

Introduction

This price list is organized by occupations rather than by items. This makes it easier for the DM to determine what is available at a particular location in a town. It also prevents items to be overlooked because they are listed under a different name. And of course the same item sold at different locations will not sell for the same price (chandlers, which often act as general stores in small towns and villages, are a good example).

Monetary system

<u>Coin type</u>	<u>Abreviation</u>
1 farthing	1 f
1 penny	1 d
1 shilling	1 sh
1 pound	1
1 (khuzan) crown	1 kc
<u>Coin type</u>	<u>Weight (metal)</u>
1 farthing	2 ct (copper)
1 penny	1 dr (copper)
1 shilling	1 dr (silver)
1 pound	1 dr (gold)
1 khuzan crown	1 dr (platinum)
<u>Smaller coins</u>	<u>Equivalent to</u>
4 f	1 d
12 d	1 sh
20 sh	1
5	1 kc
100 sh	1 kc
<u>HârnícAD&D</u>	<u>AD&D</u>
4 f	1 cp
1 d	1 cp
12 d = 1 sh	1 sp
20 sh = 1 £	1 gp
5 £ = 1 kc	1 pp

Coins

All coins weight 1 dram, the different relative values being due to different metals used. Farthings are not coins per se, they are pieces of a penny that has been divided in four (pennies are minted in a way that helps this). Coins usually contain about 75% of the metal

value, the difference being due to the cost of minting and the addition of 10% tin for strength.

Prices

Encumbrance, when given, is presented between the item's name and its price and is given in 'gp' or 1/10th pound. Items with an encumbrance value of 'T' means trace items: these don't add weight unless a very large quantity is carried.

There is an index at the end of this compendium for easy reference.

Some professions have been regrouped under a common name (based on the skill for which the profession uses a speciality): *Metalsmith* for instance include *coppersmiths*, *tinkers* and *blacksmiths* (but not *silversmiths* and *goldsmiths* which are under *Jeweller*). Other examples are *Weaponcrafters* which includes *armorers* as well as *weaponsmiths* and *Woodcrafter* which includes *cabinet makers* and *carpenters*.

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Generalities

Price ratings

Low	80-90%
Average	90-110%
High	110-130%
Very high	130-150%

Quality Star ratings

Rating	Quality	Craftman's ML
1: ★	Mediocre	51-60
2: ★★	Low.....	61-70
3: ★★★	Average	71-80
4: ★★★★	High.....	81-100
5: ★★★★★.....	Excellent	101-120

Abbreviations

£	pound
bl	bushel
cf	cubic foot
ct	carat
d	penny
dr	dram
ds	dose
dy	day
dz	dozen
ea	each
eu	evening
f	farthing
fa	fathom
ft	foot
gl	gallon
gs	glass
gr.....	grain
hd	hand (5 days)
hw	hundredweight
kc.....	khuzan crown
lb	pound
lf.....	loaf
oz	ounce
pc	piece
pr	pair
ps	person
pt	pint
qt	quart
sc.....	scruple
sf	square foot
sh	shilling
sy	square yard
wk	week (10 days)
yd	yard

Measures

Linear

12 inches	1 foot
3 feet	1 yard
2 yards	1 fathom
4400 yards.....	1 league
1 league	2.5 miles

1 league.....4 kilometers
Area

4900 sy.....1 acre
 30 acres.....1 yardland
 120 acres.....1 hide
 1 acre210' x 210'

Weight

144 carats.....1 once
 16 drams.....1 once
 16 oz.....1 pound
 1 gp.....1/10th pound
 100 lb.....1 hundredweight
 2000 lb.....1 ton

Liquid Volume

1 glass.....8 fl. oz
 1 pint.....500 ml
 1 pint.....16 fl. oz
 2 pints.....1 quart
 4 quarts.....1 gallon
 50 gallons.....1 hoghead
 100 gl.....1 pipe
 200 gl.....1 tun

Dry Volume

1 peck.....2 quarts
 4 pecks.....1 bushel
 8 bushels.....1 quarter
 4 quarters.....1 tun

Time

60 minutes.....1 hour
 24 hr.....1 day
 5 days.....1 hand
 10 days.....1 week
 3 weeks.....1 month
 30 days.....1 month
 12 months.....1 year
 4 hours.....1 watch
 1 moon.....30 days

Watches

0h-4h.....Wolf
 4h-8h.....Fox
 8h-12h.....Horse
 12h-16h.....Ox
 16h-20h.....Dog
 20h-24h.....Owl

Calendar

Season	Month	Sunrise	Sunset
Spring	1.....Nuzyal	6h00	18h00
	2.....Peonu	6h00	18h00
	3.....Kelen	6h00	18h00
Summer	4.....Nolus	5h00	20h00
	5.....Larane	5h00	20h00
	6.....Agrazhar	5h00	20h00
Autumn	7.....Azura	6h00	18h00
	8.....Halane	6h00	18h00
	9.....Savor	6h00	18h00
Winter	10.....Iluin	7h00	16h00
	11.....Navek	7h00	16h00
	12.....Morgat	7h00	16h00

Day of the week

There are no standards for the names of the days of the week since *Tuzyn* did not specify any in his calendar system. Many local customs exist though most peasants remember which day of the week it is on the fingers of their two hands (palms up), and refer to the first half of the week as the "1st week-hand" and the second as the "2nd week-hand". The first half is counted on the left hand and the second on the right hand. In most places, the first and last day of the week are days off, which makes up 24 working days per months (8 consecutive working days followed by 2 resting days). Since the first and last days are counted with the thumbs, the custom developed to associate the "thumb's up" with something positive, as people would toast to their day off by showing the fifth day finger (the thumb).

ANIMAL TRAINER

Cat/hunting (jaguar, etc.)	1000	kc
Dog/guard	25	£
Dog/hunting	17	£
Dog/war	20	£
Elephant/labor	200	£
Elephant/war	500	£
Falcon	200	kc
Hawk/large	40	£
Hawk/small	18	£

ARCANE LORE/Alchemist



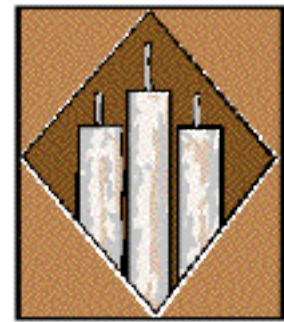
ARCANE LORE/Apothecary

Belladonna/sprig	4	sh
Garlic/bud	6	d
Woluesbane/sprig	10	sh



ARCANE LORE/Chantry

Spell book/standard	450	200	kc
Spell book/travelling	60	100	kc
Spell book/each spell/per level	100		£



CHANDLER

Brush	2	3	sh
Candles/tallow/ea	5	1	d
Candle/beewax/ea	5	1	sh
Case/bone, map or scroll	50	5	£
Comb	1	2	sh
Lamp	30	4	£
Lantern/bullseye	60	12	£
Lantern/hooded	60	7	£
Lantern/waterproof	50	50	£
Net/fishing/per 10 sf	50	4	£
Oil/throwing/flask	20	1	£
Oil/lamp/pt	20	15	sh
Oil/waterproofing/pt	20	1	£
Rope/50'	75	4	sh
Rope/silk/50'	50	4	£
Thunderbox	2	1	£
Torch/ea	25	1	d
Wax/sealing/per lb	10	1	£

From other sources

(% in stock assumes no other source in village. Prices include mark up)
 Item% in stock.....wt.(lb)....cost

Apothecary



CHARCOALER



COURTESAN



CLOTHIER



EMBLAMER

Belt	3.....3	sh
Blanket/winter.....	30.....10	sh
Boots/high, hard.....	60.....2	£
Boots/high, soft.....	30.....1	£
Boots/low, hard.....	50.....1	£
Boots/low, soft.....	25.....8	sh
Breeches.....2	£
Cap.....	3.....1	sh
Cloak/common.....	50.....5	sh
Cloak/good.....	50.....16	sh
Cloak/fine fur.....	50.....50	£
Cloth/common/per 10 sy.....	100.....7	£
Cloth/fine/per 10 sy.....	100.....50	£
Cloth/rich/per 10 sy.....	100.....100	£
Girdle/broad.....2	£
Girdle/normal.....10	sh
Gloves.....1	£
Gown/common.....24	sh
Hat.....7	sh
Hose.....2	£
Jacket/silk.....80	£
Mittens.....3	sh
Needle/sewing.....	**.....10	sh
Robe/common.....6	sh
Robe/good.....18	sh
Robe/fine, embroidered.....20	£
Sandals.....1	sh
Sash.....4	sh
Shoes.....1	£
Surcoat.....12	sh
Tabard.....12	sh
Toga/coarse.....2	sh
Tunic.....16	sh
Vest.....12	sh

FARM/MARKET

Livestock	
Boar.....	10 £
Bull.....	20 £
Calf.....	5 £
Camel.....	50 £
Capon.....	6 d
Cat.....	2 sh
Chicken.....	4 d
Cow.....	10 £
Donkey.....	8 £
Goat.....	1 £
Goose.....	10 d
Guinea hen.....	4 d
Mule.....	20 £
Ox.....	15 £
Partridge.....	10 d
Peacock.....	10 sh
Pig.....	3 £
Pigeon.....	3 d
Pigeon/homing.....	100 £
Piglet.....	1 £
Ram.....	4 £
Sheep.....	2 £
Songbird.....	1 £
Swan.....	10 sh
Produce	
Bread.....	1 sh
Butter/per lb.....	4 sh
Cheese.....	8 sh
Cider/per tun.....	8 £

Egg/per dozen.....	2	sh
Figs/per lb.....	6	sh
Fish/pickled/barrerl.....	3	£
Herbs/per lb.....	1	sh
Herring/salted/per 100.....	1	£
Honey.....	10	sh
Nuts/per lb.....	1	£
Raisins/per lb.....	4	sh
Rice/per lb.....	4	sh
Salt.....	2	sh
Spice/exotic/per lb.....	15	£
Spice/rare/per lb.....	2	£
Spice/uncommon/per lb.....	1	£
Spice/saffron/per lb.....	15	£
Spice/cloue/per lb.....	15	£
Spice/pepper/per lb.....	2	£
Spice/ginger/per lb.....	2	£
Spice/cinnamon/per lb.....	1	£
Sugar/coarse/per lb.....	1	£
Vegetables.....	2	d
Wine/good/per tun.....	20	£

FLETCHER

Bows & crossbows		
Longbow.....	100.....60	£
Shortbow.....	50.....15	£
Composite long bow.....	80.....100	£
Composite short bow.....	50.....75	£
Crossbow, hand.....	50.....300	£
Crossbow, heavy.....	80.....20	£
Crossbow, light.....	50.....12	£
Arrows & quarrels		
Arrow/each.....	2.....2	sh
Arrow/silver/each.....	2.....1	£
Arrows/12.....	24.....1	£
Quarrel, hand/each.....	1.....1	sh
Quarrel, hand /silver.....	1.....10	sh
Quarrel, hand /20.....	20.....1	£
Quarrel, heavy /each.....	2.....2	sh
Quarrel, heavy /silver.....	2.....1	£
Quarrel, heavy /20.....	40.....2	£
Quarrel, light/each.....	1.....1	sh
Quarrel, light /silver.....	1.....10	sh
Quarrel, light /20.....	20.....1	£



GLASSWORKER

Bottle/glass.....	*	10	£
Hourglass.....	10.....	25	£
Magnifying glass.....	*	100	£
Spyglass.....	10.....	200	kc



HARPER



HERALD



HIDEWORKER

Backpack/sm. (cp: 250 gp).....	151	£
Backpack/md. (cp: 500 gp).....	252	£
Backpack/lg. (cp: 1000 gp).....	355	£
Bandolier belt/10 vials.....	1010	£
Belt.....	33	sh
Cap.....	31	sh
Case/leather, map or scroll.....	2515	sh
Boots/high, hard.....	602	£
Boots/high, soft.....	301	£
Boots/low, hard.....	501	£
Boots/low, soft.....	258	sh
Harness/ox.....	1001	£
Horn/hunting.....	505	£
Pouch/large (cp: 200 gp).....	151	£

Pouch/med (cp: 100 gp).....	1015	sh
Pouch/small (cp: 50 gp).....	510	sh
Purse.....	16	d
Quiver/24 arrows or 20 quarrels.....	3012	sh
Quiver/48 arrows or 40 quarrels.....	501	£
Sack/large (cp: 250 gp).....	2018	d
Sack/small (cp: 100 gp).....	101	sh
Scrollcase/leather.....	2515	sh
Scrollcase/bone.....	505	£
Whip/riding.....	201	£
Wine/waterskin/2 qt.....	50 ^{full}15	sh

Weapons			
Whip/combat.....	303	£
Net.....	10012	£
Sling.....	19	sh

Raw Hides

(prices¹ paid by hideworker for raw hides)

Bear.....	10075	sh
Beaver.....	2030	sh
Bobcat.....	3535	sh
Calf.....	2816	sh
Deer.....	706	sh
Ermine/sable.....	3030	sh
Exotic.....	120+	sh
Fox/red.....	2025	sh
Fox/silver.....	2030	sh
Horse.....	7010	sh
Lamb.....	403	sh
Lynx.....	3530	sh
Otter/weasel.....	2524	sh
Ox.....	6012	sh
Panther.....	603	£
Pig.....	205	sh
Rabbit.....	101	sh
Reindeer.....	7016	sh
Seal (phoque).....	3024	sh
Sheep.....	504	sh
Snow leopard.....	603	£
Tiger.....	8050	sh
Wolf.....	502	£

INCOMES

Standard Hirelings	Daily	Monthly
Bearer/porter.....	1 sh1 £
Hideworker.....	2 sh30 sh
Lantern bearer.....	1 sh1 £
Limner.....	10 sh10 £
Mason.....	4 sh3 £
Pack handler/longshoreman.....	2 sh30 sh
Tailor.....	2 sh30 sh
Teamster.....	5 sh5 £
Valet/lackey.....	3 sh50 sh
Woodcrafter.....	3 sh2 £
Expert Hirelings		
Monthly		
Alchemist.....	300 £

Armorer.....	100	£
Blacksmith.....	30	£
Engineer/architect.....	100	£
Engineer/artillerist.....	150	£
Engineer/sapper-miner.....	150	£
Jeweler-gemcutter.....	100	£
Sage.....	special ²	
Scribe.....	15	£
Ship crew/sailor.....	2	£
Ship crew/oarsman.....	5	£
Ship crew/marine.....	3	£
Ship crew/mate.....	30	£
Ship master/per level.....	100	£
Spy.....	varies	
Steward/castellan/per level.....	200	£
Weaponcrafter.....	100	£

Mercenary soldiers

Monthly

Archer/longbow.....	4	£
Archer/shortbow.....	2	£
Artillerist.....	5	£
Captain/per level.....	100	£
Crossbowman.....	2	£
Footman/heavy.....	2	£
Footman/light.....	1	£
Footman/pikeman.....	3	£
Hobilar/heavy.....	3	£
Hobilar/light.....	2	£
Horseman/archer.....	6	£
Horseman/crossbowman.....	4	£
Horseman/heavy.....	6	£
Horseman/light.....	3	£
Horseman/medium.....	4	£
Lieutenant/per level.....	100	£
Sapper/miner.....	4	£
Serjeant.....	special ³	
Slinger.....	3	£



INNKEEPER

Drinks

Ale/pint.....	1	d
Beer/small/pint.....	5	d
Mead/pint.....	5	sh
Wine/good/pint.....	10	sh
Wine/watered/pint.....	5	sh

Food

Meal/merchant's.....	1	sh
Meal/rich.....	1	£

¹ Average price paid by the guild to buy the raw hide. They will be sold for tanning, curing, etc., for 50-100% more. These hides will be purchased by individuals and various guilds for further manufacture.

² See DMG pp 31-33 for more details; Initial material expenditure is a minimum of 4000 kc, support and salary is 200-1200 £ per month plus an additional 200-1200 £ per month for research grants.

³ The monthly cost for a serjeant is 10 times the rate of the troops he commands, so a heavy horsemen serjeant costs 60£ per month.

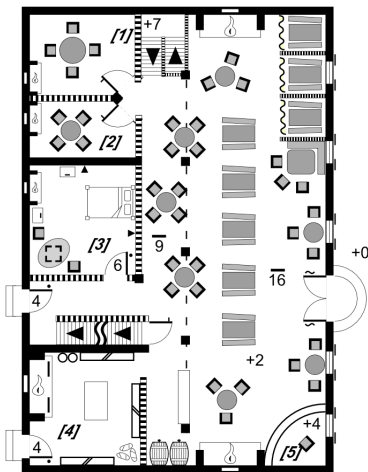
Ration/iron/week.....	75.....	5 £
Ration/standard/week.....	200.....	3 £
Stabling		
Grain/horse meal/day.....	1.....	sh
Services		
Bath.....	6.....	d
Laundry/per load.....	2.....	d

Generic Inn: "The Black Swan"

"The Black Swan" is a quality inn that caters to both middle and upper class patrons. It is a three-storied building with a slopping roof with two balconies. The common room has two huge fireplaces to warm its patrons during the cold winter nights and offers private meeting rooms (for a fee) and curtained booths for those who want a bit of privacy. There is also a stage for minstrels and harpers.

Dreco of Tulain is the master innkeeper and lives on the ground floor [#3] with his wife. He keeps a fine wine and spirits cellar [d] and his wife **Thrisha** is mistress of the kitchen [#4]. Her famous black swan in brandy sauce is her trademark specialty. Apprentices innkeepers sleep in the accommodations [b] while kitchen hands sleep in [c] next to the cellar [a] while the serving maids stay in room [#8], and are also responsible for cleaning the guest rooms. Journeymen innkeepers, when employed, stay in room [#12], otherwise reserved for servants of visiting guests. All rooms fees are paid in advance and include a breakfast (except for the dormitory). Rooms can be rented per day or per half-week (5 days or "hands"). If rented per hand, the 5th day is about half-cost. Dormitory is only available on a per day basis.

Ground floor

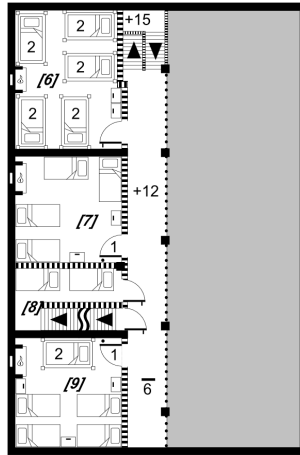


Ground floor

Meeting room #1.....	
Meeting room #2.....	

Note: prices include wood for the fireplace in the meeting room.

Balcony

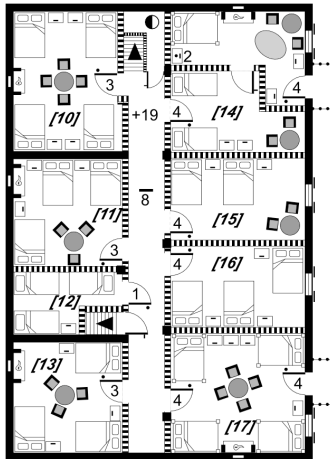


Balcony level

Rooms on the balcony level have low ceilings, no windows and only simple cots. #8 is where the inn's servants sleep, although in rare instances when there are no other accommodations available Dreco might rent a cot there at dormitory rates, and sleep the servants in the cellar. No food or drinks are served on this level.

#6: dormitory (max capacity 10)....	
#7: 4 persons.....	
#9: 6 persons.....	

2nd floor

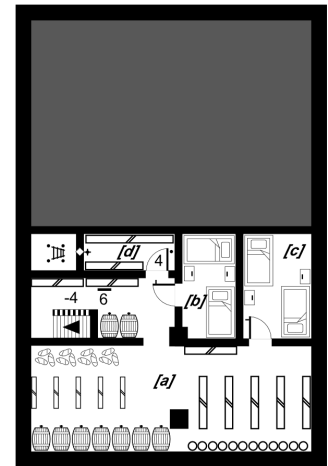


Top level

The second floor accommodations are more luxurious and cost considerably more. All rooms have good beds, small table and chairs and trunks. Two rooms have an outside balcony, one of which has a separate room for servants. Food and drinks can be served in these rooms.

#10: 4 persons...../dy.....	
-----------------------------	--

...../hd.....	
#11, #13: 3 persons.....	
#12: servant's room or dormitory.....	
#14: 3 persons (balcony).....	
#15: 2 persons (attic window).....	
#16: 3 persons (attic window).....	
#17: 4 persons (balcony).....	



Cellar

Cellar

The main cellar (a) contains food, preserves, spices and everyday beer and wines (on which Dreco keeps an eye so that apprentices don't indulge). Apprenticed innkeepers [b] and kitchen hands [c] have separate accommodations. Fine wines and spirits are kept in a locked cellar [d] to which only Dreco has the key. There is a secret panel which gives access to a ladder leading to a locked trapdoor hidden under a rug in Dreco's quarters (#3) on the main floor. Dreco's strongbox, as well as his other valuables are kept in this hiding place.

Black Swan's menu

Soups & Broths



JEWELLER

Ornamental Stones (base value: 10 £)

Agate/banded ^{tl} : stripped brown and blue and white and red
 Azurite ^{tp} : mottled deep blue

Ring/signet.....*5 £

Note: One ounce equals 144 carats. A piece sells for 2-5 times the material it contains, up to 10 times for Khuzdul or Sindarin items. Base prices below are given at 3 times material costs.



LEXIGRAPHER

Clerk/per letter4 sh
 Ink/writing/per vial*8 £
 Paper/per sheet**2 £
 Papyrus/per sheet**16 sh
 Parchment/per sheet**1 £

LIA-KAVAIR

Lockpicks.....510 £
 Thief tools.....3030 £

Guild dues and resources

Ranks

Apprentice[A]I
 Regular member[R]II
 Head Operative[HO]III
 District Coordonator[DC]IV
 Head Coordonator[HC]V
 Special Branch[SB]VI
 Special Branch Coordonator.....[SBC]VII
 Guildmaster.....[G]VIII

Guild dues

Initiation fee200 £

Monthly dues

I5
 £/month
 II10
 £/month
 III20
 £/month
 IVn/a
 Vn/a
 VIn/a
 VIIn/a
 VIIIn/a

Division of spoils

90% of the loot is divided among those who actually participated in the operation. Each individual gets one share per rank. The other 10% of goes to the coordonators and the guild/guildmaster. This 10% is divided in 10 shares (1% each share). The District Coordonator gets one share, the Head Coordonator gets 2 shares, the Guildmaster gets 3 shares and the 4 remaining shares go in the guild operation funds. In an operation, there is generally one head operative, some regulars and maybe an apprentice.

Special branch

The special branch is the "muscle" of the guild and is responsible for such things as "protection" and the application of "pressure" on people, or support on operations that need brawn. Assassins make up most of the special branch roster, but specialists such as alchemists specializing in poisons can also be members.



LITIGANT

Lock/good.....10100 £
 Lock/poor1020 £



LOCKSMITH



MASON



MERCANTYLER

Agent for non-guild transaction5-10 %

Freight retail price increase/hex (5 leagues)

By land5 %
 By water1 %

Usury Interest rate, monthly

Secured loan2 %
 Unsecured loan
 Local trade5 %
 Caravan trade10 %
 Sea trade20 %

Foreign exchange rates

Standard10-20 %
 Rethemi coins/outside.....30-50 %
 Note: in Rethem, usurers will buy foreign coins, paying up to 120% of the value (in Rethemi coins).
 Ex.: 100d Aleathian will be exchanged for 80-90d in Tashal, but might be exchanged for 120d in Rethem. Whereas 100d Rethemi could be exchanged for only 50d in Chybisa.

Promissory notes

Credit rating->	A	B	C	D	E
Cashing note in:					
Same Kingdom.....	5%	7%	10%	20%	50%
Same Region	10%	15%	25%	50%	—
Other Region.....	25%	35%	50%	—	—

A = ★★★★★
 B = ★★★★★
 C = ★★★
 D = ★★
 E = ★

Credit rating corresponds to star quality ratings in EH modules. Cross-index the credit rating of the one issuing the note and the location of the usurer cashing the note. Percentage is the portion of the note not refunded by an usurer other than the one who wrote the note. A region is defined as Harn, Iuinia, or Trierzon.

Prices

Note that mercantylers will buy items for as little as 10% of the prices given in these tables, and sell them for roughly 50% to the various guilds.

Taxes

Hawking taxes are payable to the bondmaster for all goods brought into a city to be sold, including raw materials, but excluding foodstuffs. Bonding fees are paid for storage in a government bonding house when the goods are only passing through and not destined to be sold there, or if the mercantylers want to wait until he has found a buyer before paying the hawking tax.

Caravans fees

Fees given are for mercantylers that provides their own transportation, food, etc. Mercantylers leasing transportation will pay double or triple fees, but these include the fees to join the caravan.
 Non-mercantylers may be allowed to join for double the normal fees, perhaps for free if the traveler agree to "work for his passage" with mercenary assistance.
 The table show standard fees (one-way). Fees charged for wagons/carts include oxen/horses to pull them.

Caravan	Wagon	Cart	Horse	Man
Çolotha/Tormau	30£	15£	10£	5£
Coronan/Aleath	24£	12£	8£	4£
Coronan/Çolotha	24£	12£	8£	4£
Coronan/Shiran	24£	12£	8£	4£
Coronan/Tashal	96£	48£	32£	16£
Tashal/Azadmere	48£	24£	16£	8£
Tashal/Burzyn	42£	21£	14£	7£
Burzyn/Thay	60£	30£	20£	10£
Tashal/Leriel	60£	30£	20£	10£
Leriel/Geldeheim	36£	18£	18£	9£
Per 10 leagues	6£	3£	2£	1£

Teamster/w. wagon/per mile1 sh

Standard tolls

Per person (afoot).....	1 d
Per horse/mule/etc.....	1 sh
Per cart ⁴ (2-wheels).....	1 d
Per wagon ¹⁰ (4-wheels).....	1 sh
Per Goat/sheep/etc.....	1 d
Per Camel/ox/cow/etc.....	2 d



METALSMITH

Bell/small	1 £
Box/gold, small.....	20.....100 £
Box/iron, large	28 £
Box/iron, small	9 £
Box/lead, small.....	20.....20 £
Chain/heavy/per ft.....	30.....4 £
Chain/light/per ft.....	10.....3 £
Crampons.....	50.....40 £
Crowbar	75.....3 £
Drill.....	50.....5 £
Fishhook.....	**.....1 sh
Grappling hook	75.....75 £
Mirror/large, metal	25.....10 £
Mirror/small, silver	5.....20 £
Needle/sewing.....	**.....10 sh
Pickaxe.....	200.....20 £
Pot/iron.....	20.....10 sh
Scale/merchant	10.....2 £
Shovel	180.....10 £

⁴ Draft animal extra, one teamster free.

Spike101 d



MILLER



MINER

Chalk.....	*.....1 d
Pickaxe.....	200.....20 £
Powder/chalk	20.....2 sh
Shovel	180.....10 £



OSTLER

Horses

Donkey/mule	8 £
Draft	200 £
Pony.....	30 £
Warhorse/heavy	400 £
Warhorse/medium	225 £
Warhorse/light.....	150 £
Riding	75 £
Stabling	
Grain/horse meal/day.....	1 sh
Tack	

Barding	see Weaponsmith
Bit and bridle	15 sh
Harness.....	12 sh
Saddle/riding	350.....10 £
Saddle/pack	150.....5 £
Saddle bag/large	80.....4 £
Saddle bag/small.....	50.....3 £
Saddle blanket.....	400.....3 sh
Shoe/with shoeing	1 £



PERFUMER

Incense/stick	1 £
Perfume/per vial	*.....5 £
Soap/per lb.	10.....5 £



PHYSICIAN

Doctor visit3 £



PILOT

Ship's pilot wages.....3-6% of gross

Port almanach

Port	Pil.....	Wfg.....	Reg.....	CT.....	HW
Aleath	35d.....	1d.....	50d.....	5f.....	0330
Burzyn	12d.....	3f.....	20d.....	1d.....	NT
Cherafir	50d.....	2d.....	100d.....	6f.....	0300

Coronan.....	25d2f30d5fNT
Elshavel.....	400d9dsp ⁵3dNT
Geldeheim.....	sp ⁶sp ¹³50d1d0430
Golotha.....	40d1d40d3f70430
Kuseme.....	25d2f30d5fNT
Sarkum.....	20d1d40d1d0400
Shiran.....	30d2f25d1dNT
Shostim.....	35d1d30d3f0430
Thay.....	45d1d35d1dNT
Tormau.....	20d2f30d1d0500
Ulfshafen.....	100d4dsp ¹²3d0330

Pil: piloting fee payable to the harbormaster for entering or leaving port.
Wfg: price charged to moor at a dock given in per foot (of vessel length) per day.
Reg: registry in pence per foot per year. Registered vessels pay only half the normal wharfage fee, and if under 30 feet, are not required to take on a pilot when entering or leaving port.
CT: cost charged by longshoremen to load/unload one tun of cargo and transport it to the bounding house or market. One tun is 2000 lbs or 100 cubic feet.
HW: high water is the first high tide of the day, the second is 12 hours later. Low tides are 6 hours after high tides. NT stands for non-tidal ports. Tidal ports can only be entered from 3 hours before high tide to 1 hour after, and departed from one hour before high tide to 3 hours after. This assumes an average draft of 6 feet, the actual draft of the vessel can alter these figures.



POTTER



SALTER



SHIPWRIGHT

Barge (or raft)/small	50	£
Boat/collapsible	600	..500 £
Boat/small	75	£
Boat/long.....	150	£
Canoe/small.....	800	..100 £
Canoe/large.....	1600	..300 £
Galley/large.....	5000	kc
Galley/small	2000	kc
Kayak	500	..250 £
Ship/merchant/large	3000	kc
Ship/merchant/small	1000	kc
Ship/war	4000	kc

SLAVER

TEMPLE

Beads/prayer	1	£
Incense/stick	1	£
Symbol/holy/iron	202 £
Symbol/holy/silver	1050 £
Water/holy/vial	2525 £



TENTMAKER

Canvas/per sy	104 sh
Tent/large (4-person).....	20025 £
Tent/pavillon (8-person).....	500100 £
Tent/small (2-person)	1005 £

THATCHER

Basket/large (bushel)	805 sh
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Basket/small	402 sh
Birdcage	505 £



THESPIAN

Performance/minstrel	3	£
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TIMBERWRIGHT

Firewood/per day	2	d
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TUTORING



WEAPONCRAFTER

Weapon	wt (gp)	..cost
Daggers		
Knife (metalsmith)	61 £
Dagger	102 £
Taburi.....	830 sh
Swords		
Bastard.....	10025 £
Broad	7510 £

⁵ Registration is free, but given only at royal invitation.

⁶ Piloting and wharfage fees vary according to vessel registry: Geldeheim (25d/2f), other Orbaalese (40d/1d), foreign (80d/4d).

⁷ Golotha canal gates open at high slack only.

Falchion	80	10	£
Khopesh	75	10	£
Long	60	15	£
Scimitar.....	40	15	£
Short	35	8	£
Two-handed	250	30	£

Blunt weapons

Bo Stick (<i>woodcrafter</i>).....	15	6	f
Club (<i>woodcrafter</i>).....	30	3	d
Flail/footman's.....	150	8	£
Flail/horseman's	35	3	£
Hammer.....	50	1	£
Mace/footman's	100	8	£
Mace/horseman's.....	50	4	£
Morningstar	125	5	£
Sap.....	10	1	£
Staff (<i>woodcrafter</i>)	50	1	sh

Axes & picks

Shorkana	40	2	£
Handaxe	50	1	£
Battleaxe.....	75	5	£
Two-handed waraxe.....	150	30	£
Two-handed greataxe	200	60	£
Pick/footman's.....	60	8	£
Pick/horseman's.....	40	5	£

Spears

Javelin.....	20	10	sh
Spear	60	1	£
Trident	50	4	£

Polearms

Bardiche	125	7	£
Bec de corbin.....	100	6	£
Bill-guisarme.....	150	6	£
Fauchard	60	3	£
Fauchard-fork	80	8	£
Fork, Military	75	4	£
Glaive.....	75	6	£
Glaive-guisarme.....	100	10	£
Guisarme.....	80	5	£
Guisarme-voulge.....	150	7	£
Halberd	175	9	£
Hammer, Lucern	150	7	£
Hook fauchard	80	6	£
Partisan	80	10	£
Pike, awl	80	3	£
Ranseur.....	50	4	£
Spetum	50	3	£
Voulge	125	2	£

Lances

Heavy horse	150	15	£
Light horse	50	6	£
Jousting.....	40	4	£
Medium horse	100	10	£

Nets

Net (<i>chandler/hideworker</i>).....	100	12	£
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Whips

Whip (<i>hideworker</i>).....	30	3	£
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Bows

Longbow	100	60	£
Shortbow	50	15	£
Composite long bow.....	80	100	£
Composite short bow	50	75	£

Arrow/each	2	2	sh
Arrow/silver/each.....	2	1	£
Arrows/12.....	24	1	£
Crossbow, hand.....	50	300	£
Crossbow, heavy	80	20	£
Crossbow, light	50	12	£
Quarrel, hand/each	1	1	sh
Quarrel, hand /silver	1	10	sh
Quarrel, hand /20	20	1	£
Quarrel, heavy /each	2	2	sh
Quarrel, heavy /silver	2	1	£
Quarrel, heavy /20	40	2	£
Quarrel, light/each.....	1	1	sh
Quarrel, light /silver.....	1	10	sh
Quarrel, light /20.....	20	1	£

Blowguns

Blowgun	20	20	£
Needles/each.....	1	1	sh
Needles/12.....	12	10	sh
Needles/6/poisoned	6	sp ⁸	

Slings

Sling (<i>hideworker</i>)	1	9	sh
Sling bullet/each.....	2	6	d
Sling bullet/silver/each	2	5	sh
Sling bullet/20.....	40	10	sh
Sling stone/each.....	1	1	f
Sling bullet/20.....	20	5	d

Darts

Dart/each.....	5	5	sh
Dart/12.....	60	3	£
Dart/6/poisoned	30	sp ¹⁷	

Unarmed/special

Fighting claw	10	2	£
Çarotte.....	1	10	sh
Sap.....	10	1	£

Armor

Shields & helmets

Buckler	non-	30	5	£
Knight shield (large).....	bulky	100	15	£
Round shield (small).....	non-	50	10	£
Small wooden shield.....	non-	30	1	£
Helmet, great.....		100	15	£
Helmet, halfhelm		45	10	£

Armor	AC.....	Bulk			
Banded mail	4	bulky	350	90	£
Chain mail	5	fairly	300	75	£
Chain mail/elfin.....	5	non-	150	--	
Leather	8	non-	150	5	£
Padded.....	8	fairly	100	4	£
Plate	3	bulky	450	400	£
Ring	7	fairly	250	30	£
Scale	6	fairly	400	45	£
Splint.....	4	bulky	400	80	£
Studded leather	7	fairly	200	15	£

Armor sizes and modifiers

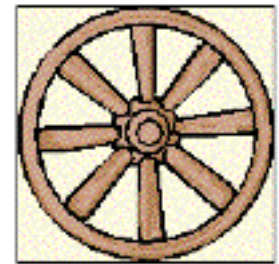
Weight (lbs).....	Size	Factor	Random
61-65	1	0.50	01-02
66-75.....	2	0.60	03-05
76-90	3	0.70	06-10

91-110	4	0.80	11-22
111-135	5	0.90	23-37
136-165	6	1.00	38-63
166-200.....	7	1.10	64-78
201-240.....	8	1.20	79-90
241-285	9	1.30	91-97
286-335.....	10	1.40	98-00

Barding

Brigandine/half.....	45.0	100	kc
Leather.....	60.0	30	kc
Padded/half	25.0	20	kc
Plate/full.....	85.0	400	kc
Scale/half	50.0	100	kc
Scale/full.....	75.0	200	kc
Chain.....	70.0	100	kc

WHALER



WOODCRAFTER

Barrel/small	300	2	£
Birdcage.....	50	5	£
Bucket.....	30	10	sh
Cart		50	£
Chest/large	250	2	£
Chest/small.....	100	1	£
Ladder/10'	200	1	sh
Pole/10'	100	4	d
Pulley.....	60	25	£
Wagon		150	£
Whistle.....	1	1	sh

Weapons

INDEX BY ITEM

Accommodations	Innkeeper
Alchemical dust.....	Alchemist
Ale.....	Innkeeper
Ambergris.....	Whaler
Anchor	Shipwright
Antidote	Apothecary, Alchemist
Armor	Weaponcrafter
Arrow	Fletcher
Awnings.....	Tentmaker

⁸ Price for 6 blowgun needles is 10 sh plus the price of one dose of insinuating poison (see Arcane Lore/Alchemist). These needles come in a special sheath that protects them (and the user) and prevent evaporation. Price for 6 darts is 50 sh plus the price of one dose of insinuating poison. These darts are hollow with a soft tip which are filled with the poison. They are thus safe to handle. Characters can also buy ordinary darts/needles and dip them in poison (a normal dose will cover 6 darts or needles) but there is the possibility of becoming in contact with the poison while handling the darts/needles and the poison will evaporate at the normal rate for the weapon type.

Axe.....	Metalsmith	Deed	Litigant	Leather goods.....	Hideworker
Axle.....	Metalsmith	Dog.....	Animal trainer	Leggings.....	Clothier
Backpack.....	Hideworker	Donkey.....	Ostler	Level advancement.....	Tutoring
Bag, canvas.....	Tentmaker	Drill, hand.....	Lia-Kavair	Linen.....	Clothier
Bandolier belt.....	Hideworker	Dwelling.....	Mason	Livestock.....	Farm/Market
Barding.....	Weaponcrafter	Dye.....	Clothier	Loan.....	Mercantylor
Barrel.....	Woodcrafter	Eggs.....	Farm/Market	Lock.....	Locksmith
Basket.....	Thatcher	Elixhirs.....	Alchemist	Lockbox.....	Locksmith
Bath.....	Innkeeper	Exchange rates.....	Mercantylor	Lockpick.....	Lia-Kavair
Bed.....	Woodcrafter	Fetters.....	Locksmith	Lodging.....	Innkeeper
Beer.....	Innkeeper	Files, metal.....	Lia-Kavair	Log.....	Timberwright
Bell.....	Metalsmith	Firewood.....	Charcoaler	Magnifying glass.....	Glassworker
Belt.....	Hideworker	First aid kit.....	Physician	Make-up kit.....	Thespian
Belt, bandolier.....	Hideworker	Fish.....	Farm/Market	Manorhouse.....	Mason
Blanket.....	Clothier	Fishing net.....	Chandler	Mansion.....	Mason
Blanket, saddle.....	Ostler	Flagon.....	Glassworker, Potter	Maps.....	Lexigrapher
Boat.....	Shipwright	Flour.....	Farm/Market, Miller	Marble.....	Mason
Boots.....	Hideworker	Fodder, horse.....	Ostler	Mast.....	Shipwright
Bottle.....	Alchemist, Glassworker	Fruits.....	Farm/Market	Mead.....	Innkeeper
Bow.....	Fletcher	Gases.....	Alchemist	Meal.....	Innkeeper
Bowl.....	Potter	Gems.....	Jeweller	Meat.....	Farm/Market
Brandy.....	Innkeeper	Gems, exchange.....	Jeweller, Mercantylor	Metal, raw.....	Miner
Brazier.....	Metalsmith	Glass.....	Glassworker	Milk.....	Farm/Market, Innkeeper
Bread.....	Farm/Market, Miller	Goblet.....	Metalsmith	Mirror.....	Metalsmith
Bridle, horse.....	Ostler	Gown.....	Clothier	Money.....	Mercantylor
Broom.....	Thatcher	Grain grinding.....	Miller	Mortar & pestle.....	Potter
Brush.....	Chandler	Grapple.....	Metalsmith	Mule.....	Ostler
Bucket.....	Woodcrafter	Grease.....	Chandler	Musical instrument.....	Harper
Buckram.....	Clothier	Grooming, horse.....	Ostler	Nails.....	Metalsmith
Buns.....	Miller	Hammer.....	Metalsmith	Net.....	Chandler
Butter.....	Farm/Market	Hammer, small.....	Lia-Kavair	Oar.....	Shipwright
Cabinet.....	Woodcrafter	Handcuffs (fettors).....	Locksmith	Oatcake.....	Farm/Market, Miller
Candle.....	Chandler	Harness, horse.....	Ostler	Oatmeal.....	Farm/Market, Miller
Canvas.....	Shipwright, Tentmaker	Harness, ox.....	Hideworker	Oil.....	Chandler
Caravan fee.....	Mercantylor	Harpoon.....	Metalsmith	Oil, lubricating.....	Lia-Kavair
Carpet.....	Tentmaker	Hatchet.....	Metalsmith	Oil, scented.....	Perfumer
Cart.....	Woodcrafter	Herbal concoctions.....	Apothecary	Oil, whale.....	Whaler
Cauldron.....	Metalsmith	Herbs.....	Apothecary	Ox yoke.....	Woodcrafter
Chain.....	Metalsmith	Hides.....	Hideworker	Packed provision, fresh.....	Innkeeper
Chair.....	Woodcrafter	Hoe.....	Metalsmith	Paint.....	Chandler
Chalk.....	Chandler	Hogshead.....	Woodcrafter	Palanquin.....	Woodcrafter
Charcoal.....	Charcoaler	Holy symbol.....	Temple	Pan.....	Metalsmith
Cheese.....	Farm/Market	Holy water.....	Temple	Paper.....	Lexigrapher
Chest, metal.....	Metalsmith	Honey.....	Farm/Market	Parchment.....	Lexigrapher
Chest, wood.....	Woodcrafter	Hood.....	Clothier	Pavillon.....	Tentmaker
Chisel.....	Metalsmith	Horn, hunting.....	Hideworker	Pelle (spade).....	Metalsmith
Cider.....	Innkeeper	Horse.....	Ostler	Perfume.....	Perfumer
Clerk services.....	Lexigrapher	Horse cloth.....	Ostler	Pick.....	Metalsmith
Cloak.....	Clothier	Horse, shoeing.....	Ostler	Pie, fruit or meat.....	Miller
Cloth.....	Clothier	Horsecomb.....	Metalsmith	Piloting, craft.....	Pilot
Club.....	Woodcrafter	Horseshoe.....	Metalsmith	Pipe, smoking.....	Potter
Coal.....	Charcoaler	Hourglass.....	Glassworker	Pitchfork.....	Metalsmith
Coffin.....	Woodcrafter	House.....	Mason	Plate, metal.....	Metalsmith
Coins.....	Mercantylor	Identification, potions.....	Alchemist	Plate, ceramic.....	Potter
Collar, horse.....	Ostler	Incense.....	Perfumer/temple	Plough.....	Woodcrafter
Comb.....	Chandler	Ink.....	Lexigrapher	Poison.....	Alchemist
Comb, horse.....	Ostler, Metalsmith	Iron rations.....	Salter	Potions.....	Alchemist
Compounds.....	Alchemist	Iron, branding.....	Metalsmith	Pouch.....	Hideworker
Contract.....	Litigant	Jewelry.....	Jeweller	Prism.....	Glassworker
Court appearance.....	Litigant	Keep.....	Mason	Promissory notes.....	Mercantylor
Cream.....	Farm/Market	Key.....	Locksmith	Prostitute.....	Courtesan
Crossbow.....	Fletcher	Knife.....	Metalsmith	Purse, cloth.....	Clothier
Crowbar, large.....	Metalsmith	Lace.....	Clothier	Purse, leather.....	Hideworker
Crowbar, small.....	Lia-Kavair	Ladder.....	Woodcrafter	Quarrel.....	Fletcher
Cup.....	Potter	Lantern.....	Chandler	Quill.....	Lexigrapher
Dagger.....	Weaponcrafter	Laundry.....	Innkeeper	Quiver.....	Hideworker

Rations, iron	Salter	Tunic	Clothier
Ration, fresh	Innkeeper	Urn	Potter
Razor	Metalsmith	Vase	Potter
Robe	Clothier	Vegetables	Farm/Market
Room	Innkeeper	Vellum	Lexigrapher
Rope	Shipwright	Vest	Clothier
Russet	Clothier	Veterinarian services	Ostler
Sack, leather	Hideworker	Vial	Alchemist
Sack, cloth	Tentmaker	Wagon	Woodcrafter
Saddle	Ostler	Water, holy	Temple
Saddle blanket	Ostler	Wax	Chandler
Saddlebag	Ostler	Weapons	Weaponcrafter
Salt	Salter	Wedge (wood splitting)	Metalsmith
Salted meat, fish	Salter	Wheel	Woodcrafter
Sandals	Hideworker	Wheelbarrow	Woodcrafter
Saw, metal	Lia-Kavair	Will	Litigant
Scales	Jeweller	Wineskin	Hideworker
Scones	Farm/Market, Miller	Wineskin refill	Innkeeper
Scrollcase	Hideworker	Wood	Timberwright
Scythe	Metalsmith	Wool, raw	Farm/Market
Seal	Lexigrapher	Worsted	Clothier
Serge	Clothier		
Shield	Weaponcrafter		
Shirt	Clothier		
Shoe, horse	Metalsmith		
Shoeing, horse	Ostler		
Sickle	Metalsmith		
Silk	Clothier		
Ski	Woodcrafter		
Slave	Slaver		
Sled	Woodcrafter		
Smith	Metalsmith		
Snowshoes	Woodcrafter		
Soap	Perfumer		
Spade	Metalsmith		
Spells, clerical	Temple		
Spells, Shek-Puar	Arcane Lore		
Spices	Apothecary		
Spices, aromatic	Perfumer		
Spikes	Metalsmith		
Sponge	Apothecary		
Spurs	Metalsmith		
Spyglass	Glassworker		
Stabling	Ostler		
Staff	Woodcrafter		
Stone	Mason		
Sugar	Apothecary		
Surcoat	Clothier		
Sword	Weaponcrafter		
Symbol, holy	Temple		
Table	Woodcrafter		
Tack repair	Ostler		
Tankard	Metalsmith		
Tar	Chandler		
Taxes	Mercantyle		
Tea	Apothecary		
Tent	Tentmaker		
Test kit, alchemical	Alchemist		
Thieves' guild	Lia-Kavair		
Thieves' tools	Lia-Kavair		
Thinderbox	Chandler		
Tides, timetable	Pilot		
Timber	Timberwright		
Tolls, standard	Mercantyle		
Toxic powders	Alchemist		
Trainig	Tutoring		