle

Chandler

2 cp (tallow), 18" tall, 1 pound, 1 candle

1 sp (wax)

A single tower candle will burn for 24 hours with IP 1.

Torch

Chandler

¼ cp, 2' tall, 1 pound

A torch is a two-foot length of resinous wood that burns with IP 4 for thirty minutes before blinking out entirely.

Torch, impregnated

Chandler

1 cp, 2' tall, 1 pound

An impregnated torch is a two-foot length of resinous wood that has been beaten at one end so that it is in frayed, fibrous strands and then soaked in resin, tallow or some similar substance. The flame produced by a torch is stronger and less easily put out than that of a candle, but they burn faster as well. A torch burns with IP 6 for thirty minutes before blinking out entirely.

Torch Bracket

Chandler

¼ cp, 2' tall, 1 pound

An iron bracket suitable for mounting on the wall and holding one torch.

Votive Candle

Chandler

1 cp (tallow), ½" tall, 1 pound, 12 candles

4 cp (wax)

A single votive candle will burn for 3 hours with IP 1.

Wall Torch

Chandler

6 sp (resin), 2½' tall, 1 pound

4 sp (tallow)

A wall torch is a 2½ foot bundle of rushlights soaked in resin, tallow or some similar substance and bound by leather or iron bands. The flame produced by a wall torch is strong and steady at IP 6 (8?) and burns for two hours. Resin soaked wall torches sizzle, but are relatively smoke free. Tallow soaked torches sputter, smoke and stink.

Wick

Chandler

2½ cp, 60' long, 1 ounce

These wicks are made of twisted cotton and require frequent trimming to reduce smoke and improve the clarity of the flame. A cotton wick is preferred to the rushlight being less fragile and easier to work with and can be trimmed to the desired length with minimal waste.

Lodging

Regardless of the location of the lodging, its quality can be described in general terms by one of five categories. The availability of any given category in any given place is entirely up to the referee

Category 1 (Poor): A flea infested rat hole. The straw mattress is old and musty, home to all sorts of vermin. Price is half the amount listed.

Category 2 (Average): This is common. Beds have straw mattresses, though the straw is probably old and musty. Vermin are prevalent. Price is as listed.

Category 3 (Fine): This is uncommon. Each suite has a chest for the guest to store his belongings. Beds have straw mattresses, sheets and quilts. Bed linens are usually washed monthly and bed vermin (lice, fleas, etc.) are present, but not overwhelmingly so. Price is twice the amount listed.

Category 4 (Rare): This is rare. Each suite has a service bell pull and a chest for the guest to store his belongings. Beds have feather mattresses, linen sheets and quilts. Bed linens are usually washed between guests (though not more than weekly) and bed vermin (lice, fleas, etc.) are scarce. Price is five times the amount listed.

Category 5 (Unique): This is extremely rare and probably unique. Each room has a service bell pull and a suite includes an inside bath with running water (provided by a roof top reservoir). Beds have feather mattresses, pillows, sheets and down quilts. Bed linens are washed at least weekly and bed vermin (lice, fleas, etc.) are almost nonexistent. Price is at least twenty times the amount listed.

Common Room

Tavern, Inn, Flophouse

1 cp per night

Normally a business will kick out customers at closing time (in some locations this is required by law unless the business is a member of the innkeepers guild). For a fee, the proprietor can be convinced to allow a transient to spend the night. In any case there is no effort made to accomodate the guest: it is sleep on the floor, a table, or however

one can manage.

Private Room

Inn, Home

4 cp per night, 2 sp per week, 7 sp per month

A room (approximately 10' × 10') which is rented exclusively to one or more customers. It may or may not have a lock (or even a latch) or any furnishings. Rarely is there anything more than sleeping accommodations.

Private Floor

Landlord, Home

6 sp per week, 1 gp per month, 10 gp per year

Rental of an entire floor (approximately 400 square feet) to one or more customers. Generally this is living quarters with the kitchen, if any, being on a separate floor.

Private House

Landlord, Home

4 gp per month, 30 gp per year

Rental of an entire house (usually 3 or 4 floors) to one or more customers. Usually the first floor is the public area, the second is for dining and the kitchen, with the third and fourth for living quarters.

Shared Accommodations

Boarding House, Home

4 sp per week, 10 sp per month

A room which is generally private, but privileges to shared space, such as a kitchen.

Boarding House

Boarding House

2 sp per week, 5 sp per month

A boarding house consists of several shared rooms with private living space for the landlord and his family. Boarders are fed at a common table meals prepared by the proprietor. Rooms are sparsely furnished in accordance with the category of establishment. Normally each room houses two or more boarders, but if a boarder pays a complete room occupancy he can have it to himself. That is, if the room normally housed three boarders he can keep it to himself for 6 sp per week.

Storage

This heading covers storage containers such as jugs, jars, sacks, skins, barrels and crates. There are 7½ gallons per cubic foot.

Barrel

Cooper

3 sp, 24 pounds, 32 gallons, 1¾' × 2¾'

A barrel is a roughly cylindrical container made of oak consisting of wooden disk for top and bottom with staves forming the wall and held in compression by two or more iron bands. The compression makes the barrel effectively water tight and a good shipping container. Due to the sturdiness of a quasi-spherical container and the ease in rolling and directing the roll barrels are the choice for shipping goods. It takes 11 points of damage to breach.

Butt

Cooper

6 sp, 60½ pounds, 128 gallons, 2¼' × 4½'

A very large barrel. It takes 17 points of damage to breach.

Crate

Cooper

3 sp, 50 pounds, 26 ft³, 3' × 3' × 3'

A wooden crate made of ¾" pine boards or some other common wood. It takes 6 points of damage to breach.

Firkin

Cooper

1½ sp, 9½ pounds, 8 gallons, 10½" × 21"

A small barrel, it takes 7 points of damage to breach.

Hogshead

Cooper

4 sp, 38 pounds, 64 gallons, 1¾' × 3½'

A large barrel, it takes 14 points of damage to breach.

Jar

Potter

~ sp, ~ pounds, ~ gallons, ~' × ~'

A wide mouthed ceramic rounded cylinder.

Jug

Potter

~ sp, ~ pounds, ~ gallons, ~' × ~'

A pottery jug.

Kilderkin

Cooper

2 sp, 15 pounds, 16 gallons, 1' × 2'

A small barrel, also known as a "half barrel" or rundlet. It takes 9 points of damage to breach.

Large Crate

Cooper

6 sp, 120 pounds, 62 ft³, 4' × 4' × 4'

A large, square crate used to store and ship. It takes 8 points of damage to breach the ½" boards.

Pony Keg

Cooper

1 sp, 7 pounds, 5 gallons, 9" × 18"

A very small barrel used for "last mile" transportation of beer and ale. It takes 6 points of damage to breach.

Small Crate

Cooper

1½ sp, 15 pounds, 7¾ ft³, 2' × 2' × 2'

A small, square crate made of ¼" pine boards. It takes 4 points of damage to breach.

Tun

Cooper

9 sp, 96 pounds, 256 gallons, 2¾' × 5½'

A huge barrel used primarily to ship wine. It takes 22 points of damage to breach.

Urn

Potter

~ sp, ~ pounds, ~ gallons, ~' × ~'

A large, wide-mouthed rounded ceramic cylinder.

Flask

Glassblower

1½ cp, 1 cup

A simple blown glass flask stoppered with a cork.

Flask, small

Glassblower

2 cp, 1 gill

A simple blown glass flask stoppered with a cork.

Flask, large

Glassblower

2 cp, 1 pint

Tim Doty

A simple blown glass flask stoppered with a cork.

Bottle

Glassblower

4 cp, 1 quart

A simple blown glass bottle.

Jar

Glassblower

4 cp, 1 quart

...

Jar, small

Glassblower

3 cp, 1 pint

...

Jar, large

Glassblower

6 cp, 1 gallon

...

Cork stopper

Suttler

1/4 cp

A cork suitable for stoppering a flask.

Lid

Suttler

1/2 cp

A metal lid with a lip and flanges suitable for turning onto a jar.

Toiletries

Soap, perfumes, cosmetics, mirrors? etc.

Soap, hard

Soapmaker

¼ cp, 4 oz. bar

A hard soap made of wood ash, tallow and salt. It is grey in color and generally foul.

Soap, soft

Soapmaker

1 cp, 8 oz. flask

A soft soap made from wood ash, olive oil and scents in a ceramic bottle.

Tools

This heading covers all manner of tools from shovels to whetstones to yokes to plow shares to fishing nets to rakes and crowbars. Tools can be purchased collectively, such as in a carpenter's toolset, or individually.

Sets

Rather than enumerating each and every little piece of equipment that might be used by a craft a collection of such tools can be purchased. There are four categories of sets: basic, field, standard and comprehensive and four categories of expensiveness: cheap, average, costly and very costly.

Cheap equipment is minimal in nature and readily obtained. For example, ...

Average equipment represents the vast majority of the tool sets and usually represents a range of operating equipment such as knives and hammers as well as surfaces and platforms for doing the work.

Costly equipment has at least one expensive component, often a furnace of some sort. While other crafts may require a heat source these crafts, such as potter, require an intense and prolonged sourced of heat. Another example would be the delicate needs required for detailed tatooing.

Very costly equipment represents those crafts that have multiple expensive tools required for use.

Basic Alchemical Equipment

Various

2 gp, ~50 pounds, 20 ft², ~3 ft³ stored

This includes the bare necessities for conducting alchemical operations and includes substantial amounts of glassware and a burner. The glassware is fire-safe and includes test tubes and vials. As there is a fair amount of overlap between the three different kingdoms of alchemy 50% of the tools can be replaced from a set of a different kingdom.

Basic Tools

Various

varies, ~50 pounds, 20 ft², ~3 ft³ stored

Cheap: 1½ sp

Average: 2 sp

Costly: 3 sp

Craft Equipment Cost

| <i>Craft</i> | <i>Valuation</i> | <i>Craft</i> | <i>Valuation</i> |
|----------------|------------------|-----------------|------------------|
| Armorer | Costly | Locksmith | Costly |
| Baker | Costly | Mason | Average |
| Binder | Costly | Metal Engraver | Avg |
| Blacksmith | Average | Miniaturist | Costly |
| Boatwright | Average | Painter | Average |
| Bowyer | Average | Perfumer | Average |
| Brewer | Average | Potter | Costly |
| Brick Maker | Average | Rope Maker | Average |
| Butcher | Average | Rough Carpenter | Avg |
| Calligrapher | Costly | Scroll Maker | Average |
| Carpenter | Average | Sculptor | Average |
| Cartwright | Average | Seamstress | Average |
| Chandler | Average | Shield Maker | Average |
| Charcoaler | Costly | Shipwright | Average |
| Cobbler | Average | Silversmith | Average |
| Confectioner | Average | Smelter | Costly |
| Cook | Costly | Soap Maker | Average |
| Cooper | Average | Spinner | Average |
| Distiller | Average | Stone Cutter | Average |
| Dyer | Average | Swordsmith | Costly |
| Embroidery | Average | Tailor | Average |
| Fletcher | Average | Tanner | Average |
| Furnace Maker | Average | Tattooist | Costly |
| Gem Cutter | Costly | Tinsmith | Average |
| Glassblower | Average | Trimmer | Average |
| Glazier | Average | Weaponsmith | Costly |
| Joiner | Average | Weaver | Average |
| Joister | Average | Wheelwright | Average |
| Leather Tooler | Average | Woodcarver | Average |
| Leatherer | Average | Wood Cutter | Average |

Very Costly: 4 sp

Basic equipment is a composite which the craftsman is expected to buy from various sources as appropriate. It includes the bare essentials of his craft and is usually portable with a total weight of around fifty pounds and requiring three cubic feet or so of space to store. Although requirements vary, to actually use the equipment will at a minimum require 20 square feet of floor space, though this can be compressed to half that by use of a table or workbench. Use of basic equipment gives a penalty of 6 to any task.

Those crafts requiring a craft skill, or those that are prerequisites for other craft skills, have a certain

amount of tool overlap. In general there is a 50% overlap when considering basic equipment sets which allows use for other purposes with a penalty of 10.

Comprehensive Alchemical Equipment

Various

60 gp, ~2,500 pounds, 250 ft²

This is a complete set of any and all alchemical tools useful in the conduct of operations in a particular kingdom. Due to the high degree of specialization only 5% of the equipment is useful in a different kingdom. Due to the comprehensive nature of the tools there is a bonus of 2 to any task.

Comprehensive Tools

Various

varies, ~2,500 pounds, 250 ft²

Cheap: 1 gp

Average: 2½ gp

Costly: 4 gp

Very Costly: 6 gp

Comprehensive equipment is the same as a standard workshop except for including all manner of odd and unusual equipment, some that is little used, the entire setup requiring 250 square feet to use. Use of a comprehensive set gives a bonus of 2 to any task.

Those crafts requiring a craft skill, or those that are prerequisites for other craft skills, have a certain amount of tool overlap. In general there is a 5% overlap when considering comprehensive equipment sets. This allows use as a basic equipment set with a penalty of 10.

Field Alchemical Equipment

Various

5 gp, ~100 pounds, 30 ft², ~5 ft³

This is a mostly sufficient set of tools for conducting alchemical operations of a given kingdom. Though many of the tools are general in nature most are specialized in some fashion so only

25% of the tools can be replaced from a set of a different kingdom.

Field Tools

Various

varies, ~100 pounds, 30 ft², ~5 ft³

Cheap: 3 sp

Average: 5 sp

Costly: 8 sp

Very Costly: 10 sp

Field equipment is very much the same as basic equipment, except for being more complete in terms of tool selection and commonly used items. The quality of the equipment is generally better as well. Field equipment is usually semi-portable with a total weight of around a hundred pounds and requiring five cubic feet or so of space to store. Although requirements vary, to actually use the equipment will at a minimum require 30 square feet of floor space, including the use of one or more solid workbenches (having at least 15 square feet of surface) or the craft equivalent. Use of a field set gives a penalty of 2 to any task.

Those crafts requiring a craft skill, or those that are prerequisites for other craft skills, have a certain amount of tool overlap. In general there is a 25% overlap when considering field equipment sets. This allows use as a basic equipment set with a penalty of 10.

Standard Alchemical Equipment

Various

20 gp, ~1,000 pounds, 100 ft²

This equipment will fit in a small laboratory and is sufficient to conduct nearly any alchemical operation. Although there is some overlap in tools between the different kingdoms only 10% of the tools can be replaced from a set of a different kingdom.

Standard Tools

| Equipment | | | | | | | | |
|------------------|-----------------|--------------|------------|---------------|-----------------|---------------|---------------------|----------------|
| <i>Equipment</i> | <i>Modifier</i> | <i>Cheap</i> | <i>Avg</i> | <i>Costly</i> | <i>V Costly</i> | <i>Weight</i> | <i>Space</i> | <i>Storage</i> |
| Basic | −6 | 1½ sp | 2 sp | 3 sp | 4 sp | ~50 lbs. | 20 ft ² | ~3 cubic feet |
| Field | −2 | 3 sp | 5 sp | 8 sp | 10 sp | ~100 lbs. | 30 ft ² | ~5 cubic feet |
| Standard | 0 | 10 sp | 20 sp | 30 sp | 40 sp | ~1,000 lbs. | 100 ft ² | — |
| Comprehensive | +2 | 20 sp | 50 sp | 80 sp | 120 sp | ~2,500 lbs. | 250 ft ² | — |

*Various**varies, ~1,000 pounds, 100 ft²**Cheap: 10 sp**Average: 20 sp**Costly: 30 sp**Very Costly: 40 sp*

Standard equipment is a more elaborate setup requiring 100 square feet of floor space and includes work tables, shelving and lamps in addition to the regular equipment. Such a workshop is not portable unless it is installed in a sufficiently large wagon. However, it is important to note that a standard wagon lacks the strength to deal with the stresses of having a constant, heavy load in addition to the rigours of the craft-labor. This is the presumed equipment level for tasks.

Those crafts requiring a craft skill, or those that are prerequisites for other craft skills, have a certain amount of tool overlap. In general there is a 10% overlap when considering standard equipment sets. This allows use as a basic equipment set with a penalty of 10.

Individual Tools

These are individual tools of particular interest or more general usefulness.

Blacksmith's Hammer*Suttler**3 sp, 15" haft, 2½ pounds, one handed*

This tool is typical of those used by blacksmiths and represents a heavy, general purpose hammer.

Bull Whip*Weaponer, Suttler**4 sp, 8' long, 1¼ pounds, one handed*

This whip is suitable for driving cattle or a cart.

Carpenter's Hammer*Suttler**1 sp, 12" haft, 1 pound, one handed*

This tool is typical of those used by carpenters and represents a light weight, general purpose hammer.

Carter's Whip*Suttler**10 sp, 20' long, 3 pounds, one handed*

This whip is used by carters to keep a wagon train in motion and has sufficient length to reach the lead

beasts yoked to a wagon.

Crowbar*Blacksmith**1½ cp, 2½ pounds*

A flat pry bar having a chisel edge at one end and a hook at the other for leverage.

Flail*Suttler*

Used to beat grain to separate the chaff.

Grain Flail*Suttler**2 sp, 3' haft, 1' chains, 2 pounds, one or two handed*

This is a tool used to thresh grain. There are several chains attached to the end of the shaft which is effective for threshing grain, but not particularly dangerous to anyone in armor.

Maul*Suttler**12 sp, 4' haft, 9 pounds, two handed*

This is a massive tool used to drive wedges into large tree trunks and other heavy labor. Although it can be used to devastating effect in combat it is not designed for it and is cumbersome to use in such a fashion.

Nunchaku*Suttler**1 sp, 2 × 12" haft, 4" cord, 1 pound, one handed*

This is a grain flail that uses a stout wooden haft to thresh the grain. Although it can be whipped at high speeds the lack of any follow through inherent with any flail prevents it from being very dangerous.

Pitchfork*Suttler*

Used to pitch hay.

Prybar*Blacksmith**1½ cp, 2½ pounds*

An iron bar a half inch thick and four feet long with one end being flattened into a chisel edge for wedging into and between things and applying pressure.

Riding Crop

Suttler

1 sp, 30" long, 1 pound, one handed

Although sold with whips this is not really a whip being rather to stiff. It is sometimes used by riders to urge their mounts to go faster or by a trainer working with a broken beast.

Snake Whip

Suttler

2½ sp, 4 long, ¾ pounds, one handed

This is a quality whip suitable for close range work. Lacking a handle it can be coiled much like a snake, hence the name.

Wood Axe

Suttler

2 sp, 3' haft, 2½ pounds, two handed

This tool is used to chop down smaller trees and to split wood. It is not balanced for use as a weapon, leading too much with the chopping head. While this gives it excellent impact and makes it very good for chopping wood, its reduced handling ability makes it less effective as a weapon.

Work Pick

Suttler

5 sp, 3' haft, 4 pounds, two handed

This tool is used for splitting rocks or chipping hollows into boulders. Like all tools it suffers from being designed to deliver maximal impact without regard for handling ability.

Hachet

Blacksmith

6? cp

...

Pick

Blacksmith

5? sp

...

Pick, small

Blacksmith

2 sp

...

Wood axe

Blacksmith

2? sp

A two-handed axe suitable for cutting down small

trees and chopping wood. The back of the head doubles as a hammer for using to drive wedges into medium sized trees though a real maul is need for large trees.

Pick, work

Blacksmith

5? sp

...

Shovel

Blacksmith

? sp

...

Trowel

Blacksmith

? sp

...

Climbing Tools

There are a variety of tools and supplies used to or as an aid in climbing. The STR of rope is used if someone is bound and trying to break free, or as a limiter to effective hauling STR.

Climbing Spike

Blacksmith

1 sp, ½ pound, 6" long, ½" diameter

A spike used for climbing having a 1" eye for running rope or ¼" chain. The spike itself can support nearly a ton before bending, but it is unlikely to be driven into something strong enough to provide that level of support.

Grapnel

Blacksmith

2 sp, ½ pound, 6" shaft, 1' spread

A grapnel consists of three curved prongs attached to a common shaft whose other end is a ring for attaching rope. The hooks serve to catch on protrusions or dig into wood for purchase when climbing. The shaft and prongs are of ¼" diameter and can support about 500 pounds before bending.

Heavy Grapnel

Blacksmith

5 sp, 3 pounds, 9" shaft, 1½' spread

A heavy grapnel consists of four curved prongs

attached to a common shaft whose other end is a ring for attaching rope. The hooks serve to catch on protrusions or dig into wood for purchase when climbing. The shaft and prongs are of $\frac{3}{8}$ " diameter and can support about 1,000 pounds before bending.

Piton

Blacksmith

1 sp, $\frac{1}{2}$ pound, 6" long, $\frac{1}{4}$ " thick, 1" wide

This is a specialty spike used in rock climbing having the basic shape of a very flat wedge with holes cut in it for running a rope through. The piton is hammered into cracks or seams in the rock and can be retrieved using a piton hammer. A piton can accomodate up to $\frac{1}{2}$ " rope and supports about half a ton before bending though it is unlikely to be driven into something strong enough to provide that level of support.

Piton Hammer

Blacksmith

2 sp, 2 pounds, 18" long

A piton hammer has a heavy head used to drive climbing spikes and pitons into rock seams. The back of the hammer head has a protuding, rounded spike which is used to hook into a piton and pull it free, much like how a carpenter's claw hammer works for pulling nails.

Spike

Blacksmith

5 cp, $\frac{1}{2}$ pound, 9" long, $\frac{1}{2}$ " diameter

A simple spike used to wedge into rock or tree to provide a foot or hand hold. The spike itself can support nearly a ton before bending, but it is unlikely to be driven into something strong enough to provide that level of support.

Transportation

This category covers all manner of conveyances for transportation, whether by land or sea.

Land

The wainwright simply makes carts, wagons and wheels. In large cities these become separate businesses: cartwright, wainwright and wheelwright. A vehicle is made with a harness for either horse or oxen, though it can be converted later. As a rule of thumb, a wheeled vehicle weighs twice its carrying capacity to have a strong enough structure to support it. A horse can pull up to 2000 pounds at up to 5 mph for 8 hours a day, or up to 3000 pounds at up to 3 mph for 8 hours a day. An ox can pull up to 10,000 pounds at up to 2 mph for 5 hours a day.

Carriage

Carriagemaker

1 gp, One-horse (carries 500 lbs.)

3 gp, Two-horse (carries 1000 lbs.)

A carriagemaker is the fancy craftsman the nobles prefer to patronize for their conveyances.

Cart

Cartwright

2 sp, Two-wheeled cart, small (carries 500 lbs.)

4 sp, Two-wheeled cart (carries 1000 lbs.)

A horse can pull up to 2000 pounds at up to 5 mph for 8 hours a day. A loaded cart has about a 20% chance of breaking a wheel or an axle over an eight hour period of travel on good roads.

Wagon

Wagonwright

15 sp, Wagon, small (carries 2000 lbs.)

1 gp, Wagon (carries 3000 lbs.)

2 gp, Wagon, large (carries 5000 lbs.)

5 gp, Wage, huge (carries 10,000 lbs.)

A horse can pull up to 3000 pounds at up to 3 mph for 8 hours a day. An ox can pull up to 10,000 pounds at up to 2 mph for 5 hours a day. A loaded wagon has about a 20% chance of breaking a wheel or an axle over a five to eight hour period of travel on good roads.

Sea

There are four general categories of water

vessels: boat, galley, sail and ship. Most vessels have hulls of barewood which are subject to water logging and worms. Waterlogging reduces capacity and slows the vessel. Worms eat and destroy the wood. Consequently barewood hulls are normally beached or put in dry dock as often as possible. Tarring a hull helps with waterproofing the wood and the ship reducing the need for dry dock. Sometimes the underside of the hull is plated with metal to combat worms, but this is quite expensive. Barnacles are a nuisance in tropical waters and a ship should periodically have the hull scraped to reduce drag. Poles are generally 16 feet long, weigh ten pounds and are metal-shod. Paddles are generally 4 foot long and weigh two pounds.

Length and beam are at the waterline; both are typically greater at the deck. Side refers to the height from the bottom of the keel to the gunwales. Draft is given as typical, minimal and maximum. Freeboard is the difference between draft and side; if there is an effectively lower freeboard, for example due to a bank of oars lower than the gunwales, this is noted.

The noted weight includes the hull, masts, rigging, etc. but not the crew, provisions, weaponry, supplies or cargo. The typical cargo is noted under capacity; if there is a substantial difference for a maximum load that is noted as well.

There are three types of structure: aphract (no deck), cataphract (deck) and.

Ship weight is measured in long tons. There are 2240 pounds to a long ton.

Canoe

Boatwright

2½ sp, 10 pounds, aphract

Speed: 4 knots (max)

Length: 8', Beam: 2½', Side: 1'

Draft: 5", min(1"), max(9")

Capacity: ¼ ton, max load (⅓ ton)

Crew: 1, max(2)

A canoe is made with a light wood frame and a canvas body. It is a light and rather delicate affair, but also one that can be approximated by someone with tools and time and the raw materials found by most rivers (generally substituting paper bark for the canvas and being even more delicate). An all

wood canoe is twice as heavy, but rather more durable.

Long Canoe

Boatwright

4 sp, 15 pounds, aphract

Speed: 5 knots (max)

Length: 12', Beam: 2½', Side: 1'

Draft: 5", min(1"), max(9")

Capacity: ¼ ton, max load (½ ton)

Crew: 2, min(1), max(3)

A large canoe is the same as a regular canoe, just longer and thus having greater capacity.

Johnboat

Boatwright

7½ sp, 60 pounds, aphract

Speed: 4 knots (max)

Length: 8', Beam: 2½', Side: 1½'

Draft: 3", min(1"), max(1')

Capacity: ⅙ ton, max load (½ ton)

Crew: 1, max(2)

A johnboat is a square-ended and flat-bottomed boat commonly used on rivers and ponds as a fishing platform or to transport goods. Although it can be paddled it is generally poled.

Punt

Boatwright

11 sp, 90 pounds, aphract

Speed: 5 knots (max)

Length: 12', Beam: 2½', Side: 1½'

Draft: 3", min(1"), max(1')

Capacity: ½ ton, max load (¾ ton)

Crew: 1, max(2)

A punt is a square-ended and flat-bottomed boat very much like a johnboat, but longer and having a greater capacity.

Pentakonter

Boatwright

1,800 gp, 15 tons, aphract

Speed: 3½ knots (2½ knots sail)

Length: 60', Beam: 13', Side: 5½'

Draft: 2¾', Freeboard: 2¾'

Capacity: 7 tons

Crew: 50 oarsmen (75 full complement)

Mast: 1, square rigging, 56 square yards

A pentakonter is a war galley having a single bank

of oars, 25 to a side. Due to the close spacing of the rowing benches it is moderately hard to row a pentakonter. The two masts are stepped for voyages and unstepped for battle. The foremast is 40 feet with a 60 foot yardarm and the main mast is 30 feet with a 45 foot yardarm. Uses fourteen and sixteen foot oars.

Bireme

Boatwright

3,600 gp, 30 tons, aphract

Speed: 4 knots (2 knots sailing)

Length: 75', Beam: 13' (15' outrigger), Side: 7'

Draft: 3', Freeboard: 4' (2' lower bank)

Capacity: 15 tons

Crew: 100 oarsmen (130 full complement)

Mast: 1, square rigging, 100 square yards

A bireme is a war galley having two banks of oars, 25 a bank to a side. Due to the narrow spacing of the rowing benches it is hard to row a monoreme. The bireme relies on leather seals for the bottom bank of oars to give it the 1½ feet of freeboard.

Trireme

Boatwright

6,000 gp, 50 tons, cataphract

Speed: 5 knots (3 knots sailing)

Length: 120', Beam: 15' (18' outrigger), Side: 10'

Draft: 3¼', Freeboard: 2' oarlocks

Capacity: 33 tons cargo

Crew: 170 oarsmen (200 full complement)

Mast: 2, square rigging, 240 square yards

A trireme packs the greatest punch having three banks of oars, but the tradeoff is in the tightly packed rowing benches which make it hard to row. The top bank has 31 oars to a side and the bottom two banks have 27 oars each side. These are the queens of the naval battle having unmatched maneuverability with an expert crew who can turn on a dime and push 12 knots in a sprint. A full crew includes 10 sailors and 14 marines in addition to 6 officers. The trireme relies on leather seals for the bottom bank of rowers to give it the 6½ feet of freeboard.

Galley

Boatwright

9,600 gp, 80 tons, 5½ knots (4½ knots sail)

Length: 129' (92' keel), Beam:

12' (14½' outrigger), Side: ?

Draft: 6¾', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 360 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Longship

Boatwright

420 gp, 3½ tons, 5½ knots (4½ knots sail)

Length: 32', Beam: 6', Side: 3'

Draft: 1', Freeboard: 2'

Capacity: 2 tons

Crew: 10 oarsmen

Mast: 1, square rigging, 30 square yards

A longship is a small vessel just large enough to be considered seaworthy, but only just. It has five benches to accomodate 10 oarsmen and a single 20-foot mast to handle the square sail. But unlike standard square-rigged vessels it has the ability to tack by moving the tie-down points for the bottom corners of the sail fore and aft. The sail itself is not square, being wider at the bottom than the top with the suggestion of tails in the bottom corners.

Snekkja

Boatwright

1,440 gp, 12 tons, 5½ knots (4½ knots sail)

Length: 56', Beam: 8', Side: 3½'

Draft: 1½', Freeboard: 2'

Capacity: 8 tons

Crew: 20 oarsmen

Mast: 1, viking rigging, 60 square yards

A snekkja is a moderately sized sailing vessel with a clinker built hull well-suited to the open sea and the flexing required to survive the pounding of the waves. The 30-foot mast bears a single viking-rigged sail manned by two sailors. There are no rowing benches, instead the oarsmen sit on their sea chests. The positions are marked instead by the oar

loops.

Drakkar

Shipwright

5,040 gp, 42 tons, 5½ knots (4½ knots sail)

Length: 92', Beam: 13', Side: 4'

Draft: 2', Freeboard: 2'

Capacity: 21 tons

Crew: 30 oarsmen

Mast: 1, viking rigging, 150 square yards

A drakkar, so-called for its dragon head shaped prow, is a single-masted viking-rigged vessel with thirty oarloops. As with the smaller snekkja the sailors sit on their sea chests. The mast is 32 feet in height.

Corsair

Shipwright

11,520 gp, 96 tons, 5½ knots (4½ knots sail)

Length: 60', Beam: 10', Side: ?

Draft: 9', Freeboard: ?

Capacity: 80 tons

Crew: 80 sailors

Mast: 3, square rigging, 600 square yards

A corsair is a three-masted vessel of moderate size and speed.

Great Ship

Boatwright

693,840 gp, 5782 tons, 5½ knots (1 knot sail)

Length: 300', Beam: 60', Side: 60'

Draft: 24', Freeboard: 18'

Capacity: 3,800 tons

Crew: 216 oarsmen

Mast: 5, square rigging, 9,000 square yards

A great ship is a truly enormous vessel used to haul enormous cargos and numerous passengers. They are only possible where there is an abundance of ship building wood and the need for a large hauler. The masts range in height from 100 feet to a towering 180 feet. The yardarms vary from 80 to 150 feet and provide up to 9,000 square yards of sail. The taller masts accomodate main sails, top sails, gallants, top gallants, royals, top royals, sky rakers, moon rakers and star rakers. The foremast has all but the rakers. Between the other masts extend fore-and-aft rigged sails for an additional 3,000 square yards of sail to allow flexibility in setting. Finally four jibs fly between the foremost

mast and the bowsprit.

The interior of the great ship is divided into seven spacious decks

Large Schooner

Shipwright

22,561 gp, 3730 tons, 1 knot sail

Length: 329', Beam: 50', Side: 54'

Draft: 30½' (44' loaded), Freeboard: 24'

Capacity: 6,500 tons

Crew: 13 sailors (????)

Masts: 6, lateen rigging, 8,000 square yards

Even longer than a great ship, though not so intimidating. Each 150-foot mast is rigged with two sails and five jibs fly between the foremost mast and the bowsprit.

Huge Schooner

Shipwright

31,554 gp, 5,218 tons, 11 knots sail

Length: 385', Beam: 50', Side: 61'

Draft: 35' (51' loaded), Freeboard: 26' (10' loaded)

Capacity: 11,000 tons

Crew: 16 (aided by steam winches)

Masts: 7, lateen rigging, 10,000 square yards

This enormous ship rivals the great ship in size. She has seven 190-foot masts, each carrying a course, a jib-headed topsail and a topmast staysail plus five head sails. The sails weigh 18 tons when dry.

Dreadnought

Boatwright

13,941 gp, 1850 tons, 18 knots (1 knot sail)

Length: 185', Beam: 51', Side: 55'

Draft: 21½', Freeboard: 6'

Capacity: 2318 tons

Crew: 42 (98 guns so perhaps 300 gunners?)

Mast: 3, square rigging, 600 square yards

The great ship's smaller cousin, the dreadnought is a warship which serves as mobile platform bearing multiple seige engines.

Interceptor

Shipwright

127 gp, 26 tons, 10 knots (2½ knots sail)

Length: 60', Beam: 6' (8' outrigger), Side: 6'

Draft: 4', Freeboard: 2'

Capacity: 6 tons

Crew: 80 oarsmen, 5 sailors

Mast: 2, lateen rigging, 600 square yards

An interceptor is a long, narrow galley with three banks of oars and two lateen-rigged masts. They are very similar to triremes, but are smaller and more nimble. Their main purpose is interdiction; though not as fast as a trireme nor do they require as many skilled oarsmen. As they are primarily used in coastal waters the lateen rigging is more adaptable to the changing winds.

Knorr

Shipwright

? sp, 183 tons, 5½ knots (4½ knots sail)

Length: 80', Beam: 16', Side: ?

Draft: 8', Freeboard: ?

Capacity: 80 tons

Crew: 30 sailors

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Lake Barge

Boatwright

? sp, 340 tons, 5½ knots (4½ knots sail)

Length: 80', Beam: 50', Side: ?

Draft: 3', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Large Riverboat

Boatwright

? sp, 58 tons, 5½ knots (4½ knots sail)

Length: 50', Beam: 13', Side: ?

Draft: 5', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Large Ship

Boatwright

? sp, 617 tons, 5½ knots (4½ knots sail)

Length: 120', Beam: 24', Side: ?

Draft: 12', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Medium Ship

Boatwright

? sp, 183 tons, 5½ knots (4½ knots sail)

Length: 80', Beam: 16', Side: ?

Draft: 8', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

River Barge

Boatwright

? sp, 51 tons, 5½ knots (4½ knots sail)

Length: 40', Beam: 20', Side: ?

Draft: 3', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Riverboat

Boatwright

? sp, 11 tons, 5½ knots (4½ knots sail)

Length: 25', Beam: 8', Side: ?

Draft: 3', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Sailing Boat

Boatwright

? sp, 160 tons, 5½ knots (4½ knots sail)

Length: 60', Beam: 15', Side: ?

Draft: 10', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Sea Elf Sloop

Boatwright

? sp, 43 tons, 5½ knots (4½ knots sail)

Length: 80', Beam: 10', Side: ?

Draft: 3', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Small Sailboat

Boatwright

? sp, 8½ tons, 5½ knots (4½ knots sail)

Length: 20', Beam: 6', Side: ?

Draft: 4', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Small Ship

Boatwright

? sp, 71 tons, 5½ knots (4½ knots sail)

Length: 50', Beam: 10', Side: ?

Draft: 8', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used

a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Trading Galley

Boatwright

? sp, 100 tons, 5½ knots (4½ knots sail)

Length: 80', Beam: 16', Side: ?

Draft: 5', Freeboard: ?

Capacity: 80 tons

Crew: 216 oarsmen

Mast: 2, square rigging, 600 square yards

A galley is a long, narrow vessel primarily propelled by two banks of oars, but having sails for travelling long distances. Each of the 108 oars is manned by two men. These two-masted boats used a 53-foot foremast and a 36-foot main mast. Both masts are 2½ feet in diameter with 88-foot and 57-foot yardarms respectively. Twenty-three foot oars were used to propel it with two 20-foot steering oars.

Weapons

This category covers all manner of armaments, both offensive and defensive, specifically made for war. For completeness every entry in the weapons table has an entry here, but for items which serve some other primary purpose the entry refers to that location.

Weaponry

The following weapon descriptions are general in nature. The actual variety of weapons is astounding though many of the differences are negligible in game terms. Also, many times a name is applied to vastly different weapons. The term "broadsword" has been applied to every European style of sword. For game purposes each name refers to a specific type of weapon.

Axes

Battle Axe

Weaponeer

9 cp, 3' haft, 2 pounds, one or two handed.

This axe is light and well balanced enough to be used with either one or two hands and takes about fifteen hours for a weaponsmith to produce.

Hatchet

Suttler, Weaponeer

3½ cp, 1' haft, 1 pound, one handed

A common household tool used for splitting wood or similar tasks. It takes a competent blacksmith about five hours to turn out the head. Shaping and fitting a haft take about half that.

Hurlbat

Weaponeer

1½ sp, 2' haft, 2 pounds, one handed

A throwing weapon amounting to a large axe head but well balanced and taking a competent weaponsmith thirty hours to produce.

Pick

Suttler

5 cp, 18" haft, 1 pound, one handed

A tool having a blunt spike at the end set at right angles to the haft. This is used to chip and shape rocks. It takes a blacksmith about twelve hours to

make.

Great Axe

Weaponeer

16 cp, 4' haft, 4½ pounds, two handed

Often used in shipboard combat to sever grappling ropes, chains or spars and is then called a sea axe.

Small Axe

Weaponeer

7 cp, 2' haft, 1 pound, one handed.

A well balanced axe small enough to be concealable and large enough to do some damage. It is also handy for close quarters fighting.

Small Pick

Weaponeer

3½ cp, 2' haft, 1 pound, one handed

Although larger than the pick, it still earns the title of small due to its being categorized as a weapon rather than a tool.

Throwing Axe

Weaponeer

14 cp, 2' haft, 1 pound, one handed

Very similar to a small axe, but balanced for accurate throwing.

War Pick

Weaponeer

1 sp, 3' haft, 4 pounds, two handed

This weapon has a long spike, curving to follow the natural motion of a swing on its lead side and a long, curving hammer opposite. The spike is useful for puncturing platemail while the blunt end is there primarily for counterbalance.

Blowpipe

Blowpipe

Weaponeer

5 cp, 3' pipe, ½ pound, two handed

This weapon is a tube from which tuft-ended darts are launched by blowing forcefully into it. Although not of great power or range it is reasonably accurate and very quiet. To increase the lethality of the device the darts are usually poisoned.

Bolas

This weapon is comprised of three weights, two being heavier than the third, attached by

means of heavy cord or leather strap. The two heavier weights are joined by a short cord with the third attached by a longer cord to the middle of the first cord. The bolas is held by the light weight, whipped in a circle and released. The two heavy weights lead, ideally the cord joining them impacting a leg causing them to whip around and entangle it. Meanwhile the third weight is whipped in a larger arc entangling the opposite leg and thus tripping the prey. Some variations of this weapon have only two weights and, rarely, even just a single weight. Others have four or more weights. The proportions of the weights is also sometimes varied to give the weapon different characteristics.

Arlera

Weaponeer

6 cp, 2' cord, 1¼ pound, one handed

This weapon is a two-weight bola with one massing nearly a pound and the second only four ounces.

The cord is kept as light as possible and is only two feet in length. It is used to bring down small game, especially birds, thrown so as to impact with the heavier weight to stun the prey and the cord to wrap around and entrap it.

Bolas

Weaponeer

9 cp, 4' cord, 3 pounds, one handed

This weapon is a three-weight bola intended for use

Metal Bows

To avoid the STR limitations of wooden bows metal construction is an obvious solution. Unfortunately metal tends to brittleness and has a tendency to lose any spring with continued use. This is particularly true of medieval metals. To reflect these difficulties a metal bow should cost ten times as much (five times with modern metallurgy). Such bows have a maximum STR 50 (STR 40 if using the advanced bow STR rules). A lesser metal bow costs twice as much (the same price with modern metallurgy) but loses 1 STR each use. If using the advanced bow STR rules such bows would compare their STR to 10 for each shot with the level of success being additional

Advanced Bow STR Rules

A difficulty with constructing very strong bows is keeping them supple. If the referee desires the added complication then there is no limit to how heavy a bow can be, but on each use a roll is made to see if it fails. The chance of failure is determined by subtracting the maximum bow STR from the actual bow STR and comparing to a resisting score of 5. A wooden bow max a maximum STR 20, a composite bow has a maximum STR 25 and an elven bow has a maximum STR 30. When rolling for failure a success indicates the bow cracks such that it loses any AP and has 1 HP remaining. If used again the resisting score is reduced to 1. If the roll is a special then the bow breaks during the draw. On a fumble the bow breaks when released in a catastrophic failure that does damage to the archer for the bow, but using crush instead of impale. A double fumble does regular, that is impaling, damage and a triple fumble does double regular damage. There is a two in six chance that the damage will be done to the arm holding the bow, otherwise it is a

against medium size and larger prey. Each of the heavier weights weighs a pound with the third only half a pound. The overall length is four feet with two foot cord joining the two heavy weights and connected at its middle to the light weight by a three foot cord. In melee it can be wielded with the chain skill.

Surujin

Weaponeer

8 cp, 8' cord, 4 pounds, one handed

This weapon is a two-weight bola used by fishermen to assist in docking or beaching and consists of an eight foot length of hemp attached to two stones through holes drilled in them. Hemp is preferred by fishermen as it resists rotting. In melee it can be wielded with the chain skill.

Boomerangs

Boomerang

Weaponeer

15 cp, 2' long, 1 pound

15 cp (light), 1' long, ¼ pound

This weapon is shaped as an airfoil so as to have lift and is bent so as to curve the flight path and return to the thrower. The thrower can declare that a special success will result in the boomerang returning to the spot from which it was thrown instead of the normal crush special. Hitting anything on the way prevents this from happening.

Throwing Club

Weaponer

1 cp, 2' long, 3 pounds

This weapon is a club, rather like a small club but having much better balance and is suitable for throwing.

Throwing Stick

Weaponer

½ cp, 1½' long, 1 pound

This weapon is a light club, rather like a baton, weighted for throwing.

Bows

Unlike other weapons, bows (and crossbows) have their own strength score—they do not use that of their wielder to determine range or damage. The wielder must have at least as much strength as the bow or he cannot use it at all. This is important to remember because although a character will normally buy a bow with the greatest poundage he can pull, bows that are found will very likely have a different strength score and so the character will be either unable to use them or have reduced utility from it. Bows are generally sold in three classes: light (STR 6–8), medium (STR 9–12) and heavy (13–15). A bow can be custom made to any STR from 3 to 30. Heavier bows cannot be made with the available tools and materials. As an approximation, pull-weight is equal to half the square of the bow's STR. Thus a STR 10 bow has about a 50-pound pull.

Bow

Bowyer

Light: 2½ sp, 6' stave, 1¾ pounds

Medium: 3 sp, 6' stave, 2 pounds

Heavy: 3¾ sp, 6' stave, 2¼ pounds

Custom: (2 + STR ÷ 5) sp, (STR + 10) ÷ 10 lbs

This is a normal recurve bow that, due to its long stave, cannot be used from horseback and is encumbered in close quarters.

Bowstring

Bowyer

1 cp, 1 ounce

A bowstring is particular to the bow based on length and strength. Strength can be substituted downward, but if a lower strength string is used on a bow the bow's effective strength is reduced by half the difference due to the string stretching. There is also a chance each time the bow is used that the string will snap equal to 5% times the difference in STR. This ruins the string for use at its original rating as well.

Built Bow

Bowyer

Light: 8 sp, 6' stave, 2¼ pounds

Medium: 9 sp, 6' stave, 2½ pounds

Heavy: 11 sp, 6' stave, 2¾ pounds

Custom: (8 + ½ STR) sp, (STR + 15) ÷ 10 lbs

This amounts to a composite bow that has been built for use from horse back: the lower arm is stiffer than the upper resulting in a handgrip only a third of the way up the stave rather than half like normal. Due to its being drawn differently from other bows an archer not accustomed to this has his chance of success halved.

Composite Bow

Bowyer

Light: 6½ sp, 5' stave, 1¾ pounds

Medium: 7½ sp, 5' stave, 2 pounds

Heavy: 9 sp, 5' stave, 2¼ pounds

Custom: (6 + ⅔ STR) sp, (STR + 10) ÷ 10 lbs

This bow has a composite construction usually wood, horn and sinew layered in such a fashion as to improve the smoothness of release which effectively increases the range and accuracy of the bow.

Elf Bow

Elf Bowyer

Light: 2½ gp, 5' stave, 1¾ pounds

Medium: 3 gp, 5' stave, 2 pounds

Heavy: 3½ gp, 5' stave, 2¼ pounds

Custom: (36 + 4½ STR) gp, (STR + 10) ÷ 10 lbs

This bow is made by wood elves for wood elf use; the listed price is for non-elves—for elves use one third that. Regardless of price this weapon is rarely available for sale. Although the secret is known to the elves alone, the simplest of their bows have a smoothness of release that is superior to any other kind of bow. And some of their bows release with a greater pull than what was exerted to draw them back, though such are priced higher than indicated here.

Horsebow

Bowyer

Light: 6½ sp, 4' stave, 1¼ pounds

Medium: 7½ sp, 4' stave, 1½ pounds

Heavy: 9 sp, 4' stave, 1¾ pounds

Custom: (8 + ⅔ STR) sp, (STR + 5) ÷ 10 lbs

This bow has a composite construction, usually of wood, horn and sinew, layered in such a fashion as to improve the smoothness of the release. Because of its relatively short stave this bow can be more easily used from horseback or in close quarters. However, this also reduces its draw length which counterbalances gains in range due to its construction.

Self Bow

Bowyer

Light: 1½ sp, 6' stave, 1¾ pounds

Medium: 2 sp, 6' stave, 2 pounds

Heavy: 3 sp, 6' stave, 2¼ pounds

Custom: (1½ + ⅙ STR) sp, (STR + 10) ÷ 10 lbs

This bow has a simple, curved stave that, due to its length, cannot be used from horseback and is encumbered in close quarters. Due to its simple construction it does not give the smooth release of a normal bow.

Shortbow

Bowyer

Light: 3 sp, 4' stave, 1¼ pounds

Medium: 3½ sp, 4' stave, 1½ pounds

Heavy: 4½ sp, 4' stave, 1¾ pounds

Custom: (2 + ¼ STR) sp, (STR + 5) ÷ 10 lbs

Because of its relatively short stave this recurve bow can be more easily used from horseback or in close quarters. However, this also reduces its draw length which means that the release is less smooth leading to less accuracy.

Smallbow

Bowyer

Light: 2 sp, 3' stave, 1¼ pounds

Medium: 2½ sp, 3' stave, 1½ pounds

Heavy: 3 sp, 3' stave, 1¾ pounds

Custom: (1½ + ⅓ STR) sp, (STR + 5) ÷ 10 lbs

Because of its short stave this self bow can be more easily used from horseback or in close quarters. However, this also reduces its draw length which means that the release is less smooth leading to less accuracy.

Chains

Manriki

Weaponeer

9 cp, 36" chain, 3 pounds

This is a ¼-inch chain with a ½-pound weight on either end. It is most commonly employed by martial artists studying the Masaki Ryu.

Manriki Gusari

Weaponeer

1½ sp, 6' chain, 6 pounds

This is a ¼-inch chain with a 1-pound weight on either end. It is most commonly employed by martial artists studying the Masaki Ryu.

Clubs

Baton

Weaponeer

2½ cp, 18" stave, 1 pound, one handed

This is a simple, well-seasoned stick made of hardwood that has been smoothed, shaped and whose balance is sure. It is often carried by law enforcement types as a kind of non-lethal (relatively speaking) weapon.

Blackjack

Weaponeer

6 cp, 1' long, 1 pound, one handed

This is a sturdy leather club weighted with lead shot. Due to prevalent use by unsavory characters it is often looked on with suspicion if not outlawed.

Large Mace

Weaponeer

1 sp, 3' long, 5½ pounds, two handed

Frequently hafted entirely of metal, the large mace

has either a flanged head or a large, hollow iron ball.

Mace

Weaponer

8 cp, 2½' long, 2 pounds, one handed

The head is usually six iron flanges welded to a hollow cylinder which is fitted to a sturdy wooden haft.

Sap

Weaponer

3 cp, 9" to 12" long, ½ pound, one handed

This is a weapon for muggers: it consists of a sturdy cloth “sock” that has lead pellets sewn into the business end.

Crossbows

Unlike other weapons, crossbows (and bows) have their own strength score—they do not use that of their wielder to determine range or damage. The wielder must have at least as much strength as the crossbow or he cannot cock it at all. This is important to remember because although a character will normally buy a crossbow with the greatest poundage he can pull, crossbows that are found will very likely have a different strength score and so the character will be either unable to use them or have reduced utility from it (e.g., less range and damage than what the ideal crossbow, for him, would be).

A light crossbow is cocked by simply pulling the string back over the lock mechanism. As an approximation, the draw strength is equal to half the square of the bow's STR. Thus a 60 pound light crossbow is STR 11.

A (medium or heavy) crossbow is cocked by using a tool appropriate to its manufacture, usually either a beltclaw or a goat's foot which effectively doubles the character's STR for cocking. Thus a STR 20 crossbow with a draw weight of about 200 pounds can be cocked by a STR 10 character with beltclaw.

A crossbow for use with a beltclaw has a metal stirrup at its firing end; to cock the crossbow the crossbowman hooks the string on a claw held by a leather strap to his belt, puts his foot through the stirrup and steps down. A crossbow for use with a goat's foot (also known as a gaffe) has a strong lug

mounted on either side of the stock; to cock the crossbow the goat's foot (a metal lever somewhat resembling the foot of a goat) is hooked to the strings with the levers angling over the cocking lugs and is pulled back using the sliding lever advantage of the goat's foot.

Crossbow

Bowyer

3 sp, 3' stave with a 2' to 3' cross-stave and weighing from 6 to 10 pounds

Fires quarrels (also known as bolts). The cross-stave has a string which must be pulled back along the stave to the trigger lock, which holds the string in place. A quarrel is then placed directly in front of the trigger lock and the crossbow can then be fired by squeezing the trigger—usually a long lever underneath and parallel to the stave.

Arbalest

Bowyer

1 gp, 3' stave with a 2' to 3' cross-stave and weighing from 10 to 20 pounds

An arbalest is very similar to a crossbow, the main difference being that an arbalest is always cocked by means of a mechanical device known as a rack or a cranequin. The cranequin is a rack-and-pinion gear box which pulls the string, usually of good wire to be of sufficient tensile strength, to the trigger lock. The cranequin is then removed and the quarrel placed as with a crossbow. An arbalest proper is made with a spring steel stave and uses twisted steel strings to cope with its 1,000 foot-pound draw strength. It would take STR 45 to cock by hand, assuming the pull didn't just slice the fingers off. A cranequin with a better gear ratio is used which slows cocking time, but gives the arbalest cocking STR 20.

Dwarven Crossbow

Dwarven Bowyer

3 gp, 2½' stave with a 2' cross-stave and weighing about 12 pounds

This form of crossbow looks rather like a regular crossbow with a permanently mounted goat's foot having a long and narrow box attached to the goat's foot and resting above the stave. This box is, in fact, a top loaded, gravity-fed magazine capable of

holding a dozen or more quarrels. The lever is pulled back like a goat's foot to cock the crossbow and a bolt is automatically dropped into place once cocked. Some dwarves modify their crossbow so that there is no trigger lock: the weapon discharges as soon as it is cocked. This allows a rather rapid rate of fire. The mechanical advantage of the cocking lever is not used to allow heavier pull bows, but rather to maintain a high rate of fire through ease of cocking. Note that the mechanism won't feed if the crossbow is pointed at more than a 45° angle either up or down.

Prodd

Bowyer

2 sp, 3' stave with a 2' to 3' cross-stave and weighing from 5 to 8 pounds

It differs mainly from a normal crossbow in that it is fitted with a pocket in the middle of the string for holding a bullet or sling stone and an additional loop for holding the weapon cocked. This is used primarily for hunting small birds where a more powerful bow would obliterate the prey. Consequently, high poundage is not a goal for them. Due to the unaerodynamic nature of spheres the range is even more limited than that of a normal crossbow.

Flails

Although not favored weaponry by knights and warriors, peasants have often found agricultural implements to be handy in a pinch and the basic idea of a flail—chain used to thresh grain—become to a slight extent adopted as a weapon taking on forms having little use on a farm.

Ball & Chain

Weaponeer

10 cp, 18" haft, 1 pound, 6" chain, 1½ pound ball, one handed

This is essentially a mace with the head attached to the haft by a short length of chain. Sometimes stubby spikes are welded to the round ball to help keep the ball from simply skating off of plate armor.

Military Flail

Weaponeer

6 cp, 3' haft, 2' head, 4 pounds, two handed

This flail has two wooden shafts of unequal length. Both are strapped with iron for durability. The longer is used as the handle and the shorter is the head, often equipped with stubby spikes to help engage armor. A short length of chain or heavy cord connects the two shafts. Though not likely to injure anyone in armor it can easily knock them down.

Pole Flail

Weaponeer

14 cp, 5' pole, 15" chain, 4 lbs ball, two handed

This is a powerful weapon which can be used defensively by requiring anyone of lesser reach to allow themselves to be hit by it. However, to keep up the defensive whirling is tiring and also requires a lot of open space both to swing the weapon in and to tactically withdraw from attacks. Its inability to be used effectively in formation preclude its military use.

War Flail

Weaponeer

1 sp, 2½' haft, 9" chain, 1½ lbs ball, one or two handed.

This is essentially a grain flail that has been fitted with a single chain attached to a spiked ball.

Hammers

Hammers differ from clubs in that they require an accurate striking angle.

Battle Hammer

Weaponeer

5 cp, 3' haft, 2 pounds, one handed

This weapon is the basic hammer used in combat with a squat, heavy head.

War Hammer

Weaponeer

10 cp, 4' haft, 5 pounds, two handed

This weapon has a long haft and a broad, curving, doubled-ended head. One end is flat for use as a hammer while the other is a spike for penetrating armor.

Knives

Because knives are often worn as simple ornament they, like other types of jewelry, can vary a lot in monetary value—although intricate ornamentation and precious metals do

nothing to increase the martial capability of these weapons.

Belt Knife

Suttler

1½ cp, 6" blade, ½ pound, one handed

This is a weapon and tool found on many commoners' (and warriors' and nobles' and merchants') belts, hence the name. The price listed is a minimum: many belt knives are more stylish or simply fancier.

Dagger

Weaponer, Swordsmith

4 cp, 12" blade, 1 pound, one handed

This is a large knife used by those who take knife-fighting seriously. Sailors often carry such a knife as this.

Dart

Weaponer

6 cp, 4" long, 2 ounces, one handed

This is a dart having a wood body, weighted metal tip and paper vanes. It is typically used in bar room games with a board as target. Though in form this is closer to an arrow it is listed with the knives as it is used with Throw Knife skill.

Jambiya

Weaponer, Swordsmith

6 cp, 12" blade, 1 pound, one handed

This is a curved-blade knife that is excellent for close-in slashing.

Kukri

Weaponer, Swordsmith

6 cp, 9" blade, 1 pound, one handed

This is a short, heavy forward curving knife with its balance shifted very far forward. It is excellent for chopping and can function as a hachet.

Main Gauche

Weaponer, Swordsmith

6 cp, 9" blade, 1 pound, one handed

This is a slim-bladed knife whose weight comes from the large, protective shellguard worthy of a rapier. Consequently it is one of the rare knives capable of parrying. It is rarely found outside of fencing where it is used as the secondary weapon for use in binds.

Shuriken

Weaponer

2¼ cp, 4" diameter, 2 ounces, one handed

This is generally a four or six pointed star, but can be a simple spike as well. Being too small to do much damage they are generally used to deliver poison or simply distract.

Stiletto

Weaponer, Swordsmith

1½ cp, 4" blade, ¼ pound, one handed

This is a slim knife whose blade has no edge, but is triangular or even square in cross-section to make it very sturdy for thrusts. They are popular among courtiers who wear them for decoration.

Sword-breaker

Weaponer

13 cp, 12" blade, 1 pound, one handed

This knife has a wide blade that is deeply cut like a comb having widely spaced teeth for catching a blade where, theoretically, a twist will break it. It is a rare weapon, but is occasionally found in areas where fencing is prevalent.

Throwing Dagger

Weaponer, Swordsmith

11 cp, 12" blade, 1 pound, one handed

This is similar to the dagger, but finely balanced for accurate throwing. The delicate care and demanding craftsmanship required to achieve the necessary balance makes this an expensive weapon.

Throwing Knife

Weaponer, Swordsmith

8½ cp, 6" blade, ½ pound, one handed

This is similar to the belt knife, though better balanced to achieve accurate throws. The delicate care and demanding craftsmanship required to achieve the necessary balance makes this an expensive weapon.

Throwing Star

Weaponer

3 cp, 6" diameter, 4 ounces, one handed

This is generally a four, six or eight pointed star, but can be a metal disk as well. Doing only modest damage they are most often used to deliver poison or simply distract.

Triple Dagger

Weaponeer, Swordsmith

2⅔ sp, 12" blade, 1 pound, one handed

This knife has a very slender central blade with an even narrower blade to either side at a 30° angle. These blades are springloaded and have a catch controlled by a stud in the hilt. Usually only the tip of the central blade is sharpened for thrusting, the primary use of this knife is to catch an opponent's blade between a secondary and primary blade to allow a disarm. The hilt is usually guarded with a wide crossguard and broad shell guard.

Firearms

Blackpowder weapons lack the punch of modern weaponry and foul much faster. As a rule of thumb the chance of a misfire due to fouling is equal to the number of shots since the last cleaning, squared, as a percentage. Thus the third shot would have a 4% chance of misfire. Misfires are rolled for before resolving the attack. If tight fitting shot is used the chance of a misfire is calculated as if an additional shot had been fired. Thus the first shot has a 1% chance of a misfire. The chance of a misfire resulting in a burst barrel depends somewhat on the weapon being fired. If multiple shot is used the chance of a misfire bursting a barrel is generally halved. Each time a misfire occurs but the barrel does not burst increases the chance of the next misfire bursting the barrel by the amount indicated.

The pricing of the firearms reflects their being available concurrently. If wheellocks have replaced matchlocks then they should cost half as much. If flintlocks have replaced wheellocks then they should cost one fifth as much. For game purposes a pistol has a barrel length of about twelve inches with an overall length of eighteen inches. A carbine has a barrel length of about two feet with an overall length of about three feet. Muskets and rifles have a barrel length of about thirty inches and an overall length of about three and a half to four feet.

Blackpowder generates thick smoke on firing, sufficient to cloud a single hex for a penalty of 1 to all vision-based skills directed into or through the cloud. Pistols cloud the same hex the shooter is in while carbines and muskets cloud the hex in front of the character. Such smoke dissipates in one round, more quickly in windy conditions. However, if there is a lot of such smoke generated at once it takes a bit longer to disperse. As a rule of thumb clouds in adjoining hexes are considered a single cloud with that cloud taking a number of rounds to disperse equal to its size in hexes. If such a cloud is generated again before the first disperses their penalties are cumulative, but each is considered separately for dispersion.

Arquebus*Weaponer, Gunsmith**30 sp, 3' overall, 10 pounds, one handed**Burst barrel: 20% + 5%*

The arquebus is a shoulder-fired longarm that, due to weight and for additional accuracy, is fired from a rest. It is fired by holding a lit match to the fire hole. In some variations a serpentine (a curved bar holding a match whose lower extent is pulled somewhat like a trigger) is used to touch the match to the fire hole. The accuracy of an arquebus is quite reasonable with tight fitting shot, but this also increases the risk of shot not being completely fired and bursting the barrel. It takes four rounds to load, three if the shot is not tight or the arquebussier is skilled, two if the shot is not tight and the arquebussier is skilled.

Duck Foot*Weaponer, Gunsmith**20 gp (4 gp), 5 pounds**Burst barrel: 10% + 4%*

A duck foot is an eight barreled flintlock pistol with the barrels pointing in a spread of about 120 degrees. Its intended purpose is to threaten and discharge into a crowd. Due to discharging all eight barrels simultaneously it has the additional effect of generating a small smoke cloud about the firer. This cloud gives a penalty of 8 to shoot into or through (and to vision-based skills in general), reduced by one per round outdoors (more in windy conditions).

Hand Cannon*Weaponer, Gunsmith**20 sp, 18" cannon with 4' pole, 3 pounds**Burst barrel: 40% + 10%*

The hand cannon is a "pole" gun consisting of a small "cannon" attached to the end of a pole. The pole is cradled under the arm and the cannon pointed in the general direction of the enemy. It is fired by touching a slow burning match to the fire hole. To improve overall accuracy and reduce the risk of bursting the barrel multiple shot are usually used. A hand cannon is somewhat clumsy to load and takes six rounds to do so, four if the cannoneer is skilled.

Flintlock*Weaponer, Gunsmith**Pistol: 4 gp (16 sp)**Carbine: 5 gp (20 sp)**Musket: 7½ gp (30 sp)**Rifle: 10 gp (40 sp)**Burst barrel: 10% + 4%*

A flintlock uses a pieces of flint held in a springloaded arm that is relased when the trigger is pulled to strike against a piece of steel and ignite the powder in the primer pan. This is, ultimately, a simpler action than a wheellock and more reliable.

Matchlock*Weaponer, Gunsmith**Musket: 2½ gp, 20 pounds**Burst barrel: 15% + 5%*

The matchlock is the first firearm to introduce a spring loaded trigger which in this case is used to operate a sear lock that lowers the slow burning match to a priming pan. The weapon is prepared for firing by loading it through the barrel with coarse powder, shot and a paper wad to keep the load in place. Then fine powder is used on the priming pan. The fine powder flashes better than the coarse and lights it through a firing hole in the priming pan. The coarse powder burns slower and delivers more even pressure with less chance of bursting the barrel.

Wheellock*Weaponer, Gunsmith**Pistol: 2 gp (20 sp)**Carbine: 3 gp (30 sp)**Musket: 4 gp (40 sp)**Burst barrel: 12% + 4%*

A wheellock uses a spring driven steel wheel to drive against a piece of iron pyrite to generate sparks as a replacement for the slow burning match of matchlocks. The iron pyrite has a safety position to prevent accidental ignitio and the wheel is cocked by means of a key. Otherwise this weapon is functionally very similar to a matchlock. Often pistols and even carbines use a finer powder than muskets to take better advantage of their shorter barrel lengths.

Miscellaneous**Arquebus Cradle***Weaponer, Gunsmith, Blacksmith**4 cp, 5' tall, 5 pounds*

This is an all metal cradle suitable for supporting an arquebus. It has a spike at the bottom for achieving good purchase in the ground, a five foot pole and a curved cradle for resting the arquebus on.

Belt Claw

Weaponeer, Bowyer

3½ cp, 1½ pounds

This consists of a heavy leather strap with a loop at one end and a metal claw formed to hook the string of a crossbow on the other. It can be used to cock a crossbow fitted with a stirrup by using leg muscles (usually considerably stronger than arm muscles), putting one foot through the stirrup, the claw on the string, and stepping down hard (or from kneeling to standing). For game purposes, this tool effectively doubles the character's STR for cocking the crossbow.

Cestus

Weaponeer

8 cp, 1 pound

This is a lead-weighted leather glove used in some parts for boxing. It is also popular among thugs and muggers.

Fighting Claw

Weaponeer

15 cp, 1½ pounds

This is a fingerless glove made of tough leather on whose back is mounted three or four iron claws that stick out over the knuckles. It is used in some parts to mimic the attack of animals.

Goat's Foot

Weaponeer, Bowyer

1½ cp, 2' long, 2 pounds

This is a tool used to cock crossbows that are equipped with the proper side lugs, effectively doubling the character's strength for cocking the crossbow.

Military Quiver

Bowyer

1½ cp, 2 pounds, 24 arrow capacity

A wooden or wicker box with a top flap securable by a leather strap which can hold up to 24 hunting arrows or quarrels. Generally hung from a baldric.

Quiver

Bowyer

1 cp, 1 pound, 12 arrow capacity

A wooden or wicker box open on the top which can hold up to 12 hunting arrows or quarrels. Generally hung from a belt.

Shot, Hollow Iron

Weaponeer

2 cp, 4" diameter 1 pound

This is a hollow cast iron ball that is thrown as a weapon. Though not frequently employed it is occasionally found in an adventurer's pack.

Slow Match

Weaponeer

1 sp, 6' coil, 1 pound

A slow match is difficult to extinguish and burns at the rate of one inch per minute. In *Rune Master* they are generally the province of alchemists.

Pistol Holster

Weaponeer, Leatherer

6 cp, ½ poound

A holster suitable for carrying a pistol on a belt.

Wheellock Tools

Weaponeer

20 sp

Tools for use with using and maintaining a wheellock.

Missiles

Arrows are made by taking a piece of good wood (that is, free of knots and having good grain) and splitting it into long splints for shafts. These are then roughed into proper form and tested for spline. Those of similar spline are grouped and reduced into final shaft with the desired spline. They are then cut to length, notched and fletching glued into place. Finally the arrow heads are attached. Uncut shafts may be notched and fletched, but will be long splints to be cut to the desired length by the archer.

Arrows, Broad

Fletcher, Bowyer

19 cp a dozen, 2½ pounds

These are broad headed arrows designed to rip through sails and thus decrease the amount of air that can be held by them. Because of the imbalancing weight of the large head these arrows

have all ranges decreased by 25%. However, damage is a $\times 1.0$ multiplier instead of the normal $\times 0.8$.

Arrows, Flight

Fletcher, Bowyer

17 cp a dozen, 1½ pounds

These are light shafted arrows with small heads and minimal fletching designed to achieve the maximum distance: they increase all ranges by 20%. Damage is decreased to $\times 0.6$ due to the decreased impact of the light weight shaft.

Arrows, Hunting

Fletcher, Bowyer

18 cp a dozen, 2 pounds

These are the standard arrows assumed for the bows in the weapons table.

Arrows, Military

Fletcher, Bowyer

18½ cp a dozen, 2½ pounds

These arrows are made with slim yet heavy points to better pierce armor. Because of the slimmer head the damage is decreased to $\times 0.6$, but it takes 4 points of armor to stop a single point of damage instead of the normal 2.

Arrow Stock

Fletcher, Bowyer

1½ cp for 2 pounds

Sufficient wood of a quality suitable for making a dozen arrows. Note, these are *not* shafts—the wood must be split into shafts and shaped for balance and spline before they can be used.

Arrow Shafts

Fletcher

6½ cp for a dozen, 1½ pounds

These are unfinished shafts that have been shaped and selected for spline. To be used they must still be notched, fletched and have points affixed. One craftsman can produce a dozen unfinished shafts a day.

Arrow Tips

Weaponsmith

11½ cp 1 pound for a dozen broadheads

10 cp ½ pound for a dozen flight tips

10½ cp ½ pound for a dozen hunting tips

11 cp ¾ pound for a dozen military tips

Arrow tips are made of iron or steel, are properly balanced and capable of holding a fine edge.

Feathers

Fletcher

1 cp, 1 pound

An ounce of turkey (or similar) feathers is sufficient to fletch a dozen arrows.

Fletched Shafts

Fletcher

7½ cp for a dozen, 1½ pounds

These shafts have been finished except for being cut to length and having points attached.

Blowdart

Fletcher

2 sp a dozen, 1 pound

These darts are for use with a blowpipe. Most blowdarts are about an inch and a half in length with a tuft of fiber at the end to increase pressure in the blowpipe and thus increase velocity as well as to provide stabilization in flight.

Clay Bullets

Weaponshop

1 cp a gross, 24 pounds

These are for use with either prods or slings and are most commonly used by armies as incendiary rounds. The clay bullets are put in braziers and plucked out when hot—they retain enough heat to readily torch thatch roofs. Terra cotta bullets cost the same but are not nearly as hard, pretty much disintegrating on impact. Consequently these only do stun damage. In either case the clay bullet is lighter than the default sling stone and consequently do less damage using adjSTR $\times 0.6$.

Lead Bullets

Weaponshop

1 sp a dozen, 4 pounds

This is normal military fare for slingers. They are massy enough to do quite a bit of damage and are fairly cheap to make. Lead bullets do use adjSTR $\times 1.0$.

Heavy Arbalest Bolt

Fletcher, Bowyer

4 sp a dozen, 12 pounds

These are for use with arbalests and are very stiff to withstand the firing force.

Light Arbalest Bolt

Fletcher, Bowyer

3 sp a dozen, 8 pounds

Those bolts are stiff enough to use with a light arbalest.

Quarrels

Fletcher, Bowyer

3 sp a dozen, 3 pounds

These are the missiles fired from crossbows and are also known as bolts. They are much shorter and also thicker than arrows.

Sling Stones

Weaponshop

1 cp a dozen, 3 pounds

Rounded and smoothed stones, carefully selected for balance, are the normal selection for slingers when hunting, and also for use in prodds. A typical stone casually found and good enough for use is *at least* a 2 penalty to hit with most having a penalty of 6 or more. The best stones are found in or near rivers.

Polearms

Bec-de-Corbin

Weaponeer

21 cp, 5¼' overall, 4½ pounds, two handed

A polearm popular with the younger set, or those who are just plain sadistic. It has a heavy beak for piercing armor from which it gets its name (crow's beak), a hammer on the backside with gridding to help prevent skating off of platemail and a spear point for the popular thrust.

Bill

Weaponeer

10 cp, 7' overall, 6 pounds, two handed

A polearm commonly found among peasants as an adaptation of a farm tool. Not being balanced for use as a weapon there is normally a penalty to skill when wielding a bill.

Halberd

Weaponeer

13 cp, 6' overall, 5 pounds, two handed

A polearm commonly found among knights.

Polesword

Weaponeer, Swordsmith

17 cp, 7' overall, 4½ pounds, two handed

This weapon consists of a five foot shaft with a two foot curved blade at the end.

Shields

Shields are normally made from plywood, though some consist of wood slats held in a metal rim. The shields as listed are plain and undecorated. Many shields in use are faced with leather, some using leather covers that are stretched over the front (and easily replaceable) and others riveting the leather to the shield itself. Shields can also be made of metal, though metal transmits rather than absorbing the shock of the blow and requires substantial padding. A metal shield has the same Block (PP) and AP ratings, but is only a fifth as thick as indicated for a wooden shield, weighs twice as much and has eight times the HP. A metal shield costs twenty times as much. For game purposes there are four grades of shield construction as follows:

| Type | Thickness | Block | AP |
|---------|-----------|-------|----|
| Light | ¼" | 7 | 1 |
| Medium | ⅜" | 10 | 2 |
| Heavy | ½" | 14 | 2 |
| Massive | ¾" | 20 | 3 |

Buckler, small

Weaponshop

Light: 3 cp, 1¼ pounds, 5 HP

Medium: 3¾ cp, 1½ pound, 7 HP

Heavy: 4¾ cp, 2 pounds, 10 HP

Massive: 5¾ cp, 2½ pounds, 15 HP

A small buckler is a round shield a foot in diameter with a 4½" iron boss in the middle. A metal crossbar in the boss is the handle. This shield is not large enough to give a penalty to be hit. As the shield boss is fairly durable it is likely to survive even if the shield is broken and might save as much as a copper on a replacement.

Buckler

Weaponshop

Light: 4 cp, 2¼ pounds, 7 HP

Medium: 5¼ cp, 3 pounds, 11 HP

Heavy: 6½ cp, 3¾ pounds, 15 HP

Massive: 8 cp, 5¼ pounds, 22 HP

A buckler is a round shield held by a crossbar in the boss (a metal dome in the middle of the shield). A buckler is about eighteen inches across with a four to six inch boss. An attack against a character with a buckler has a 1 penalty to hit. As the shield boss is fairly durable it may save a copper on a replacement.

Buckler, large

Weaponshop

Light: 5½ cp, 3¾ pounds, 10 HP

Medium: 7¼ cp, 5¼ pounds, 15 HP

Heavy: 9 cp, 6½ pounds, 19 HP

Massive: 11 cp, 9½ pounds, 29 HP

A round shield held by a crossbar in the boss. A large buckler is about two feet across with a six inch boss. An attack against a character with large buckler has a 2 penalty to hit. As the shield boss is fairly durable it will likely save a copper or two on a replacement.

Hill Giant Shield

Hill Giant Armorer

4¾ sp, 157 pounds, 42 Block, 3 AP, 162 HP

A hill giant shield is an enormous rectangular shield six feet in height and four feet in width made of plywood and rimmed with iron. At 1½" thickness it is more massive than any shield used by humans and requires 35 STR. Due to its size it can only be used by Medium Large or larger creatures. An attack against a character with a hill giant shield has a penalty of 10 to hit.

Pixie Shield

Pixie Armorer

3 cp, ½ pounds, 4 Block, 1 AP, 1 HP

A pixie shield is a buckler made of hardened leather a sixteenth of an inch in thickness and with a 6" diameter. Although not particularly effective against human opponents it is light enough for a pixie to use and is useful in internecine squabbles. It requires 2 STR to wield effectively. This shield, used by a Tiny creature such as a pixie, gives an attack against its wielder a 2 penalty to hit.

Round, small

Weaponshop

Light: 4½ cp, 3½ pounds, 10 HP

Medium: 6¼ cp, 5 pounds, 15 HP

Heavy: 8 cp, 6½ pounds, 19 HP

Massive: 10 cp, 9½ pounds, 29 HP

A round shield with a leather strap hand grip near the outer edge and an arm strap near the back edge. A round shield is about two foot across and sometimes has a shield boss. An attack against a character with a small round shield has a 2 penalty to hit.

Round Shield

Weaponshop

Light: 7¾ cp, 7½ pounds, 15 HP

Medium: 11¼ cp, 10¾ pounds, 22 HP

Heavy: 14½ cp, 14 pounds, 29 HP

Massive: 18¼ cp, 20¾ pounds, 44 HP

A round shield with a leather strap hand grip near the outer edge and an arm strap near the back edge. A round shield is about three feet across and sometimes has a shield boss. This is the shield most commonly found in irregular armies, militias or fighting forces. An attack against a character with a round shield has a 3 penalty to hit.

Round, large

Weaponshop

Light: 12½ cp, 12¾ pounds, 19 HP

Medium: 17¾ cp, 18¾ pounds, 29 HP

Heavy: 23¼ cp, 24½ pounds, 39 HP

Massive: 29½ cp, 36½ pounds, 58 HP

This is a round shield with a four-foot diameter. An attack against a character with a large round shield has a 4 penalty to hit. This shield is too large for comfortable use from horseback and incurs a 2 penalty when used there.

Heater

Weaponshop

Light: 9 sp, 2¾ pounds, 18 HP

Medium: 10 sp, 4 pounds, 27 HP

Heavy: 11 sp, 5¼ pounds, 36 HP

Massive: 13 sp, 7¾ pounds, 53 HP

This is the classic triangular knight's shield. It is about three feet across at the top and about four feet tall. It is buttressed by a 6" boss made of iron. An attack against a character with a heater has a penalty of 4 to hit.

| | | Shields | | | | | | | | | | | |
|----------------|---------|---|-----|-----|--|------|-----|-------------------|------|-----|-------------------|------|-----|
| | | Basic | | | Rimmed | | | Leather | | | Boss* | | |
| Shield | Weight | cp | lbs | HP | cp | lbs | HP | cp | lbs | HP | cp | lbs | HP |
| Buckler, Small | Light | 3 | 1¼ | 5 | 4 | 1¾ | 10 | 4 | 2 | 13 | 5 | 2½ | 13 |
| | Medium | 3¾ | 1½ | 7 | 5¼ | 2¼ | 14 | 6 | 2½ | 17 | 7 | 3 | 17 |
| | Heavy | 4¾ | 1¾ | 10 | 6¾ | 2¾ | 20 | 7 | 3 | 23 | 8 | 3½ | 23 |
| | Massive | 5¾ | 2½ | 15 | 8½ | 4 | 30 | 9 | 4¼ | 33 | 10 | 4¾ | 33 |
| Buckler | Light | 4 | 2¼ | 7 | 5½ | 3 | 14 | 6 | 3¾ | 17 | 8 | 4½ | 17 |
| | Medium | 5¼ | 3 | 11 | 7½ | 4 | 22 | 8 | 4¾ | 25 | 10 | 5½ | 25 |
| | Heavy | 6½ | 3¾ | 15 | 9½ | 5¼ | 30 | 10 | 6 | 33 | 12 | 6¾ | 33 |
| | Massive | 8 | 5¼ | 22 | 12¼ | 7½ | 44 | 13 | 8 | 47 | 15 | 8¾ | 47 |
| Buckler, Large | Light | 5½ | 3¾ | 10 | 7½ | 4¾ | 20 | 9 | 6 | 23 | 11 | 7 | 23 |
| | Medium | 7¼ | 5 | 15 | 10¼ | 6½ | 30 | 12 | 7¾ | 33 | 14 | 8¾ | 33 |
| | Heavy | 9 | 6½ | 19 | 13 | 8½ | 38 | 15 | 9¾ | 41 | 17 | 10½ | 41 |
| | Massive | 11 | 9¼ | 29 | 17 | 12¼ | 58 | 19 | 13¼ | 61 | 21 | 14¼ | 61 |
| Round, Small | Light | 3½ | 3 | 10 | 6½ | 4 | 20 | 8 | 5¼ | 23 | 9 | 5¾ | 23 |
| | Medium | 5¼ | 4½ | 15 | 9¼ | 6 | 30 | 11 | 7¼ | 33 | 12 | 7¾ | 33 |
| | Heavy | 7¼ | 6 | 19 | 12¼ | 8 | 38 | 14 | 9¼ | 41 | 15 | 9¾ | 41 |
| | Massive | 9 | 8¾ | 29 | 16 | 11¾ | 58 | 18 | 12¾ | 61 | 19 | 13½ | 61 |
| Round | Light | 6¾ | 6¾ | 15 | 11 | 8¼ | 30 | 15 | 10¾ | 33 | 17 | 11½ | 33 |
| | Medium | 10 | 10 | 22 | 15¾ | 12¼ | 44 | 20 | 14¾ | 47 | 21 | 15½ | 47 |
| | Heavy | 13¼ | 13¼ | 29 | 20½ | 16¼ | 58 | 25 | 18¾ | 61 | 26 | 19½ | 61 |
| | Massive | 17 | 20 | 44 | 27¼ | 24½ | 88 | 31 | 27 | 91 | 33 | 27¾ | 91 |
| Round, Large | Light | 10¾ | 11¾ | 19 | 16¾ | 13¾ | 38 | 24 | 18½ | 41 | 26 | 19½ | 41 |
| | Medium | 16¼ | 17¾ | 29 | 24 | 20¾ | 58 | 31 | 25½ | 61 | 33 | 26½ | 61 |
| | Heavy | 21½ | 23½ | 39 | 31½ | 27½ | 78 | 38 | 32¼ | 81 | 40 | 33 | 81 |
| | Massive | 27¾ | 35¼ | 58 | 41½ | 41¼ | 116 | 48 | 45¾ | 119 | 50 | 46¾ | 119 |
| Heater | Light | 9¼ | 9¾ | 18 | 20 | 14½ | 36 | 26 | 18½ | 39 | 27 | 19¼ | 39 |
| | Medium | 14 | 14¾ | 27 | 29¼ | 22 | 54 | 35 | 25¾ | 57 | 37 | 26½ | 57 |
| | Heavy | 18½ | 19¾ | 36 | 38½ | 29¼ | 72 | 44 | 33¼ | 75 | 46 | 34 | 75 |
| | Massive | 23¾ | 29½ | 53 | 52¾ | 43¾ | 106 | 59 | 47¾ | 109 | 60 | 48½ | 109 |
| Kite | Light | 6¾ | 6¾ | 15 | 11¼ | 8½ | 30 | 15 | 11¼ | 33 | 16 | 11¾ | 33 |
| | Medium | 10 | 10 | 22 | 16¼ | 12¾ | 44 | 20 | 15½ | 47 | 21 | 16 | 47 |
| | Heavy | 13½ | 13½ | 29 | 21¼ | 17¼ | 58 | 25 | 20 | 61 | 26 | 20½ | 61 |
| | Massive | 17¼ | 20 | 44 | 28½ | 25½ | 88 | 33 | 28¼ | 91 | 34 | 28¾ | 91 |
| Door | Light | 16¾ | 19¾ | 25 | 23½ | 22¾ | 50 | 35 | 30½ | 53 | 37 | 31½ | 53 |
| | Medium | 25¼ | 29½ | 38 | 34¼ | 34 | 76 | 46 | 41¾ | 79 | 48 | 42¾ | 79 |
| | Heavy | 33¾ | 39½ | 50 | 44¾ | 45½ | 100 | 57 | 53¼ | 103 | 59 | 54¼ | 103 |
| | Massive | 43½ | 59 | 76 | 59 | 68 | 152 | 71 | 75¾ | 155 | 73 | 76¾ | 155 |
| Scutum | Light | 9 | 9½ | 17 | 13½ | 11½ | 34 | 19 | 15¼ | 37 | 20 | 15¾ | 37 |
| | Medium | 13¼ | 14 | 26 | 19¾ | 17 | 52 | 25 | 20¾ | 55 | 26 | 21¼ | 55 |
| | Heavy | 17¾ | 18¾ | 35 | 25¾ | 22¾ | 70 | 31 | 26½ | 73 | 33 | 27 | 73 |
| | Massive | 22¾ | 28¼ | 52 | 34¼ | 34¼ | 104 | 40 | 38 | 107 | 41 | 38¾ | 107 |
| Hill Giant | Extreme | 9 ² / ₃ ^{sp} | 135 | 162 | 12 ¹ / ₃ ^{sp} | 153¾ | 324 | 13½ ^{sp} | 162¾ | 327 | 13¾ ^{sp} | 164¼ | 327 |

* Bucklers always have a boss—for bucklers this column indicates an extra heavy boss of ⅛" thickness

Kite Shield*Weaponshop**Light: 10 sp, 3¼ pounds, 15 HP**Medium: 12 sp, 4¾ pounds, 22 HP**Heavy: 14 sp, 6¼ pounds, 29 HP**Massive: 18 sp, 9¼ pounds, 44 HP*

This is the Norman tear-drop shield. It is about thirty inches across at the widest point and is about five feet in height. An attack against a character with a kite shield has a 6 penalty to hit.

Door Shield*Weaponshop**Light: 13 sp, 15½ pounds, 25 HP**Medium: 16 sp, 23½ pounds, 38 HP**Heavy: 20 sp, 31 pounds, 50 HP**Massive: 25 sp, 47 pounds, 76 HP*

This is a tall, rectangular shield suitable for hiding behind. It is three and a half feet across and about six feet in height—much too large to be practical as a shield. It is best suited for giants and, in fact, anyone less than six feet tall incurs a cumulative 1 penalty every two inches. A five-foot character has a 21 penalty to block with a door shield. An attack against a character with a door shield has an 8 penalty to hit.

Scutum*Weaponshop**Light: 10 sp, 7½ pounds, 17 HP**Medium: 11 sp, 11¼ pounds, 26 HP**Heavy: 12 sp, 14¾ pounds, 35 HP**Massive: 14 sp, 22 pounds, 52 HP*

This is an oblong or rectangular shield about thirty inches across and four feet tall. Its shape lends itself to forming shield walls and in consequence it is frequently used by well-organized armies. An attack against a character with a scutum has a 4 penalty to hit.

Slings**Reinforced Sling***Weaponeer**2 sp, 3' chain, 3 pounds*

A reinforced sling follows the lines of a regular sling except that it is made of metal. A chain replaces the thong and a chain web pouch replaces the leather pouch. Such a sling can withstand up to

STR 30.

Sling*Weaponeer**1 cp, 3' thong, ½ pound*

A sling consists of a leather thong and a pouch. The pouch is attached to the middle of the thong and for use is fitted with a stone, clay ball or bullet. The sling is then held by both ends of the thong, whirled and one end released. Although whirling repeatedly is popular for effect and noise the most effective use of a sling is with a single pitch using the swing of the arm to lengthen the arc. Missiles include stones, clay bullets and cast lead bullets. To achieve a proper throw requires carefully selected stones—not the common fare found in a field and not even especially plentiful along rivers. Although less effective than a bow against an armored foe the sling is nothing to scoff at.

If a sling is used at greater than STR 20 there is a risk of breaking the leather thong from the stresses. The percent chance of any given throw breaking the sling is equal to the square of the difference. That is, $(STR - 20)^2$ as a percentage. A character using STR 24 to throw a rock with a sling has a 16% chance of breaking the thong.

Staff Sling*Weaponeer**4 cp, 2½' haft, 2½ pounds*

A staff sling has a permanently affixed stout sling with a hook around which the loose end of the sling is fastened. Its purpose is to get a longer swing arm. The limit before breakage becomes a risk is STR 20 (not STR 25 due to the increased leverage provided by the staff).

Stout Sling*Weaponeer**3 cp, 3' thong, 1½ pounds*

A stout sling is the same as a regular sling except for using a specially braced pouch and braided leather strands for the thong. Such a sling can withstand up to STR 25.

War Sling*Weaponeer**5 cp, 2½' haft, 3 pounds*

A war sling is a haft with a permanently fixed sling the

pouch of which is sized to hurl large rocks. It can be used up to STR 20 without risk of snapping the thong.

Spears

Boar Spear

Weaponeer

11 cp, 9' long, 7½ pounds

A boar spear is very similar to a long spear except for having over sized lugs, rather more like wings, to keep even a powerful boar from forcing his way up the shaft. The wings are also useful in parrying and controlling an opponent's weapon. A boar spear also sports a heavier shaft to help prevent it being broken.

Javelin

Weaponeer

10¾ cp, 3½' long, 1¾ pounds

throwing thong: +2 cp, +5 STR

A javelin is a delicately balanced spear of three to four feet length. Many have a throwing thong attached to increase effective throwing power. Using the thong takes an extra action to prepare the weapon for throwing.

Jousting Lance

Weaponeer

19½ cp, 15' long, 25 pounds

A jousting lance is a heavy lance with a taper over its long reach to help keep the tip light enough to hold in lowered position. A metal cone is fitted slightly in front of where the hand grips it to help protect the hand from injury. The tip is blunted to help avoid penetration as the desire is to deliver a solid blow and unhorse the opponent, not to penetrate his armor.

Lance

Weaponeer

11 cp, 12' long, 11 pounds

A lance is a heavy spear made of oak with a taper over its length to improve its pointability and facilitate the rider's control over it. In a charge it is couched under the arm and either angled across the horses neck or pointed outward. It is not practical to attack an opponent directly in front of the mount, but it can be used to attack into either front hex.

Long Spear

Weaponeer

7½ cp, 8' long, 5 pounds

The shaft of a long spear is often made of stout wood, such as ash, with a diameter of about 1¼". Many will have a butt spike to assist in bracing, such as against a charge. Others will have lugs at the base of the spear head to assist in parrying and to make it more difficult for an impaled opponent to push up the shaft.

Pike

Weaponeer

11 cp, 20' long, 12½ pounds

A pike is twenty foot spear with a tapered shaft ranging from a bit less than 1" diameter up to 2½" at the butt. The butt is always shod and often spiked.

Short Spear

Weaponeer

6 cp, 6' long, 3 pounds

A short spear is stout with a maximum diameter of about 1½" but is tapered toward the point to increase mobility.

Trident

Weaponeer, Suttler

Fishing: 8¾ cp, 5' long, 4 pounds, -4 skill

Combat: 12¼ cp, 6' long, 4 pounds

A trident is a three or four pronged spear originally used in fishing, but sometimes adapted for combat—most famously for gladiators. A fishing trident, although perfectly servicable for fishing, has a penalty when used in combat due to its clumsy balance. A trident can be used effectively to disarm an opponent.

War Dart

Weaponeer

9¼ cp, 2½' long, 1½ pounds

A war dart is a short, stocky javelin with a narrow iron tip.

Staves

Long Staff

Weaponeer

4½ cp, 12' long, 3¾ pounds

Despite the extended reach of a long staff its taper

allows it to retain its quickness.

Quarterstaff

Weaponshop

3½ cp, 5' stave, 2½ pounds, two handed

A quarter staff is a stout stave with a taper in either direction to make it quicker and allow angled strikes to improve the effectiveness of parries.

Staff

Suttler

1 cp, 6' long, 1½ pounds, -2 skill

This is a normal staff as might be used for walking. As it is not properly balanced it has a slight penalty when used for fighting.

Swords

Bastard Sword

Swordsmith, Weaponeer

32 cp, 42" blade, 4 pounds, one or two handed

This sword has a long grip permitting the use of one or two hands—although effective one handed use requires above average strength. It is most often used two handed, but can be wielded with a single hand if the other becomes unusable due to injury. Some bastard swords are made with narrower points suitable for fencing fighting styles, but these cost somewhat more due to the more difficult craftsmanship.

Broad Sword

Swordsmith, Weaponeer

37 cp, 48" blade, 5 pounds, two handed

This is a common two handed sword, named broad for its heavy blade which has a breadth of 2 inches down most of its length. A very strong man could wield it one handed, but it is not meant for this kind of use. A few broad swords are made with narrower blades towards the point to make them suitable for fencing fighting styles, but these cost somewhat more due to the more difficult craftsmanship.

Cutlass

Swordsmith, Weaponeer

25 cp, 24" blade, 2 pounds, one handed

This is a broad-bladed curved sword used for close quarters fighting using drawcuts and vicious stabs.

Great Sword

Swordsmith, Weaponeer

44 cp, 66" blade, 7 pounds, two handed

This is a two-handed sword that is typically used in a fencing style when fighting outside of formations. In a military it is used by a few amongst pikemen for the chopping off of the heads of the pikes of enemy pikemen. It would take an enormously strong man, or a giant, to wield this long weapon one handed.

Katana

Swordsmith, Weaponeer

40 cp, 33" blade, 2½ pounds, one or two handed

This is a shallowly curved blade sword that can be used for normal cut-and-thrust swordplay or for fencing. Unlike the Japanese sword whose form it follows, these are generally of no more quality than their more European-named counterparts.

Long Sword

Swordsmith, Weaponeer

26 cp, 36" blade, 3 pounds, one handed

This is the standard one handed straight sword in use by mercenaries and warriors everywhere. It is effective for cut-and-thrust sword play.

Rapier

Swordsmith, Weaponeer

28 cp, 42" blade, 3 pounds, one handed

This sword is particularly popular with fencers, duelists and courtiers. Many are ornate, increasing their monetary value although having no beneficial effect on their martial capability.

Scimitar

Swordsmith, Weaponeer

30 cp, 36" blade, 3 pounds, one handed

This is a curved bladed sword that is capable of performing wicked drawcuts and sly thrusts. Its primary use is by mounted warriors as drawcuts are much less likely to result in a lost weapon than traditional sword chops or thrusts from a charging mount.

Short Sword

Swordsmith, Weaponeer

22 cp, 20" blade, 2 pounds, one handed

This is a short, straight-bladed sword commonly found among archers and slingers as a backup weapon—favored because of its light weight.

Small Sword

Swordsmith, Weaponeer

24 cp, 24" blade, 2 pounds, one handed

This sword is similar to the rapier, but shorter. It makes a more convenient to wear weapon because of its shorter length, although it suffers somewhat in reach compared to its bigger brother.

War Sword

Swordsmith, Weaponeer

34 cp, 39" blade, 3 pounds, one or two handed

This is a light weight sword whose long grip permits the use of two hands, but does not require it. It is a favorite of warriors, hence its name, because it can be used with a shield until said shield is destroyed, then as a two handed weapon to compensate for the lost defensive qualities of the shield.

Whips

Black Snake Whip

Weaponeer, Suttler

7½ cp, 4' long, 1 pound, one handed

This is a quality whip suitable for close range work. The handle is usually just a stiffer plaiting of leather that is filled with lead shot for weight. This whip doubles as a cosh or blackjack.

Silver Weapons

As lycanthropes are vulnerable to silver characters may want to have weapons made out of the metal. The problem is that pure silver is too soft to make effective weaponry and lycanthropes are only affected by pure silver—an alloy is a new metal, not just proportions of its components, and so silver alloy weapons are ineffective against lycanthropes. Another solution is to coat the weapon with silver (usually by dipping). The problem with this is that there is usually insufficient silver in the coating to bother the lycanthrope very much, and what little there is will quickly be worn off by normal weapon usage.

Consequently its use is usually limited to silver bullets for slings and silver-tipped arrows. A simple casting of silver bullets runs about 15 sp each. Silver arrowheads cost about 30 sp (although sloppily made or mass

manufactured—cast—arrow heads cost about half that and have a 25% penalty to hit due to imbalancing) and silvered arrowheads (good for only one shot, hit or miss) about 5 sp.

Someone wanting a weapon made of silver will have to have it specially commissioned and price is an additional 75 sp per pound—just the silver to make a one pound knife is worth 50 sp, not to mention the difficulty in workmanship. A silver weapon doesn't have the strength to hold a good edge and does half damage. Also, a silver blade has half the AP. It only costs 10 sp per pound to silver a weapon and there are no penalties to either damage or AP.

A silvered weapon (or arrow or bullet) will quickly lose its silvering through use. For an arrow hitting pretty much anything will cause this—a werewolf wearing metal armor is essentially immune to silvered arrows as the silvering is scraped off by the piercing of the armor. For other silvered weapons consider them to have one use for every four ounces of weight. Each attack that hits something (such as a parry) counts as one use.



Animals

Domestic

| | |
|---------------|-------|
| Dog | |
| Stray | 0 cp |
| Quality Breed | 1 sp |
| Donkey | 8 sp |
| Draft Horse | |
| Small | 10 sp |
| Medium | 15 sp |
| Large | 20 sp |
| Mule | 12 sp |
| Pony | 9 sp |

Herd

| | |
|-------------------|-------|
| Bull | |
| Small | 10 sp |
| Medium | 15 sp |
| Excellent | 20 sp |
| Calf | 2 sp |
| Cow | |
| Small and lean | 6 sp |
| Medium | 8 sp |
| Large and healthy | 10 sp |
| Goat | 2 sp |
| Ox | 13 sp |
| Sheep | 1½ sp |
| Wether | 9 cp |

Farmyard

| | |
|--------------------|------|
| Chicken | |
| Hen | 4 cp |
| Rooster | 6 cp |
| Rooster, old | 1 cp |
| Hen, no egg laying | ½ cp |
| Goose | 6 cp |
| Pig | 2 sp |

Trained

| | |
|---------------|-------|
| Cavalry Horse | |
| Typical | 5 gp |
| Excellent | 20 gp |
| Dog | |
| Hunting | 1 sp |
| Hunting Breed | 3 sp |
| Falcon | 10 gp |
| Ferret | 3 sp |
| Racing Horse | |
| Unproven | 5 gp |
| Pedigreed | 16 gp |
| Exceptional | 50 gp |
| Riding Horse | |
| Trained | 1 gp |
| Pleasant | 3 gp |



Excellent

War Horse

Trained

Good

Excellent

Wild

| | |
|-------------|------|
| Bear | 1 gp |
| Elephant | 6 gp |
| Falcon | 1 gp |
| Ferret | 1 sp |
| Hare, large | 1 sp |
| Horse | 5 sp |
| Rabbit | 5 cp |

Falcon Equipment

| | |
|-----------------|------|
| Leg Bells, pair | 1 sp |
| Tail Bell | 8 cp |

Riding Equipment

| | |
|----------------|-------|
| Bit | 1 cp |
| Bridle | 9 cp |
| Halter | 4 cp |
| Hobble | 2 cp |
| Lead | 3 cp |
| Reins | 2 cp |
| Riding Crop | 1 sp |
| Saddle | |
| Jousting | 15 sp |
| Ranch | 12 sp |
| Riding | 6 sp |
| Saddlebag | |
| Small | 5 sp |
| Medium | 7 sp |
| Large | 10 sp |
| Saddle Blanket | |
| Small | 3 sp |
| Medium | ? ?p |
| Large | ? ?p |

Farming Equipment

| | |
|------------------|------|
| Yoke | 2 sp |
| Plow share, iron | 5 cp |

Feed

Equine

| | |
|----------------|------|
| Grain | |
| 5 pound bag | 1 cp |
| 20 pound sack | 3 cp |
| 100 pound sack | 1 sp |
| Fodder | |
| 20 pounds | 1 cp |
| 100 pounds | 4 cp |



Arms & Armor

Full Suits

| | |
|-----------------|--------|
| Padding | 4 sp |
| Quilted | 6 sp |
| Light Leather | 3 sp |
| Soft Leather | 4 sp |
| Hard Leather | 5 sp |
| Cuirbouilli | 7½ sp |
| Bezainted | 12 sp |
| Ringmail | 1 gp |
| Scalemail | 2½ gp |
| Brigandine | 3 gp |
| Light Chainmail | 3 gp |
| Elven | 48 gp |
| Chainmail | 5 gp |
| Elven | 80 gp |
| Platemail | 8½ gp |
| Highly Ornate | 340 gp |
| Elven | 136 gp |
| Field Plate | 16½ gp |
| Elven | 270 gp |
| Full Plate | 33 gp |
| Elven | 550 gp |
| Jousting Plate | 35 gp |
| Elven | 700 gp |
| Pixie Armor | |
| Leather | 5 sp |
| Chainmail | 3 gp |
| Platemail | 8½ gp |
| Sidhe Armor | |
| Leather | 6 sp |
| Cuirbouilli | 9 sp |

Armor Size

| Size | Weight | Price |
|----------------|------------------|-------|
| Extremely Tiny | ×⅛ ₈₀ | ×10 |
| Very Tiny | ×¼ ₄₀ | ×5 |
| Tiny | ×½ ₂₀ | ×3 |
| Very Small | ×⅓ ₉ | ×2 |
| Small | ×¼ ₄ | ×1½ |
| Medium Small | ×½ ₂ | ×1 |
| Medium | ×1 | ×1 |
| Medium Large | ×2 | ×2½ |
| Large | ×4½ ₂ | ×5 |
| Very Large | ×9 | ×10 |
| Huge | ×20 | ×25 |
| Enormous | ×40 | ×50 |
| Titanic | ×80 | ×100 |
| Gargantuan | ×160 | ×250 |



| | |
|-----------|--------|
| Ringmail | 1½ gp |
| Scalemail | 3¾ gp |
| Chainmail | 7½ gp |
| Platemail | 12¾ gp |

Armor by Piece

Backplate

| | |
|-------------|-------|
| Cuirbouilli | 8 cp |
| Platemail | 15 sp |
| Field Plate | 1½ gp |
| Full Plate | 3 gp |

Brassarts

see Rerebrace

Breastplate

| | |
|----------------|-------|
| Cuirbouilli | 1 sp |
| Platemail | 1 gp |
| Field Plate | 2 gp |
| Full Plate | 4 gp |
| Jousting Plate | 4½ gp |

Byrnie

| | |
|-----------------|--------|
| Padding | 1¾ sp |
| Quilted | 2⅔ sp |
| Light Leather | 1⅓ sp |
| Soft Leather | 1¾ sp |
| Bezainted | 5⅓ sp |
| Ringmail | 9 sp |
| Scalemail | 22½ sp |
| Light Chainmail | 27 sp |
| Chainmail | 2¼ gp |

Chausses, pair

| | |
|-----------------|-------|
| Light Leather | 1¼ sp |
| Soft Leather | 1½ sp |
| Bezainted | 4¾ sp |
| Ringmail | 8 sp |
| Scalemail | 20 sp |
| Light Chainmail | 24 sp |
| Chainmail | 2 gp |

Corselet

| | |
|-------------|-------|
| Cuirbouilli | 4½ sp |
| Platemail | 5 gp |
| Field Plate | 10 gp |
| Full Plate | 20 gp |

Cuirass

| | |
|--------------|-------|
| Hard Leather | 1¾ sp |
| Cuirbouilli | 2¾ sp |
| Brigandine | 1 gp |
| Platemail | 3 gp |
| Field Plate | 6 gp |

Cuissarts, pair

| | |
|--------------|-------|
| Hard Leather | 6½ cp |
|--------------|-------|



| | |
|----------------|-------|
| Cuirbouilli | 10 cp |
| Platemail | 1 gp |
| Field Plate | 2 gp |
| Jousting Plate | 4 gp |

Faulds

| | |
|----------------|-------|
| Platemail | 1 gp |
| Field Plate | 2 gp |
| Full Plate | 4½ gp |
| Jousting Plate | 5 gp |

Full Helm

| | |
|-------------|-------|
| Platemail | 12 sp |
| Field Plate | 1 gp |

Gauntlets

| | |
|-------------|-------|
| Platemail | 1 gp |
| Field Plate | 2 gp |
| Full Plate | 3¼ gp |

Gloves

| | |
|-----------------|-------|
| Light Chainmail | 4¼ sp |
| Chainmail | 7 sp |

Gorget

| | |
|-------------------------|-------|
| Hard Leather | ¼ cp |
| Cuirbouilli | ½ cp |
| Platemail | 10 cp |
| Field Plate | 1¾ sp |
| Full Plate (neck plate) | 1 gp |
| Jousting Plate | 3½ sp |

Greaves, pair

| | |
|-----------------------|--------|
| Hard Leather | 2½ cp |
| Cuirbouilli | 3½ cp |
| Platemail | 6¾ sp |
| Field Plate | 13 sp |
| Full Plate (full leg) | 12¾ gp |

Hats

| | |
|---------------|-------|
| Padding | 1¼ cp |
| Quilted | 1¾ cp |
| Light Leather | 1 cp |
| Soft Leather | 1¼ cp |
| Hard Leather | 1½ cp |
| Cuirbouilli | 2¼ cp |
| Bezainted | 3½ cp |
| Ringmail | 6 cp |
| Scalemail | 1¼ sp |
| Platemail | 4¼ sp |
| Field Plate | 8 sp |

Hauberik

| | |
|---------------|-------|
| Padding | 2½ sp |
| Quilted | 3¾ sp |
| Light Leather | 2 sp |
| Soft Leather | 2½ sp |



| | |
|-----------------|--------|
| Bezainted | 7½ sp |
| Ringmail | 12½ sp |
| Scalemail | 32 sp |
| Light Chainmail | 38 sp |
| Chainmail | 3 gp |

Helmets

| | |
|--------------|-------|
| Hard Leather | 3¼ cp |
| Cuirbouilli | 5 cp |
| Bezainted | 8 cp |
| Ringmail | 1 sp |
| Scalemail | 2¾ sp |
| Platemail | 9⅓ sp |
| Field Plate | 15 sp |

Hoods

| | |
|-----------------|-------|
| Padding | 3 cp |
| Quilted | 4¼ cp |
| Soft Leather | 3 cp |
| Light Chainmail | 3½ sp |
| Chainmail | 6 sp |

Pauldrons

| | |
|----------------|-------|
| Hard Leather | 8 cp |
| Platemail | 1 gp |
| Field Plate | 2 gp |
| Full Plate | 4½ gp |
| Jousting Plate | 4¾ gp |

Rerebraces, pair

| | |
|----------------|--------|
| Hard Leather | 3½ cp |
| Cuirbouilli | 5½ cp |
| Platemail | 10¼ sp |
| Field Plate | 1 gp |
| Jousting Plate | 2 gp |

Solleret

| | |
|-------------|-------|
| Platemail | 15 sp |
| Field Plate | 1½ gp |

Vambraces, pair

| | |
|-----------------------|--------|
| Light Leather | 2¼ cp |
| Soft Leather | 3 cp |
| Hard Leather | 3½ cp |
| Cuirbouilli | 5½ cp |
| Platemail | 10¼ sp |
| Field Plate | 1 gp |
| Full Plate (full arm) | 5½ gp |
| Jousting Plate | 2 gp |

Visored Helms

| | |
|----------------|-------|
| Platemail | 1 gp |
| Field Plate | 1½ gp |
| Full Plate | 3½ gp |
| Jousting Plate | 3½ gp |

Barding



| | |
|-----------------|--------|
| Padding | 20 sp |
| Quilting | 30 sp |
| Hard Leather | 25 sp |
| Ringmail | 5 gp |
| Scaemail | 12½ gp |
| Light Chainmail | 15 gp |
| Chainmail | 25 gp |
| Platemail | 42½ gp |
| Field Plate | 82½ gp |

Weapons

Axes

| | |
|--------------|-------|
| Battle Axe | 8 sp |
| Great Axe | 10 sp |
| Hatchet | 6 cp |
| Hurl Bat | 12 sp |
| Pick | 5 sp |
| Small Axe | 2 sp |
| Small Pick | 2 sp |
| Throwing Axe | 4 sp |
| War Pick | 15 sp |

Blowpipe

| | |
|----------|------|
| Blowpipe | 2 sp |
|----------|------|

Bolas

| | |
|---------|------|
| Arlera | 1 cp |
| Bolas | 3 cp |
| Surujin | 1 cp |

Boomerang

| | |
|------------------|------|
| Boomerang | 1 cp |
| Boomerang, light | 1 cp |
| Throwing Club | 1 cp |
| Throwing Stick | ½ cp |

Bows

| | |
|----------|-------|
| Self Bow | |
| Light | 6 sp |
| Medium | 7½ sp |
| Heavy | 8¾ sp |
| Smallbow | |
| Light | 6 sp |
| Medium | 8 sp |
| Heavy | 9 sp |
| Shortbow | |
| Light | 8 sp |

Bow Strength

| | |
|---------------|------------|
| <i>Weight</i> | <i>STR</i> |
| Light | 6–8 |
| Medium | 9–12 |
| Heavy | 13–15 |



| | |
|---------------|--------|
| Medium | 10 sp |
| Heavy | 11 sp |
| Bow | |
| Light | 12 sp |
| Medium | 15 sp |
| Heavy | 16½ sp |
| Builtbow | |
| Light | 36 sp |
| Medium | 45 sp |
| Heavy | 50 sp |
| Composite Bow | |
| Light | 24 sp |
| Medium | 30 sp |
| Heavy | 33 sp |
| Elf Bow | |
| Light | 8 gp |
| Medium | 10 gp |
| Heavy | 11 gp |
| Horse Bow | |
| Light | 19 sp |
| Medium | 25 sp |
| Heavy | 28 sp |

Chains

| | |
|-----------------|------|
| Manriki | 2 sp |
| Manriki Guasari | 4 sp |

Clubs

| | |
|------------|-------|
| Baton | 10 cp |
| Blackjack | 2 sp |
| Large Mace | 18 sp |
| Mace | 8 sp |
| Sap | 10 cp |

Crossbows

| | |
|------------------|-------|
| Crossbow | |
| Light | 2 sp |
| Medium | 3 sp |
| Heavy | 5 sp |
| Arbalest | |
| Light | 10 sp |
| Medium | 1 gp |
| Heavy | 2 gp |
| Dwarven Crossbow | 3 gp |
| Heavy | 5 gp |
| Prodd | 2 sp |
| Heavy | 4 sp |

Flails

| | |
|----------------|-------|
| Ball & Chain | 10 sp |
| Military Flail | 20 sp |
| Pole Flail | 20 sp |
| War Flail | 15 sp |

Hammers



| | |
|---------------|-------|
| Battle Hammer | 8 sp |
| War Hammer | 15 sp |

Handguns

| | |
|-------------------------|------|
| Flintlock pistol, heavy | 3 gp |
| Flintlock pistol, light | 2 gp |

Knives

| | |
|-----------------|-------|
| Belt Knife | 1 sp |
| Dagger | 3 sp |
| Dart | 6 cp |
| Jambiya | 5 sp |
| Kukri | 5 sp |
| Main Gauche | 5 sp |
| Shuriken | 1 sp |
| Stiletto | 2 sp |
| Sword-breaker | 10 sp |
| Throwing Dagger | 12 sp |
| Throwing Knife | 8 sp |
| Throwing Star | 2 sp |
| Triple Dagger | 1 gp |

Longarms

| | |
|-----------------------------|-------|
| Arquebus | 5 gp |
| Pair of wheellocks w/ tools | 3 gp |
| Pistol holster | 6 cp |
| Wheellock carbine | 1½ gp |
| Carbine shoulder belt | 1 sp |
| Flintlock pistols, pair | 2¼ gp |
| Flintlock carbin | 1 gp |
| Musket | 16 sp |

Miscellaneous

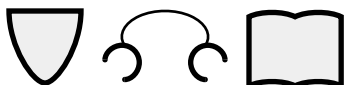
| | |
|-------------------|-------|
| Belt Claw | 1 sp |
| Bow String | 1 cp |
| Cestus | 8 sp |
| Fighting Claw | 15 sp |
| Goat's Foot | 1 sp |
| Military Quiver | 6 cp |
| Quiver | 4 cp |
| Shot, Hollow Iron | 3 cp |

Missiles

| | |
|-------------------|------|
| Arrows, dozen | |
| Broad | 3 sp |
| Flight | 2 sp |
| Hunting | 2 sp |
| Military | 3 sp |
| Arrow Stock | 4 cp |
| Arrow Tips, dozen | |
| Broadheads | 8 cp |
| Flight tips | 2 cp |
| Hunting tips | 2 cp |
| Military tips | 8 cp |
| Feathers | 1 sp |



| | |
|----------------------|-------|
| Blowdart, dozen | 2 sp |
| Bullets, dozen | |
| Clay | 6 cp |
| Stone | 9 cp |
| Lead | 1 sp |
| Arbalest Bolt, dozen | |
| Light | 8 sp |
| Heavy | 10 sp |
| Quarrels, dozen | 2 sp |
| Polearms | |
| Bec-de-Corbin | 18 sp |
| Bill | 15 sp |
| Halberd | 21 sp |
| Polesword | 17 sp |
| Shields | |
| Buckler, small | |
| Light | 1 sp |
| Medium | 1½ sp |
| Heavy | 1⅓ sp |
| Massive | 2 sp |
| Buckler | |
| Light | 1½ sp |
| Medium | 2 sp |
| Heavy | 2½ sp |
| Massive | 3 sp |
| Buckler, large | |
| Light | 2½ sp |
| Medium | 3 sp |
| Heavy | 3½ sp |
| Massive | 4 sp |
| Hill Giant Shield | 20 sp |
| Pixie Shield | 5 sp |
| Round, small | |
| Light | 3½ sp |
| Medium | 4 sp |
| Heavy | 4½ sp |
| Massive | 5 sp |
| Round Shield | |
| Light | 6 sp |
| Medium | 7 sp |
| Heavy | 8 sp |
| Massive | 10 sp |
| Target of proof | 1½ gp |
| Round, large | |
| Light | 8 sp |
| Medium | 9 sp |
| Heavy | 10 sp |
| Massive | 12 sp |
| Heater | |
| Light | 9 sp |
| Medium | 10 sp |



| | |
|----------------------|-------------|
| Heavy | 11 sp |
| Massive | 13 sp |
| Kite | |
| Light | 10 sp |
| Medium | 12 sp |
| Heavy | 14 sp |
| Massive | 18 sp |
| Scutum | |
| Light | 10 sp |
| Medium | 11 sp |
| Heavy | 12 sp |
| Massive | 14 sp |
| Door | |
| Light | 13 sp |
| Medium | 16 sp |
| Heavy | 20 sp |
| Massive | 25 sp |
| Slings | |
| Sling | 1 sp |
| Staff Sling | 1½ sp |
| War Sling | 2 sp |
| Spears | |
| Javelin | 10 sp |
| Jousting Lance | 5 sp |
| Lance | 10 sp |
| Long Spear | 3 sp |
| Pike | 6 sp |
| Short Spear | 2 sp |
| Trident | 3 sp |
| War Dart | 5 sp |
| Staves | |
| Quarterstaff | 2 sp |
| Swords | |
| Bastard Sword | 20 sp |
| with thrusting point | 24 sp |
| Broad Sword | 23 sp |
| with thrusting point | 27 sp |
| Cutlass | 12 sp |
| Great Sword | 27 sp |
| Katana | 25 sp |
| Long Sword | 15 sp |
| <i>Cheap</i> | 6 cp |
| Rapier | 19 sp |
| Scimitar | 15 sp |
| Short Sword | 8 sp |
| Small Sword | 10 sp |
| War Sword | 20 sp |
| Whips | |
| Black Snake Whip | 3½ sp |
| Maintenance | |



| | |
|------------------------------|--------------|
| Cleaning | |
| Rust from corselet | 5 cp |
| Refitting corselet | 1⅓ sp |
| Barrel for cleaning mail | 9 cp |
| Bonds | |
| Chain, per foot | |
| Fine Chain | 3½ cp |
| Light Chain | 6 cp |
| Chain | 2 sp |
| Heavy Chain | 4 sp |
| Anchor Chain | 12 sp |
| Cuffs | 2 sp |
| Shackles | 1 sp |
| Rope, per hundred feet | |
| Cord | 2 cp |
| Rope | 8 cp |
| Heavy Rope | 2½ sp |
| Cable | 10 sp |
| Books | |
| Blank & Bound | |
| Book | 1½ gp |
| Chapbook | 4 sp |
| Loose Leaf | 1 gp |
| Message Scroll | 2 cp |
| Scrolls | 6 sp |
| Parchment Sheet | 3 cp |
| Parchment Poster | 8 cp |
| Parchment Message | 1½ cp |
| Pasteboard | 10 sp |
| Vade Mecum | 8 sp |
| Contents, per passage | |
| Advanced Reader | 4 cp |
| Almagest | 4 cp |
| Beastuary | 3 cp |
| Cambist | 3 cp |
| Formulary | 3 cp |
| Grimoire | SL cp |
| Herbal | 3 cp |
| Master Book | 10 cp |
| Pharmacopoeia | 2 cp |
| Poetry | 1 cp |
| Primer | 2 cp |
| Reader | 3 cp |
| Rutter | 3 cp |
| Paper Holders | |
| Folio | 8 sp |
| Message Tube | 10 sp |
| Scroll Tube | 1 sp |
| Writing Utensils | |



| | |
|----------------|------|
| Ink Pen | 2 sp |
| Writing Quill | 2 cp |
| Chalk Cylinder | 1 sp |
| Chalk Cube | 6 cp |

Ink

| | |
|---------|------|
| Inkpot | 3 sp |
| Inkwell | 1 cp |

Books

| | |
|------------------------|--------------|
| Approximate per volume | |
| Cheap | 14 sp |
| Expensive | 18 sp |
| Rental, per 16 pages | |
| Cheap | ½ cp |
| Expensive | 1 cp |

Education

| | |
|------------------------------|---------------|
| Monastery School, year | 2 gp |
| University Board, year | 104 sp |
| University Instruction, year | |
| Cheap | ⅔ gp |
| Expensive | 1⅓ gp |
| University Clothing, year | 2 gp |
| University, year | |
| Cheap | 2 gp |
| Medium | 3 gp |
| for rich | 4 gp |
| getting bent over | 10 gp |
| Fencing, month | 10 sp |

Chemicals & Such

Alchemical Substances

| | |
|-------------------------|-------|
| Compounds | |
| Common, vial | 1 cp |
| Infrequent, vial | 3 cp |
| Uncommon, vial | 1 sp |
| Rare, vial | 4 sp |
| Very Rare, vial | 1 gp |
| Essential... | |
| Acid, 4 oz. vial | 5 gp |
| Air, 1 cu. yd (bladder) | 15 sp |
| Base, 4 oz. vial | 5 gp |
| Earth, 1 pound | 1 gp |



| | |
|-----------------------------|-------|
| Water, 1 pint flask | 16 sp |
| Purified... | |
| Acid, 4 oz. vial | 1 gp |
| Air, 1 cu. yd (bladder) | 8 cp |
| Base, 4 oz. vial | 1 gp |
| Earth, 1 pound | 1 sp |
| Metal, 4 oz. | 2 sp |
| Stone, 4 oz. | 2 sp |
| Water, 1 pint flask | 8 cp |
| Wood, 8 oz. | 2 sp |
| Bladder, 1 cubic yard | 1 sp |
| Vial, 4 oz (Purified Metal) | 1 gp |
| Acid, 4 ounces (vial) | 2 sp |
| Base, 4 ounces (vial) | 2 sp |
| Foulsbane, 1 paper | 2 sp |
| Liquid Metal, 4 oz | 2 gp |
| Universal Antidote, vial | 4 gp |
| Universal Solvent, vial | 24 gp |

Fresh Herbs, per ounce

| | |
|--------------|-------|
| Very Common | ¼ cp |
| Common | ½ cp |
| Frequent | 1 cp |
| Infrequent | 2 cp |
| Uncommon | 1 sp |
| Rare | 2 sp |
| Very Rare | 10 sp |
| Witch's Brew | 2 cp |

Dried Herbs, 4 oz. jars

| | |
|--------------|-------|
| Very Common | 3 cp |
| Common | 5 cp |
| Frequent | 9 cp |
| Infrequent | 1½ sp |
| Uncommon | 2 sp |
| Rare | 15 sp |
| Very Rare | 4 gp |
| Witch's Brew | 1⅓ sp |

Herbal Remedies, Tinctures

| | |
|---------------------|------|
| Abate Fever (7) | 1 sp |
| Cleanse (4) | 1 sp |
| Constipate (4) | 1 sp |
| Contact Poison† (7) | 8 sp |



| | |
|-----------------------|-------|
| Cramping (4) | 1 sp |
| Curative (2) | 2 sp |
| Ease Gas (4) | 1 sp |
| Ease Pain (3) | 1 sp |
| Healing (4) | 4 sp |
| Healing, Strong (7) | 10 sp |
| Laxative (7) | 1 sp |
| Potion (7) | 10 sp |
| Relax Muscle (4) | 2 sp |
| Stimulant (3) | 1 sp |
| Stimulant, Strong (7) | 4 sp |
| Systemic Poison† (7) | 6 sp |
| Vomiting Agent (7) | 1 sp |
| Warming (4) | 1 sp |
| Warming, Strong (7) | 4 sp |

Herbal Remedies Syrups

| | |
|-----------------------|-------|
| Abate Fever (7) | 6 cp |
| Constipate (4) | 6 cp |
| Contact Poison† (7) | 10 sp |
| Cramping (4) | 6 cp |
| Curative (2) | 1 sp |
| Ease Gas (4) | 6 cp |
| Ease Pain (3) | 6 cp |
| Healing (4) | 5 sp |
| Healing, Strong (7) | 18 sp |
| Laxative (7) | 6 cp |
| Stimulant (3) | 6 cp |
| Stimulant, Strong (7) | 5 sp |
| Systemic Poison† (7) | 4 sp |
| Vomiting Agent (7) | 6 cp |
| Warming (4) | 6 cp |
| Warming, Strong (7) | 5 sp |

Herbal Remedies, Ointments & Creams

| | |
|-----------------------|-------|
| Cleanse (4) | 6 cp |
| Contact Poison† (7) | 6 sp |
| Curative (2) | 1 sp |
| Healing (4) | 3 sp |
| Healing, Strong (7) | 10 sp |
| Stimulant (3) | 6 cp |
| Stimulant, Strong (7) | 3 sp |

| Clothing | | | | | | | |
|------------------|-------------|----------------|-------------|------------------|-------------|-----------------|-------------|
| <i>Material</i> | <i>Cost</i> | <i>Quality</i> | <i>Cost</i> | <i>Dye Color</i> | <i>Cost</i> | <i>Style</i> | <i>Cost</i> |
| Common Cloth | ×1 | Normal | ×1 | Bleached | ×2 | Plain | ×1 |
| Leather | ×2 | Fine | ×2 | Brown or Black | ×1½ | Nice | ×2 |
| Silk | ×3 | Exceptional | ×3 | Green or Yellow | ×2 | Stylish | ×3 |
| Common Furs | ×3 | | | Blue | ×3 | Fancy | ×5 |
| Fine Furs | ×5 | | | Red | ×4 | Very Fancy | ×10 |
| Exceptional Furs | ×10 | | | Purple | ×5 | Extremely Fancy | ×25 |



| | |
|----------------------|-------|
| Warming (4) | 6 cp |
| Warming, Strong (7) | 3 sp |
| Witch's Brews | |
| Healing Potion (8) | 1 gp |
| Medical Gear | |
| First Aid Kit | 2½ sp |
| Doctors Black Bag | 3 gp |

Clothing

Footwear

| | |
|------------------------|-------------|
| Sandals | 2 cp |
| Leather Shoes | 1 sp |
| Shoes, wealthy peasant | 6 cp |
| Shoes, gentry | 4 cp |
| Boots, gentry | 6 cp |
| Workboots | 2 sp |
| Riding Boots | 3 sp |

Homespun

| | |
|-------------------------|--------------|
| Trousers | 6 cp |
| Breeches | 3 cp |
| Hose | 6 cp |
| Shirt | 5 cp |
| Shirt, wealthy peasant | 8 cp |
| Woolen garment, “ “ | 3 sp |
| Fur-lined garments, “ “ | 6½ sp |
| Blouse | 6 cp |
| Gown | 1 sp |
| Skirt | 7½ cp |
| Dress | 1½ sp |
| Vest | 2 cp |
| Bodice | 3 cp |
| Tunic | 4 cp |
| Serf, cheap | 1 cp |
| Serf, expensive | 6 cp |
| Wealthy Peasant | 3 sp |
| Linen (?) | 1 sp |
| Robe | 7 cp |
| Coat | 1 sp |
| Heavy Coat | 2 sp |
| Cloak | 6 cp |
| Hooded | 9 cp |
| Heavy Cloak | 1 sp |
| Hooded | 1½ sp |
| Cape | 2 cp |
| Hooded | 3 cp |
| Tabard & outer tunic | 3 sp |
| Robe, dark brown | 6 sp |
| Robe, red | 5 sp |
| Scarf, 3 foot | 1½ cp |
| Sash | 1 cp |



Hats

| | |
|-------------|-------------|
| Field Hat | ¼ cp |
| Cap | 1 cp |
| Peaked Hat | 2 cp |
| Hood | 3 cp |
| Tricorn Hat | 4 cp |
| Sombrero | 4 cp |
| Hat, gentry | 1 sp |

Carry & Store

| | |
|---------------|--------------|
| Moneybelt | 1 sp |
| Bandolier | 4 cp |
| Belt | |
| Cord | ¼ cp |
| Leather | 4 cp |
| Wide leather | 8 cp |
| Purse, gentry | 1½ cp |
| Pouch | |
| Slim | ½ cp |
| Small | 1 cp |
| Large | 3 cp |
| Backpack | |
| Small | 1 sp |
| Medium | 1½ sp |
| Large | 2 sp |

Miscellaneous

| | |
|-------------------------|--------------|
| Bolt of Cloth | 8 cp |
| Cloth, per yard | |
| Peasant, cheap | 8 cp |
| Peasant, expensive | 15 cp |
| Esquire | 3 sp |
| Yeoman | 2 sp |
| Lesser servants | 1½ sp |
| Wool, best (per yard) | 5 sp |
| Tawny & Russet (?, /yd) | 6 sp |
| Silk, per yard | |
| Low | 10 sp |
| High | 12 sp |
| Fashionable Gown | |
| Cheap | 10 gp |
| Expensive | 50 gp |
| Add fur trim | |
| Cheap | 2 gp |
| Expensive | 3 gp |

Fine Workmanship

Locks

Lock Housings

| | |
|----------|-------|
| Armored | 2 sp |
| Embedded | 1 sp |
| External | 1½ sp |



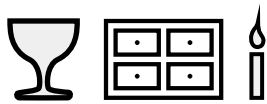
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|----------------|------|
| Heavy Padlock | 4 sp |
| Padlock | 2 sp |
| Small Embedded | 6 cp |
| Small External | 9 cp |

Lock Mechanisms

| | |
|----------------------------|-------|
| Combination, complexity 8 | |
| adjES 1 | 4 sp |
| adjES 2 | 6 sp |
| adjES 3 | 9 sp |
| adjES 4 | 12 sp |
| Pinlock, complexity 2 | |
| adjES 1 | 1½ cp |
| adjES 2 | 3 cp |
| adjES 3 | 5½ cp |
| adjES 4 | 8 cp |
| Screw Lock, complexity 3 | |
| adjES 1 | 3 cp |
| adjES 2 | 5 cp |
| adjES 3 | 8 cp |
| adjES 4 | 12 cp |
| Tumber Lock, complexity 10 | |
| adjES 1 | 8 sp |
| adjES 2 | 10 sp |
| adjES 3 | 14 sp |
| adjES 4 | 18 sp |
| Wheel Lock, complexity 5 | |
| adjES 1 | 1 sp |
| adjES 2 | 2 sp |
| adjES 3 | 3 sp |
| adjES 4 | 4½ sp |
| Key | |
| Pinlock | ¼ cp |
| Screwlock | ¼ cp |
| Tumbler Lock | ½ cp |
| Turnkey | ¼ cp |
| Wheellock | ¼ cp |
| Lockpick Set | |
| Basic | 10 sp |
| Standard | 20 sp |

Utensils

| <i>Metal</i> | <i>Value</i> |
|------------------|------------------|
| Iron | ×⅓ ₁₀ |
| Unglazed Pottery | ×⅓ |
| Tin | ×1 |
| Pewter | ×1 |
| Glazed Pottery | ×2 |
| Silver Plated | ×3 |
| Copper | ×5 |
| Silver | ×60 |



Comprehensive

50 sp

Traps

Trap Mechanisms

Bear Trap 1 sp

Tools

Trap Pick Tools 1 gp

Musical Instruments

Lute 4 sp

Flute 2 sp

Toys

Jack-in-the-Box 1 gp

Pocket Watch

Plain 5 gp

Fancy 10 gp

Ornate 20 gp

Jewelry

Rings

Gold w/ diamonds 7½ gp

Gold w/ ruby 27 sp

Necklaces

Pearl 23 sp

Gold 17 sp

Food & Drink

Beverages

Bottle, one quart

Dwarven Mead 1 sp

Mead 6 cp

Strong Whiskey 6 cp

Whiskey 4 cp

Wine, cheap ½ cp

Wine, average 3 cp

Wine, fine 1½ sp

Wine, excellent 10 sp

Pitcher, two quarts

Ale 2 cp

Beer 1 cp

Goblin Ale 1½ cp

Jug, gallon

Milk 1 cp

Whey ¼ cp

Wine

Cheap, 1 gallon 4 cp

Best, 1 gallon 1 sp

Ale, per gallon

Poor ¾ cp

Medium 1 cp

Good 1½ cp



Beer, good, 1 quart

1 cp

at inn, 1 day

¼ cp

Wine, 1 day at inn

⅛ cp

Food

Prepared

Bread

Plain ¼ cp

Pleasant ½ cp

Fine ¾ cp

Fancy 1 cp

at inn, 1 day ½ cp

Bowl of...

Stew 1 cp

Soup ½ cp

Broth ¼ cp

Gruel ¼ cp

Meat Dish

Plain 1 cp

Pleasant 3 cp

Fancy 1 sp

Gourmet 5 sp

at inn, 1 day ¾ cp

Pastries

Wafers, one pound 3 cp

Cheese

Cheese, 80 pounds 3⅓ sp

Common

Wedge ¼ cp

Quarter Round 4 cp

Round (10 pounds) 1 sp

Fine

Wedge ⅜ cp

Quarter Round 6 cp

Round 1½ sp

Gourmet

Wedge 1 cp

Quarter Round 1⅓ sp

Round 4 sp

Rations

Raw rations, 50 pounds 6 cp

Quick rations, 1 pound ½ cp

Iron rations, 1 pound 1 cp

Ingredients & Whole Foods

Cooking

Vinegar

1 quart 1 cp

“small jar” 2 cp

“large jar” 5 cp

Olive Oil



1 quart

7 cp

“small jar” (2 qt?)

14 cp

“large jar”

1½ sp

Vegetable Oil

1 quart 4 cp

Cheap 7 cp

Expensive 9 cp

Butter, 1 pound 1 cp

Spices

Salt, five pounds 2 cp

Pepper

1 pound 1–4 sp

1 ounce 4 cp

Sugar, 1 ounce 6 cp

Honey, 1 pint 4 sp

Saffron, 1 pound 13 sp

Spices, 1 pound 1–3 sp

Other

Eggs, dozen ½–2 cp

Dried Fruit, 1 pound 1–6 cp

Salted Herring (bulk, 5–10) 1 cp

Eel, salt conger 6 cp

Grain

five pound sack 1 cp

twenty pound sack 3 cp

hundred pound sack 1 sp

Oats (per quarter?)

Town 1 sp

City 2 sp

Beans, 50 pounds 6 cp

Flour, three pounds 1 cp

Associated Goods

By-Products

Waste Meat, 8 pounds ¼ cp

Uncommon ½ cp

Bones, assorted, 20 pounds ¼ cp

Hide, square yard ¼ cp

Uncommon 1 cp

Hooves, etc., 20 pounds ¼ cp

Cooking Utensils

Ladle ¼ cp

Pan 2 sp

Sauce Pan 1 sp

Pot 3 sp

Brass 2 sp

Fired clay ½ cp

Kettle

Small 4 sp

Normal 5 sp

Large 6 sp



| | |
|----------------|------|
| Skillet | |
| Normal | 6 cp |
| Large | 9 cp |
| Witch's Kettle | 1 sp |

Eating & Drinking Utensils

| | |
|-----------------|-------|
| Goblet | |
| Plain | 4 cp |
| Fancy | 6 cp |
| Ornate | 9 cp |
| Cup | 1 cp |
| Mug | |
| Plain | 3 cp |
| Fancy | 4½ cp |
| Ornate | 7 cp |
| Stein | 1½ cp |
| Stein, large | 2 cp |
| Pitcher | |
| Small | 2 cp |
| Medium | 3 cp |
| Pewter | 6 cp |
| Basin & Pitcher | |
| Cheap | 8 cp |
| Expensive | 2⅔ sp |
| Jar | 4 cp |
| Jug | 8 cp |
| Drinking Jack | 2 cp |
| Canteen | |
| Small | 2 cp |
| Medium | 3 cp |
| Skin | |
| Small | 2 cp |
| Medium | 3 cp |
| Large | 4 cp |
| Spoons | |
| Silver, plain | 2⅔ sp |

Daily Food

| | |
|---------|------|
| Lord | 7 cp |
| Esquire | 4 cp |
| Yeoman | 3 cp |
| Groom | 1 cp |

Annual Food

| | |
|---------------------------|--------|
| Knight/Merchant Household | |
| Cheap | 30 gp |
| Moderate | 60 gp |
| Expensive | 100 gp |

Furnishings

Bedroom

| | |
|-------|------|
| Bed | |
| Frame | ? ?p |



| | |
|---------------------|--------|
| Poster | ? ?p |
| Ornate Canopy | 182 gp |
| Mattress | 2 cp |
| Pillow | 1 cp |
| Boards (bed slats?) | 1⅓ cp |
| Featherbed | 5 sp |

Linens

| | |
|----------------|-------|
| Linen Sheet | 8 sp |
| alternate | 4 cp |
| Down Comforter | 1 gp |
| Blanket | 1¼ sp |
| Towel | 6 cp |

Chests

| | |
|------------------|-------|
| Chest of Drawers | ? ?p |
| Chest | |
| Chest | 4 sp |
| Banded Chest | 8 sp |
| Sea Chest | 5 sp |
| Strong Box | 20 sp |
| alternate | 1 sp |
| Chest | 6 cp |

Floors & Walls

| | |
|----------|------|
| Carpet | ? ?p |
| Tapestry | ? ?p |

Tables

| | |
|-------|------|
| Desk | ? ?p |
| Table | 6 cp |

Seating

| | |
|---------------|------|
| Chair, wooden | 3 cp |
| Stool | 4 cp |

Illumination

Illumination

| | |
|--------------------|-------|
| Oil Lamp | |
| Advanced | 1 gp |
| Bedside | 3 cp |
| Lamp | 3 sp |
| Small | 6 cp |
| Table | 1 sp |
| Wall | 5 sp |
| Candelabra | 1 sp |
| Candles, ×8 | |
| Tallow | 1½ cp |
| Wax | 6½ cp |
| Candles, per pound | |
| Tallow | 1½ cp |
| Wax | 6½ cp |
| Town | 1½ cp |
| City | 2 cp |
| Candle Holder | 2 cp |

| | |
|----------------------|-------|
| Flint | 1 sp |
| Lamp Oil | |
| 1 quart skin | 1½ cp |
| 7½ gallon keg | 2 sp |
| Lamp Wick | 4 cp |
| Lantern | 1 sp |
| Oil Lantern | 5 sp |
| Hooded | 8 sp |
| Bullseye | 12 sp |
| Pole Torch | 9 cp |
| Round Wick | 1 sp |
| Rushlight, ×800 | 3 sp |
| Tallow Cake | ¼ cp |
| Taper, ×8 | |
| Tallow | 4 cp |
| Wax | 1½ sp |
| Tower Candle | |
| Tallow | 2 cp |
| Wax | 1 sp |
| Torch | ¼ cp |
| Torch, impregnated | 1 cp |
| Torch Bracket | ¼ cp |
| Votive Candle, dozen | |
| Tallow | 1 cp |
| Wax | 4 cp |
| Wall Torch | |
| Resin | 6 sp |
| Tallow Impregnated | 4 sp |
| Wick | 2½ cp |

Lodging

Common Room

| | |
|-----------|------|
| Per night | 1 cp |
|-----------|------|

Private Room

| | |
|-----------|------|
| per night | 4 cp |
| per week | 2 sp |
| per month | 7 sp |

Private Floor

| | |
|-----------|-------|
| per week | 6 sp |
| per month | 1 gp |
| per year | 10 gp |

Private House

| | |
|-----------|-------|
| per month | 4 gp |
| per year | 30 gp |

Shared Accomodations

| | |
|-----------|-------|
| per week | 4 sp |
| per month | 10 sp |

Room & Board

| | |
|-------------------|-------|
| Warhorse, per day | 5½ cp |
| Inn, per day | |

| | |
|--------------|------|
| Cheap | ½ cp |
| Normal | 1 cp |
| Better | 2 cp |
| Stable Horse | 2 cp |

Rent

Shops

| | |
|---------------------|--------|
| Annual | |
| Expensive (average) | 23 sp |
| Exclusive | 67 gp |
| Purchase Hall | 136 gp |

Living

| | |
|-----------------------|----------|
| Cottage | |
| Annual rent | 5 sp |
| Purchase | 2 gp |
| Craftsman's House | |
| Annural rent | 20 sp |
| Purchase | 10 gp |
| Purchase, Large | 15 gp |
| Merchant's House | |
| Low rent | 2 gp |
| High rent | 3 gp |
| Purchase, cheap | 33 gp |
| Purchase, expensive | 66 gp |
| Row House | |
| Cheap | 1 gp |
| Expensive | 5 gp |
| Hall, Modest | 12 gp |
| House with Courtyard | 90 gp |
| Barn, large | 83 gp |
| Wooden Gatehouse | 16 gp |
| Stone Gatehouse | 30 gp |
| Tower in curtain wall | 360 gp |
| Castle & College | 5,850 gp |
| Abbey Transept | 781 gp |
| Stone Church | 113 gp |

Storage

Barrels

| | |
|------------------|-------|
| Pony Keg | 1 sp |
| Firkin | 1½ sp |
| Kilderkin | 2 sp |
| Barrel | 3 sp |
| <i>alternate</i> | 3 cp |
| Hogshead | 4 sp |
| Butt | 6 sp |
| Tun | 9 sp |
| Vat | 4 cp |
| Bucket | 6 cp |

Crates

| | |
|-------|------|
| Crate | 3 sp |
|-------|------|

| | |
|-------------|-------|
| Large Crate | 6 sp |
| Small Crate | 1½ sp |

Blown Glass

| | |
|---------------------------|-------|
| Alchemist Vial (4 ounces) | 3 cp |
| Flask | |
| Small | 2 cp |
| Medium | 1½ cp |
| Large | 2 cp |
| Bottle | 4 cp |
| Cork stopper, replacement | ¼ cp |
| Jar | |
| Small | 3 cp |
| Medium | 4 cp |
| Large | 6 cp |
| Lid, replacement | ½ cp |

Toiletries

Soap

| | |
|-----------|------|
| Hard Soap | ¼ cp |
| Soft Soap | 1 cp |

Tools

Alchemy

| | |
|--------------------------|-------|
| Basic Equipment | 2 gp |
| Field Laboratory | 5 gp |
| Standard Laboratory | 20 gp |
| Comprehensive Laboratory | 60 gp |

Cheap Crafts

| | |
|-------------------------|-------|
| Basic Equipment | 1½ sp |
| Field Equipment | 3 sp |
| Standard Equipment | 10 sp |
| Comprehensive Equipment | 20 sp |

Average Crafts

| | |
|-------------------------|-------|
| Basic Equipment | 2 sp |
| Field Equipment | 5 sp |
| Standard Equipment | 20 sp |
| Comprehensive Equipment | 50 sp |

Costly Crafts

| | |
|-------------------------|-------|
| Basic Equipment | 3 sp |
| Field Equipment | 8 sp |
| Standard Equipment | 30 sp |
| Comprehensive Equipment | 4 gp |

Very Costly

| | |
|-------------------------|-------|
| Basic Equipment | 4 sp |
| Field Equipment | 10 sp |
| Standard Equipment | 2 gp |
| Comprehensive Equipment | 6 gp |

Armorer

| | |
|--------------|-------|
| Complete set | 14 gp |
|--------------|-------|

Individual Tools

Crafts

| | |
|---------------------|------|
| Blacksmith's Hammer | 3 sp |
| Carpenter's Hammer | 1 sp |

Whips

| | |
|---------------|-------|
| Bull Whip | 4 sp |
| Carter's Whip | 10 sp |
| Snake Whip | 2½ sp |

General

| | |
|------------------------|-------|
| Crowbar | 1½ cp |
| Hatchet | 6 cp |
| Maul | 12 sp |
| Pick | 5 sp |
| Small Pick | 2 sp |
| Work Pick | 5 sp |
| Shovel | 2 cp |
| Trowel | ? ?p |
| Wood Axe | 2 sp |
| Axe | 5 cp |
| Augur | 3 cp |
| Spade | 1 cp |
| Biciron (Horned Anvil) | |
| Large | 3 gp |
| Small | 16 sp |
| Anvil (bench) | 1 gp |
| Bellows | 1½ gp |
| Chisel | 4 cp |
| Spinning Wheel | 10 cp |
| Pitchfork | ? ?p |
| Prybar | 1½ cp |

Field

| | |
|-------------|------|
| Flail | ? ?p |
| Grain Flail | 2 sp |
| Nunchaku | 1 sp |

Climbing

| | |
|----------------|------|
| Climbing Spike | 1 sp |
| Grapnel | 2 sp |
| Heavy Grapnel | 5 sp |
| Piton | 1 sp |
| Piton Hammer | 2 sp |
| Spike | 5 cp |

Transportation

Land

| | |
|-----------|-------|
| Carriage | |
| One-horse | 1 gp |
| Two-horse | 3 gp |
| Wagon | |
| Small | 15 sp |
| Medium | 1 gp |

| | |
|------------------------|-----------------|
| Large | 2 gp |
| Huge | 5 gp |
| Chariot | |
| Queen's | 400 gp |
| Lady's | 1,000 gp |
| Chariot | 8 gp |
| Chariot maintenance/yr | 2 sp |
| Guide, per day | 1 cp |
| Cart | |
| Iron-bound | 4 sp |
| Sea | |
| Canoe | 1 sp |
| Long Canoe | 1½ sp |
| Johnboat | 4 sp |
| Punt | 5 sp |
| Pentakonter | 53 gp |
| Bireme | 164 gp |
| Trireme | 340 gp |
| Galley | ? gp |
| Longship | 12 gp |
| Sea Elf | 1,394 gp |
| Snekkja | 31 gp |
| Drakkar | 111 gp |
| Corsair | 147 gp |
| Great Ship | 25,594 gp |
| Large Schooner | 33,561 gp |
| Huge Schooner | 31,544 gp |
| Dreadnought | 13,941 gp |
| Interceptor | 127 gp |
| Knorr | 270 sp |
| Lake Barge | ? sp |
| Large Riverboat | ? sp |
| Large Ship | 1,279 sp |
| Ship | 428 sp |
| River Barge | ? gp |
| River Boat | 13 gp |
| Sailboat | 52 gp |
| Sea Elf Sloop | 792 gp |
| Small Sailboat | 11 gp |
| Small Ship | ? gp |
| Trading Galley | ? gp |
| Sea Elf Ketch | 4,230 gp |
| Ship's Boat | 1½ gp |
| Tug | 8½ gp |
| Sail Tug | 20 gp |
| Cargo Ship | 233 gp |
| Cog | 297 gp |
| Barge | 10 gp |
| Ferry ride, each | 1 cp |

Social

Marriage

Dowries

| | |
|---------------------|-----------------|
| Peasant | |
| Cheap | 13 sp |
| Moderate | 36 sp |
| Expensive | 3 gp |
| Serfs, fees to lord | |
| Poor | 1 sp |
| Wealthy | 13 sp |
| Wedding Feast | |
| Wealthy Peasant | 1 gp |
| Entire Wedding | |
| Wealthy Peasant | 4 gp |
| Dowry | |
| Esquire | 66 gp |
| Baron | 1,000 gp |
| Townsmen | 200 gp |

Funerals

Items

| | |
|-----------------|-----------------|
| Cheap gentleman | 7 gp |
| Brass monument | 8 gp |
| Large funeral | 130 gp |
| Memorial Chapel | 2,481 gp |
| Bronze Effigy | 400 gp |

GEMS

There are many different kinds of gems and they come in all sorts of shapes and sizes.

The most common and prominent are described here, along with a guide to their relative scarcity and value. Many gems are attributed magical powers and these are covered here as well.

A gem is described by its type, weight, flaws, clarity, cut and brilliance. These combined determine its value. The size of a gem is described in general as small, medium and large. As different stones come in different sizes, the weight ranges for each of these depends on the stone in question. The general size determines the value per carat of the stone, as well as the likelihood of the stone being flawed. Stones have their clarity rated on a scale of 1 to 10. In general, the clarity of any given gem can be found by rolling 1d10. The brilliance of a stone depends on the cut and skill of the jeweler who cut it. Essentially it is rated on a scale of 1 to 10 as well with most facet-cut gems having a brilliance of 5 to 10.

Some gems have a 10% chance of having a special feature. Such stones are indicated with a letter in parenthesis after their name. An *e* indicates a possible eye, an *f* indicates the possibility of internal fire, an *s* indicates a possible star, and a *w* indicates the possibility of webbing or striations. If a gem has any of these special features then its clarity is increased by five and the gem will have no natural flaws.

The value of an unflawed stone is equal to carat

weight times value per carat times modifier for size times clarity times brilliance squared divided by 10. A stone with trace flaws has its value halved, minor flaws reduce the value to 10% and serious flaws to 1%. A critically flawed stone has no particular value. A stone with webbing or striations has its value tripled. A stone with an eye or a star has its value quadrupled. A stone with internal fire has five times its normal value.

For example, a flawless 5 carat ruby with clarity 4 and brilliance 6 is worth $5 \text{ carats} \times 10 \text{ sp/carat} \times 1.00 \times 4 \times 6^2$ divided by 10, or 720 sp.

Luster is one of: adamantine, glassy, resinous, greasy, silky or pearly.

Weight is in carats. One carat equals 200mg or 3 grains.

Cabochon is a round, domed cut. Table cut has eight sides with one face (the table) much larger, Facet or rose cut has (usually) 24 triangular facets. The brilliant cut has square and triangular facets so arranged to provide the maximum brilliance of the stone.

Precious stones are: corundum (oriental amethyst, oriental emerald, oriental topaz, ruby, sapphire), diamond and emerald. The semiprecious stones include amethyst, aquamarine, chrysoberyl, garnet, jade, moonstone, opal, peridot, quartz, spinel, topaz, tourmaline, turquoise and zircon. The organic gems are pearl, amber, coral and jet.

Gem Types

Beryl

Coloring: transparent white, yellow, green, blue or colorless

| Gem Stone Size | | | | | | |
|----------------|-----------|-------------|--------------|--------------|-------------|-------|
| Size | Weight | Roll | Small (val) | Medium (val) | Large (val) | |
| Tiny | <0.1 | 1d10×0.01 | 01–10 ×0.85 | 01 ×0.70 | | |
| Very Small | 0.1–0.3 | 1d3×0.1 | 11–30 ×0.91 | 02–04 ×0.82 | 01 | ×0.75 |
| Small | 0.4–0.9 | (1d6+3)×0.1 | 31–70 ×0.96 | 05–13 ×0.91 | 02, 03 | ×0.82 |
| Medium Small | 1–3 | 1d3 | 71–90 ×0.99 | 14–40 ×0.97 | 04–10 | ×0.90 |
| Medium | 4–9 | 1d6+3 | 91–97 ×1.02 | 41–60 ×1.00 | 11–30 | ×0.95 |
| Medium Large | 10–30 | 1d20+10 | 98, 99 ×1.05 | 61–87 ×1.03 | 31–70 | ×1.00 |
| Large | 31–99 | 1d60+35 | 00 ×1.20 | 88–96 ×1.10 | 71–90 | ×1.05 |
| Very Large | 100–300 | 1d200+100 | | 97–99 ×1.22 | 91–97 | ×1.11 |
| Huge | 301–1,000 | 1d600+300 | | 00 ×1.43 | 98, 99 | ×1.22 |
| Gargantuan | 1,000+ | 1d1000+1000 | | | 00 | ×1.33 |

Gem Stone List

| <i>Gem</i> | <i>Type</i> | <i>Category</i> | <i>Value</i> | <i>Description</i> |
|-------------------|-------------|-----------------|--------------|---|
| Agate | Chalcedony | semi | 4 cp | red, white, green or black, banded |
| Alexandrite | Chrysoberyl | semi | 3 sp | pleochroism (green to raspberry red) |
| Amber | Organic | semi | 2 sp | yellow to brown |
| Amethyst | Quartz | semi | 1½ sp | violet to purple |
| Aquamarine | Beryl | semi | 1½ sp | blue to sea-green |
| Aventurine | Quartz | semi | 2 sp | brown with coppery flecks |
| Beryl | Beryl | ? | — | white, yellow, green, blue or colorless |
| Bloodstone | Chalcedony | semi | 1½ sp | Green with red flecks |
| Cairngorm | Quartz | semi | 9 cp | smoky brown to yellow |
| Carbuncle | ? | ? | — | yellow to red |
| Carnelian | Chalcedony | semi | 3 sp | bright to deep red |
| Cat's Eye | Chrysoberyl | semi | 3 sp | pleochroism (green to raspberry red) |
| Chrysoberyl | Chrysoberyl | semi | 1½ sp | pleochroism (green to red) |
| Chalcedony | Chalcedony | ? | — | ? |
| Chrysolite | Topaz | semi | 3 sp | yellow |
| Chrysoprase | Chalcedony | semi | 3 sp | apple-green |
| Citrine | Quartz | semi | 2 sp | pale yellow |
| Coral | Organic | semi | 1½ sp | red, white |
| Diamond | Diamond | precious | 5 sp | transparent to translucent white, colorless, yellow, green, blue or brown |
| Emerald | Beryl | precious | 10 sp | transparent green |
| Hematite | — | quasi | 1 cp | grey (red streak when abraided) |
| Hydrophane | Opal | semi | 2 sp | opaque to transparent white |
| Hyacinth | Zircon | semi | 1½ sp | — |
| Jacinth | Chalcedony | semi | 1½ sp | — |
| Jade | — | semi | 3 sp | green |
| Jasper | Chalcedony | semi | 9 cp | opaque red, yellow, green and blue |
| Jet | Organic | semi | 2 sp | black |
| Lapis Lazuli | ? | semi | 3 sp | blue with little golden spots |
| Loadstone | Magnetite | quasi | 1 cp | lustrous grey to black |
| Malachite | — | quasi | 1 cp | green, luster and transparency vary |
| Moonstone | Feldspar | semi | 3 sp | milky bluish sheen |
| Onyx | Chalcedony | semi | 1½ sp | red, white, green, black in bands |
| Oriental Amethyst | Corundum | precious | 4 sp | purple to violet |
| Oriental Emerald | Corundum | precious | 7 sp | transparent green |
| Ossynian Emerald | Tourmaline | semi | 3 sp | glassy luster green |
| Ossynian Ruby | Tourmaline | semi | 2 sp | glassy luster red and pink |
| Ossynian Sapphire | Tourmaline | semi | 2 sp | glassy luster blue |
| Pearl | Organic | semi | 2 sp | milky white |
| Peridot | Olivine | semi | 2 sp | transparent yellow-green to olive-green |
| Pyrites | ? | quasi | 1 cp | metallic yellow |
| Rock Crystal | Quartz | semi | 3 sp | colorless, translucent white |
| Ruby | Corundum | precious | 10 sp | transparent red to deep red |
| Sapphire | Corundum | precious | 10 sp | transparent blue |

| | | | | |
|------------|------------|-------|-------|--|
| Sard | Chalcedony | semi | 1½ sp | pleochroism (brownish red to deep red) |
| Sardonyx | Chalcedony | semi | 1½ sp | green banded with red alternating with black or white |
| Satin Spar | Gypsum | quasi | 1 cp | lustrous gold-yellow, salmon |
| Schorl | Tourmaline | semi | 3 sp | glassy luster black |
| Serpentine | — | semi | 9 cp | translucent green, reddish, yellowish, black or nearly white |
| Turquoise | Turquoise | semi | 3 sp | opaque, waxy luster, greenish grey to sky-blue |

Notes: Little or no fire

Examples: aquamarine, emerald

Chalcedony

These are colored quartz crystals with microscopic crystalline structure

Coloring: waxy luster and is translucent to transparent (white, grey, blue and brown)

Examples: agate, bloodstone, carnelian, chrysoprase, jasper, onyx, sard and sardonyx

Chrysoberyl

Coloring: glassy luster, transparent to translucent, pleochroism—green by daylight & raspberry red by artificial light

Examples: alexandrite, cat's eye, chrysoberyl

Corundum

Coloring: transparent (colorless, pink, red, blue, green, yellow and violet; common are blue-grey to brown)

Examples: yellow sapphire, purple sapphire, green sapphire, false aquamarine, ruby, sapphire

Garnet

Coloring: red, orange, yellow, green, blue, purple, brown, black, pink and colorless

Notes: blue garnet is the rarest

Examples: almandine, andradite, grossularite, pyrope, spessartite, uvarovite

Gypsum

Coloring: yellow-gold, salmon

Examples: Satin Spar

Olivine

Coloring: yellow-green to olive-green

Examples: peridot

Spinel

Coloring: dark green to brown or black, rarely transparent red, blue and green

Topaz

Coloring: glassy luster, transparent colorless or pale yellow to wine-yellow; pale blue and pale green; red (uncommon)

Notes: Yellow topaz becomes pink (permanently) when heated. It is known as “pinked” topaz.

Examples: chrysolite, topaz

Opal

Coloring: colorless or white to grey, brown, yellow or red, rarely a rich iridescence and play of colors (red, green and blue)

Examples: hydrophane, opal

Organic

These gemstones have organic origins.

Examples: pearl, amber, coral and jet

Quartz

Colors: transparent, translucent or opaque, colorless or colored (white, rose, yellow, brown, milk, blue)

Examples: citrine, rock crystal, rose quartz, yellow quartz, cairngorm, milk-white milky quartz, aventurine, amethyst

Tourmaline

Color: glassy luster, red and pink, blue, green, yellow, violet-red, black and colorless (achroite)

Examples: ossynian ruby, ossynian sapphire, ossynian emerald, schorl, achroite, tourmaline

Notes: Two or more colors may occur in the same stone, the colors being arranged in zones or bands with sharp boundaries between them.

Zircon

Color: silver-grey

Examples: hyacinth, zircon

List of Gems by Name

Agate (Chalcedony)

Colors: Red, White, Green, Black (banded in two or more colors)

Scarcity:

Special: White Eye

Luck, Sleep, Pleasant Dreams, Temperate, Cautious
Eye: Resists the Evil Eye

Alexandrite (Chrysoberyl)

Colors: Pleochroism (green to red)

Special: —

Weight: 1 to 3 carats, rarely to 60 carats (gem)

Luck

Almandine (Garnet)

Colors: bright, rich red

Special:

asdf

Amber (Organic)

Colors: transparent to cloudy yellow to brown

Special: Markings (runes, initials), embedded insects, particles (of wood)

Animal, static electricity when rubbed with cloth, prevents disease, luck

Amethyst (Quartz)

Colors: violet to purple

Special: —

Reduces intoxication (alcoholic and emotional), protects against disease, love charm, improving sleep, protection against thieves

Andradite (Garnet)

Colors: red, yellow, brown, green or black

Special:

asdf

Aquamarine (Beryl)

Colors: transparent blue to sea-green

Special:

Luck

Aventurine (Quartz)

Colors: glassy luster opaque or semitranslucent brown with small brown or coppery flecks

Special:

Luck

Beryl (Beryl)

Colors:

Special: —

Help in battle or litigation (offensive)

Bloodstone (Chalcedony)

Colors: Green with red flecks

Special: —

Cause thunder, lightning and tempest (rain & storm), preserves bodily health, guards from deception

Cairngorm (Quartz)

Colors: smoky brown to yellow

Special: —

Luck

Carbuncle (?)

Colors: yellow to red?

Special: —

Heart stimulant, induces anger and passion, can cause attacks of apoplexy, illumination

Carnelian (Chalcedony)

Colors: bright to deep red

Special: —

Protection from evil, grants courage, counters envy, protects from falling houses and walls

Cat's Eye (Chrysoberyl)

Colors: pleochroism (green to raspberry red)

Ward against evil spirits

Chrysoberyl (Chrysoberyl)

Colors: Green/Raspberry Red

Luck

Chalcedony (Chalcedony)

Colors:

Special: —

Drives away phantoms and visions of the night, see through illusions and phantasms

Chrysoberyl (Chrysoberyl)

Colors: pleochroism (green to raspberry red)

Luck

Chrysolite (Topaz)

Colors: Yellow

Special: —

Weight: (large, 2" long for very large?)

Illumination, Olivine & Peridot must be set in gold for full power to ward terrors at night, dissolves enchantments & puts evil spirits to flight

Chrysoprase (Chalcedony)

Colors: apple-green

Special: —

invisibility(?) when placed under the tongue
[allows an escape even while under close & careful guard]

Citrine (Quartz)

Colors: pale yellow

Special: —

Luck

Coral (Organic)

Colors: Red, White

Special: —

stills tempests, safe traversal of broad rivers. stops bleeding, cures madness, gives wisdom. protects against spells & enchantments only if “natural” and unworked (cannot be harvested for this purpose, but found “naturally”).

Diamond

Colors: transparent to translucent white, colorless, yellow, green, blue or brown

Special: —

brings victory through increased strength, fortitude and courage. drives away nocturnal specters (when set in gold). proof against black magic. shows guilt or innocence of those questioned, luck

Emerald (Beryl)

Colors: transparent green

Special: —

Weight: (at least 68 carats for large)

reveals illusions and enchantments, counter magic, strengthens memory. predict future (if placed under tongue)

Grossular (Garnet)

Colors: green, cinnamon brown, red and yellow

Special:

asdf

Hematite

Colors: grey [Red oxide of iron (shows red streak

when abraded)]

Special: —

Invulnerability (protects if rubbed over the skin)

Hydrophane (Opal)

Colors: Opaque to translucent white depending on moisture content

Special: —

stores magical energy when wet, loses properties when dry

Hyacinth (Zircon)

Colors: transparent red, yellow, brown or colorless

Special: —

Jacinth (Agate-Chalcedony)

Colors: cinnamon-brown

Special: —

protects against disease, wounds & injuries, proof against lightning, aids sleep

Jade

Colors: Green

Special: —

help with love, long life

Jasper (Chalcedony)

Colors: opaque red, sometimes yellow, green and greyish-blue [green (translucent), various (with veins?)]

Special: Ribbon (colors in stripes)

brings rain, drives away evil spirits, protects from bites of venomous creatures

Jet (Organic)

Colors: black?

Special: —

Luck

Lapis Lazuli

Colors: Blue (w/ little golden spots)

Special: —

cures melancholy

Loadstone

Colors: lustrous grey to black

Special: —

Polar magnetism (repel itself, attract iron)

Malachite

Colors: green, luster is glassy, silky, adamantine or dull, translucency varies to opaque.

Special: —

helps infants sleep, protects them from evil spirits.

Moonstone (Feldspar)

Colors: milky bluish sheen (feldspar)

Special: —

luck

Onyx (Chalcedony)

Colors: Red, white, green, black in parallel, regular bands (same as Agate, but with parallel & regular bands)

Special: —

cools passion

Opal (Opal)

Colors: Rich iridescence with colors shifting through red green and blue.

Special: —

Luck

Oriental Emerald (Corundum)

Colors: transparent green

Special:

Luck

Ossynian Emerald (Tourmaline)

Colors: glassy luster green

Special:

Luck

Ossynian Ruby (Tourmaline)

Colors: glassy luster red and pink

Special:

Luck

Ossynian Sapphire (Tourmaline)

Colors: glassy luster blue

Special:

Luck

Pearl (Organic)

Colors: milky white

Special: —

Luck

Peridot (Olivine)

Colors: transparent yellow-green to olive-green

Special: —

Luck

Pyrites

Colors: Metallic yellow

Special: —

magical aid, suitable for magic charms

Pyrope (Garnet)

Colors: deep red to near black

Special:

asdf

Rock Crystal (Quartz)

Colors: colorless, translucent white

Special: —

Luck

Ruby (Corundum)

Colors: Red

Special: Star

protection, brings peace

Star:

Sapphire (Corundum)

Colors: transparent blue, cornflower blue to paler to metallic luster to dark blue approaching black (also blue-grey to grey to white, especially with distinct stars)

Special: Star

Weight: (huge, up to 543 carats)

protects from envy, poison antidote

Star: proof against all black magic

Sard (Chalcedony)

Colors: brownish red to deep red (by lighting)

Special: —

protects against incantations and sorcery

Sardonyx (Chalcedony)

Colors: parallel layers of sard (green) or carnelian (red) alternating with bands of onyx (black?) or chalcedony (white)

Special: —

Luck

Satin Spar (Gypsum)

Colors: Gold-yellow, salmon

Special: —

Weight: (fibrous, so spar)

Luck, protection

Other: soft enough to scratch with thumbnail

Schorl (Tourmaline)

Colors: glassy luster black

Special:

Luck

Serpentine

Colors: translucent green (w/ streaks or veins of white), reddish, yellowish, black or nearly white; greasy or silky luster

Special: —

Weight: (can be granular, fibrous or foliated)

protects against bites of venomous creatures

Spessartite (Garnet)

Color: orange-yellow to violet red

Special:

asdf

Spinel (Spinel)

Colors: transparent red, blue or green

Special:

Luck

Tanzanite (Epidote)

Colors: transparent (rich violet-blue when heated)

Special:

asdf

Topaz (Quartz)

Colors: canary-yellow, orange-yellow, pale blue or green, pink, gold-brown or sherry-brown, and colorless (heated to rich sky blue)

Special: color depends on angle

Weight: to thousands of carats

asdf

Tourmaline (Tourmaline)

Colors: blue, red, pink, green, brown, yellow and black; colorless (heated to lighten or enrich color)

Special: color depends on angle, cat's eye

asdf

Turquoise

Colors: opaque, waxy luster; color from greenish grey to sky-blue [Blue to greenish-blue? (fades w/ time?)]

Special: —

Protects from injuries from falling, protects horses

Note: exposure changes color to an ugly green

Uvarovite (Garnet)

Colors: bright green

Special:

Rare and small

Zircon (Zircon)

Colors: silver-grey

Special: —

Luck

REFEREE

Running a game is no easy task. It requires skill and work to do well. An understanding of the rules is a must: the referee will have to interpret the rules and make rule decisions when, inevitably, something comes up that is not covered by the rules. It takes work to read through the rules and investigate their nooks and crannies. And the rules of *Rune Master* are extensive.

The Game World

Before a game starts it is the referee's responsibility to establish a world where the game will take place. Often the referee will create this world or make use of an existing one, such as *Forgotten Realms*™ by Wizards of the Coast. However, one or more of the players may create the world. The only requirement is that the referee be familiar and comfortable with the world as they will have to be making behind the scenes decisions.

It is highly recommended that a novice referee use some pre-existing world rather than try to create his own. World-building is a *lot* of work and it just makes sense to build on top of the achievements of others—"on the shoulders of giants" was an old phrase when Sir Isaac Newton used it to point out his work was built on that of others.

The Campaign

It is also the referee's responsibility to come up with a campaign. Although, strictly speaking, this is not necessary in practical terms it helps a lot. Without a defined campaign the game is likely to meander and be much less fun than it would otherwise be. So what exactly is this "campaign" that a referee needs?

A campaign is an overall theme and direction for the events of the game. It does not spell out the exact events of any given game session, but it does cover in a general way the major events.

Although the game world will have been defined they are generally big places. Where will the events of the game take place? When will the events of the game take place? What kinds of difficulties will the characters be facing? Why will

they be facing them?

The events of a game might be (generally) limited to a particular kingdom. The difficulties might be fighting off an invasion by orcs and goblins, organized by a powerful shaman. The characters could be involved because they are agents of the king, or because their village was destroyed by goblins, or some combination of the two.

The "when" of a campaign is usually easy: everything is defined in terms of the present. But in many cases the when requires a decision. For example, if the campaign setting is Katherine Kurtz's *Deryni* there is a whole timeline to choose from for placing the campaign.

Because *Rune Master* is a generalized game system it must be adapted to the game world and campaign setting. For many "generic" medieval fantasy campaigns there won't be any adaptation necessary, but often times there will be some amount of adaptation required. If the setting is Edgar Rice Burrough's *Barsoom* then it will be necessary to describe the martians and the various creatures in game terms. Or, to take a less extreme example, if the game is set in Arthurian England the players may be restricted to having human characters.

Starting the Game

Okay, you have picked, adapted or built a game world and devised a campaign. What's next? Generating the characters, of course. But before the game can actually start there needs to be a starting point.

In some cases this will be provided by the nature of the campaign, but not always. It isn't necessarily important where the game starts, but it must have some jumping off point.

Although it can be fun roleplaying the player characters' first encounter it can also be difficult and awkward. The players usually aren't settled into their roles and are just getting a feel for the game. For this reason it is often good to have a prologue which explains why the player characters are together and what they are doing.

...and running the game

And it is important that the player characters

(collectively referred to as the “group” or “party”) be together. If the party is separated it is a lot more work for the referee to keep track of the separate story threads and keep them synchronized. And it also means that play is taken in turns as the referee deals with each story thread. Although there is some attraction to voyeurism, most players will find this boring. They want to do something, afterall, and usually this requires interaction with the referee.

Preparing for the Game

The session-to-session play can be extemporized, but having a game plan for a session helps in several ways. One, it speeds things up which reduces boredom as the referee tries to determine what happens next. Two, it improves consistency as mistakes are less likely when the referee has time to think about things. Three, it improves play quality because you have time to develop good ideas.

In essence, game preparation is time-shifting. Instead of spending in-game time making decisions and coming up with descriptions you do it between games. To drive the point home, this takes time. Everyone has limits on their time, but the more time spent preparing for the game the better it will be. However, preparation time should never be at the expense of actually playing—what use is five years of preparation if no one is interested any more?

So what needs to be done to prepare for a game? Basically fleshing out ideas from the campaign. If the party is travelling to a village ask yourself: do you have a street map of the village? Where are the stores? Do you know what goods are available for purchase? How much do they cost? Where is the village headman’s house? Are the fields tilled? How far out do the fields extend? What crops are being grown, or are the fields fallow? How will the villagers react to the arrival of the party?

Some of these questions may not be pertinent and some may be easily answered. With some thought others can easily be asked. Some may never come up in play and the trick is to identify the important questions before hand and come up with as much detail as necessary. To a great extent the questions to ask depends on the campaign and players in question—there is no one correct answer.

Gaming supplements are invaluable in this

regard. Even if they are for a particular campaign setting other than your own they can often be adapted. Unfortunately *The Free City of Haven* (simply the best detailing of a city, even if it was only two-thirds completed) is no longer in print, but it is conceivable to find a used copy. Publishers past and present include Metagaming, Flying Buffalo Inc., Chaosium, TSR, Wizards of the Coast, Midkemia Press, White Wolf, Palladium, Judges Guild, Steve Jackson Games and Game Lords—to name but a few.

There are also other products which, while not directly gaming aids, can be invaluable supplements. If the campaign is based on Anne McCaffrey’s *Dragon Riders of Pern* novels then *The Atlas of Pern* by Karen Wynn Fonstad is a must-have. However, keep in mind that books like this can be incredibly useful no matter what your game world is. For a game based on Tolkien’s Middle Earth there are the *MERP* products published by Iron Crown Enterprise, but there are many other useful publications, such as *The Tolkien Reader*, as well due to Tolkien’s continuing popularity.

Scenarios

A campaign refers generally to an on-going game. A game session is a particular meeting of players in which they play. A game scenario is a particular issue that is resolved over one or more game sessions. This is roughly analogous to a TV show episode where each showing is a session, but some episodes take two or more shows to conclude.

Scenarios often, but not always, pertain to the campaign. A scenario about saving a village from bandits could be part of a campaign to drive orcs out of the kingdom or to find the holy grail.

Just as with a TV episode there is a hook, some reason for the protagonist to take part. In a roleplaying game the hook must be convincing or the players may choose to pass it on by. If they do then you have to “wing it” for the game session, but the effort put into the scenario need not go wasted.

To get the players to go along with it may simply require a different hook or different timing. The details of the scenario can also be cannibalized for use in other scenarios. However, don’t try to force the players into a scenario they don’t want to

participate in. Heavy handed tactics make it harder to stay involved in a game and reduce the enjoyment.

Just as there are game supplements detailing towns there are also game supplements detailing scenarios. These can be more work to adapt for a particular game than a simple regional supplement, but at the least they can serve as a basis for your own scenarios.

Another source for scenario ideas are TV shows. While books and movies can be used as well they tend to be complete rather than episodic: at the end of the novel everything is different and changed. Think about it, how much fun would it be to play Sam Gamgee after his return to the Shire at the end of the *Lord of the Rings*? How is any further adventure going to compare to his journey to Mount Doom? On the other hand the Xena episode *The Crusader* offers an obvious antagonist (the slaver and his men) while giving a complication (dealing with the mentally unstable ally, Najara).

Not that a game should be static, but if the player characters have to save the world every session it starts to lose appeal. Keep scenarios focused on the day-to-day adventuring and leave the saving of the world for the campaign's climax.

Adjusting Fire

One of the most important things to remember when running a game is that these rules are merely guidelines, including this statement. Although a substantial amount of effort has been put into defining and refining rules no finite rules set will cover every possibility. Don't be afraid to bend or break the rules if the situation calls for it. But don't be afraid to rely on the authority of the rules if questioned by a rebellious player.

Once you alter the rules you create a grey area and players, who have vested interests in what and how things happen in the game, will sometimes argue points. Handling this requires a balance. One, players won't participate if they aren't having fun—any decision needs to preserve the fun factor. But if nothing is difficult there are no challenges to overcome and the game becomes an exercise in book keeping which isn't particularly fun either. The

following points provide a good basis for making decisions.

1. How significant is the point in question? Unless it is critical to the outcome defer the question until later.

2. Don't argue during the game. If a player disagrees with a ruling let them know the disagreement is noted, but defer any argument until after the game is over.

3. Fairness and consistency are paramount. Ask yourself, or the players, if the ruling should be applied equally to player characters, non-player characters and monsters. If not, the ruling is probably not fair. If a ruling is made once it should be applied consistently.

Simplifying the Rules

One way to adjust the rules is to simplify them. The *Rune Master* rules are lengthy and with a lot of detail. If some of this detail is not necessary in a game then removing it can speed things up. For example, if the campaign is focused on diplomacy then the combat rules may be too detailed for what is needed.

Although the level of detail provided in the rules allows for accurate and precise handling of combat that detail would be superfluous and, even worse, if the players aren't well acquainted with the rules play would slow down with constant questions and rules consultations. So what to do? For very simple combat omit fumbles and levels of success: each attack, parry or dodge is reduced to a determination of success or failure. A character's SR could always be the base calculated SR with ordering of actions going from highest to lowest with only one action allowed in each round. These changes have a serious impact on balance, but as long as the adjustments are clear and applied consistently that really isn't a problem.

As another example, the campaign may be multi-lingual but the level of detail provided by the language rules may be an excessive burden if language differences and difficulties is of little interest. In such a case the rules can be simplified as follows.

At rank 0 the character may know a word or two but cannot understand or speak the language. If they

listen they get no information.

At rank 1 the character can get by on a day-to-day basis (purchase equipment, find the bathroom, alert others to danger), but cannot converse. No chatting or discussion.

At rank 2 the character is able to talk and converse normally. Composing or giving speeches is out of the question however.

At rank 3 the character can compose and deliver speeches and has sufficient command of the language for writing original works (discourse on a technical or philosophical subject, or even fictional narrative).

There would be no real differentiation for rank 4 or rank 5 relative to rank 3, other than the ability to write in more obtuse and elevated ways, but then again in this simplified approach language detail was not desired.

The foregoing simplification is based on an understanding of the language rules and is not authoritative itself. The same applies to the suggested abbreviation of combat. Any portion of these rules can be simplified in a like manner, though in all cases detail, accuracy and balance are lost. Whether what is lost is of importance in a particular campaign is another matter, but some thought should go into how the rules are modified.

Fudging

Either through a series of poor decisions or an especially bad roll of the dice a player character's life is on the line—what do you do? A hard-hearted referee will allow them to take the consequences. After all, they take good consequences. A soft-hearted referee will be tempted to “fudge” and either soften or altogether remove the negative consequences. Which is the right approach? Is there a right approach?

Fudging rolls is generally a bad idea because it removes the challenge. If the player character's can't fail then there is no risk. “Nothing ventured, nothing gained,” applies here. But if the players don't enjoy the game then why play?

As much as there is a question it becomes finding the line between enjoyment and discouragement. But, as with most decisions in a game, this kind is best made when there is time to fully weigh

it—before the game is in session. *The best course is to not force the players into such dire situations, but allow them to make choices.* This does not mirror real life where bad things often happen unexpectedly, but this is a game—an entertaining diversion from real life.

One of the responsibilities of the referee is balancing not just the risk and reward, but also the degree of risk. And here risk includes to the enjoyment of the game. Puzzles are an example of something that is much riskier than it may appear at first glance.

Binary Situations

A binary situation is one in which there are two alternatives with no grey area between them. The problem with the vast majority of puzzles is that either the players will solve them or they won't. This is not necessarily a bad thing, but it is risky because it is all or nothing.

For a perfect example we need look no farther than the movie *Labyrinth*. At one point Sarah is confronted with two doors of which she must choose one. One door leads to the castle (her goal) while the other leads to certain death. The doors can talk, but obey the rules of a classic riddle: one always tells the truth while the other lies. From this information alone Sarah must choose the correct door. This works in the movie because the question isn't whether or not she will answer the riddle, but the interchange between her and the doors, the delivery of lines and so on. Of course she answers the riddle correctly or the movie would have been much shorter.

In a game that “or” can be quite a specter. Unless it is the end of the campaign it probably isn't a good idea to put the player characters into life-or-death binary situations. In the realm of gaming the players will either know the answer to the riddle, in which case there is no challenge, or they don't and will most likely resort to randomly choosing a door. (Actually, they will probably try to subvert the riddle situation, but if the situation is truly binary that will fail.)

Disguised Binary Situations

A similar problem is where the situation doesn't seem binary, but in game terms works out that way.

For example, the campaign may involve solving a riddle. If the riddle can be solved in pieces it may not seem binary, but if the campaign can only be successfully concluded if each piece of the riddle is solved then it is, in fact, a binary situation.

The difficulty of binary situations is in how they are employed—here the difficulty is in recognizing them for what they are. To a great extent experience is how they can be identified, but there are some sign posts.

Multiple steps or stages are still binary if the final result is either complete success or complete failure.

Single Choice

Sometimes single choice situations are obvious and sometimes they are more difficult to recognize than disguised binary situations. Many times a single choice situation is perfectly fine, but sometimes it is not.

A single choice is rarely good if it is being used to force the player characters down a given path. The players will resent being forced and this can lead to sticky situations. The critical point here is the forcing: if the players would choose the sole presented option anyway there is rarely any issue.

More commonly the situation appears to present many options, but in game terms there is only one real choice. It takes experience with gaming and an understanding of the players to recognize these and what it is that narrows the options.

Commerce

Although the presented prices and rules for varying them have been carefully thought out they by no means present a complete economic model. This is normally not an issue, but it may be that enterprising characters notice a way of abusing the prices you use in a game to their benefit: namely making a lot of money.

If this is a one time event and the amount of money made is not truly excessive this is of little moment. After all, it is easy enough to later fleece the player characters if necessary. But what to do if they are in a repeatable situation and as referee you feel beholden to consistency?

First make sure that you have really covered the

costs involved. Second, verify that a market actually exists for the goods. Third, if the costs really *are* out of whack then the other merchants will adjust their prices accordingly. Fourth, make sure the players know that the presented prices and methods are advisory and incomplete. If they plan on playing the game as one of commerce that is all well and good—and can be a lot of fun—but extra care will need to be taken with the economics of the situation.

Note that just because the players happen to have an item they are willing to sell that according to the pricing rules would carry a high value does not mean that anyone has the money to make the purchase or is even interested in the purchase at all. In general there are two circumstances: the players are importing goods below cost or the players are producing goods below cost.

Finally, a particularly successful business is going to attract attention. This could be anything from bandits on the road to avaricious lords inventing taxes or some other excuse to seize goods and property to jealous competitors taking action. All of these are historically accurate consequences—in medieval Europe it was customary to fleece Jewish businessmen periodically.

Importing Goods

How are the goods being transported? If beasts of burden are involved are they being fed? Are they being cared for? Every beast of burden requires care and upon occasion one will get sick or be injured required further care or even being put down. Either way it adds up to expense. If wagons or carts are used there is wear and tear to consider. Modern vehicles on modern roads do pretty well, but you still have to change the tires periodically to avoid a blow out.

Medieval transportation did not use pneumatic tires so blow outs aren't an issue, but they are less durable than modern tires and are not being used on modern roads. The solid wheels wear and fall apart. Axles break. If the wagon has springs for a suspension it is important to remember that the steel used to make them is not of the same quality as modern spring steel and will grow brittle and break. In short, there is a lot of maintenance cost in transpor-

tation, not just a fixed up front cost. While it may be reasonable to overlook in a heroic adventure it is an important detail in one based on economics and running businesses.

There are very likely to be tolls at various points along the transportation route, and taxes at layover cities. Commerce *is* lucrative and not just for the merchant. Whether an incorporated township or ruled by an autocratic lord each town of note may well levy some form of tax.

At the final destination there is almost certainly going to be a tax for bringing goods to sale in town, and if not that then a tax on sales. But most likely there will be a tax on bringing goods for sale into the city as well as annual taxes on sales or merchandise. Having clear, verifiable records is imperative to reduce the ability of the local tax officer in levying higher rates. If the character is not an accountant and spending considerable time maintaining the books then he needs to employ someone to do so. And trust them not to steal a bit on the side through fund diversion.

Producing Goods

There are more than just the trivially obvious costs involved in producing goods, like the equipment to make them and the raw materials to turn into finished goods. There are likely to be consumables that do not end up in the finished good, but are required for production. These range from the charcoal to fire a potter's kiln to the oil keeping the workshop lit at night.

And any workshop is going to need maintenance. There will be leaks that may ruin raw materials or finished goods. There may be robberies. In many locales land is always owned by the aristocracy or government resulting in mandatory land rents even for nominal property owners.

The privilege of doing business is just that—a privilege and not a right. The requirements to gain the privilege depend on the region and circumstances. It may simply be forbidden for those not of the correct caste. It may be regulated by a guild that charges for membership and can arbitrarily deny applications.

Passage of Time

The more detail and individual items are addressed the slower time will pass in the game. Pacing is individual and can vary substantially even during a single session. But fast or slow there are certain sign posts and markers: the phases of the moon and the march of the year.

In the ancient world the equinoxes and solstices marked the passing of the seasons. The summer solstice marked midsummer while the winter solstice marked midwinter. The vernal equinox marked the middle of spring and the autumnal equinox that of fall. At some point these season definitions changed and in the United States the winter solstice is considered to mark the beginning of winter. These rules follow the ancient conventions and Shakespeare's *Midsummer Night's Dream* occurs when it is supposed to: on the eve of the summer solstice.

Lunar Cycle

The phases of the moon are an even more complicated subject for the length of a lunar month varies with an average length of 29½ days. One way of dealing with this is to roll a single die to determine month length: if the roll is odd it is 29 days in length, otherwise it is 30. When consulting the lunar phase table a 29 day month skips either day 9 or day 24. Though not strictly accurate it should serve well enough for game purposes.

The time of moon rise, set and zenith can be approximated by consulting a table and, optionally, rolling for the variance.

Solar Cycle































The sun rises and sets at different times depending on time of year and latitude. A table of approximate times is provided for 40°, 50°, 60° and 70° North latitude. 40° North latitude is about right for southern Europe. Most of Europe is near 50° North latitude.

The times given are for full dark, twilight, false light and rise/set. These are intentionally given in approximately ten day spans with the time rounded to the nearest quarter hour. This allows them to be roughly correct from year to year and with some leeway in latitude. The dates and times for the longest days, shortest days and equal days are given exactly as they may have special significance. It































should be noted that the actual days and times will vary from year to year.

The vernal equinox is usually 20 March or 21 March, the summer solstice is usually 20 June or 21 June, the autumnal equinox is usually 22 September or 23 September and the winter solstice is usually 21 December or 22 December.

| Sun Rise/Set | | | | | | | | | |
|--------------|--------|-------|----------|-------|---------|--------|------------------|-------|-------|
| Month | Timing | Dark | Twilight | False | Sunrise | Sunset | Evening Twilight | Dark | |
| January | Early | 05:45 | 06:15 | 07:00 | 07:30 | 17:00 | 17:30 | 18:00 | 18:30 |
| | Mid | 05:45 | 06:15 | 07:00 | 07:15 | 17:15 | 17:45 | 18:15 | 18:45 |
| | Late | 05:45 | 06:15 | 06:45 | 07:15 | 17:30 | 17:45 | 18:30 | 19:00 |
| February | Early | 05:45 | 06:15 | 06:45 | 07:15 | 17:30 | 18:00 | 18:30 | 19:00 |
| | Mid | 05:30 | 06:00 | 06:30 | 07:00 | 17:45 | 18:15 | 18:45 | 19:15 |
| | Late | 05:15 | 05:45 | 06:15 | 06:45 | 18:00 | 18:15 | 19:00 | 19:15 |
| March | Early | 05:00 | 05:30 | 06:15 | 06:30 | 18:00 | 18:30 | 19:00 | 19:30 |
| | Mid | 04:45 | 05:15 | 05:45 | 06:15 | 18:15 | 18:45 | 19:15 | 19:45 |
| | Late | 04:30 | 05:00 | 05:30 | 06:00 | 18:30 | 18:45 | 19:30 | 20:00 |
| April | Early | 04:15 | 04:45 | 05:16 | 05:45 | 18:30 | 19:00 | 19:30 | 20:00 |
| | Mid | 04:00 | 04:30 | 05:00 | 05:30 | 18:45 | 19:15 | 19:45 | 20:15 |
| | Late | 03:45 | 04:15 | 04:45 | 05:15 | 19:00 | 19:15 | 20:00 | 20:30 |
| May | Early | 03:30 | 04:00 | 04:45 | 05:00 | 19:00 | 19:30 | 20:00 | 20:45 |
| | Mid | 03:15 | 03:45 | 04:30 | 05:00 | 19:15 | 19:45 | 20:15 | 21:00 |
| | Late | 03:00 | 03:45 | 04:15 | 04:45 | 19:15 | 19:45 | 20:30 | 21:15 |
| June | Early | 02:45 | 03:30 | 04:15 | 04:45 | 19:30 | 20:00 | 20:30 | 21:15 |
| | Mid | 02:45 | 03:30 | 04:15 | 04:45 | 19:30 | 20:00 | 20:45 | 21:30 |
| | Late | 02:45 | 03:30 | 04:15 | 04:45 | 19:30 | 20:00 | 20:45 | 21:30 |
| July | Early | 03:00 | 03:45 | 04:15 | 04:45 | 19:30 | 20:00 | 20:45 | 21:30 |
| | Mid | 03:00 | 03:45 | 04:30 | 05:00 | 19:30 | 20:00 | 20:30 | 21:15 |
| | Late | 03:15 | 04:00 | 04:30 | 05:00 | 19:15 | 19:45 | 20:30 | 21:00 |
| August | Early | 03:30 | 04:15 | 04:45 | 05:15 | 19:15 | 19:45 | 20:15 | 21:00 |
| | Mid | 03:45 | 04:15 | 05:00 | 05:30 | 19:00 | 19:30 | 20:00 | 20:30 |
| | Late | 04:00 | 04:30 | 05:00 | 05:30 | 18:45 | 19:15 | 19:45 | 20:15 |
| September | Early | 04:15 | 04:45 | 05:15 | 05:45 | 18:30 | 19:00 | 19:30 | 20:00 |
| | Mid | 04:15 | 04:45 | 05:15 | 05:45 | 18:15 | 18:45 | 19:15 | 19:45 |
| | Late | 04:30 | 05:00 | 05:30 | 06:00 | 18:00 | 18:30 | 19:00 | 19:30 |
| October | Early | 04:45 | 05:15 | 05:45 | 06:00 | 17:45 | 18:15 | 18:45 | 19:15 |
| | Mid | 04:45 | 05:15 | 05:45 | 06:15 | 17:30 | 18:00 | 18:30 | 19:00 |
| | Late | 05:00 | 05:30 | 06:00 | 06:30 | 17:15 | 17:45 | 18:15 | 18:45 |
| November | Early | 05:00 | 05:45 | 06:15 | 06:30 | 17:00 | 17:30 | 18:00 | 18:30 |
| | Mid | 05:15 | 05:45 | 06:15 | 06:45 | 17:00 | 17:15 | 17:45 | 18:30 |
| | Late | 05:30 | 06:00 | 06:30 | 07:00 | 16:45 | 17:15 | 17:45 | 18:15 |
| December | Early | 05:30 | 06:00 | 06:45 | 07:00 | 16:45 | 17:15 | 17:45 | 18:15 |
| | Mid | 05:45 | 06:15 | 06:45 | 07:15 | 16:45 | 17:15 | 17:45 | 18:30 |
| | Late | 05:45 | 06:15 | 07:00 | 07:15 | 17:00 | 17:30 | 18:00 | 18:30 |

| Moon Rise/Set | | | | | | | | | | Moon Shift | | |
|---|-----|---------|--------|-----------|---|-------------|------|--------|-----|------------|------|------|
| Phase | Day | Rise | Zenith | Set | Phase | Day | Rise | Zenith | Set | 1d8 | Rise | Set |
|  | 1 | r | n | s |  | 16 | s | m | s | 1 | -1 | -3/4 |
|  | 2 | r+1 | n+1 | s+1 |  | 17 | s+1 | m+1 | r+1 | 2 | -3/4 | -1/2 |
|  | 3 | r+2 | n+2 | s+2 |  | 18 | s+2 | m+2 | r+2 | 3 | -1/2 | -1/4 |
|  | 4 | r+3 | n+3 | s+3 |  | 19 | s+3 | m+3 | r+3 | 4 | -1/4 | 0 |
|  | 5 | n-3 | s-3 | m-3 |  | 20 | m-3 | r-3 | n-3 | 5 | 0 | +1/4 |
|  | 6 | n-2 | s-2 | m-2 |  | 21 | m-2 | r-2 | n-2 | 6 | +1/4 | +1/2 |
|  | 7 | n-1 | s-1 | m-1 |  | 22 | m-1 | r-1 | n-1 | 7 | +1/2 | +3/4 |
|  | 8 | n | s | m |  | 23 | m | r | n | 8 | +3/4 | +1 |
|  | 9 | n | s | m |  | 24 | m | r | n | | | |
|  | 10 | n+1 | s+1 | m+1 |  | 25 | m+1 | r+1 | n+1 | | | |
|  | 11 | n+2 | s+2 | m+2 |  | 26 | m+2 | r+2 | n+2 | | | |
|  | 12 | n+3 | s+3 | m+3 |  | 27 | m+3 | r+3 | n+3 | | | |
|  | 13 | s-3 | m-3 | r-3 |  | 28 | r-3 | n-3 | s-3 | | | |
|  | 14 | s-2 | m-2 | r-2 |  | 29 | r-2 | n-2 | s-2 | | | |
|  | 15 | s-1 | m-1 | r-1 |  | 30 | r-1 | n-1 | s-1 | | | |
| r: sunrise | | n: noon | | s: sunset | | m: midnight | | | | | | |

To find the time for moonrise or moonset use the phase of the moon to find the base time as an offset from sunrise, noon, sunset or midnight. Then roll 1d8 on the Moon Shift table to find the adjustment. The moonrise and moonset times are rolled for and adjusted separately; the average of the offsets is applied to find the zenith time. Generally, the moon will rise the next day about an hour later though sometimes it is half an hour or less. Please note that the lunar cycle is far too complicated to model this simply: these rules are not meant to be accurate but to yield quick results suggestive of the real world.

| Lunar Illumination | | | | | | | | | | | |
|---|-----|------|-----|-----|--------|---|-----|------|-----|-----|--------|
| Phase | Day | Rise | Low | Sky | Zenith | Phase | Day | Rise | Low | Sky | Zenith |
|  | 1 | — | — | — | — |  | 16 | -6 | -5 | -4 | -3 |
|  | 2 | -10 | -9 | -8 | -7 |  | 17 | -6 | -5 | -4 | -3 |
|  | 3 | -9 | -8 | -7 | -6 |  | 18 | -6 | -5 | -4 | -3 |
|  | 4 | -9 | -8 | -7 | -6 |  | 19 | -6 | -5 | -4 | -3 |
|  | 5 | -8 | -7 | -6 | -5 |  | 20 | -7 | -6 | -5 | -4 |
|  | 6 | -8 | -7 | -6 | -5 |  | 21 | -7 | -6 | -5 | -4 |
|  | 7 | -8 | -7 | -6 | -5 |  | 22 | -7 | -6 | -5 | -4 |
|  | 8 | -7 | -6 | -5 | -4 |  | 23 | -7 | -6 | -5 | -4 |
|  | 9 | -7 | -6 | -5 | -4 |  | 24 | -7 | -6 | -5 | -4 |
|  | 10 | -7 | -6 | -5 | -4 |  | 25 | -8 | -7 | -6 | -5 |
|  | 11 | -7 | -6 | -5 | -4 |  | 26 | -8 | -7 | -6 | -5 |
|  | 12 | -7 | -6 | -5 | -4 |  | 27 | -8 | -7 | -6 | -5 |
|  | 13 | -6 | -5 | -4 | -3 |  | 28 | -9 | -8 | -7 | -6 |
|  | 14 | -6 | -5 | -4 | -3 |  | 29 | -9 | -8 | -7 | -6 |
|  | 15 | -6 | -5 | -4 | -3 |  | 30 | -10 | -9 | -8 | -7 |

20° North

| <i>Month</i> | <i>Timing</i> | <i>Dark</i> | <i>Twilight</i> | <i>False</i> | <i>Rise</i> | <i>Set</i> | <i>Evening Twilight</i> | <i>Dark</i> | |
|--------------|---------------|-------------|-----------------|--------------|-------------|------------|-------------------------|-------------|-------|
| January | Early | 05:15 | 05:45 | 06:15 | 06:30 | 17:30 | 18:00 | 18:30 | 19:00 |
| | Middle | 05:15 | 05:45 | 06:15 | 06:45 | 17:45 | 18:00 | 18:30 | 19:00 |
| | Late | 05:15 | 05:45 | 06:15 | 06:30 | 17:45 | 18:15 | 18:45 | 19:00 |
| February | Early | 05:15 | 05:45 | 06:15 | 06:30 | 18:00 | 18:15 | 18:45 | 19:15 |
| | Middle | 05:15 | 05:45 | 06:00 | 06:30 | 18:00 | 18:15 | 18:45 | 19:15 |
| | Late | 05:15 | 05:30 | 06:00 | 06:30 | 18:00 | 18:30 | 18:45 | 19:15 |
| March | Early | 05:00 | 05:30 | 06:00 | 06:15 | 18:00 | 18:30 | 19:00 | 19:15 |
| | Middle | 05:00 | 05:15 | 05:45 | 06:15 | 18:15 | 18:30 | 19:00 | 19:30 |
| | Late | 04:45 | 05:15 | 05:30 | 06:00 | 18:15 | 18:30 | 19:00 | 19:30 |
| April | Early | 04:30 | 05:00 | 05:30 | 05:45 | 18:15 | 18:30 | 19:00 | 19:30 |
| | Middle | 04:30 | 05:00 | 05:15 | 05:45 | 18:15 | 18:45 | 19:00 | 19:30 |
| | Late | 04:15 | 04:45 | 05:15 | 05:30 | 18:15 | 18:45 | 19:15 | 19:45 |
| May | Early | 04:15 | 04:45 | 05:00 | 05:30 | 18:30 | 18:45 | 19:15 | 19:45 |
| | Middle | 04:00 | 04:30 | 05:00 | 05:30 | 18:30 | 18:45 | 19:15 | 19:45 |
| | Late | 04:00 | 04:30 | 05:00 | 05:15 | 18:30 | 19:00 | 19:30 | 20:00 |
| June | Early | 04:00 | 04:30 | 05:00 | 05:15 | 18:30 | 19:00 | 19:30 | 20:00 |
| | Middle | 04:00 | 04:30 | 05:00 | 05:15 | 18:45 | 19:00 | 19:30 | 20:00 |
| | Late | 04:00 | 04:30 | 05:00 | 05:15 | 18:45 | 19:00 | 19:30 | 20:00 |
| July | Early | 04:00 | 04:30 | 05:00 | 05:30 | 18:45 | 19:00 | 19:30 | 20:00 |
| | Middle | 04:00 | 04:30 | 05:00 | 05:30 | 18:45 | 19:00 | 19:30 | 20:00 |
| | Late | 04:15 | 04:45 | 05:15 | 05:30 | 18:45 | 19:00 | 19:30 | 20:00 |
| August | Early | 04:15 | 04:45 | 05:15 | 05:30 | 18:30 | 19:00 | 19:30 | 20:00 |
| | Middle | 04:15 | 04:45 | 05:15 | 05:45 | 18:30 | 18:45 | 19:15 | 19:45 |
| | Late | 04:30 | 05:00 | 05:00 | 05:45 | 18:15 | 19:00 | 19:15 | 19:30 |
| September | Early | 04:30 | 05:00 | 05:30 | 05:45 | 18:15 | 18:30 | 19:00 | 19:30 |
| | Middle | 04:30 | 05:00 | 05:30 | 05:45 | 18:00 | 18:30 | 18:45 | 19:15 |
| | Late | 04:30 | 05:00 | 05:30 | 05:45 | 18:00 | 18:15 | 18:45 | 19:00 |
| October | Early | 04:45 | 05:00 | 05:30 | 05:45 | 17:45 | 18:00 | 18:30 | 19:00 |
| | Middle | 04:45 | 05:00 | 05:30 | 06:00 | 17:30 | 18:00 | 18:30 | 18:45 |
| | Late | 04:45 | 05:15 | 05:30 | 06:00 | 17:30 | 17:45 | 18:15 | 18:45 |
| November | Early | 04:45 | 05:15 | 05:45 | 06:00 | 17:30 | 17:45 | 18:15 | 18:45 |
| | Middle | 04:45 | 05:15 | 05:45 | 06:15 | 17:15 | 17:45 | 18:15 | 18:30 |
| | Late | 05:00 | 05:30 | 05:45 | 06:15 | 17:15 | 17:45 | 18:15 | 18:30 |
| December | Early | 05:00 | 05:30 | 06:00 | 06:15 | 17:15 | 17:45 | 18:15 | 18:45 |
| | Middle | 05:15 | 05:30 | 06:00 | 06:30 | 17:30 | 17:45 | 18:15 | 18:45 |
| | Late | 05:15 | 05:45 | 06:15 | 06:30 | 17:30 | 17:45 | 18:15 | 18:45 |

Vernal Equilux: March 15, 06:09–18:09

Summer Days: June 20, 05:21–18:42 (span of three days have the same length)

Autumnal Equilux: September 29, 05:50–17:50

Winter Nights: December 28, 06:33–17:29 (span of three days have the same length)

40° North

| Month | Timing | Dark | Twilight | False | Rise | Set | Evening Twilight | Dark |
|-----------|--------|-------|----------|-------|-------|-------|------------------|-------|
| January | Early | 05:45 | 06:15 | 06:45 | 07:15 | 16:45 | 17:15 | 18:00 |
| | Middle | 05:45 | 06:15 | 06:45 | 07:15 | 17:00 | 17:30 | 18:00 |
| | Late | 05:45 | 06:15 | 06:45 | 07:15 | 17:15 | 17:45 | 18:15 |
| February | Early | 05:30 | 06:00 | 06:30 | 07:00 | 17:30 | 17:45 | 18:30 |
| | Middle | 05:30 | 06:00 | 06:30 | 07:00 | 17:30 | 18:00 | 18:30 |
| | Late | 05:15 | 05:45 | 06:15 | 06:45 | 17:45 | 18:15 | 18:45 |
| March | Early | 05:00 | 05:30 | 06:00 | 06:30 | 18:00 | 18:30 | 19:00 |
| | Middle | 04:45 | 05:15 | 05:45 | 06:15 | 18:15 | 18:30 | 19:00 |
| | Late | 04:15 | 05:00 | 05:30 | 05:45 | 18:15 | 18:45 | 19:15 |
| April | Early | 04:00 | 04:30 | 05:15 | 05:30 | 18:30 | 19:00 | 19:30 |
| | Middle | 03:45 | 04:15 | 05:00 | 05:15 | 18:45 | 19:15 | 19:45 |
| | Late | 03:30 | 04:00 | 04:45 | 05:00 | 18:45 | 19:15 | 20:00 |
| May | Early | 03:15 | 03:45 | 04:30 | 05:00 | 19:00 | 19:30 | 20:00 |
| | Middle | 03:00 | 03:30 | 04:15 | 04:45 | 19:15 | 19:45 | 20:15 |
| | Late | 02:45 | 03:30 | 04:00 | 04:30 | 19:15 | 19:45 | 20:30 |
| June | Early | 02:30 | 03:15 | 04:00 | 04:30 | 19:30 | 20:00 | 20:45 |
| | Middle | 02:30 | 03:15 | 04:00 | 04:30 | 19:30 | 20:00 | 20:45 |
| | Late | 02:30 | 03:15 | 04:00 | 04:30 | 19:30 | 20:00 | 20:45 |
| July | Early | 02:30 | 03:30 | 04:00 | 04:30 | 19:30 | 20:00 | 20:45 |
| | Middle | 02:45 | 03:30 | 04:15 | 04:45 | 19:30 | 20:00 | 20:45 |
| | Late | 03:00 | 03:45 | 04:30 | 05:00 | 19:15 | 19:45 | 20:30 |
| August | Early | 03:15 | 04:00 | 04:30 | 05:00 | 19:15 | 19:45 | 20:15 |
| | Middle | 03:30 | 04:15 | 04:45 | 05:15 | 19:00 | 19:30 | 20:00 |
| | Late | 03:45 | 04:15 | 05:00 | 05:30 | 18:45 | 19:00 | 19:45 |
| September | Early | 04:00 | 04:30 | 05:00 | 05:30 | 18:30 | 18:45 | 19:30 |
| | Middle | 04:15 | 04:45 | 05:15 | 05:45 | 18:15 | 18:30 | 19:00 |
| | Late | 04:15 | 05:00 | 05:30 | 05:45 | 17:45 | 18:15 | 18:45 |
| October | Early | 04:30 | 05:00 | 05:30 | 06:00 | 17:30 | 18:00 | 18:30 |
| | Middle | 04:45 | 05:15 | 05:45 | 06:15 | 17:15 | 17:45 | 18:15 |
| | Late | 05:00 | 05:30 | 06:00 | 06:30 | 17:00 | 17:30 | 18:00 |
| November | Early | 05:00 | 05:30 | 06:00 | 06:30 | 17:00 | 17:15 | 18:00 |
| | Middle | 05:15 | 05:45 | 06:15 | 06:45 | 16:45 | 17:15 | 17:45 |
| | Late | 05:15 | 06:00 | 06:30 | 07:00 | 16:30 | 17:00 | 17:45 |
| December | Early | 05:30 | 06:00 | 06:30 | 07:00 | 16:30 | 17:00 | 17:45 |
| | Middle | 05:45 | 06:15 | 06:45 | 07:15 | 16:30 | 17:00 | 17:45 |
| | Late | 05:45 | 06:15 | 06:45 | 07:15 | 16:45 | 17:15 | 17:45 |

Vernal Equilux: March 17, 06:08–18:09

Summer Days: June 22, 04:32–19:32 (span of seven days have the same length)

Autumnal Equilux: September 25, 05:51–17:52

Winter Nights: December 22, 07:19–16:39 (span of thirteen days have the same length)

50° North

| <i>Month</i> | <i>Timing</i> | <i>Dark</i> | <i>Twilight</i> | <i>False</i> | <i>Rise</i> | <i>Set</i> | <i>Evening Twilight</i> | <i>Dark</i> | |
|--------------|---------------|-------------|-----------------|--------------|-------------|------------|-------------------------|-------------|-------|
| January | Early | 06:00 | 06:45 | 07:15 | 08:00 | 16:15 | 16:45 | 17:30 | 18:15 |
| | Middle | 06:00 | 06:30 | 07:15 | 07:45 | 16:30 | 17:00 | 17:45 | 18:30 |
| | Late | 05:45 | 06:30 | 07:00 | 07:45 | 16:45 | 17:15 | 18:00 | 18:45 |
| February | Early | 05:45 | 06:15 | 07:00 | 07:30 | 17:00 | 17:30 | 18:15 | 18:45 |
| | Middle | 05:30 | 06:00 | 06:45 | 07:15 | 17:15 | 17:45 | 18:30 | 19:00 |
| | Late | 05:00 | 05:45 | 06:15 | 07:00 | 17:30 | 18:00 | 18:45 | 19:30 |
| March | Early | 04:45 | 05:30 | 06:00 | 06:30 | 17:45 | 18:15 | 19:00 | 19:30 |
| | Middle | 04:15 | 05:00 | 05:45 | 06:15 | 18:00 | 18:45 | 19:15 | 20:00 |
| | Late | 04:00 | 04:30 | 05:15 | 05:45 | 18:30 | 19:00 | 19:30 | 20:15 |
| April | Early | 03:30 | 04:15 | 05:00 | 05:30 | 18:45 | 19:15 | 19:45 | 20:30 |
| | Middle | 03:00 | 03:45 | 04:30 | 05:00 | 19:00 | 19:30 | 20:15 | 21:00 |
| | Late | 02:30 | 03:30 | 04:15 | 04:45 | 19:15 | 19:45 | 20:30 | 21:30 |
| May | Early | 02:00 | 03:00 | 03:45 | 04:30 | 19:30 | 20:00 | 20:45 | 21:45 |
| | Middle | 01:30 | 02:45 | 03:30 | 04:15 | 19:45 | 20:15 | 21:15 | 22:30 |
| | Late | 00:45 | 02:15 | 03:15 | 04:00 | 20:00 | 20:30 | 21:30 | 23:15 |
| June | Early | — | 02:00 | 03:15 | 04:00 | 20:00 | 20:45 | 21:45 | — |
| | Middle | — | 02:00 | 03:00 | 03:45 | 20:15 | 21:00 | 22:00 | — |
| | Late | — | 02:00 | 03:15 | 03:45 | 20:15 | 21:00 | 22:00 | — |
| July | Early | — | 02:15 | 03:15 | 04:00 | 20:15 | 21:00 | 22:00 | — |
| | Middle | 00:45 | 02:30 | 03:30 | 04:15 | 20:00 | 20:45 | 21:45 | 23:15 |
| | Late | 01:30 | 02:45 | 03:45 | 04:30 | 19:45 | 20:30 | 21:15 | 22:30 |
| August | Early | 02:00 | 03:15 | 04:00 | 04:30 | 19:30 | 20:15 | 21:00 | 22:00 |
| | Middle | 02:45 | 03:30 | 04:15 | 04:45 | 19:15 | 19:45 | 20:30 | 21:30 |
| | Late | 03:00 | 03:45 | 04:30 | 05:15 | 19:00 | 19:30 | 20:15 | 21:00 |
| September | Early | 03:30 | 04:15 | 04:45 | 05:15 | 18:30 | 19:15 | 19:45 | 20:30 |
| | Middle | 03:45 | 04:30 | 05:00 | 05:30 | 18:15 | 18:45 | 19:30 | 20:00 |
| | Late | 04:00 | 04:45 | 05:15 | 06:00 | 17:45 | 18:15 | 19:00 | 19:30 |
| October | Early | 04:15 | 05:00 | 05:30 | 06:00 | 17:30 | 18:00 | 18:45 | 19:15 |
| | Middle | 04:30 | 05:15 | 05:45 | 06:30 | 17:00 | 17:45 | 18:15 | 19:00 |
| | Late | 05:00 | 05:30 | 06:15 | 06:45 | 16:45 | 17:15 | 18:00 | 18:30 |
| November | Early | 05:00 | 05:45 | 06:15 | 07:00 | 16:30 | 17:00 | 17:45 | 18:15 |
| | Middle | 05:15 | 06:00 | 06:45 | 07:15 | 16:15 | 16:45 | 17:30 | 18:15 |
| | Late | 05:30 | 06:15 | 07:00 | 07:30 | 16:00 | 16:45 | 17:15 | 18:00 |
| December | Early | 05:45 | 06:30 | 07:00 | 07:45 | 16:00 | 16:30 | 17:15 | 18:00 |
| | Middle | 06:00 | 06:30 | 07:15 | 08:00 | 16:00 | 16:30 | 17:15 | 18:00 |
| | Late | 06:00 | 06:45 | 07:15 | 08:00 | 16:00 | 16:45 | 17:30 | 18:00 |

Vernal Equilux: March 17, 06:09–18:09

Summer Days: June 20, 03:51–20:13 (span of seven days have the same length)

Autumnal Equilux: September 25, 05:51–17:51

Winter Nights: December 21, 07:56–16:00 (span of three days have the same length)

60° North

| <i>Month</i> | <i>Timing</i> | <i>Dark</i> | <i>Twilight</i> | <i>False</i> | <i>Rise</i> | <i>Set</i> | <i>Evening Twilight</i> | <i>Dark</i> | |
|--------------|---------------|-------------|-----------------|--------------|-------------|------------|-------------------------|-------------|-------|
| January | Early | 06:15 | 07:15 | 08:00 | 09:00 | 15:15 | 16:00 | 17:00 | 18:00 |
| | Middle | 06:15 | 07:00 | 08:00 | 08:45 | 15:30 | 16:30 | 17:15 | 18:15 |
| | Late | 06:00 | 06:45 | 07:45 | 08:30 | 16:00 | 16:45 | 17:45 | 18:30 |
| February | Early | 05:45 | 06:30 | 07:15 | 08:00 | 16:30 | 17:15 | 18:00 | 18:45 |
| | Middle | 05:15 | 06:00 | 07:00 | 07:45 | 16:45 | 17:30 | 18:15 | 19:15 |
| | Late | 05:00 | 05:45 | 06:30 | 07:15 | 17:15 | 18:00 | 18:45 | 19:30 |
| March | Early | 04:30 | 05:15 | 06:00 | 06:45 | 17:45 | 18:15 | 19:15 | 20:00 |
| | Middle | 03:45 | 04:45 | 05:30 | 06:15 | 18:00 | 18:45 | 19:30 | 20:30 |
| | Late | 03:15 | 04:00 | 05:00 | 05:45 | 18:30 | 19:15 | 20:00 | 21:00 |
| April | Early | 02:30 | 03:30 | 04:30 | 05:15 | 19:00 | 19:45 | 20:30 | 21:45 |
| | Middle | 01:30 | 03:00 | 04:00 | 04:45 | 19:15 | 20:00 | 21:15 | 22:45 |
| | Late | — | 02:00 | 03:15 | 04:15 | 19:45 | 20:30 | 22:00 | — |
| May | Early | — | 01:15 | 02:45 | 03:45 | 20:15 | 21:00 | 22:45 | — |
| | Middle | — | — | 02:15 | 03:15 | 20:30 | 21:45 | — | — |
| | Late | — | — | 01:45 | 03:00 | 21:00 | 22:15 | — | — |
| June | Early | — | — | 01:15 | 02:45 | 21:15 | 22:45 | — | — |
| | Middle | — | — | 00:45 | 02:30 | 21:30 | 23:15 | — | — |
| | Late | — | — | 01:00 | 02:45 | 21:30 | 23:15 | — | — |
| July | Early | — | — | 01:15 | 02:45 | 21:15 | 22:45 | — | — |
| | Middle | — | — | 01:45 | 03:00 | 21:00 | 22:15 | — | — |
| | Late | — | — | 02:30 | 03:30 | 20:45 | 21:45 | — | — |
| August | Early | — | 01:15 | 03:00 | 03:45 | 20:15 | 21:15 | 23:00 | — |
| | Middle | — | 02:15 | 03:30 | 04:15 | 19:45 | 20:45 | 22:00 | — |
| | Late | 01:30 | 03:00 | 04:00 | 04:45 | 19:15 | 20:00 | 21:15 | 22:30 |
| September | Early | 02:15 | 03:30 | 04:15 | 05:00 | 18:45 | 19:30 | 20:30 | 21:45 |
| | Middle | 03:00 | 04:00 | 04:45 | 05:30 | 18:15 | 19:00 | 19:45 | 20:45 |
| | Late | 03:30 | 04:30 | 05:15 | 06:00 | 17:45 | 18:30 | 19:15 | 20:00 |
| October | Early | 04:00 | 04:45 | 05:30 | 06:15 | 17:15 | 18:00 | 18:45 | 19:45 |
| | Middle | 04:30 | 05:15 | 06:00 | 06:45 | 16:45 | 17:30 | 18:15 | 19:00 |
| | Late | 04:45 | 05:30 | 06:30 | 07:15 | 16:15 | 17:00 | 17:45 | 18:45 |
| November | Early | 05:15 | 06:00 | 06:45 | 07:30 | 16:00 | 16:45 | 17:30 | 18:15 |
| | Middle | 05:30 | 06:15 | 07:15 | 08:00 | 15:30 | 16:15 | 17:15 | 18:00 |
| | Late | 05:45 | 06:45 | 07:30 | 08:30 | 15:15 | 16:00 | 17:00 | 17:45 |
| December | Early | 06:00 | 06:45 | 07:45 | 08:45 | 15:00 | 16:00 | 16:45 | 17:45 |
| | Middle | 06:15 | 07:00 | 08:00 | 09:00 | 15:00 | 15:45 | 16:45 | 17:45 |
| | Late | 06:15 | 07:15 | 08:00 | 09:00 | 15:00 | 16:00 | 17:00 | 17:45 |

Vernal Equilux: March 17, 06:10–18:08

Summer Days: June 21, 02:36–21:28 (span of four days have the same length)

Autumnal Equilux: September 25, 05:52–17:50

Winter Nights: December 21, 09:02–14:54 (span of three days have the same length)

70° North

| <i>Month</i> | <i>Timing</i> | <i>Dark</i> | <i>Twilight</i> | <i>False</i> | <i>Rise</i> | <i>Set</i> | <i>Evening Twilight</i> | <i>Dark</i> | |
|--------------|---------------|-------------|-----------------|--------------|-------------|------------|-------------------------|-------------|-------|
| January | Early | 06:45 | 08:00 | 09:45 | ** | ** | 14:30 | 16:15 | 17:30 |
| | Middle | 06:30 | 07:45 | 09:15 | ** | ** | 15:00 | 16:30 | 17:45 |
| | Late | 06:15 | 07:15 | 08:45 | 10:15 | 14:15 | 15:45 | 17:15 | 18:15 |
| February | Early | 05:45 | 06:45 | 08:00 | 09:30 | 15:00 | 16:15 | 17:45 | 18:45 |
| | Middle | 05:00 | 06:15 | 07:30 | 08:30 | 16:00 | 17:00 | 18:15 | 19:30 |
| | Late | 04:30 | 05:30 | 06:45 | 07:45 | 16:45 | 17:45 | 19:00 | 20:00 |
| March | Early | 03:45 | 05:00 | 06:00 | 07:00 | 17:15 | 18:15 | 19:30 | 20:45 |
| | Middle | 02:30 | 04:00 | 05:15 | 06:15 | 18:00 | 19:00 | 20:15 | 22:00 |
| | Late | — | 03:00 | 04:15 | 05:30 | 18:45 | 19:45 | 21:15 | — |
| April | Early | — | 01:45 | 03:30 | 04:45 | 19:30 | 20:30 | 22:30 | — |
| | Middle | — | — | 02:30 | 03:45 | 20:15 | 21:30 | — | — |
| | Late | — | — | 00:45 | 03:00 | 21:00 | 23:30 | — | — |
| May | Early | — | — | — | 02:00 | 22:00 | — | — | — |
| | Middle | — | — | — | 00:15 | 23:45 | — | — | — |
| | Late | — | — | — | — | — | — | — | — |
| June | Early | — | — | — | — | — | — | — | — |
| | Middle | — | — | — | — | — | — | — | — |
| | Late | — | — | — | — | — | — | — | — |
| July | Early | — | — | — | — | — | — | — | — |
| | Middle | — | — | — | — | — | — | — | — |
| | Late | — | — | — | — | — | — | — | — |
| August | Early | — | — | — | 02:00 | 22:00 | — | — | — |
| | Middle | — | — | 00:45 | 03:00 | 21:00 | 23:00 | — | — |
| | Late | — | — | 02:30 | 04:00 | 20:00 | 21:30 | — | — |
| September | Early | — | 01:15 | 03:15 | 04:30 | 19:15 | 20:30 | 22:30 | — |
| | Middle | — | 02:45 | 04:15 | 05:15 | 18:30 | 19:30 | 21:00 | — |
| | Late | 02:00 | 03:45 | 05:00 | 06:00 | 17:45 | 18:45 | 20:00 | 21:30 |
| October | Early | 03:00 | 04:15 | 05:30 | 06:30 | 17:00 | 18:00 | 19:15 | 20:30 |
| | Middle | 03:45 | 05:00 | 06:15 | 07:15 | 16:15 | 17:15 | 18:30 | 19:30 |
| | Late | 04:30 | 05:45 | 07:00 | 08:15 | 15:15 | 16:30 | 17:45 | 19:00 |
| November | Early | 05:00 | 06:15 | 07:30 | 09:00 | 14:30 | 16:00 | 17:15 | 18:15 |
| | Middle | 05:45 | 06:45 | 08:15 | 10:00 | 13:30 | 15:15 | 16:30 | 17:45 |
| | Late | 06:00 | 07:30 | 09:00 | ** | ** | 14:45 | 16:15 | 17:30 |
| December | Early | 06:30 | 07:45 | 09:30 | ** | ** | 14:15 | 16:00 | 17:15 |
| | Middle | 06:45 | 08:00 | 09:45 | ** | ** | 14:00 | 15:45 | 17:15 |
| | Late | 06:45 | 08:00 | 10:00 | ** | ** | 14:15 | 16:00 | 17:15 |

Vernal Equilux: March 18, 06:07–18:11

Eternal Day: May 16, 00:12–July 27, 23:32

Autumnal Equilux: September 25, 05:53–17:48

Eternal Night: (11:16 sunrise) November 24, 12:17–January 17, 12:00 (12:21 sunset)

