

Equipment List

In general, only civilized cultures deal with coins – their trade networks are large enough and the social level complex enough to require a method of trade beyond simple barter. Barbarian cultures that trade with civilized cultures (“Allies”, in the Culture Book) will also accept coin. Barbarian cultures that are isolated (no trade) or only trade with barbarian cultures do not deal in coin – the best you can hope for is that they will accept gold or silver coin at a reduced value for the metal alone.

In the Perilous Lands, gold is very scarce, silver less so but still hard to find. Copper is actually fairly plentiful, and in general too common and too much in demand to be used as a unit of value (barbarian cultures require copper to make bronze for armor, weapons and tools). The civilized world, therefore, operates on a “silver standard” since silver is the most common of the precious metals.

The most commonly encountered coins are obviously the “Brass Bit” and the “Copper Coin”. The CC is not 100% copper, but actually a coin made from a mix of copper and silver, in a ratio of 9:1. Such coins weigh **50** to the pound and are about the same size as a U.S. quarter. The BB is little more than a cubical bead of polished brass about a quarter-inch in size and weighing **100** to the pound.

The “Silver Coin” (SC) is similar in size and weight to the CC, composed completely of silver. It is also about the size of a U.S. quarter and weighs **50** to the pound.

Gold has a normal value 20 times that of silver, so the “Gold Coin” (GC) is smaller, about the size of a U.S. penny and also weighs **50** to the pound.

When characters make purchases or sales. Most change returned will be in the form of CC and BB. They may get 1SC for every 100CC worth of change (i.e. a character sells something for 7GC value. 7GC=700CC, 700/100 = 7. So they would get 7SC and 630CC from the merchant). For gold the ratio is a bit better – for every 50SC, 1 GC may be gained. In the above example, the character would not get any gold since he is no where near the conversion ratio. His load of loot would weigh in at 12.74 pounds. GC may only be gained from transactions in cities, SC only

gained from transactions in towns (By the map, in fortresses or while traveling along a road in civilized lands) or cities.

Barbarian cultures that do not normally take coins will take payment in gold or silver at a trade rate of 1 extra coin per 10, rounded up (i.e. paying a Shaman 45SC for a load of trade goods means an extra 5SC must be paid).

Gold Coins (GC) have a value of 10 Silver Coins (SC), 1 Silver Coin has a value of 10 Copper Coins (CC), and 1 Copper Coin has a value of 10 Brass Bits (bb). For simplicity, all prices are noted in copper coins – costs in brass bits are marked with a “b”.

Availability Notes:

- A Available in all Civilized or Barbarian markets (for weapons and armor, only if a preferred item)
- CC Cities only
- C Cities mainly, increased cost in Towns
- T Towns or Cities mainly, increased cost in Villages
- V Villages mainly, increased cost in Towns or Cities
- TV Towns or Villages mainly, increased cost in Cities
- B Barbarian lands (where normally used)
- P Port or coastal areas only, increased cost or unavailable inland
- F Forested regions only, increased cost in lands without forest terrain
- E Elven Fiefdoms only, increased cost in cities of cultures that trade with elves.
- D Dwarven Strongholds only, increased cost in cities of cultures that trade with dwarves.
- W Wild cultures only

Armor

Armor	Avail	AV	Cost	WT	DR	Notes
Quilted Cloth	A	1	8CC	4	10	Armor made from thick, padded cloth.
Leather	A	1	10CC	6	15	Hardened leather armor, studded with metal.
Quilted Ring	T,B	2	90CC	12	15	Quilted cloth with flat metal rings sewn onto it, resembling chainmail.
Ringmail	T,B	2	120CC	14	20	Leather armor with flat metal rings sewn onto it, resembling chainmail.
Banded Ring	T,B	2	150CC	16	25	Ringed leather with leather straps sewn over the rings..
Scale	C	3	250CC	20	30	Leather with thin metal scales sewn or riveted to the outside. Adds +1 to attack priority.
Brigandine	C	3	350CC	25	35	Padded linen with small leather plates riveted to the inside, each leather plate sandwiching steel strips. Adds +1 to attack priority.
Chainmail	CC	3	500CC	40	45	A long-sleeved coat that hangs to the wearer's knees, made of interlocking links of wire. Adds +2 to attack priority.
Plate Mail	CC	4	1,500CC	70	50	Chainmail with steel plates in strategic positions. Adds +2 to attack priority.
Plate Armor	CC	5	3,000CC	90	70	Plate sections covering chainmail, with plate gauntlets Adds +3 to attack priority.
Elven Scale	E	3	1,800CC	10	40	Treated leather with hardened wood plates sewn into it. Native Elves may purchase for 300CC.
Dwarven Chainmail	D	4	5,000CC	45	70	As for Chainmail, but more rugged. Native Dwarves may purchase for 3,000CC. Adds +2 to attack priority.
Dwarven Plate	D	5	20,000CC	80	75	As for Plate Mail, but more rugged. Native Dwarves may purchase for 9,000CC. Adds +2 to attack priority.
Dwarven Plate Armor	D	6	45,000CC	100	100	As for Plate Armor, but more rugged. Native Dwarves may purchase for 20,000CC. Adds +3 to attack priority.

Armor is damaged by any hits that affect the wearer. Once the DR is reduced to 0 the armor no longer provides protection.

Helmets	Avail	AV	Cost	WT	DR	Notes
Cloth Hat	A	+1	3CC	1	8	A thick cloth skullcap or turban.
Leather helm	A	+1	4CC	2	10	A heavy leather helm with cloth padding.
Metal Helm	T,B	+2	20CC	4	20	A heavy leather helm reinforced with metal strips, studs or rings and a metal skullcap.
Full Helm	C	+3*	100CC	8	25	A metal helm that covers the entire head and face. *Reduce AV to 2 if not used with Plate Mail or Plate Armor.
Dwarven Full Helm	D	+4*	1,000CC	9	30	As for Full Helm. Native Dwarves may purchase for 500CC.

Helmets are destroyed if the DR is exceeded on a single severe or deadly hit. If the damage done exceeds ½ the original DR, the DR of the helmet is reduced by 1.

Shields	Avail	AV	Cost	WT	DR	Notes
Buckler	A	5	6CC	4	4	Small leather and wooden shield.
Small Shield	A	6	20CC	7	7	Small wooded shield.
Banded Shield	T,B	8	40CC	10	10	Round wooden shield banded with metal.
Metal Shield	C	13	100CC	12	12	All metal round shield.
Dwarven Round Shield	D	15	450CC	13	13	Very durable all-metal shield. Native Dwarves may purchase for 200CC.
Shield Spike	T,B		10CC	+2		May be added to metal or banded shields. Allows a shield strike (WSB -1) that does killing damage.

Shields are destroyed if the AV is exceeded on a single shield hit. If the damage done exceeds ½ the original AV, the AV of the shield is reduced by 1. Shield skill may be used to increase the AV of the shield, to resist damage or breakage (but not at the same time it is used for defense).

Capes	Avail	AV	Cost	WT	DR	Notes
Light Cape	T	2	3CC	½	15	A half-length cape used to parry weapon attacks. Requires the Cape Parry skill and increases DCV by 1.
Full Cape	T	4	5CC	1	25	As above, but a full-sized cape. Increases DCV by 2.

Capes are damaged by any “shield” hits done by an edged attack. Once the DR is reduced to 0 the cape is in tatters and cannot be used.

Weapons

Daggers	Avail	WSB	Cost	WT	FV	Skill	Notes
Stone Knife	W	-1	3CC	½	4	Dagger	Used by primitive or wild cultures.
Throwing Dagger	T,B	-1	6CC	½	5	Dagger	Small blade balanced for throwing.
Fighting Dagger	A	0	20CC	1	6	Dagger	
Secret Knife	C	-2	10CC	½	6	Dagger	Small knife disguised as a snuffbox, ornament, article of clothing, etc. Usually used with poison due to it's low damage.
Elven Longknife	E	0	100CC	1	9	Dagger	A thin, light blade made from Elvish Aell-metal. Native Elves may purchase for 40CC.

Melee weapons may be broken if the damage inflicted exceeds DOUBLE the FV and the damage roll ends in "1" ("1" or "2" if FV is zero or less). FV is always reduced by 1 if damage inflicted exceeds the FV of the weapon. Weapon damage only applies on targets with at least AV2. All weapons break on parry if damage exceeds FV, and FV is reduced if damage exceeds ½ FV (round up).

Swords	Avail	WSB	Cost	WT	FV	Skill	Notes
Short Sword	T,B	0	30CC	1½	7	Sword	+10 on roll to hit when thrown
Sword	T,B	0	50CC	2	9	Sword	As for Short Sword
Scimitar	T,B	0 (+1)	80CC	2	9	Scimitar	Parenthesized WSB applies when used from a charging mount.
Tulwar	T,B	+1 (+2)	100CC	3	10	Scimitar	As for Scimitar
Broadsword	T,B	+1 (0)	130CC	4	10	Hv Sword	Parenthesized WSB applies when charging on foot. No restriction when mounted.
Bastard Sword	T,B	+1 (0)	160CC	5½	12	Hv Sword	Parenthesized WSB applies when charging on foot. +5 on attack roll when used while mounted.
Great Sword	T,B	+2 (+1)	240CC	7	13	Hv Sword	Two-handed weapon. Parenthesized WSB applies when charging on foot. Not usable while mounted.
Sword Cane	C	-1	40CC	2	7	Sword	Concealed as a walking stick or large baton. Disguised enough to pass casual inspection but not a close look.
Elven Rapier	E	+1	750CC	2	15	Sword	A long, thin sword made from Elvish Aell-metal. Native Elves may purchase for 300CC.

Axes	Avail	WSB	Cost	WT	FV	Skill	Notes
Stone Axe	W	0	10CC	2½	7	Axe	Usually only used by primitive or wild cultures.
Throwing Axe	T,B	-1	40CC	1½	7	Axe	Requires Throwing Axe skill to be thrown effectively.
Hand Axe	A	0	20CC	2	8	Axe	
Axe	A	+1 (0)	70CC	4	9	Axe	Parenthesized WSB applies when charging on foot. No restriction when mounted.
Battle Axe	T,B	+2 (+1)	120CC	6	11	Hv Axe	Two-handed weapon. Parenthesized WSB applies when charging on foot. Not usable while mounted.
Dwarven Axe	D	+1 (0)	400CC	4½	13	Axe	Parenthesized WSB applies when charging on foot. No restriction when mounted. Dwarves may purchase for 150CC.
Dwarven War Axe	D	+2 (+1)	900CC	5	16	Hv Axe	Parenthesized WSB applies when charging on foot. Not usable while mounted. Native Dwarves may purchase for 350CC.

Polearms	Avail	WSB	Cost	WT	FV	Skill	Notes
Glaive	T,B	+2 (0)	150CC	10	11	Polearms	Two-handed weapon. Parenthesized WSB applies when charging on foot. Not usable while mounted. DOUBLE WSB when used against a charging, mounted opponent.
Halberd (Poleaxe)	T,B	+3 (+1)	220CC	12	14	Polearms	As for Glaive
Pike	T,B	+1	180CC	9	12	Spear	As for spear. DOUBLE WSB when used by a stationary footman against a charging mounted opponent. Not usable while mounted.

Spears and Lances	Avail	WSB	Cost	WT	FV	Skill	Notes
Spear	A	0	70CC	4	9	Spear	+5 on roll when charging on foot. Increase WSB by 1 when used by a stationary footman against a charging, mounted opponent.
Javelin	A	-1	20CC	1½	6	Spear	
Lance	A	-1 (+1)	15CC	1½	7	Lance	Parenthesized WSB applies when used from a charging mount. Increase the effective WSB by 1 against charging, mounted opponents
Heavy Lance	A	0 (+2)	80CC	6	10	Hv Lance	Parenthesized WSB applies when used from a charging mount. Not usable by footmen. DOUBLE WSB against charging, mounted opponents

Clubs, Flails & Staves	Avail	WSB	Cost	WT	FV	Skill	Notes
Quarterstaff	A	0	6CC	2	6	Staff	Only usable on foot. +5 on attack rolls when charging on foot. Increase WSB by 1 on Deadly Hits.
Warstaff	A	+1	10CC	3	8	Staff	As for Quarterstaff.
Sap	A	0	4CC	1	5	Mace	Canvas or leather bag in the shape of a short club, filled with lead shot. Only does subdual damage and cannot be used to parry with.
Club	A	0 (-1)	12CC	4	10	Mace	Parenthesized WSB applies when used from a charging mount. Increase the effective WSB by 1 on Deadly and Severe Hits.
Mace	T,B	+1 (0)	70CC	5	11	Mace	As for Club
Flail	A	0 (-1)	35CC	5	7	Mace	As for Club. Increase WSB by 1 when charging and mounted.
Ball & Chain	T,B	+1 (0)	150CC	7	9	Mace	As for Flail.
Great Hammer	T,B	+2 (+1)	230CC	8	10	Hv Mace	Two-handed weapon, may not be used while mounted. As for Club.

Flails and Ball & Chains are Difficult to parry - any even-numbered shield hit becomes a hit. Blocking with a shield is unchanged.

Other Weapons	Avail	WSB	Cost	WT	FV	Skill	Notes
Cestus	T	0	10CC	½	8	HtH	A Leather glove with metal-fronted knuckles. Allows Killing damage in Hand-to-Hand.
Heavy Cestus	T	+1	25CC	1	12	HtH	As for Cestus
Wire Garrote	T	-1	5b	¼	--	HtH	Two-handed, wire with loops or handles. Requires a successful grapple first. While grappled does a normal hit of subdual damage until unconscious, then fatal damage.
Infantry Caltrops (10)	C	0	1CC	1	5	--	Per 10' area. Used to slow infantry advances to a PMR of 1 or risk a 10% chance of 1d6 damage to feet (takes a phase to remove from foot, MR reduced by 2). Area may be over-saturated for increased chance of damage.
Cavalry Caltrops (5)	C	0	2CC	2	7	--	Per 10' area. Used to break cavalry charges to a PMR of 2 or less or risk a 10% chance of 1d6 damage to hooves (horse is hobbled, takes a turn to remove from hoof, MR reduced by 6). Area may be over-saturated to increase chance of damage.

Bows & Crossbows	Avail	WSB	Cost	WT	FV	Skill	Notes
Shortbow	T	-1	60CC	1	--	Bow	Two Handed Weapon. 1 Phase to reload. A smaller bow, favored in cities due to it's size (easier to conceal). Often called a "court bow" in Salaqi regions.
Bow	A	0	100CC	1½	--	Bow	Two Handed Weapon. 1 Phase to reload.
Longbow	F	+1	270CC	2½	--	Bow	As for Bow. Not usable while mounted.
Composite Bow	A	0	400CC	2	--	Bow	As for Bow.
Light Crossbow	T,B	+1 (0)	180CC	2½	--	Crossbow	Two Handed to load, may be fired one handed. 2 phases to reload. Parenthesized WSB applies at Extreme range
Heavy Crossbow	T,B	+2 (+1)	250CC	4	--	Crossbow	As for Light Crossbow, but 3 phases to reload.
Arbalest	C	+4 (+2)	480CC	6	--	Crossbow	As for Light Crossbow, but requires 4 phases to reload and cannot be fired one handed.
Arrows (12)	A	+0	25b	1½	6	--	Used with Bows
Blunt Arrows (12)	A	-1	8b	1½	6	--	Used with Bows, only does subduel damage
Barbed Arrows (12)	T	+0	75b	1½	6	--	Used with bows, does additional 1d3 damage when removed.
Signal Arrows (3)	A	--	5b	½	--	--	Used with Bows, does no damage but whistles as travels
Quarrels (20)	T,B	+0	6CC	2½	5	--	Used with Crossbows
Arbalest Bolts (10)	C	+0	8CC	3	8	--	Used with Arbalest
Bowstring	A	--	6b	--	--	--	
Crossbow string	A	--	1CC	--	--	--	
Elven Selfbow	E	+1	1,000CC	1	--	Bow	As for Bow. Native Elves may purchase for 400CC
Dwarven Repeating Crossbow	D	0 (-1)	1,500CC	4	--	Rp Crossbow	As for Light Crossbow, but 8 phases to fully reload (may be fired once per phase for 5 phases) and parenthesize WSB applies at Long range. Native Dwarves may purchase for 500CC
Darts (5)	D	-1	3b	¼	4	--	Used with Dart-shooting Repeating Crossbow
Pellets (5)	D	+0	4b	¼	--	--	Used with Pellet-shooting Repeating Crossbow

Bows are not normally used to parry with - doing so will ruin the weapon. If required, Shortbows and Bows can be considered to have an FV of 2, Light Crossbows and Repeating Crossbows an AV of 4, Heavy Crossbows an AV of 5 and Arbalests an AV of 6. The weapon is unusable if FV is exceeded and breaks if DOUBLE FV is exceeded. Whether it breaks or not, the weapon ALWAYS loses 1 point of FV.

Slings	Avail	WSB	Cost	WT	FV	Skill	Notes
Sling	A	0 (+1)	4CC	½	--	Sling	Two hands required to load, may be used one handed. Parenthesized WSB applies on Deadly Hits.
Handle Sling	A	+1 (+2)	10CC	1½	--	Sling	Two-handed Weapon. Parenthesized WSB applies on Deadly Hits.
Incendiary Firepot	T	--	5CC	1	--	--	Thrown by handle sling or by hand. Used to start fires.
Sling Projectile (5)	A	0	8b	½	--	--	Used with slings. Small stones may also be used for free, decreasing WSB by 1.

Animals and Animal Equipment

Work & Riding	Avail	Cost	Upkeep	Notes
Riding Horse I	TV	400CC	7FP	Non-combat mount (poor quality). Carries 140(30) lbs, pulls 250 lbs.
Riding Horse II	TV	800CC	8FP	Non-combat mount (average quality). Carries 160(40) lbs, pulls 275 lbs.
Riding Horse III	TV	1,600CC	9FP	Non-combat mount (good quality). Carries 180(45) lbs.
Riding Horse IV	TV	3,000CC	10FP	Non-combat mount (superior quality) Carries 170(45) lbs.
Warhorse I	TV	500CC	8FP	Combat mount (poor quality). Carries 160(40) lbs.
Warhorse II	TV	1,000CC	10FP	Combat mount (average quality). Carries 200(50) lbs.
Warhorse III	TV	2,500CC	12FP	Combat mount (good quality). Carries 225(60) lbs.
Warhorse IV	TV	5,000CC	14FP	Combat mount (superior quality)
Riding Camel	TV	450CC	6FP	Non-combat mount used in desert lands.
Skirmish Camel	TV	2,000CC	9FP	Combat mount used in desert lands.
Puppy	A	3CC	½ FP	Untrained, for companionship.
Hunting Dog	A	30CC	2FP	Tracking., Guard dog. 1d3 verbal Commands.
Guard Dog	A	70CC	2FP	Guard dog. War trained. 1d6 Verbal Commands.
War Dog	T	200CC	2FP	Highly trained War dog. 1d6+4 Verbal Commands
Sled Dog	A	35CC	2FP	A heavy dog trained to pull sleds or wagons. Pulls 50 lbs.
Donkey/Burro	TV	40CC	2FP	Used for carrying loads, riding. May forage. Carries 120(30) lbs, pulls 150 lbs.
Mule	TV	90CC	3FP	Used for carrying loads, riding. May forage. Carries 180(50) lbs, pulls 300 lbs.
Draft Horse	TV	200CC	10FP	Used to carry and pull loads. Carries 225(60) lbs, pulls 350 lbs.
Ox	TV	300CC	12FP	Used for carrying loads, riding or pulling. May forage. Pulls 450 lbs.
Llama	TV	250CC	5FP	Used for carrying loads in mountainous lands.
Elephant	TV	2,000CC	40FP	Used as beast of burden. Carries 500(100) lbs or pulls 1,000lbs. Only available in lands south of the sea of tears that contain grasslands.
Falcon Chick	T	50CC	¼ FP	Untrained. For hunting or companionship
Falcon	T	300CC	1FP	Hunting. Per Strategic Turn used, 80% chance of gaining 1d6FP.
Hawk	T	500CC	2FP	Hunting. Per Strategic Turn used, 80% chance of gaining 1d10FP.
Eagle	C	800CC	3FP	Hunting. Per Strategic Turn used, 80% chance of gaining 2d6FP.
War Eagle	CC	1,000CC	3FP	Combat. May not be used to hunt.

Herbivores may forage in pastures or in the wild for their food needs, at 2FP/hour under good conditions, 1FP/hour in drier or rougher terrain (obviously, Horses on the move will require grain unless the party is willing to cut their travel rate in HALF or worse, to allow them to forage). Draft Horses or Oxen that are heavily worked will need an additional 2FP in grain

Food Animals	Avail	Cost	Upkeep	Notes
Cow	TV	120CC	10FP	Food animal. Produces 5FP/day (milk) or 250FP if slaughtered.
Calf	TV	25CC	4FP	Food animal. Produces 75FP if slaughtered.
Goat	TV	30CC	None	Food animal. Produces 2FP/day (milk) or 30FP if slaughtered. Requires 3FP if forage is not available.
Sheep	TV	40CC	4FP	Food animal. Produces 2FP/day (milk) or 40FP if slaughtered.
Lamb	TV	5CC	2FP	Food animal. Produces 10FP if slaughtered.
Chicken	TV	3b	None	Food animal. Produces 1FP/week (eggs) or 5FP if slaughtered. Requires 1FP if forage is not available.
Goose	TV	5b	None	Food animal. Produces 1FP/week (eggs) or 10FP if slaughtered. Requires 1½FP if forage is not available.

Animals with upkeep may forage in pastures or in the wild for their food needs, at 2FP/hour under good conditions, 1FP/hour in drier or rougher terrain. Milk-bearing animals need at least HALF their requirements in grain.

Companion Animals	Avail	Cost	Upkeep	Notes
Cat	A	2CC	1FP	Companionship, detection of some creatures.
Small Bird	T	6b	½FP	Companionship, detection of some dangers.
Parrot	T	2CC	½FP	Colorful bird, favored by seamen. Only available in lands containing jungles or forests south of the sea of tears.
Speaking Parrot	C	7CC	½FP	As for Parrot, but capable of learning and speaking about 3d6 words or phrases (1 second of phrase counts as 2 words). Much more expensive for greater vocabularies (3x price for each additional 3d6).
Monkey	T	5CC	1FP	Capuchin or other small monkey. Larger monkeys will cost more. Only available in lands containing jungles or in forests bordering the south shores of the sea of tears. 1d3 Verbal commands
Ferret	T	3CC	1FP	Companionship, can perform tricks. 1d2 Verbal Commands.

Animal Equipment	Avail	Cost	WT	Notes
Leather Barding	C	100CC	30	AV 1 armor for War or Riding Horses. (DV is 30).
Ringmail Barding	C	750CC	70	AV 2 armor for War or Riding Horses. (DV is 40).
Chainmail Barding	CC	3,000CC	200	AV 3 armor for War Horses. (DV is 70)
Plate Barding	CC	7,500CC	350	AV 4 armor for Warhorse II and up. (DV is 90)
War Leather	C	15CC	5	AV 1 armor for Guard and War Dogs. (DV is 12)
War Mail	C	150CC	12	AV 2 armor for Guard and War Dogs. (DV is 17)
Falcon Hood	T	4b	--	Control hood.
Falconer's Gauntlets	T	10CC	½	Protect arm from landing birds.
Hawk Hood	T	1CC	--	Control hood.
Eagle Hood	T	2CC	--	Control hood for Eagle and War Eagle
Dog Harness	A	7CC	2	Allows dog to pull small sledge or carry weight on its back. Not used by Dogs II or III.
Horse Harness	A	30CC	6	Allows horse to pull wagon or sledge. Used with Draft Horse, Mule, Riding Horses I or II.
Donkey/Burro Harness	A	10CC	3	Allows Donkey or Burro to pull small wagon or carry loads.
Ox Yoke	A	20CC	12	Allows Ox to pull Wagon or Sledge.
Bridle	A	5CC	1½	Used to control mount.
Saddle	A	50CC	6	Allows Mount to carry a rider and small loads.
Goad	A	1CC	1	Used to handle large animals.
Spurs	A	3CC	¼	Used to influence recalcitrant animals.
Whip	A	6CC	1	Used on stubborn animals and as an instrument of punishment.
Bolas	A	10CC	2	Used to capture run away creatures. Specific training (Misc Throwing Weapons – Bolas) required.
Blinders	A	3b	½	Restricts animal's vision to what is directly in front of him.
Whistle	T	2b	--	Used to recall a trained bird or Dog.
Jesses	A	3b	--	Leather straps for control and location of trained bird.

Travel Equipment & Supplies

Travel Expenses	Avail	Cost	WT	Notes
Travel Rations*	A	7CC	10	One week (at 2FP/day) of dried meat and fruit, cheese and bread. 3CC for Poor rations. Good for up to three weeks.
Tavern Eating*	V	2CC	--	One week (at 2FP/day) eating at inns or taverns, average quality food. 5b for scraps, 1CC for poor food, 3CC for good food, 7CC for fine food, 20CC for superior food. Increase cost for unusual food or preparation (Good or better quality only)
Grain*	V	6CC	10	One week of grain (at 10FP/day) of grain, bagged. Usable for mounts or herbivores. 4CC if cut with hay.
Wineskin Refill	TV	2b	2	Per quart of beer. 3b for Ale, 4b for Cheap wine, 1CC for Good wine.
Lodging (poor)	T	1CC	--	One week's lodging in cramped dormitory quarters (2b for a single night) in roadside hostel or flophouses in the poor district of cities.
Lodging (fair)	T	3CC	--	One week's dormitory lodging (5b for a single night) in roadside inn or cheap inns within poor or merchant districts of cities. x3 price or more for a group (4-5 people) room, if available.
Lodging (average)	C	5CC	--	One week's group lodging (1CC for a single night) in an average inn within merchant districts of cities. x2 price or more for a dual room (2 people), if available.
Lodging (good)	C	15CC	--	One week's dual lodging (3CC for a single night) in a good inn within the merchant districts of cities. x2 price or more for a single room, if available.
Lodging (fine)	C	35CC	--	One week's single room lodging (7CC for a single night) in a fine inn within the merchant or noble districts of a city. x3 price or more for a small suite, if available.
Lodging (superior)	C	50CC	--	One weeks lodging in a small suite (10CC for a single night) in a fine hotel within the noble districts of a city. x4 price or more for a large suite, if available.
Stabling	T	4b	--	Stabling for 1 horse for one night
Stabling and Feed	T	7CC	--	Stabling and feed for 1 horse for one week (1CC for a single night)
Security	C	x0.01	--	Daily cost for security over large cargos stored at inns, multiply by base value of goods declared.
Road Station	*	1b	--	Tariff levied per person on foot, usually performed on roads at fords, bridges or border crossings. Horse 4b; Cart 1b; Wagon 4b; single animal (sheep, goats) 1b; Ox 2b. Actual price May vary widely per culture
Caravan	C	2b	--	Per hex of travel, for man on foot. Horseman 7b; Cart 1CC; Wagon 2CC, HALF cost for actual merchants. All payment in advance.
Land Freight	C	2b	--	Per 100 lbs of goods, per hex of travel.
Merchant Ship	P	1CC	--	Per hex of travel, for cabin space, food extra. HALF price for steerage. Payment in advance.
Other Ship	P	Varies	--	As negotiated with the captain.
Ship Charter	P	2CC	--	Price per ton of capacity per day.
Ship Meal	*	3b	--	2FP of average quality food from ships stores, 1b for poor quality, 5b for good quality. Not paid if you provide your own food.
Ship Cargo	P	1b	--	Per 200 lbs of inanimate cargo transported, per hex of travel.
-- Livestock	P	2CC	--	Per animal transported, price increased if over horse size. Food grain available at 2b per 1FP/day for herbivores. Carnivore transport costs 4CC for bear size or less, plus 1CC per 1FP/day.
Wharfage	P	4b	--	Per foot of ship per day. HALF price if the ship is registered for that port.

*Pro-rate actual cost by the Food Point requirements of the individual.

Containers	Avail	Cost	WT	Notes
Belt Pouch/Purse	A	1bb	--	Carrying Capacity 2(5) (2lb when held, 5lb when attached to belt)
Sack	A	2bb	--	Carrying Capacity 10(20) (10lb when held, 20lb when attached to a back rack)
Bag	A	3bb	--	Carrying Capacity 20(50). As for Sack.
Large Bag	A	5bb	¼	Carrying Capacity 30(75). As for Sack
Bag Strap	A	1bb	--	Attaches to ONE bag or sack for carrying over the shoulder.
Back Rack	T	10CC	½	Will hold 2 large bags, 3 bags or 5 sacks. The cost includes the straps necessary for its use. May be attached to a saddle.
Basket	A	3b	¼	Woven stick or reed basket, holds one bushel or grain, Weighs 50 lbs when full.
Bucket	A	1CC	1	Leather strapped wooden bucket, holds 1 gallon. Weighs 10 lbs when full.
Skin I	A	3bb	¼	One pint waterskin with cap. Weighs 1 lb when full.
Skin II	A	5bb	¼	One quart waterskin with cap. Weighs 2 lb when full.
Skin III	A	1CC	½	Five quart waterskin with cap. Weighs 10 lb when full.
Skin IV	A	2CC	1	Fifteen quart waterskin with cap. Weighs 30 lb when full.
Glass Vial	C	5b	--	One ounce glass container with cork.
Glass Flask	C	8b	¼	Four ounce glass container with cork. Weighs ½ lb when full.
Metal Flask	T	2CC	½	Eight ounce metal container with cap. Weighs 1 lb when full.
Small Jar	T	1CC	1	Ceramic or fired clay, with cover. Holds 1 quart and weighs 3 lbs when full.
Large Jar	T	18b	2	Ceramic or fired clay, with cover. Holds 2 quarts and weighs 6lbs when full.
Keg I	A	12b	2½	Ten quart keg, with cork. Weighs 23 lbs when full.
Keg II	A	2CC	4	Twenty quart keg, with cork. Weighs 45 lbs when full.
Keg III	A	35b	8	Forty quart keg, with cork. Weighs 90 lbs when full.
Keg IV	A	9CC	30	One-hundred quart keg, with cork. Weighs 230 lbs when full.
Leather Map Case	A	6b	¼	Waxed leather, 1' wide. Will protect up to 3' of hide, 10' of parchment or 15' of vellum scroll or map.
Bone Map Case	C	3CC	¼	As for Leather Map Case, but more resistant to tears, liquids and damage.
Small Box	T	1CC	1	Small wooden box (100 cubic inch capacity)
Large Box	T	5CC	10	Heavy wooden box (600 cubic inch capacity)
Spice Box	T	4CC	1	Small wooden box, lined and sealed to protect up to 1 lb of spice from moisture.
Lock	C	2CC	¼	Used to lock boxes and chests. Tougher locks will cost much more.

Lighting	Avail	Cost	WT	Notes
Candle (5)	A	5b	¼	Tallow candle, burns for 1 hour. Very smokey and smelly.
Candle, Beeswax (5)	T	2CC	1½	Beeswax candle, burns for 2 hours.
Candle, Calibrated	T	2CC	¼	Beeswax candle, burns evenly for 8 hours.
Candle Lantern	T	2CC	½	Tin or covered wood. Holds one candle.
Tar	C,P	1CC	3	One quart, container extra. Used in lighting, warfare or as a protective/waterproofing agent.
Torch	A	5b	½	Tar-coated hardwood, burns for 30 minutes but harder to put out in bad weather than a candle.
Oil	C	1CC	¼	Four ounces, container extra. Used for lighting.
Oil Lamp	C	3CC	½	Holds four ounces of oil. Provides light for 4 hours.
Oil Lantern	C	5CC	1	Holds eight ounces of oil, Provides light for 8 hours. Shuttered.
Wick	A	1b	--	Replacement wick for oil lantern, required after a month of use.
Flint and Steel	A	5b	¼	Used to light combustible material.
Flints (2)	A	4b	¼	Replacement flints, replaced after a month of use.
Tinderbox	A	1CC	½	Holds 2 ounces of dry tinder for lighting fires.

Camp Gear	Avail	Cost	WT	Notes
Bedroll	A	4b	2	Blankets and bedding for sleeping.
Blanket	A	2b	1	Extra blanket, for colder nights.
Heavy Blanket	A	4b	3	Extra heavy blanket, for really cold nights.
One Man Tent	A	6b	3	Waterproof canvas shelter, 5' by 6', forms tent 6' long by 2' high by 2' wide.
Two Man Tent	A	1CC	4	As for One Man tent, but an 8' by 6' sheet, forms a tent 6' long by 4' wide by 3' high.
Four Man Tent	A	4CC	8	Waterproof canvas yurt, 8' diameter at base pointed to 10' high at center with smoke opening.
Pavilion	T	50CC	200	Large shelter at least 20' by 20' in area. Can be multi room.
Tent Poles	A	1b	2	Poles for One and Two man tents. Two required.
	A	2b	5	Poles for Four man tents. Three required.
	A	3b	7	Poles for Pavilion. At least six required.
Hide Construction	A	x0.8	x1.1	Any tent can be purchased in Hide. Round up when cost and weight modifications are made.
Cloth Construction	T	x4.0	x0.8	Pavilions can be made in fine, light cloth.
Stakes (6)	A	1b	1½	Used for putting up tents. Requires one set for One and Two man tents, two sets for Four man tents.
Spikes (6)	A	3b	3	Used for pavilions. Requires three sets.
Mallet	A	5b	1	Small wooden hammer, used to pound in/remove stakes.
Spade	A	1CC	1	Small shovel, used for minor digging in camp
Bowl	A	3b	½	Small wooden bowl, holds 1 pint of soup or stew.
Cup	A	2b	¼	Small wooden cup, holds eight ounces of liquid.
Drinking Glass	C	3CC	½	Small, thick-walled glass for wines. Holds eight ounces.
Goblet	T	1CC	1	Pewter goblet for drinking. Holds eight ounces.
Plate	A	2b	½	One-foot diameter plate for eating on.
Tin Plate	T	7b	½	Nine-inch diameter tin plate for eating.
Spoon	A	4b	--	Simple wooden spoon
Tankard	A	4b	1	Wooden tankard, holds one pint.
Pewter Tankard	C	7b	1	Pewter tankard, holds 1 pint.
Skillet	T	3CC	2	Medium iron skillet for cooking.
Pot	T	20CC	15	Beaten iron cauldron for cooking, holds 1 gallon.
Cooking Oil	A	8b	1	One pint, container extra. Used for cooking.

Climbing Supplies	Avail	Cost	WT	Notes
Rope, ¼" Cord	A	2b	¼	Per 10', suitable for binding and tying only (holds 90 lbs)
Rope, ½"	A	5b	½	Per 10' of ½" rope suitable for climbing and binding (holds 300 lbs)
Rope, 1" Heavy	A	2CC	1	Per 10' of heavy rope suitable for climbing and rigging (holds 1000 lbs).
Rope, ½" Fine Climbing	T	1CC	¼	Per 10' of strong climbing rope. (holds 400 lbs)
Grappling Hook	T	3CC	1	May be attached to rope to grab protuberances.
Climber's Hammer	T	10CC	1½	Used to pound spikes.
Iron Spike	T	2b	¼	Per spike, has various uses.

Home, Work and Personal Items

Wages and Services

NPC Wages	Avail	Weekly	Monthly	Notes
Bearer	A	2CC	10CC	For general carrying and lifting. Can move 500 pound/miles per site per day (250 pound/miles for a single direction of carrying), maximum of 50 pounds at a single load.
Thatcher	TV	3CC	15CC	Can create up to 1,300 pounds of thatching per day.
Quarryman	TV	3CC	15CC	Can quarry up to 3,300 pounds of stone rubble. or up to 600 pounds of cut stone per day
Lumberjack	TV	4CC	20CC	Can produce up to 100 board-feet of lumber per day (160 pounds)
Brickmaker	TV	5CC	25CC	Can produce up to 50 cubic feet of fired brick per day (6,000 pounds), provided he has a kiln. Can also produce 100 cubic-feet of dried mud block per day (9,600 pounds)
Carpenter	A	8CC	40CC	
Mason	T	10CC	50CC	Can create stone walls
Architect	C	40CC	200CC	Required to oversee any construction project, at least 1 per 100 craftsmen.
Soldier	T	4CC	20CC	Basic Warrior I, provides primary weapon and basic armor.
Scout	TV	3CC	16CC	Basic Scout I
Sol, Archer or Crossbowman	F	+2CC	+10CC	Skilled in Bow or Composite Bow
Sol, Longbowman or Arbalisteer	F	+3CC	+15CC	Skilled in Longbow
Sol, Slinger or Spearman	--	+1CC	+5CC	Skilled in sling or throwing spear
Sol, Light Cavalryman	C	+10CC	+50CC	Trained for scouting or light skirmish on horseback
Sol, Heavy Cavalryman	C	+15CC	+75CC	Trained in horsemanship in combat
Laborer	A	2CC	10CC	Used for menial tasks