

Coin Types

The standard is the **silver piece** (sp). Other coins are:

1 **copper piece** (cp) = 1/10 sp

1 **gold piece** (gp) = 10 sp

1 **platinum piece** (pp) = 100 sp

80 coins weigh 1 lb

Local governments also mint trade coins (made of brass), *these have value only within these lands.*

1 **trade coin** (tc) = 1/10 cp

200 tc weigh 1 lb

Starting money

Standard	35+2d12p silver pieces
Parvenu (25BP)	70+4d12p silver pieces
Inheritance (per 5BP)	+ 20+1d12p silver pieces

Encumbrance

Armor and clothes worn do **not** count for encumbrance. Extra clothes, cloaks not worn, etc. **do** count. Shields *always* count toward encumbrance. Armor and clothes weight are halved for smaller races (but the price remains the same).

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Clothing

	price	lbs.	hi	med	low
Belt					
Leather	5 tc	1/2	95	85	75
Rope	1 tc	1/2	100	95	90
Boots					
Leather	3 cp	2	95	85	75
Riding	3 sp	2 1/2	90	85	75
Soft	1 sp	2	95	85	75
Snakeskin	25 sp	2	65	45	05
Hollow	15 sp	3	55	35	15
Cap, hat					
Fine, formal	3 sp	1/4	90	80	70
Common, utilitarian	1 cp	1/4	95	85	75
Beret, upper class	6 sp	1/2	75	60	15

Cloak

Fine fur	50 sp	6	60	40	20
Woolen	4 cp	3	95	85	75
Eyepatch	1 cp	—	95	85	65
Garnments (matching outfit)					
Fine, leather (w/ fur trim)	20 sp	5	70	30	10
Fine, silk	50 sp	2	55	20	05
Fine, linen, embroidered	75 sp	3	75	35	15
Gloves, leather (work)	1 cp	1/2	95	85	75
Gown, common	2 cp	2	95	85	75
Gown, formal	100+ sp	2	65	15	00
Hose	2 sp	1/2	90	80	70
Jerkin, laced	1 sp	1/2	90	80	70
Knife sheath	3 tc	1/2	95	85	75
Mittens, winter	3 tc	1/2	95	85	75
Pin/brooch, brass/iron	5 cp	—	95	85	75
Robe					
Mages, heavy & embroidered	45 sp	4	75	60	15
Woolen (heavy)	5 cp	5	100	85	70
Sandals	1 cp	1	95	85	75
Sash	2 cp	1/2	95	85	75
Shirt, wool	5 tc	1/2	90	80	70
Shoes (commoner's)	2 cp	2	95	85	75
Shoes (stylish gentry)	2 sp	2	80	60	15
Silk jacket	80 sp	1	60	25	10
Surcoat	6 cp	4	95	85	75
Sword scabbard, hanger, baldric	4 sp	1/2	95	85	75
Tabard	6 cp	3	95	85	75
Toga, coarse	8 tc	3	90	80	70
Trousers (wool)	3 cp	2	95	90	85
Tunic (linen, embroidered)	30 cp	1	80	50	05
Tunic (wool)	2 cp	1	95	85	75
Undershirt (linen)	4 cp	1/2	95	90	85
Vest (linen)	6 cp	1/2	95	85	75

Outfitting Bundles

	price	lbs.	hi	med	low
Pauper/pilgrim (1)	1 sp	22 1/2	85	80	75
Merchant (2)	5 sp	14 1/2	90	85	75
Traveller (3)	2 sp	1 1/2	90	85	74

(1) Sandals (1 pair); Tunic, wool (patched); Belt (rope); Sack, large canvas; Wineskin (2 quart capacity); Rations, standard (3-day supply).


(2) Boots, leather (1 pair); Trousers and tunic (wool); Undershirt (linen); Cloak (wool); Belt (leather); 2 Belt pouches (small leather); Knapsack; Wineskin (2 quart capacity); Rations, trail (3-day supply).

(3) Boots, leather (1 pair); Trousers and tunic (wool); Undershirt (linen); Cloak (wool); Belt (leather); 1 Belt pouch (small leather); Wineskin (2 quart capacity).

Expedition Gear

	price	lbs.	hi	med	low
Bandages, linen (10 uses)	10 tc	—	95	90	85
Bedroll	1 cp	5	95	85	75
Chain (per ft.)					
Heavy	4 sp	3	95	85	70
Light	3 sp	1	95	85	70
Chalk	1 tc	1/4	95	85	70

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Firewood (per day)	1 tc	200	95	90	85
Fishhook & fishing line ¹	1 cp	(d)	95	90	85
Fishing net, hand, 10 ft. sq. ¹	4 sp	5	90	85	80
Ladder, wooden, 10 ft.	6 cp	20	95	90	85
Lock					
Good	100 sp	1	90	85	80
Poor	20 sp	1	90	85	80
Mess kit ²	1 sp	6	85	60	50
Mirror, brass signal	1 sp	(t)	90	85	80
Pole, 10 ft., wooden	1 cp	8	90	85	80
Rope (per 50 ft.)					
Hemp (530 lbs. safe load)	4 cp	10	90	85	80
Sisal (400 lbs. safe load)	3 cp	10	95	90	85
Cotton (266 lbs. safe load)	3 cp	10	80	75	70
Silk (300 lbs. safe load)	4 sp	5	70	60	50
Signal whistle	8 cp	(t)	90	85	80
Spike, iron (set of 3)	1 cp	½	90	85	80
Soap (per lb.)	5 cp	1	90	85	80

Tent

Large	25 sp	20	80	75	70
Pavilion	100 sp	50	80	75	70
Small	5 sp	10	80	75	70
Wool blanket	2 cp	3	90	85	80

(t) These items weigh little individually. Ten of these items weigh one pound.

(d) These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Illumination

	price	lbs.	hi	med	low
Candle (dozen) ³ 15-ft-radius	1 tc	(t)	95	90	85
Lamp oil (per 1 pint flask) ^{4,5}	6 tc	1	90	85	80
Lantern, miner's ⁶ 15-ft-rd + 50' beam	10 sp	3	85	75	60
Tinderbox ⁷	2 cp	1	95	75	60
Torch (6) ⁸ 30-ft-radius	1 cp	5	95	90	85

Load Bearing Equipment

	price	lbs.	hi	med	low
Backpack (cap. 50 lbs.)	18 cp	3½	80	70	50
Belt pouch (leather)					
Large (cap. 8 lbs.)	3 cp	1	95	90	85
Small (cap. 4 lbs.)	1 cp	½	95	90	85
Purse (cap. 1 lbs.)	5 tc	(t)	95	90	85
Knapsack (cap. 30 lbs.)	7½ cp	2	95	85	75
Quarrel case, hunting (cap. 20 bolts)	5 cp	1	90	85	80
Quarrel case, war (cap. 32 bolts)	8 cp	2	80	75	70

Quiver

Arrows, hunting (cap. 12 arrows)	3 cp	1	90	85	80
Arrows, war (cap. 20 arrows)	6 cp	2	80	75	70
Javelins (cap. 4 javelins)	6 cp	2	85	80	75

Sack (canvas)

Large (cap. 30 lbs.)	1 cp	½	95	90	85
Small (cap. 15 lbs.)	5 tc	(t)	95	90	85

Map or scroll case

Bone (cap. 2 documents)	15 cp	½	85	80	75
Leather (cap. 5 documents)	8 cp	½	90	85	80

Metal (cap. 3 documents)	20 cp	½	80	75	70
Wineskin (cap. 2 quarts)	4 cp	1	95	90	85

Containers

	price	lbs.	hi	med	low
Barrel (30 gal. cap.)	15 cp	35	95	90	25
Barrel, hogshead (60 gal. cap.)	40 cp	120	90	80	15

Basket

Large	1 cp	1	95	85	75
Small	2 tc	(t)	95	90	85

Bottle, glass (1 qt.)	6 cp	2	85	80	75
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Box, iron (large)	35 cp	40	75	60	30
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Box, iron (small)	25 cp	15	80	65	35
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Bucket (5 gal. cap.)	3 cp	3	95	90	85
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Cage, iron (small) (1)	5 sp	10	50	30	00
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Cage, wooden (small) (1)	15 cp	7	65	35	00
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Chest (wooden)

Large (100 lbs. capacity)	2 sp	25	95	90	85
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Small (40 lbs. capacity)	1 sp	10	95	90	85
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Flask, crystal (8 oz.)	6 sp	¼	70	70	65
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Flask, glass (8 oz.)	5 cp	¼	85	80	75
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Flask, metal (16 oz.)	2 sp	¼	90	80	70
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Flask, potion (4 oz.)	5sp	¼	65	60	55
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Iron pot/kettle (1 gallon)	5 cp	3	95	90	85
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Jar, glass (1 gallon)	9 cp	2	85	70	50
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Jar, pottery, large (5 gallons)	9 cp	5	100	95	90
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Jar, pottery, small (1 gallon)	8 cp	2	100	95	95
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Keg (15 gal. cap.)	6 cp	15	95	90	30
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Tankard, pewter	5 cp	1	85	60	25
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Tankard, wooden	3 tc	½	100	95	92
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(1) A small cage can secure an animal about the size of a house cat.

Tools

	price	lbs.	hi	med	low
Anvil	25 cp	125	40	25	00

Auger (wood drill)	25 tc	10	90	80	70
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Ax-hammer ⁹	7 cp	1	95	85	75
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Bellows	3 sp	8	40	25	00
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Block and tackle	5 sp	5	90	85	80
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Bow drill	5 tc	½	90	80	70
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Carpentry tools ¹⁰	62 cp	60	90	85	80
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Chisel	3 cp	½	95	90	80
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Crampons	4 cp	2	90	85	80
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Crowbar/pry bar	6 cp	10	90	85	80
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Cutter, bolt	10 sp	5	60	50	30
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Cutter, wire	5 sp	1	60	50	30
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Disguise kit	55 sp	8	95	75	50
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Flint and steel	1 cp	½	95	85	80
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Funnel, small	3 tc	(t)	90	80	70
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Glass cutter	12 gp	1	50	35	15
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Grappling hook	15 cp	4	90	85	80
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Hacksaw (hardened) ¹¹	5 cp	3	85	75	70
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Hammer, small	2 sp	2	95	90	85
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Healer's bag (5 uses)	25 sp	½	95	85	65
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Healer's kit (10 uses)	50 sp	1	95	85	75
Hoe	6 cp	3	100	95	85
Keymaking set	5 gp	3	75	65	55
Locksmith tools	100 sp	5	85	75	70
Miner's tools ¹²	55 cp	30	90	85	80
Nails (10 lbs)	5 cp	10	95	90	85
Pick, miner's	25 cp	9	95	80	45
Pitchfork	8 cp	3	100	90	60
Plow, iron	72 cp	12	90	70	20
Repair kit, sail/nautical	50 sp	50	90	85	80
Saw, iron	36 tc	3	95	85	75
Shovel	7 cp	4	100	95	75
Sickle	4 cp	3	100	90	60
Sledgehammer	18 cp	6	95	85	70
Surgeon's kit	10 gp	20	85	75	70
Thieves' tools (1)					
Acid, metal-eating ^{4,13} (1 vial)	5 gp	1	45	25	05
Aniseed ¹⁴ (1 vial)	2 cp	(t)	70	45	20
Blade pole ¹⁵	3 sp	7	60	30	05
Cards, basic marked ¹⁶	2 sp	—	90	80	60
Cards, expertly marked ¹⁷	25 sp	—	85	70	55
Clothes, two-sided ¹⁸	80 sp	7	40	20	05
Darksuit ¹⁹	30 sp	5	40	20	05
Death knife ²⁰	12 sp	1	50	20	05
Dice, loaded double ²¹	10 sp	—	90	85	75
Dice, loaded heavy ²²	16 sp	—	90	85	80
Dice, loaded high throw ²³	5 cp	—	90	80	65
Dice, loaded sticky ²⁴	25 sp	—	90	70	60
Dog pepper ²⁵ (packet)	1 cp	(t)	70	50	30
Face black ²⁶	1 cp	—	95	95	95
Footpads ²⁷	8 sp	3	55	45	25
Funnel, lock ²⁸	3 tc	(t)	90	80	70
Key making set ²⁹	2 gp	2	80	60	25
Lock chisel & small hammer ³⁰	2 sp	1	80	60	40
Lockpick set ³¹	6 sp	½	45	10	00
Mirror pole ³²	22 sp	8	70	60	50
Reed, hollow	1 cp	(t)	90	70	60
Ring, pin ³³	10 sp	—	55	40	25
Salimic acid, vial ^{4,34}	15 gp	¼	30	5	00
Sharpened coin ³⁵	2 cp	—	80	60	40
Weapon black (1 vial)	2 sp	1	50	35	10
Wrist sheat	3 cp	—	60	40	20
Wheelbarrow	3 sp	20	100	85	20
Whetstone	5 tc	1	95	90	85

(1) Thieves and assassins may add +20 to the base availability chance when searching for thieves' tools due to their connections with the thieves' guild and underground.

Provisions	price	lbs.	hi	med	low
Rations, standard ³⁶ (1-week supply)	5 cp	49	85	80	75
Rations, trail ³⁷ (1-week supply)	5 sp	24½	90	85	80
Barrel of pickled fish	3 sp	500	90	85	80

Butter (per lb.)	2 cp	1	85	80	75
Coarse sugar (per lb.)	5 sp	1	70	60	50
Corn dodgers (2 weeks rations)	5 sp	75	90	85	80
Eggs (per 100)	8 cp	15	90	85	80
Eggs (per two dozen)	2 cp	3	90	85	80
Figs (per lb.)	3 cp	1	85	80	75
Fish, salted (1 day's rations)	5 tc	3	85	80	75
Mead, dwarven (keg)	300 sp	130	30	20	10
Nuts (per lb.)	1 sp	1	90	85	80
Preserves, fruit (1 day's rations)	5 tc	1	85	80	75
Raisins (per lb.)	2 cp	1	90	85	80
Rice (per lb.)	2 cp	1	90	85	80
Sausage, blood (1 meal)	1 cp	2	90	85	80
Sausage, peppered (1 meal)	2 cp	1	85	80	75
Sausage, sailor's (1 week's rations)	2 sp	15	90	85	80
Venison, smoked (1 meal)	1 sp	2	90	85	80
Tun of cider (250 gal.)	8 sp	2100	45	25	08
Tun of good wine (250 gal.)	20 sp	2100	50	30	10

Religious Items	price	lbs.	hi	med	low
Beads, prayer	1 sp	—	95	85	80
Divine icon, formal	50 sp	—	70	45	00
Divine icon, common	1 sp	—	100	75	00
Holy water	50 sp	1	75	40	00
Incense, burner	1 sp	—	95	85	80
Incense, stick (per dozen)	5 sp	—	95	85	80
Robes, clerical	25 to 500 sp	—	60	30	00

Scribe Materials	price	lbs.	hi	med	low
Ink (per ounce)	5 cp	(t)	95	85	80
Journal, blank (48 pages)	50 sp	5	80	75	70
Papyrus (per sheet)	4 cp	(d)	80	75	70
Parchment (per sheet)	1 sp	(d)	90	85	80
Pen, bone/ivory/wood	8 cp	¼	95	85	80
Pen, quill	2 tc	(t)	95	85	80
Portable writing case	25 cp	1	90	70	40
Sealing/candle wax (per lb.)	1 sp	1	90	85	80
Signet ring or personal seal	5 sp	¼	95	85	80
Stylus, wood	5 tc	¼	95	85	80
Tablet, silted clay	1 sp	1	95	85	80
Tablet, wax	10 cp	1	95	85	80
Vellum (per sheet)	2 sp	(d)	80	75	70

(t) These items weigh little individually. Ten of these items weigh one pound.

(d) These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Miscellany	price	lbs.	hi	med	low
Astrolabe	300 sp	2	15	0	00
Cards, playing	6 cp	—	95	90	85
Chess set, basic	5 sp	3	90	80	60
Chess set, ornate	50 sp	4	90	70	40

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Cloth (per 10 sq. yds.)

Common (wool)	3 sp	10	95	85	80
Silk	35 sp	10	75	40	05
Samite	50 sp	10	45	10	00
Canvas (per sq. yard)	4 cp	1	95	85	80
Dice	2 cp	—	95	90	80
Dice, premium	10 sp	—	95	80	65
Eyeglasses	100+ sp	—	85	65	25
Hourglass	25 cp	1	85	75	65
Magnifying glass ³⁸	100 sp	½	85	75	70
Map, local (nearby landmarks)	1 sp	—	95	70	50
Map, regional (nearby towns)	10 sp	—	90	50	20
Map, national (entire kingdom)	20 sp	—	75	35	15
Map, continent	50 sp	—	60	30	10
Map, known world	100 sp	—	50	20	01
Merchant's scale	2 sp	1	90	85	80
Perfume (per vial)	5+ cp	(t)	90	50	25
Ring, poison container	1 sp	—	15	5	00
Spyglass ³⁹	500 sp	1	80	65	50

(t) These items weigh little individually. Ten of these items weigh one pound.

Armor & Shield

	price	lbs.	hi	med	low
Robe, thick <i>DR 1, Def-1, IM0, SM0</i>					
Mages, heavy & embroidered	45 sp	4	75	60	15
Woolen (heavy)	5 cp	5	100	85	70
Leather <i>DR 2, Def-2, IM0, SM0</i>	6 sp	15	100	100	95
Padded <i>DR 2, Def-3, IM+1, SM0</i>	4 sp	15	100	100	85
Studded leather <i>DR 3, Def-3, IM+1, SM0</i>	40 sp	20	95	90	75
Ring mail <i>DR 4, Def-4, IM+1, SM+1</i>	65 sp	30	90	80	50
Chain mail <i>DR 5, Def-5, IM+2, SM+2</i>	200 sp	45	85	50	00
Scale mail <i>DR 5, Def-6, IM+3, SM+2</i>	120 sp	60	95	60	15
Splint mail <i>DR 6, Def-5, IM+2, SM+2</i>	300 sp	55	80	40	00
Banded mail <i>DR 6, Def-4, IM+2, SM+1</i>	400 sp	50	75	30	00
Plate mail <i>DR 7, Def-5, IM+2, SM+2</i>	500 sp	55	70	30	00

Shields

Buckler <i>DR 4, Def+2, cover 20</i>	9 sp	4	100	95	85
Small <i>DR 4, Def+4, cover 19</i>	15 sp	7	100	100	95
Medium <i>DR 6, Def+6, cover 16 / 11</i>	30 sp	14	95	85	75
Large <i>DR 6, Def+6, cover 11 / 6</i>	60 sp	24	90	75	65
Body <i>DR 6, Def+6, cover 6 / 1</i>	90 sp	35	80	40	10

Weaponry

	price	lbs.	hi	med	low
Axe, battle	5 sp	3½	90	85	80
Axe, hand	3 sp	2	95	90	85
Club	1 cp	2	100	100	95
Dagger	2 sp	1	95	90	85
Flail	15 sp	4½	90	85	80
Flail, horseman's	12 sp	3	80	75	70
Knife	5 cp	½	100	95	90
Lance	10 sp	6½	85	80	75
Mace	8 sp	3	90	85	80
Mace, horseman's	6 sp	2	80	75	70

Morning star	10 sp	3	95	90	85
Pick, military	4 sp	4	90	85	80
Pick, horseman's	3 sp	2	80	75	70
Polearms					
Bardiche	7 sp	6	85	80	75
Bec de Corbin	8 sp	5	85	80	75
Bill-guisarme	7 sp	5	85	80	75
Fauchard	5 sp	5	85	80	75
Fauchard-fork	8 sp	5	90	85	80
Fork, military	5 sp	4	90	85	80
Glaive	6 sp	5	85	80	75
Glaive-guisarme	10 sp	5	85	80	75
Guisarme	5 sp	4	85	80	75
Guisarme-voulge	8 sp	5	85	80	75
Halberd	10 sp	5	85	80	75
Partisan	10 sp	5	85	80	75
Pike	5 sp	5	85	80	75
Ranseur	3 sp	5	90	85	80
Short spear	1 sp	3	95	90	85
Spear	2 sp	4	95	90	85
Spetum	5 sp	5	85	80	75
Trident	15 sp	4½	60	50	40
Voulge	5 sp	5	85	80	75
Scourge	1 sp	2	85	80	75
Scythe, two-handed	10 sp	5	65	60	55
Staff	2 cp	4	100	95	90
Swords					
Broadsword	14 sp	3½	90	85	80
Great sword	30 sp	4	75	70	65
Longsword	20 sp	3	85	80	75
Sabre	18 sp	2½	80	75	70
Scimitar	15 sp	4	85	80	75
Short sword	10 sp	2¼	90	85	80
Two-handed sword	50 sp	5	75	70	65
Warhammer	2 sp	2½	90	85	80
Warhammer, great	5 sp	5	80	75	70
Missiles					
Axe, throwing	3 sp	2	90	85	80
Bows					
Longbow	75 sp	2	75	70	65
Shortbow	30 sp	1	90	85	80
Crossbow, heavy	50 sp	5	80	75	70
Crossbow, light	35 sp	3	85	80	75
Javelin	6 cp	2	85	80	75
Knife, throwing	1 sp	½	80	75	70
Sling	1 cp	¼	100	95	90
Munitions (per score)					
Arrow, longbow	2 sp	2½	75	70	65
Arrow, shortbow	8 cp	1⅔	90	85	80
Quarrel, light	1 sp	1⅓	85	80	75
Quarrel, heavy	2 sp	1⅔	80	75	70

Sling bullet ⁴⁰	2 cp	1	90	85	80
Slingstone ⁴⁰	free	1	100	100	95
Supplies					
Bowstring (any type)	2 cp	—	100	95	80
Musical Instruments					
	price	lbs.	hi	med	low
Bagpipes	47 sp	20	70	60	50
Bandore	24 sp	10	75	65	55
Chimes	5 sp	3	90	85	80
Drum	6 sp	8	90	85	80
Fife	5 sp	1	90	85	80
Flute	7 sp	2	85	80	75
Gong	10 sp	10	90	85	80
Harp	80 sp	25	95	90	85
Horn	6 sp	4	80	75	70
Lute	27 sp	1	90	85	80
Lyre	10 sp	5	90	85	80
Mandolin	30 sp	10	90	85	80
Pipes	5 sp	1	95	90	85
Rebec and bow	38 sp	5	90	85	80
Recorder	6 sp	1	95	90	85
Whistle	1 sp	¼	95	90	85
Daily Food and Lodging					
	price	lbs.	hi	med	low
Banquet (per person)	10 sp		70	35	00
Bath	3 tc		95	85	75
Bear fat dumplings	6 tc		70	60	50
Bread	5 tc		95	85	75
Cheese	4 tc		95	85	75
Cheese, rank (hard)	1 sp		80	75	60
City rooms (per month)					
Opulent	100 sp		85	45	00
Common	20 sp		90	85	75
Poor	6 cp		100	90	85
Egg or fresh vegetables	1 sp		95	90	85
Grain and stabling for horse (daily)	5 cp		95	90	85
Grouse onion stew	3 tc		95	90	85
Honey	5 tc		95	90	85
Inn lodging (per day / week)					
Opulent lodging	50 sp / 299 sp		60	25	00
Common	5 cp / 3 sp		95	90	85
Poor	5 tc / 2 cp		95	90	85
Meat for one meal	1 cp		95	90	85
Meals (per day)					
Gourmet	5 sp		70	25	00
Good	5 cp		95	90	85
Common	3 cp		95	90	85
Poor	1 cp		100	95	95
Scratch-root stew	1 cp		95	90	85
Separate latrines for rooms (/month)	2 sp		85	75	60
Soup	5 tc		95	90	85

Spices & Herbs					
	price	lbs.	hi	med	low
Belladonna, sprig	4 cp	1	90	85	80
Camphor	85 sp	1	25	20	05
Cinnamon	70 sp	1	25	25	05
Cloves	20 sp	1	60	50	40
Frankincense	125 sp	1	25	18	04
Garlic, bud	5 tc	1	90	85	80
Ginger	50 sp	1	30	15	00
Ginseng	275 sp	1	15	5	00
Herbs, common (per lb.)	5 tc	1	90	85	80
Mace	100 sp	1	30	20	05
Mustard	100 sp	1	25	20	05
Myrrh	250 sp	1	20	10	00
Nutmeg	85 sp	1	25	20	05
Paprika	60 sp	1	50	40	25
Pepper	90 sp	1	50	35	20
Rock salt	17 cp	1	99	90	85
Saffron	45 sp	1	40	35	10
Spikenard oil	165 sp	1	15	10	00
Vanilla	300 sp	1	10	5	00
Wolfsbane, sprig	1 sp	1	90	85	80
Services					
	price	lbs.	hi	med	low
Bath	3 tc	—	95	85	80
Doctor, leech or bleeding	3 sp	—	90	85	80
Doctor, sew wounds	10 sp	—	90	85	80
Guide, in city (per day)	2 cp	—	90	85	80
Lantern or torchbearer (per night)	1 cp	—	90	85	80
Laundry (by load)	1 tc	—	85	80	70
Massage	1 sp	—	90	85	80
Messenger, 10 to 50 miles	1 sp	—	95	85	80
Messenger, 52 to 100 miles	5 sp	—	90	85	80
Messenger, in city (per message)	10 tc	—	85	80	75
Messenger, per 100 miles	5 sp	—	80	75	70
Minstrel (per performance)	3 sp	—	90	85	80
Mourner (per funeral)	2 cp	—	90	85	80
Scout, wilderness (per day)	1 sp	—	90	85	80
Scribe, legal document/contract	1 sp	—	90	85	80
Scribe, letter	2 cp	—	90	85	80
Tattoo (per design)	1 sp	—	95	85	80
Teamster w/wagon	1 cp/mile	—	90	85	80
Alcohol/Beverages					
	price	lbs.	hi	med	low
Ale, Dead Berserker (pint)	1 cp	—	95	95	95
Ale, Kromian (pint)	1 sp	—	85	70	60
Ale (pint)	5 tc	—	95	85	75
Beer, cut (pint)	5 tc	—	90	85	75
Beer, heavy (pint)	1 cp	—	95	85	75
Bitter broth (pint)	5 cp	—	65	70	80
Brandy, Orluian (jigger)	5 sp	—	70	50	35
Grog (pint)	3 cp	—	95	85	75
Gut bruiser (pint)	1 sp	—	75	60	55

6 Hackmaster prices

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Finch-Yager (amber brew)	7 sp	—	70	60	50
Honey brew (pint) (medicinal)	1 sp	—	80	70	60
Liver squeezings (jigger)	2 sp	—	85	70	60
Mead, Baker's Thicke (pint)	10 cp	—	95	90	85
Mead, common (pint)	5 cp	—	95	85	80
Mead, Nordlar (pint)	1 sp	—	75	60	45
Mead, Orluian (pint)	10 sp	—	65	50	45
Rum (half pint)	5 cp	—	75	65	55
Stout Brown Grevan (pint)	7 cp	—	90	85	80
Whiskey, Bitter-Korn (jigger)	2 sp	—	90	80	70
Wine, Blackberry (pint)	1 sp	—	85	70	60
Wine, Good (pint)	1 sp	—	75	65	55
Wine, Gutberry (pint)	4 sp	—	85	70	60
Wine, watered (glass)	1 tc	—	95	85	75
Wine, watered (carafe)	2 cp	—	95	85	75
Wine, Elderberry (glass)	5 sp	—	60	40	20
Livestock	price	lbs.	hi	med	low
Boar	10 sp	—	90	85	80
Bull	20 sp	—	85	75	60
Camel	50 sp	—	90	85	80
Capon	3 tc	—	90	85	80
Cat, big, hunting (jaguar ...)	150 gp	—	40	30	20
Cat, domestic	1 cp	—	95	90	85
Chicken, hen, laying	5 tc	—	95	90	85
Chicken, hen, roasting kind	2 tc	—	95	90	85
Cow (calf)	4 sp	—	90	85	80
Cow, milk	10 sp	—	90	85	80
Dog					
Guard (per skill)	50 sp	—	80	70	60
Hunting (game specific)	25 sp	—	85	75	65
War	100 sp	—	75	65	55
Elephant					
Labor	200 sp	—	75	65	50
War	500 sp	—	50	40	20
Falcon, trained	100 gp	—	80	60	40
Ferret, trained	70 sp	—	60	40	20
Goat, common	1 sp	—	90	85	80
Goat, unblemished	8 sp	—	70	50	40
Goat, pack, trained	10 sp	—	70	50	40
Goose	5 tc	—	90	85	80
Guinea hen	2 tc	—	90	85	80
Hawk, trained	800 sp	—	80	60	40
Horse (b)					
Draft	100 sp	—	90	85	80
Destrier	400 sp	—	70	50	40
Rounsey	150 sp	—	70	50	40
Courser	225 sp	—	70	50	40
Riding	75 sp	—	90	85	80
Monkey, trained (per skill)	500 sp	—	60	40	20
Mule (mining)	40 sp	—	90	65	35
Otter	70 sp	—	60	40	20

Ox	15 sp	—	95	90	85
Oxen, matched pair	50 sp	—	85	75	65
Pack ape	150 gp	—	50	20	00
Partridge	5 tc	—	90	85	80
Peacock	5 cp	—	90	85	80
Pig, suckling	1 sp	—	95	90	85
Pig, sow	3 sp	—	95	90	85
Pigeon	1 tc	—	95	90	85
Pigeon, homing	100 sp	—	70	50	40
Pigeon, carrier	150 sp	—	60	40	30
Pony	30 sp	—	95	90	85
Ram	4 sp	—	70	50	40
Rooster	8 tc	—	95	90	85
Sheep	2 sp	—	95	90	85
Songbird	10 cp	—	95	90	85
Swan	5 cp	—	80	75	70
Weasel, trained	75 sp	—	65	45	25

(b) Bonding with a new mount takes 1d20 days. Until bonding period is completed, any new mount is likely to be skittish and have lower morale.

Tack & Harness	price	lbs.	hi	med	low
Barding, horse					
Chain	350 sp	60	60	25	00
Full plate	900 sp	90	45	20	00
Full scale	225 sp	105	70	35	00
Half padded	20 sp	25	100	65	20
Half scale	150 sp	50	80	45	00
Leather or padded	40 sp	40	95	55	10
Bit and bridle	15 cp	3	95	85	80
Blinders, horse	5 cp	3	95	85	80
Cart harness	2 sp	10	95	85	80
Fort, elephant	400 sp	300	55	50	45
Halter	5 tc	(t)	95	85	80
Horseshoes & shoeing	1 sp	10	95	85	80
Saddle					
Pack	5 sp	15	95	85	80
Riding	10 sp	35	95	85	80
Saddle bags					
Large	4 sp	8	95	85	80
Small	3 sp	5	95	85	80
Saddle blanket	3 cp	4	95	85	80
Yoke					
Horse	5 sp	15	95	85	65
Ox	3 sp	20	95	85	60

(t) These items weigh little individually. Ten of these items weigh one pound.

Transport, Land	price	lbs.	hi	med	low
Cart, small	5 sp	—	90	85	80
Carriage					
Common	15 gp	—	90	85	80
Coach, ornamented	700 gp	—	75	70	65

Chariot					
Riding	20 gp	—	80	75	70
War	50 gp	—	75	70	65
Sedan chair					
	10 gp	—	90	85	80
Wagon, two-wheeled					
	60 sp	—	90	85	80
Wagon, four-wheeled					
	125 sp	—	85	80	75
Wheel, replacement (spoked)	5 sp	65	90	85	80
Wheel, replacement (planked)	1 sp	125	90	85	80
Transport, Water					
	price	lbs.	hi	med	low
Barge, river	50 gp	—	90	85	80
Boat, collapsible	30 gp	35	75	50	00
Canoe					
Small	3 gp	50	90	85	80
War	5 gp	150	90	85	80
Oar	2 sp	5	90	85	80
Raft or small keelboat	10 gp	—	90	85	80
Armor repair cost & time					
	price/point				time/point
Leather	6 cp				½ day
Padded	4 cp				½ day

Studded	25 cp	1 day
Ringmail	3 sp	1 day
Scalemail	5 sp	2 days
Chainmail	8 sp	2 days
Splint mail	10 sp	2 days
Banded mail	13 sp	2 days
Platemail	15 sp	2 days

Silvering Costs		price
Sling bullet (each)		6 sp
Arrow, bolt or javelin (each)		20 sp
Knife, dagger, hand or throwing axe		75 sp
Short sword, other size M weapons, pole arms		150 sp
Size L swords and axes		250 sp

Herbal Remedies					
Ashul blood (Goblin pox)	325+ sp	¼	30	20	10
Blue elf blood (Blue death)	250 sp	¼	35	15	05
Boil reducer (Orc shingles)	5–50 sp	¼	40	20	10
Citrigerm (Black plague)	100 sp	¼	35	25	15
Crimson dragon vine (Blue death)	10–30 sp	¼	40	20	10
Doby wine (Dancing death)	10–50 sp	¼	35	20	05
Hishino (Rotting death) (/day)	10–30 sp	¼	50	30	10
Hishmanwhi (Rotting death)	250 sp	¼	30	20	10
Illuromellian (Goblin pox)	special	¼	05	02	01
Orc bone juice (Orc shingles)	100–500 sp	¼	25	15	05

- 1 Gives a 10% bonus to survival checks, provided there is an ample source of fish nearby.
- 2 A mess kit contains a small pot, skillet, plate, mug and utensils. It is an essential tool for preparation of standard rations or for preparing wild game or foraged plant matter.
- 3 Illumination in a 15-ft-radius, dim illumination from 15'1" to 30 ft. Burn time is 6 hours. Note that it is very easy to blow out.
- 4 The price and weight of these items include their container.
- 5 This is a relatively inexpensive vegetable oil (typically olive), not kerosene. It does not burn at room temperature and is only (mildly) flammable when heated as occurs when drawn up a wick toward an open flame. Dousing an opponent with lamp oil will not subsequently allow them to be set aflame, nor is it possible to use lamp oil as a "Molotov cocktail" or "petrol bomb".
- 6 This lantern provides a spherical globe of illumination similar to that of a candle. In addition, it emits a 50-foot-long cone of light in a 45° arc from the lantern's face. Dim illumination as a candle in the radius and extending 30 ft beyond the beam. Burn time is 9 hours per half-pint of oil.
- 7 A tinderbox includes a flint and steel, as well as tinder in a waterproof box.
- 8 Torches are readily available and an inexpensive means of providing illumination. The wide sphere of light they shed is unfortunately balanced by their short lifespan. However, if you don't plan on extensive subterranean exploring, they are more than adequate. In extremis, they may be used as makeshift weapons capable of keeping enemies at bay.
- 9 This utility tool has a small hatchet blade on one side and a carpenter's hammerhead on the other. It's a useful implement for sundry tasks you don't wish to risk notching your combat weapons on.
- 10 This kit provides the basic tools required to perform carpentry work (iron hammer, mallet, auger, crosscut saw, chisel, plane and broad hatchet).
- 11 This is more accurately a coarse file. It can be used to [slowly] saw through metal bars and padlocks.
- 12 These iron tools are necessary for any excavation work and include a gad, pick, sledgehammer and several chisels and wedges.
- 13 Very dangerous to carry! It may be used against a lock that the thief failed to open, but it has a chance to render the lock unopenable as well ...
- 14 Plant-derived flavouring that can be used to throw off creatures that track by scent (such as dogs or owlbears). Dropping a vial at the appropriate place (a fork in the trail for example) can ruin the pursuing beast's ability to scent. Once dropped it remains potent for 5d4 minutes. Dogs or similar creatures are allowed a saving throw to avoid the effect.
- 15 A blade pole consists of a small blade wedged into one end of a pole, used for cutting objects from up to 5 feet away. Most notably used to cut trip wires. Cannot be used in combat as the pole is too thin and the blade is too fine for such use.
- 16 This is a regular deck of card that is marked. Spotting basic marked cards is a difficult task for characters with the gaming or observation skills.
- 17 Unlike a basic marked deck, this one was marked when created. The backs are altered with subtle differences of shading unlikely to be spotted by the average player. It is a Very Difficult task for those with the gaming or observation skills to spot the deck is marked.
- 18 This set of reversible clothing allows a thief to alter her appearance in just under 2 minutes, gaining +10% to disguise or appropriate checks.

- 19 A darksuit comprises black or very deep blue clothes, usually fairly voluminous robes or what may be termed a "utility suit." It adds +5% to hiding chances in dusk/dawn light, +10% in thick forest, +25% in a moonless night, or unlit interior room. These bonuses are halved against creatures with low light vision.
- 20 This item is generally disguised as something innocent such as a comb or quill pen, etc. It will not fool anyone who closely inspects the device, however. The blade of the knife is within a barrel inside the handle and is spring-loaded. Pressing a catch on the handle releases the blade with considerable force. In game terms this item may be used to surprise a victim and "backstab" him from the front, under the right circumstances. It does the same damage as a knife, with a +1 damage on the first strike (when it is released). It also gives a penalty when someone is searching the thief for a weapon.
- 21 At first glance, these look like normal dice, but are modified to favor certain numbers. A loaded double die has the "ones" pip replaced with a second six, or a different number doubled on the opposing side. Being caught with loaded dice is a serious offense in any game. A successful observation skill check will spot the fraud.
- 22 A more advanced form of loaded dice are "heavies." Heavies have any one side weighted more than the others, causing the number opposite the weight to come up as much as 80% of the time. They appear identical to regular dice in every way, but they must be rotated with another pair, identical, of normal dice or the loser is certain to quickly become suspicious. The fraud can be detected on a difficult observation check.
- 23 The simplest but most risky form of loaded dice are high-throwers where the ones, twos, and threes pips are replaced by an additional fours, fives, or sixes pips on the opposite side. A skilled player can use these dice in two-player games and against unobservant opponents with little to no audience, but few would risk using these dice in a crowded situation. This fraud can be detected with a successful observation check.
- 24 "Stickies" are the most expensive and elaborate loaded dice a character can purchase. They have a hollow interior, coated with a layer of sticky gum or resin, in which is a tiny metal ball. The ball can be stuck to a particular side by striking the die against a table or palm, thus weighting a particular side. When rolled with normal force, the ball remains on that side and the odds of the opposite side coming up are greatly increased. Stickies are difficult to detect and highly skew the odds in the player's favor, as the player can pick and choose which number appears. However, the gum becomes less sticky with each use, and the ball no longer sticks when rolled normally. After ten uses, stickies behave exactly as normal dice and cannot be repaired. It is a very difficult observation check to detect the fraud.
- 25 This substance works like aniseed, to put pursuing dogs off the chase. However, it is less effective, disrupting the scent for only 1 round. It may alternatively be scattered into the air, a small packet holding enough to fill a 10-foot square. The pepper hangs in the air for 1d4 minutes. In either case dogs are allowed a saving throw.
- 26 This is a special paste made of soot (lamp black), talc and bacon grease. It adds a +3% bonus to an individual's Hiding skill checks in appropriate situations.
- 27 A sneaking character using footpads gains 5% chance of success, but as they reduce traction, their use impose a -5% penalty to climb checks. Additionally, they reduce movement rates by 2½ feet when running and may impose a penalty to skill checks involving nimble footwork.
- 28 Using this special oil funnel may negate the penalty (ranging from -5% to -25% for the lock's condition) in whole or in part for rusty locks. It takes one minute to apply the oil and (d4+d6) minutes for the oil to have its effect on the mechanism.
- 29 This item allows an individual to make duplicates of keys he holds in his possession. The keymaking set includes a number of key blanks and fine metal files. An (easy) Lock Picking skill check results in a functional duplicate.
- 30 A thief may attempt to force open a lock with a lock chisel and a small hammer. Chances of success are based on a Feat of Strength to force open a stuck door (so is modified by the thief FoS modifiers) to which the thief adds 1/10 his lock picking skill (rounded down) as a bonus, as knowing something about locks does give a slight advantage in this operation.
- 31 These are essential for anyone to use the Lock Picking skill. They are usually short lengths of rigid wire and flat, narrow plates of iron or steel, especially designed for dealing with locks, and a set holds a dozen or so. They are supplied either on a ring (like keys) or in a cloth or leather wallet that unrolls.
- 32 This device has mirrors at both ends of the pole, set at a suitable angle so that the thief can peer, periscope-like, around corners using this instrument.
- 33 This simple weapon is most often seen as a needle affixed to a hollow ring filled with poison, though most rings may have a flip-up lid for the wearer's protection. Since administration of the poison is rather haphazard, the victim is allowed a +2 to any saving-throw against its effects. An attack with a pin is a special call shot as it must strike exposed flesh. The GM may rule in unusual cases that the attack requires no call shot, that the pin may not be used effectively, or that the victim doesn't receive a saving-throw bonus. Non-thieves or non-assassins using a pin ring lose 2 points of honor.
- 34 This powerful extract from the poison vine, salimenza is a corrosive acid used by thieves to thwart complicated locks that are stubborn to pick. Beeswax is used to shape a cone/funnel on the keyhole into which the thief pours the acid. It takes 10-60 minutes for the acid to do its work and even then there's only a base 20% chance it will eat away the lock's inner workings to the point that the lock is mechanically compromised.
- 35 This is a simply a coin that has had its edges honed to a sharp edge — a covert tool that can be used to cut purse strings without being detected.
- 36 This peasant gruel consists of a roasted and/or dried mix of cereals and pulses. Though extremely bland, they provide adequate nutrition and travel well. This food must be prepared (an Easy difficulty Cooking/Baking skill check) in order to be edible.
- 37 This is a relatively compact source of nourishment favored by travelers. They have the advantage of remaining wholesome for weeks or months, can be eaten directly with no preparation and aren't ruined by exposure to dampness. Trail rations typically consist of jerked meat, dried and salted fish, tree nuts, hard cheeses and dried fruits.
- 38 This simple lens is useful for examining fine detail. Use of a magnifying glass adds +5% to Scrutiny skill checks.
- 39 The spyglass gives from two to three times magnification.
- 40 Slingstones and sling bullets are functionally identical. However, only bullets may be precision crafted to gain a bonus as a quality weapon.