

# General goods - Town prices

( October 12, 2013)

## Armor

Full Shield	: 75 bp ( 22.0 lbs.)
Normal Shield	: 60 bp ( 14.0 lbs.)
Target Shield	: 40 bp ( 7.0 lbs.)
Buckler	: 25 bp ( 5.0 lbs.)
Leather Jerkin [AT:5]	: 12 bp ( 9.0 lbs.)
Leather Coat [AT:6]	: 68 bp ( 17.0 lbs.)
Full length Leather Coat [AT:7]	: 90 bp ( 21.0 lbs.)
Reinforced F.L. Leather Coat [AT:8]	: 110 bp ( 25.0 lbs.)
Leather Breastplate [AT:9]	: 50 bp ( 14.0 lbs.)
Chain Shirt [AT:13]	: 550 bp ( 20.0 lbs.)
Full Chain [AT:15]	: 1350 bp ( 44.0 lbs.)
Chain Hauberk [AT:16]	: 1200 bp ( 48.0 lbs.)
Plate Helmet ( <i>Bronze</i> )	: 35 bp ( 2.5 lbs.)
Pot Helmet ( <i>Bronze</i> )	: 50 bp ( 3.0 lbs.)
Full Helmet	: 95 bp ( 4.5 lbs.)
Leather Greaves (Arms & Legs)	: 75 bp ( 6.0 lbs.)
Metal Greaves (Arms & Legs)	: 325 bp ( 10.0 lbs.)
Aventail	: 50 bp ( 2.0 lbs.)

\*Armor types available in +5 at (5 times cost)

## Weapons

Battle Axe	: 140 bp ( 7.5 lbs.)
BroadSword	: 135 bp ( 4.5 lbs.)
Dagger	: 40 bp ( 0.5 lbs.)
Dirk	: 55 bp ( 0.5 lbs.)
Quarterstaff	: 2 bp ( 4.5 lbs.)
Handaxe	: 55 bp ( 5.0 lbs.)
Javelin	: 35 bp ( 4.0 lbs.)
Mace	: 70 bp ( 5.5 lbs.)
Scimitar	: 95 bp ( 4.0 lbs.)
Shortsword	: 80 bp ( 3.0 lbs.)
Sling	: 13 bp ( 0.5 lbs.)
Spear	: 32 bp ( 6.0 lbs.)
Trident	: 45 bp ( 5.0 lbs.)
Two-Hand Sword	: 250 bp ( 8.5 lbs.)
Short Bow	: 65 bp ( 2.5 lbs.)
Composite Bow	: 220 bp ( 3.0 lbs.)
Longsword	: 195 bp ( 4.2 lbs.)
Long Bow	: 115 bp ( 2.5 lbs.)

\*Weapons available in +5 at (5 times cost)

## Food

Small Meal (Soup and bread)	: 2 bp ( 1.0 lbs.)
Normal Meal (Above plus meat or cheese)	: 4 bp ( 2.0 lbs.)
Large Meal (Above plus vegetables etc.)	: 6 bp ( 4.0 lbs.)
Gourmet Meal (Specially prepared)	: 12 bp ( 5.0 lbs.)
Beer	: 3 cp ( 1.0 Pint)
Ale	: 2 cp ( 1.0 Pint)
Cider	: 4 cp ( 0.5 Pint)
Brandy	: 3 cp ( 0.2 Pint)
Wine	: 3 cp ( 0.2 Pint)
Milk	: 1 cp ( 1.0 Pint)
Fruit Water	: 3 cp ( 0.5 Pint)
Beef Jerky (7 days)	: 12 bp ( 15.0 lbs.)
Dried Fish (7 days)	: 4 bp ( 25.0 lbs.)
Trail Crackers (7 days)	: 6 bp ( 18.0 lbs.)
Smoked Dried Ham (7 days)	: 10 bp ( 22.0 lbs.)
Packed Lunch (3-4 days)	: 1 bp ( 18.0 lbs.)
Greatbread Preserved food (7 days)	: 185 bp ( 7.0 lbs.)

## Lodging

Communal Sleeping	: 1 bp ( 1 bed)
Small Room	: 8 bp ( 1 bed)
Normal Room	: 14 bp ( 2 beds)
Large Room	: 25 bp ( 4 beds)
Suite	: 250 bp ( 2 beds)
Stable (1 horse, 1 cart etc.)	: 5 cp

## Accessories

Arrows (20 stk.) [BF:15]	: 5 bp ( 3.0 lbs.)
Backpack (Holds 25 lbs.)	: 8 bp ( 2.5 lbs.)
Bag ( <i>Basic cotton</i> ) (Holds 12 lbs.)	: 1 bp ( 0.5 lbs.)
Bandages (10 pcs.) (+15 FA. -bloodstop)	: 30 bp ( 1.5 lbs.)
Barrel (Holds 100 pints)	: 12 bp ( 40.0 lbs.)
Bedroll (Light)	: 7 bp ( 6.0 lbs.)
Boots	: 10 bp ( 3.5 lbs.)

Bucket (Holds 12 pints)	: 3 bp ( 2.5 lbs.)
Candle	: 1 bp ( 0.1 lbs.)
Canteen ( <i>Bronze</i> , Holds 2 pints)	: 9 bp ( 1.0 lbs.)
Climbing Pick ( <i>Bronze</i> )	: 22 bp ( 2.0 lbs.)
Cloak ( <i>Plain wool</i> )	: 15 bp ( 4.0 lbs.)
Coal (4 Hours of burning time)	: 3 bp ( 1.0 lbs.)
Cooking Pot ( <i>Bronze</i> )	: 8 bp ( 3.5 lbs.)
Cutlery Box (plate, mug, kife/fork)	: 25 bp ( 3.0 lbs.)
Disarm Trap Box	: 43 bp ( 1.5 lbs.)
Flint'n Steel	: 2 bp ( 0.5 lbs.)
Framepack (holds 45 lbs.)	: 8 bp ( 8.0 lbs.)
Frying Pan ( <i>Bronze</i> )	: 12 bp ( 4.0 lbs.)
Gloves ( <i>Wool</i> )	: 2 bp ( 0.5 lbs.)
Gloves ( <i>Leather</i> )	: 5 bp ( 0.5 lbs.)
Gloves ( <i>Heavy</i> )	: 4 bp ( 1.0 lbs.)
Grappeling Hook	: 12 bp ( 2.5 lbs.)
Hammer ( <i>Bronze</i> )	: 11 bp ( 1.5 lbs.)
Hammock	: 4 bp ( 3.0 lbs.)
Hat ( <i>Plain felt</i> )	: 5 bp ( 1.0 lbs.)
Hood	: 2 bp ( 0.7 lbs.)
Horse Cloth	: 9 bp ( 12.0 lbs.)
Ink	: 1 bp ( 0.2 lbs.)
Knife & Fork ( <i>Tin</i> )	: 2 bp ( 0.1 lbs.)
Lantern	: 15 bp ( 1.5 lbs.)
Light Robes [AT:1]	: 11 bp ( 4.5 lbs.)
Lock Pick Kit	: 21 bp ( 0.5 lbs.)
Mug ( <i>Wood &amp; tin</i> )	: 2 bp ( 0.4 lbs.)
Nails (20 Stk.) ( <i>Bronze</i> )	: 4 bp ( 0.5 lbs.)
Oil Flask	: 3 bp ( 1.0 lbs.)
Padlock (With 2 keys)	: 35 bp ( 1.3 lbs.)
Pants ( <i>Linnen</i> )	: 8 bp ( 1.5 lbs.)
Paper (10 sheets)	: 9 bp ( 0.3 lbs.)
Pipe	: 14 bp ( 0.1 lbs.)
Pitons (10 pcs.) ( <i>Bronze</i> )	: 2 bp ( 3.0 lbs.)
Plate ( <i>Tin</i> )	: 3 bp ( 0.6 lbs.)
Quiver (Holds 20 arrows/bolts)	: 17 bp ( 1.5 lbs.)
Rope (Standard 50' )	: 5 bp ( 11.0 lbs.)
Rope (Superior 50' )	: 43 bp ( 4.0 lbs.)
Sack (Holds 50 lbs.)	: 2 bp ( 2.5 lbs.)
Saddle (Can carry 2 saddle bags)	: 38 bp ( 12.5 lbs.)
Saddle Bag (Holds 50 lbs.)	: 13 bp ( 7.0 lbs.)
Sandals	: 3 bp ( 0.5 lbs.)
Saw ( <i>Bronze</i> )	: 4 bp ( 3.5 lbs.)
Shirt ( <i>Basic wool</i> )	: 3 bp ( 1.0 lbs.)
Shirt ( <i>Basic cotton</i> )	: 8 bp ( 1.0 lbs.)
Shoes ( <i>Leather</i> )	: 11 bp ( 1.0 lbs.)
Spade ( <i>Bronze</i> )	: 9 bp ( 5.0 lbs.)
Surcoat ( <i>Linnen</i> )	: 12 bp ( 1.5 lbs.)
Tarp	: 2 bp ( 4.0 lbs.)
Tent (2 Pers.)	: 60 bp ( 17.0 lbs.)
Tights ( <i>Plain wool</i> )	: 6 bp ( 0.5 lbs.)
Tinderbox (Can be used 10 times)	: 11 bp ( 0.3 lbs.)
Torch (10 Stk.)	: 3 bp ( 10.0 lbs.)
Tobacco (10 stop)	: 8 bp ( 0.1 lbs.)
Vial (holds ½ pint)	: 14 bp ( 0.2 lbs.)
Warm Robes ( <i>Thick wool</i> ) [AT:2]	: 32 bp ( 9.0 lbs.)
Waterskin (holds 4 pints)	: 2 bp ( 0.8 lbs.)

Adventurers backpack with: 1 Light bedroll, 5 Candles, 1 Canteen, 2 lbs. of coal, 1 Cutlery box, 1 Fire-starter bow, 1 Frying pan, 1 Lantern, 1 Lockpick kit, 2 Mugs, 2 Oil flasks, 1 Standard rope (50'), 10 Torches, 3 Vials and 2 Waterskins : 110 bp ( 50 lbs.)

<u>Healing Herbs</u>						
Kenja	(1-4)	AF: 0	leaf	Brew / drink	Instant	3 Sp
Raman	(1-10)	AF: 1	leaf	Chew	Instant	10 Sp
Akbutege	(1-10)	AF: 0	berry	Chew	Instant	12 Sp
Akunga	(2-20)	AF: 1	leaf	Paste / Apply	Instant	60 Sp
Darrig	(10)	AF: 2	berry	Chew	Instant	100 Sp
Blenna	(10-100)	AF: 6	fruit	Ingest	2-20 rnd.	700 Sp
Curfalaka	(Muscle Repair)	AF: 15	fruit	Ingest	30 min	200 Sp
Milinka	(Bone Repair)	AF: 7	root	Paste / Rub	1 hour	120 Sp
Kalvar	(Tendon Repair)	AF: 8	berry	Paste / Rub	15 min.	50 Sp
Kiran	(Cartilage Repair)	AF: 12	leaf	Apply	12 rnd.	250 Sp
Ujama	(Sprain Repair)	AF: 30	leaf	Apply	Instant	100 Sp
Gasmerk	(Organ Repair)	AF: 35	root	Paste / Apply	1-10 rnd. (12 hours)	300 Sp
Wor	(Skull Repair)	AF: 14	cactus oil	Apply	1 min.	350 Sp
Wumbar	(Joint Repair)	AF: 6	fruit	Crush / Rub	Instant	1100 Sp
Orlian	(Limb Preservation)	AF: 0	leaf	Crush / Apply	Instant (5 days)	300 Sp
Dorub	(Nerve Repair)	AF: 20	berry	Apply	Instant (1 hour)	550 Sp
Taline	(Bloodstop)	AF: 10	berry	Apply/ Rub	2-20 rnd.	120 Sp
Amar	(Bloodstop)	AF: 9	leaf	Apply/ Rub	1-12 rnd.	300 Sp
Telpe	(Bloodstop)	AF: 8	grass	Apply/ Rub	1-8 rnd.	450 Sp
Nizzar	(Shatter)	AF: 5	root	Apply	8 Hours	800 Sp
Nayeek	(Life keeping)	AF: 10	flower	Place in mouth	Instant (2 hours)	550 Sp

### Normal Herb Addition Factor Failure Table

- 1** “&#%#.....!!” The herb does just not work properly (contact your dealer for reclamation)
- 2 - 5** “*Hmm.....No effect??*” Your body have developed immunity towards this herb, it will be ineffective on you for 6 months, but fortunately it works this last time.
- 6 - 7** “*Ahh nice!!*” You have become both mentally and physically addicted to this herb, and must take it at least once per day or suffer the consequences.
- 8** “*Grrraugh!!*” The chemicals in the herb have activated some primal rage-instinct, 60% chance that you are in a terrible mood for the next 24 hours, and 40% chance that you just can’t control yourself and go berserk attacking the nearest person, this will wear of in about 10 minutes when you collapse due to the strain on your body.
- 9** “*Auch!*” This herb is not doing what it was supposed to do, it hurts like the pits of Charon (take 5-50 hits!) Furthermore the herb only have half it’s effect (either ½effect or double time!)
- 10** “*hick...da da dim..blup?..hick!?*” This herb obviously had a little bonus included. It have effected your brain in a quite nice way although you friends might not think so, for the next 2 hours you are noisy, unbalanced and bragging, you even have a big problem coordinating your moves and thoughts so you are acting at 50% of your capabilities during this period of time.

### Physical Enhancement Drug Addition Factor Failure Table

- 1** “&#%#.....!!” The herb does just not work properly (contact your dealer for reclamation)
- 2 - 4** “*Hmm.....No effect??*” Your body have developed immunity towards this herb, it will be ineffective on you for 10 months unless you use twice the amount in the future, but fortunately it works this last time.
- 5 - 8** “*Ahh nice!!*” You have become both mentally and physically addicted to this herb, and must take it at least once per day or suffer the consequences.
- 9-10** “*Arrgh....I just....arrghhh.....tell little Tim..I won’t..be comm..ng..ho...this Christmas!!*” Whops your heart just don’t like this herb, as it takes effect a rather nasty side effect appears, your heart stops beating.....Now where did that paramedic go?!

### Addiction Consequences Table

(Modified by Poison RR)

(Roll once each morning, add +5 each day for the first 5 days. Then subtract 10 for each further day! )

- xx - -75 :You have overcome your addiction and can now start living a normal life again!
- 74 - -50 :You are actually getting better controlling your situation, giving you no penalties today, and roll with a special -40 modifier next time on this table.
- 49 - -25 :The drug is almost out of your system giving you a small penalty of -5 today!, and a special -25 modifier on this table tomorrow.
- 24 - 01 :Almost no effects today -5. You are learning to handle your sorry situation.
- 02 - 20 :Weak abstinence -10 to act today.
- 21 - 40 :The abstinence are growing, not good -15 to all actions!
- 41 - 60 :Harsh abstinence -25 all actions!
- 61 - 74 :Terrible abstinence -40 to actions!
- 75 - 90 : Crippling abstinence -50 all actions!
- 91 - 120 :The worst abstinence almost incapacitating -75 to all actions!
- 121 - 160 :Fever, shaking, delusions -100 to all acts
- 161 - 220 :The abstinence are tearing you apart, you collapse and are unconscious for the rest of the day.
- 221 - ++ :The abstinence have torn your body apart, and you have died. Tough luck!