

2 RuneQuest Prices



Segmented /bronze plate	300 L
Skirts /heavy scale	60 L
Skirts /leather	10 L
Skirts /light scale	30 L
Skirts /linen	20 L
Skirts /studded leather	20 L
Sleeves /heavy scale	50 L
Sleeves /light scale	25 L
Vambrances /bronze plate	100 L
Vambrances /cuirboilli	30 L
Vambrances /leather	10 L

Riding Beasts

Bison	30 L
Herd-man, trained	15 L
High Llama	55 L

Horse breeds

Daron (large horse)	75 L
Galana (pony)	50 L
Goldeneye	350 L
Sered (common horse)	65 L
Impala	10 L
Mule	35 L
Sable Antelope	25 L
Zebra	70 L

Cavalry Beasts

Horse breeds

Daron (large horse)	150 L
Galana (pony)	100 L
Goldeneye	700 L
Sered (common horse)	130 L
Impala	20 L
Sable Antelope	50 L
Zebra	140 L

War Beasts

Bison	90 L
Herd-man	45 L
High Llama	165 L

Horse breeds

Daron (large horse)	225 L
Galana (pony)	150 L
Goldeneye	1000+ L
Sered (common horse)	195 L
Rhino ¹	1000+ L
Sable Antelope	75 L
Zebra	210 L

Riding Gear

Saddle	1-15 L
Tack	1-5 L

Musical Instruments

Bagpipes	10 L
Castanet	2 C
Cymbals	1 L
Drums /skin	1 L
Flute	1 C-10 L
Flute /nose	1 C
Horn /lur	10 L

¹ Extremely rare.

Kithara	50 L
Lute	10-25 L
Lyre	10-25 L
Pipe /reed	2 C
Rattle	1 C-5 L

Inns and Residences

Common Room Floor	1 C
Dormitory	3 C
Shared Room	1 L
Private Room	5 L
Hot Water /twice daily	1 C
Room Service	+1 C

Food

Cheese /1 kg	2 C
Barley and Meat pot	1 C
Daily Stew	¼ C
Entire Roasted Pig	2 L
Fatleaf Hotpot	½ C
Frybread w/minced meat	1 C
Grapes /in season	⅓ C
Leg of Lamb	5 C
Loaf of Bread	1 B
Midday Meal	6 C
Sausage	1 C
Spiced Meat Skewer	1 C

Drink

Ale /per cup	2 B
Barley Wine /per bowl	1 C
Mead /per bowl	1 C
Local Wine /per bowl	1 C
Pelorian Rice Wine /per bowl	3 C
Clearwine /per bowl	4 C
Vinavale Red Wine /per bowl	5 C
Amphora (40-liter)	1 L (amphora) + above price x 75

Clothing

Suit of clothes

Cotton	2 L
Hide, tanned	1 L
Leather	4 L
Linen	2 L
Linen, imported	5 L
Silk	20 L
Wool	3 L

Modifiers to clothes

Dye: red, orange, blue, yellow, green, brown, grey, black	x 2
Dye: purple, crimson, etc.	x 10
Fancy stitching/embroidery ²	x 2
Kaftan ²	x 3

Example: a tunic made of imported linen (5 L) that has been dyed blue (2x) and with fancy stitching (2x) would cost 20 L.

Other clothing

Belt, sword	1L
Bodice, esrolian	15-35 L
Boots	1 L
Cloak, grass	2 C

² Cumulative with dye, if any.

Cloak, hide	5 C-1 L
Dress, esrolian	15-35 L
Dress, esrolian sheat	10-40 L
Girdle	1 L
Hat, broad	10 C
Headdress, tall	10-100 L
Leggings	4 L
Sandals	5 C
Veil	2 C-5 L

Winter Cloaks

Antelope	2 L
Bison	3 L
High Llama	5 L
Impala	2 L
Wool	2 L
Woven Hair	10 L
Zebra	6 L

Jewelry

Armband, gold	750 L
Bracelet, bronze spiral	20 L
Bracelet, gold spiral	300 L
Bracelet, heavy gold multi-spiral	3,000 L
Bracelet, silver spiral	50 L
Earrings, gold	50 L
Earrings, bronze or copper spiral	20 L
Earrings, elaborate gold	100 L
Fibulae, bronze	10 L
Fibulae, silver	100 L
Necklace, beaded gold	300 L
Necklace, gold with hanging gemstone pendant	750 L
Pectoral, gold	1,000-2,000 L
Ring, simple silver	5 L
Ring, simple gold	25 L
Ring, heavy gold	50 L
Ring, gold with gemstones	60 L
Ring, gold with carved gemstone seal	100 L
Torc, bronze	20 L
Torc, gold	750-1,500 L

Cosmetics

Henna /per application	5 C
Kohl /per small container	5 C
Perfume /oil or salve container	1 C to 1 L

Meat Beasts

Cow	20 L
Bull	30 L
Sheep	3 L
Bison	20 L
Herd-man	6 L
High Llama	30 L
Horse	40 L
Impala	5 L
Sable Antelope	15 L
Zebra	45 L
Pig (yearling)	2 L
Domestic Duck	1 C
Chicken	1 C
Goose	3 C

Other Animals

House Cat	1 L
Kaga (insect-eating gecko)	2 C
Prax Hound	2 L
Song Bird	3 L
Wild Hawk	35 L

Slaves

Human Child	35 L
Human Male, unskilled	100 L
Human Female, unskilled	75 L
Human, educated	300 L
Human, skilled	200 L

Conveyances

Boat /ten-man	20 L
Boat /three-man	5 L
Cart /two-wheeled	4 L
Chariot /two-wheeled	200 L
Palanquin	5-20 L
Wagon /four-wheeled	10 L

Exotic Goods

Dyes /per batch	1-10 L
Hazia /per dose	1-10 L
Mordants /per batch	1-10 L
Salt /per 30 ml	1 L
Spice /sweetgrass	2 C
Spiceroot /praxian	4 C

Short Term Labor

Unskilled Manual Laborer /per day	1-2 C
Skilled Crafter /per day	3-10 C
Guard (common warrior) /per day	1 L

Sages and Scribes

Read Letter /per page	2-5 L
Research /per day	
Common Knowledge	1 L
Uncommon Knowledge	2 L
Rare Knowledge	5 L
Very Rare Knowledge	15 L
Translate Letter /per page	5 L
Write Contract	4 L
Write Letter /per page	2 L

Poets and Heralds

Compose an Insulting Poem	6 L
Compose a Love Poem	4 L
Compose a Praise Poem	10 L
Herald (sending a message) /per week of travel	5 L

Temples

Tithe on revenue	10%
Tax on harvest	20%
Storing treasure/non-initiate	5%

Temple spells

Casting cult magic to members	20 L per rune pt
One-time spell	× 10
Additional magic point spent	1 L per pt

Chalana Arroy heal all who ask Varies¹

Coin Types

The standard coin used throughout Glorantha is the **Lunar** (L), a *silver coin*. Other coins are:

1 **bolg** (B), a *lead² coin* = $\frac{1}{10}$ C

1 **clack** (C), a *copper coin* = $\frac{1}{10}$ L

1 **wheel** (W), a *gold coin* = 20 L

The encumbrance of coins carried is as follows. An adventurer is assumed to carry the optimal distribution of coinage for the lowest weight unless some specific reason exists why this is not possible.

300 **B** coins per ENC

160 **C** coins per ENC

160 **L** coins per ENC

100 **W** coins per ENC

Standards of living

Destitute	less than 15 L per year
Poor	15-59 L per year
Free	60-199 L per year
Noble	200 L per year or more

Destitute

Absolute wretched poverty, with no appreciable possessions or money other than which is provided as charity or can be scavenged. Sustenance is unreliable and may consist of discarded food and water. Clothing is threadbare or even rags, and sleeping on the streets or in the wild is the norm.

Poor

The bare minimum standard of living for a poor household equates to around 15 L a year. Less than that is destitute. This permits a sparse diet of root vegetables and gruel. A poor household may go hungry for prolonged periods. Clothing is minimal, and housing is at best a tiny room or unfurnished hut for the entire family.

Free

The basic standard of living for a free household is roughly 60 L per year. It takes about 60 L worth of food, grain, and goods to maintain a free household for a year. This standard includes daily bread, cheese, and eggs, as well as better gruel. Meat and fish are available at least one or twice weekly, in addition to that eaten at cult feasts. Beer is common and wine is available for important occasions. Free households may go hungry, but rarely for long. Members of a free household can acquire a new set of clothes each year, and shoes or sandals. Housing is a furnished dwelling divided into rooms for people and for animals.

¹ If a character is saved from disease or poison or maiming or death by the actions of a healer, he immediately will give the healer's temple an appropriately generous gift or percentage of the person's income for the next year. A king might fund a hospital or a way-station. A farmer may give half a year's milk from his cows. The greater the gift, the more honored the giver, and the happier the healers next time they administer to his wounds. Rune levels of friendly cults will have their debts paid by their cult, out of their own payments into that cult.

² The bolg is a troll unit of exchange made of lead. It is used infrequently among humans, if at all. The lead bolg is unique as a unit of money, for it is designed for use as a sling stone as well as handy cash. *In my Glorantha, the bolg is commonly used.*

Noble

A basic standard of living for a noble household costs roughly 200 L a year. At this standard, meat and fish is eaten with most meals, along with wine at the table. The household home has multiple rooms and servants or slaves. Clothing is high quality and stylish. Mounts are maintained.

Petty King

The household rules over a small province or even a city, with considerably more wealth and possessions than can be easily described. This is the most variable standard of living, as it ranges dramatically based on location and the nature of the area ruled over.

Measurement of Land

Farmland is measured in very practical terms by people in Dragon Pass—areas are measured in terms of how long it takes to work with a plow and a team of oxen. Most agricultural lands also include small fruit orchards and vineyards.

An acre is the amount of land tillable by one ox team in one day.

A hide is an amount of land that one ox-team can cultivate in a year and is considered sufficient to support a free household. It is between 80 and 120 acres and there are approximately two hides to the square kilometer. The Lunars value a hide at 25 W for census purposes.

Five hides is the amount of land considered sufficient to support a noble household. This much land typically requires four or five tenant families to work; the tenants are semi-free clients of the noble. Five hides are approximately two square kilometers of land. The Lunars value five hides at 125 W for census purposes.

Market

Cities have permanent markets (it's their defining feature). Town and villages generally have a weekly market. Markets serve as the local temple of Issaries and typically operate under the auspices of the merchant cult.

Gifts

For every 20 L given as gifts to another adventurer, temple, or other community, an adventurer may get a +1% bonus to a single Loyalty roll with that entity. For every 50 L given, the adventurer gets a +1% cumulative and permanent increase in that Loyalty.

Note on Prices

Price is based on the cost to purchase the item in any large city in Dragon Pass. Prices for many goods may be more expensive in a small city and even more expensive in a town or village.

Iron weapons and armor are rare, prized, and extremely valuable, often possessed by only the wealthy or by fortunate adventurers. They are rarely available for sale, and instead are found, won, made to order, or gifted.