

Character: Sarah Schober

Level: 1

Exp: 0

Race: Human

Class: Paladin

Alignment: TN

Religion: Kolsten

Homeland: Home

Gender: Female

Age: 18

Height: 5'3"

Weight: 133

Hair: Auburn

Eyes: Hazel

Trait: Muscular

Facial Hair:

Occupation:

Personality: Pessimistic/Dreamy

Motivation: You seek the approval of Your Priest, to gain favor you set out to prove your mettle.

| | | | | | | | | | | | | | |
|-----|----|------------------|----|---------------|---------------------|------------------|-----|--------------|-------------------|--------------------|---|------------|----|
| STR | 13 | Hit Prob: | 0 | DMG Adj.: | 0 | Enc.: | 45 | Max Press: | 140 | Open Door: | 7 | B.B./L.G.: | 4% |
| DEX | 16 | Reaction Adj. | +1 | | Missile Attack Adj. | | +1 | | Defensive Adj. -2 | | | | |
| CON | 14 | HP Adj.: | 0 | System Shock: | 88% | Rez Survival: | 92% | Poison Save: | 0 | Regeneration: nil | | | |
| INT | 16 | Languages: | 5 | Spell Level: | 8th | Chance to Learn: | 70% | Max Spells: | 11 | Illusion Immune: - | | | |
| WIS | 14 | Magic Def. Adj.: | 0 | | Bonus Spells: | | 2 | Spell Fail: | 0% | Spell Immune: - | | | |
| CHA | 17 | Max Hench: | 10 | | Loyalty Base: | | +6 | | Reaction Adj.: +6 | | | | |

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|----------|---|--------------|------------|---------------|---------|-----------|----------|----------|----------|
| HP | 5 | Armour | Weight: 15 | Unencumbered: | 12 | Speed | Atk Adj. | Dmg Adj. | AC Adj. |
| AC | 5 | Leather | | Light: | (46) 9 | Jog X2 | 0 | 0 | Flatfoot |
| | | | | Moderate: | (70) 6 | Charge X3 | +2 | 0 | +1 |
| | | | | Heavy: | (93) 3 | Run X4 | +4 | +1 | +3 |
| Flatfoot | 8 | Small Shield | | Severe: | (116) 1 | Sprint X5 | +8 | +2 | +5 |

Weapons

| Name | Rof | THAC0 | Dmg Adj. | Damage | Range | Type | Speed | Weight |
|-----------|-----|-------|----------|---------|----------|------|-------|--------|
| Pistol | 1 | 19 | 0 | 1D8/1D8 | 15/30/45 | P | 6 | 3 |
| Wrestling | 1 | 20 | 0 | - | Melee | B | 0 | 0 |
| Sling | 1 | 19 | 0 | - | - | - | 6 | .1 |
| Sap | 1 | 20 | 0 | 1D2/1D2 | Melee | B | 2 | .1 |
| | | | | | | | | |

Ammunition

| | | | | | | |
|--------------------|----|--------------|-------------|-----------|--------|-------|
| Saving Throws | | Name | Dmg | Range | Weight | Price |
| Paralyze/Poison | 14 | | | | | |
| Rod, Staff or Wand | 16 | Sling Bullet | 1D4+1/1D6+1 | 50/10/200 | .5 | 1 |
| Petrify/Polymorph | 15 | Sling Stone | 1D4/1D4 | 40/80/160 | .5 | 0 |
| Breath | 17 | | | | | |
| Spell | 17 | | | | | |
| Reaction Adj. | 10 | | | | | |
| Macabre | 0 | | | | | |

| Proficiencies | Special Abilities and Traits |
|--------------------|------------------------------|
| Pistol | Safety Inspector |
| Wrestling | Tithe |
| Sling | Detect Law |
| Sap | Immune to Disease |
| Language (Faustic) | Aura of Good |
| Brewing | Sap |
| Blind-Fighting | |
| Literacy | |
| Rope Use | |
| Spellcraft | |

Spells Per Day:

| | | |
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Relationships

| | | | | | | | |
|-----------|--------|------------------|------|------|-----------------|------|------|
| Platinum: | 0 | Item: | Qty. | Wgt. | Item: | Qty. | Wgt. |
| | | Sealing Wax | 1 | 1 | Chalk | 1 | .1 |
| Gold: | 0 | Merchant's Scale | 1 | 1 | Crowbar | 1 | 1 |
| Silver: | 3 | Lock, Poor | 1 | 1 | Lantern, Hooded | 1 | 2 |
| Copper: | 2 | Bell | 1 | 0 | Ladder | 1 | 20 |
| Iron: | 9 | Magnifying Glass | 1 | .1 | Soap | 1 | 1 |
| Weight | 42.480 | | | | | | |

~~~~~Abilities & Traits~~~~~

~~~Safety Inspector~~~

“Over 200 years since the last accident.”
-A Sign in The Holy Construction Union

You can channel a holy aura of 50 ft radius to make an area safe. While channeling this aura, all traps, cease to function, environmental hazards and all terrain effects are ignored.

~~~Tithe~~~

You must give up 10% of your profits to the church.

~~~Detect Law~~~

While focusing you can detect Law within a 60 ft radius.

~~~Immune to Disease~~~

You are immune to disease. This does not include magical disease.

~~~Aura of Good~~~

All Evil creatures take a -1 to attack rolls when withing 10 feet of you. This includes allies.

~~~~~Quick Reference~~~~~

~~~The Contract~~~

Each adventurer expects 10% of the loot. This means a party of 10 will produce no profit for the lords. Some adventurers will expect a greater or smaller share, this will be listed as a trait.

~~~Special Requests~~~

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Some adventurers will also have specific requests for how they want to be paid due to their traits. These may be things like "Only accepts Gold" or "Only accepts payment in Art Objects". In these cases, if none of their requested items are found they will not expect payment. Though, if their requested loot is found you must give it to them up to their percent share, even if a single item's worth totals greater than their percent share. That is to say, they keep the change.

Example: A party of 4 finds 100 Gold and a painting worth 100 Gold for a total of 200 Gold. Each member's share is 20 gold but one member only accepts payment in the form of art. Three players will take 20 gold and the fourth will take the 100 gold painting, leaving 40 gold for the lords.

~~~Personal Equipment~~~

All items in an adventurer's inventory belong to them. They will only exchange or sell items if there is a suitable replacement. This is to prevent you from stripping a level 1 Paladin down to his skivvies and firing him. This rule, however, does not prevent you from taking someone out to the woods and subjecting them to an unfortunate accident.

~~~Items and Materials~~~

All non-monetary (armour, weapons, etc) items collected are sold for 25% their value at the end of an adventure. Resources and animals sell for full price. Adventurer's get first call on all items. If an Adventurer finds a set of armour they may take it and put their old armour in the loot pile. The lords may also "purchase" items from the Adventurers Loot Pile at 25% value, storing it if they wish to personally keep the item or gift it to another adventurer.

Example: A party of 4 wizards finds a set of field plate. None of them can equip it so they put it in the Loot Pile. It sells for 50 Gold when they return. The lords can either sell the plate and give the wizards their 5 Gold each or the lords may keep the plate paying the party out of their own pocket instead.

~~~Magic Items~~~

Magic items are considered too valuable to be traded and are not factored into loot value. If a magic item is found that could replace an adventurer's current item they get it immediately. Any extra items and consumeables go to the lords' storehouse. If the lords decide they will not want the magic item or need quick money they can sell a magic item. The lords can also gift magic items to Adventurers, though once equipment is given to an Adventurer, it becomes a part of their Personal Equipment. Consumeables always belong to the lords.

~~~Macabre~~~

Macabre is a measurement on your characters grasp on their humanity. As the character experiences scarring horrors they will become increasingly distrusting of their fellow man and detached from the rest of humanity. The character will gain a grim disposition but will have benefits. As a character gains macabre they will become increasingly brutal, making them powerful forces. Bonuses gained will differ by class, but understand that it is a slippery slope. Macabre is difficult to recover from and as it is gained it becomes increasingly difficult to avoid. Different races will experience macabre differently.

A Macabre check is Wisdom-Macabre. This means at a point you will always fail macabre checks. At 20 macabre the DM will take the character sheet as that character becomes a Creature of the Night.

Common examples of times when Macabre is checked:

- When an innocent dies
- When a party member dies
- Encountering Creatures of the Night

Common Examples when Macabre is given by DM without a check:

- A PC kills an innocent for profit
- A PC kills another PC
- Participating with or aiding a Creature of the Night

People staying in the Inn may also be subject to Macabre. This will generally happen in the event of a TPK or a specific event.

~~~Defensive Options~~~

--Full Defense--

If you have a shield or cover (a bush, corner of a wall, book, get creative) you can go full defense by giving up all actions. The amount of defense gained is based on the amount of your body is concealed. The scale also takes into account soft cover (a bush) vs hard cover (a tree trunk). Bonuses are applied as such; -2/-1 for 25% cover, -4/-2 for 50%, -7/-3 for 75%, -10/-4 for 90%. Players also often forget that full defense also works on SAVING THROWS. You can go full defense to try and protect yourself from a fireball, lightning bolt or dragons breath. If you have 90% concealment all damage is reduced by an additional 1/2 even on a successful hit! This means a fighter with a body shield could reduce an Adult Red Dragon's fire breath from a devastating 18-126 Dmg to a manageable 5-32.

--Parrying--

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If you are attacked you can give up one of your attacks to try to parry. When you choose to parry a blow you gain an AC bonus of half your level, +1 more if you're a fighter. Parrying with a shield smaller than a body shield provides an additional +2 bonus. If you have a weapon with reach you can parry attack on other members of the party. Parrying can be very useful in situations where the party is surrounding a single large creature such as a troll. Only able to attack one player at a time, said player can focus on parrying to negate its attack completely. Just keep in mind if you move before the opponent to ask DM who it's attacking so you don't use up your attacks. Some weapons can disarm on a parry with a -8 to attack.

#### ~~~CHARGE!~~~

Running into battle is a very powerful method of attack, increasing your chance to pierce armour and flesh. These bonuses only apply to your FIRST attack. To begin jogging no check is required but charging requires a STR check, Run a STR-4 and Sprint a STR-8. Maintaining speeds faster than a jog requires a CON check, -1 for X3, -2 for X4, -3 for X5. These penalties are cumulative across the entire encounter. If you slay your opponent on your first attack you can maintain your speed into another opponent (imagine skewering a Goblin on a spear then moving through to the next one.) There are a few negatives to maintaining these speeds. First your armour is reduced during the turn since you cannot maintain normal defences. Some weapons are also adept at countering charges.

#### ~~~Dual Wielding~~~

Anyone can dual wield a weapon the size of a short sword or smaller. This grants an additional attack every round. Non Rangers do suffer a -2 to attack for the main weapon and a -4 for the off hand. A good tactic is to add the second attack and dedicate it to parrying, only swinging it when you are left with free attacks. You can also take a late initiative and dedicate your attacks to negating your opponents attacks and only attacking when you have attacks left over.

#### ~~~Morale~~~

In most cases, humanoids will choose to beat you with numbers rather than by skill. You can become very quickly overwhelmed. I'm revealing the situations for morale checks to encourage the players to strategise how to overcome superior numbers.

Humanoids (and some animals) must make a morale check when:

- They are surprised
- Faced by an obviously superior foe
- An ally is slain by magic
- 25% have died
- 50% have died
- Any ally is slain after 50% have died
- A leader is slain or deserts
- Fighting a creature it cannot harm due to magical properties
- Forced to do a heroic task
- Offered an adequate bribe
- Offered a chance at surrender after having already made a morale check
- Completely surrounded

#### ~~~Sap~~~

75% of all damage is non-lethal. The most effective way to use a sap is to make a called shot head (-8). On a successful called shot there is a 5% chance for every damage dealt that the opponened is knocked unconscious up to 40%. Chance to knockout is increased to 10% per damage up to 80% if the target is helpless. Due to these difficult rolls if you plan on going for the knockout you should use a sneak attack on a helmet-less opponent (10 AC, flatfoot, +4 atk adj) and even still be prepared with a backup plan. The other option is to incapacitate the opponent with sleep, rope, paralysis, etc and perform a coup-de-grace for easier transport of prisoners.

#### ~~~~~Fluff~~~~~

#### ~~~So, you're a human from Rhunefaut~~~

Citizens of the Faustic kingdom believe in a few things. Good industry, good parties and good mustaches. The calendar is composed of a 10 day week, each day denotes what labor you do. 3 workdays, a day for rest and menial chores, 4 more days of labor (the last is often optional overtime) a day for shopping and capped off with Festag, a general celebration and feast dedicated to your hard work. Religion does play an integral role but many citizens are not exceptionally religious. Church attendance, tithes, and ceremony isn't expected of you but its often times considered disrespectful if the non faithful attend the celebratory festivals. You are ruled by King Trogden II and has been king since his father slew the king of red dragons over 200 years ago. Said war was so devastating that many nobles became peasants and vice versa. This has made the Faustic people very interested in their own history. Many venture into the ruins of the Kreigwald in the hopes of some lost heirloom that proves their noble heritage. Nobles also often hire adventurers and pay big money to collect additional proof of their lineage and further cement or improve their position. A bust of your war hero great grandfather also makes for a good conversation starter. Faustics have developed a difficult relationship

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with foreigners. On one side the kingdom heavily relies on trade to maintain their status as a nation, independent from the elves. At the same time Faustics have developed a level of xenophobia from elven harassment. Its common to hear the story, "Two old friends, a Faustic and an Waead, sit in a bar. After a good joke about beards the Waead reaches in his coat for a pipe. The Faustic reaches for his sword." Many dislike this stand offish nature but, Faustics have it with due cause. The Lumiere empire to the east has continually harassed your country since the day of its independence with sleeper agents. Some revealing themselves after decades of infiltration. Many children grew up on the story "Two men walk home after a day of hard work and a night of drinking. One turns to the other inebriated, 'Robert, its amazing. How are you not married? I've worked with you for 15 years and I swear its as if you haven't aged a day' The next day Robert tells the town guard that they were accosted in the night by Drow, taking his dear friend away. " You hold a similar fear of wood elves, they are unpredictable and violent. Rhunefaust is quickly becoming very multinational in their stand against the High Elves. Dwarves have been long term allies and citizens and recently a necromancer gained state recognition and the Orcs have been highly considered for similar status.

~~~A Short History of Rhunefaust~~~

Before you had a home you were slaves to the high elves. Sigismund Faust led your people West into dragon territory because the elves could not conquer the dragon lands. You were then subjugated by the dragons and used as pawns in their squabbles. Many years later Trogden I began a rebellion against the dragons, there was a schism between rebels and those who were well treated or feared the dragons recognized now as traitors. Trogden I slew the son of the king of red dragons and then the king himself. Slaying the king of red dragons had cataclysmic results. His powerful magical body tor apart the barrier between the planes, condemning one of the largest forests to become the Sylvia Tempesta. The body of Trogden was never recovered and his son went on to lead the country, naming it after the first leader who sought independence. Recently, the wall dividing yours and the eastern empire was compromised and there has been a sudden increase in Drow activity.

Kolsten LG: God of Labor

Holy Item: Groma

Major Spheres: Numbers, Creation, Time

Minor Spheres: Elemental, Law, Healing

Favored Weapon: Club, Morning Star, Sap, sling, Pistol

Favored Armor: Leather

Kolsten along with his twin sister Gerdora make up the gods of civilization. He is depicted in a variety of ways due to the large variety of professions he represents. In all cases he is shown being stern with long black hair, pulled into a ponytail, a thick walrus mustache and always engrossed in his work. He is the patron deity to all labor work including mining, lumbering and construction. He acts as the stalwart guard of work sites and, to an extent, service industries such as bars. You can guarantee that no one causes trouble if they see a tipsy paladin of Kolsten sitting at the counter. The faithful of Kolsten represent some of the main traits of the Faustic people, industrious, good natured, well mustached and if there's no work to be done, probably full of liquor. Many non Dwarven foreigners wonder how people could worship a god of such menial duties but the faithful to Kolsten take great pride in their work. They see themselves as the foundation and unsung heroes of the kingdom. Though their home is on the work site its not too odd to see them adventuring. As a member of the clergy it is your job to make sure the work force can operate in peace. That often means entering the wilderness and stopping trouble before it happens. Make a note that Kolsten is only the foreman, he represents a plethora of gods and goddesses that each represent a profession. These gods usually have simple, ominous names based on their profession such as the god of waterway maintenance named The Dredge.

The colonization in the jungles have severely hurt Kolsten's twin sister's religion. They don't commonly speak about it but they have lost nearly 60% of their clergy. Members of Kolsten's faith have been largely supportive and have a tendency to speak out against the king after a night of drinking. In communities with a high number of Kolsten worshipers it has become common to dedicate most Festags to Gerdora.

~~~~~Equipment~~~~~

| Camping Supplies | | |
|------------------|-----------|---------|
| Firewood | 1 Copper | 1 .lbs |
| Rations | 2 Iron | 1 .lbs |
| Tent, Small | 5 Silver | 10 .lbs |
| Tent, Large | 25 Silver | 20 .lbs |
| Tent, Pavilion | 10 Gold | 50 .lbs |
| Winter Blanket | 5 Copper | 3 .lbs |

| Containers | | |
|---------------|----------|----------|
| Backpack | 2 Silver | 2 .lbs |
| Barrel, Small | 2 Silver | 30 .lbs |
| Basket, Large | 3 Copper | 1 .lbs |
| Basket, Small | 5 Iron | .1 .lbs |
| Basket, Tall | 1 Silver | 5 .lbs |
| Pouch, Large | 1 Silver | 1 .lbs |
| Pouch, Small | 7 Copper | .5 .lbs |
| Bolt Case | 1 Silver | 1 .lbs |
| Bucket | 5 Copper | 3 .lbs |
| Chest, Large | 2 Silver | 25 .lbs |
| Chest, Small | 1 Silver | 10 .lbs |
| Trunk | 5 Silver | 40 .lbs |
| Scroll Case | 8 Copper | .5 .lbs |
| Glass Bottle | 1 Gold | .1 .lbs |
| Glass Phial | 1 Silver | .01 .lbs |
| Leather Phial | 1 Copper | .01 .lbs |
| Quiver | 8 Copper | 1 .lbs |
| Sack, Large | 2 Copper | .5 .lbs |
| Sack, Small | 5 Iron | .1 .lbs |
| Wineskin | 8 Copper | 1 .lbs |
| Flask | 1 Copper | .1 .lbs |

| Tools | | |
|-----------------|----------|----------|
| Hammer, Wooden | 1 Copper | .1 .lbs |
| Hammer, Iron | 1 Silver | 1 .lbs |
| Crowbar | 1 Copper | 1 .lbs |
| Fishhook | 1 Copper | .01 .lbs |
| Fishing Net | 4 Silver | 5 .lbs |
| Flint and Steel | 5 Copper | .1 .lbs |
| Iron Pot | 5 Copper | 2 .lbs |
| Paper | 2 Silver | .01 .lbs |
| Papyrus | 8 Silver | .01 .lbs |
| Velum | 1 Silver | .01 .lbs |
| Wax Tablet | 5 Copper | 2 .lbs |
| Lock Pick Set | 3 Gold | 1 .lbs |
| Whetstone | 2 Iron | 1 .lbs |
| Writing Ink | 8 Silver | .1 .lbs |
| Sewing Kit | 5 Copper | .1 .lbs |

| Traveling Gear | | |
|-------------------|-----------|----------|
| Block and Tackle | 5 Silver | 5 .lbs |
| Chain, Heavy | 4 Silver | 3 .lbs |
| Chain, Light | 3 Silver | 1 .lbs |
| Candle | 1 Iron | .1 .lbs |
| Crampons | 4 Silver | 2 .lbs |
| Grappling Hook | 8 Copper | 4 .lbs |
| Ladder | 5 Copper | 20 .lbs |
| Lantern, Beacon | 15 Gold | 50 .lbs |
| Lantern, Bullseye | 12 Silver | 3 .lbs |
| Lantern, Hooded | 2 Silver | 2 .lbs |
| Lamp Oil | 6 Copper | 1 .lbs |
| Piton | 3 Iron | .5 .lbs |
| Rope, Hemp | 2 Iron | .4 .lbs |
| Rope, Silk | 2 Copper | .16 .lbs |
| Torch | 1 Iron | 1 .lbs |
| Wineskin | 8 Copper | 1 .lbs |

| Misc | | |
|------------------|-----------|----------|
| Bell | 1 Silver | 0 .lbs |
| Chalk | 1 Iron | .1 .lbs |
| Holy Item | 25 Silver | .1 .lbs |
| Hourglass | 25 Silver | 1 .lbs |
| Lock, Good | 10 Gold | 1 .lbs |
| Lock, Poor | 2 Gold | 1 .lbs |
| Magnifying Glass | 10 Gold | .1 .lbs |
| Merchant's Scale | 2 Silver | 1 .lbs |
| Mirror | 1 Gold | .1 .lbs |
| Greek Fire | 1 Gold | 2 .lbs |
| Sealing Wax | 1 Silver | 1 .lbs |
| Signal Whistle | 8 Copper | .1 .lbs |
| Signet Ring | 5 Silver | .1 .lbs |
| Soap | 5 Copper | 1 .lbs |
| Spyglass | 100 Gold | 1 .lbs |
| Water Clock | 100 Gold | 200 .lbs |

| Ammo | | |
|----------------|----------|----------|
| Arrow, Flight | 3 Iron | .1 .lbs |
| Arrow, Sheaf | 6 Iron | .1 .lbs |
| Bullet | 1 Iron | .01 .lbs |
| Black Powder | 1 Silver | 1 .lbs |
| Dart, Barbed | 1 Copper | .01 .lbs |
| Dart, Needle | 2 Iron | .01 .lbs |
| Dagger | 2 Silver | 1 .lbs |
| Hand Axe | 1 Silver | 5 .lbs |
| Harpoon | 2 Gold | 6 .lbs |
| Javelin | 5 Copper | 2 .lbs |
| Quarrel, Hand | 1 Silver | .1 .lbs |
| Quarrel, Light | 1 Copper | .1 .lbs |
| Quarrel, Heavy | 2 Copper | .1 .lbs |

| Resources | | |
|-------------------|-----------|-------------|
| Alcohol, Common | 2 Iron | per .lb |
| Alcohol, Uncommon | 5 Iron | per .lb |
| Alcohol, Rare | 1 Copper | per .lb |
| Alcohol, Exotic | 2 Copper | per .lb |
| Honey | 4 Iron | per .lb |
| Meat | 1 Copper | per .lb |
| Sugar | 1 Silver | per .lb |
| Produce | 2 Iron | per .lb |
| Cloth, Common | 7 Copper | per .lb |
| Cloth, Fine | 5 Silver | per .lb |
| Cloth, Rich | 1 Gold | per .lb |
| Canvas | 4 Copper | per .lb |
| Spice, Common | 5 Copper | per .lb |
| Spice, Uncommon | 1 Silver | per .lb |
| Spice, Rare | 2 Silver | per .lb |
| Spice, Exotic | 15 Silver | per .lb |
| Metal, Common | 1 Copper | per .lb |
| Metal, Iron | 5 Copper | per .lb |
| Metal, Copper | 5 Silver | per .lb |
| Metal, Silver | 5 Gold | per .lb |
| Metal, Gold | 50 Gold | per .lb |
| Ore, Common | 5 Iron | per .lb |
| Ore, Iron | 3 Copper | per .lb |
| Ore, Copper | 3 Silver | per .lb |
| Ore, Silver | 3 Gold | per .lb |
| Ore, Gold | 30 Gold | per .lb |
| Wood, Common | 5 Iron | per 10 .lbs |
| Wood, Uncommon | 1 Iron | per .lb |
| Wood, Rare | 5 Iron | per .lb |
| Wood, Exotic | 4 Copper | per .lb |

| Animals | |
|--------------------|------------|
| Boar | 1 Gold |
| Bull | 2 Gold |
| Calf | 5 Silver |
| Capon (Rooster) | 3 Iron |
| Cat | 1 Copper |
| Chicken | 2 Iron |
| Cow | 1 Gold |
| Dog | 2 Copper |
| Dog, Guard | 25 Silver |
| Dog, Hunting | 17 Silver |
| Dog, War | 8 Silver |
| Donkey | 8 Silver |
| Falcon, Trained | 100 Gold |
| Goat | 1 Silver |
| Goose | 5 Iron |
| Horse, Draft | 20 Gold |
| Horse, Heavy War | 40 Gold |
| Horse, Light War | 15 Gold |
| Horse, Medium War | 225 Silver |
| Horse, Riding | 75 Silver |
| Peacock | 5 Copper |
| Pig | 3 Silver |
| Pigeon | 1 Iron |
| Pigeon, Homing | 10 Gold |
| Pony | 3 Gold |
| Ram | 4 Silver |
| Sheep | 2 Silver |
| Songbird, Common | 1 Silver |
| Songbird, Uncommon | 2 Silver |
| Songbird, Rare | 8 Silver |
| Songbird, Exotic | 6 Gold |
| Swan | 1 Copper |

| Vehicles & Siege | |
|---------------------|-----------|
| Carriage, Common | 15 Gold |
| Carriage, Expensive | 700 Gold |
| Chariot, Riding | 20 Gold |
| Chariot, War | 50 Gold |
| Sedan Chair | 10 Gold |
| Spare Wheel | 5 Silver |
| Hand Cart | 15 Silver |
| Wheelbarrow | 7 Silver |
| Cannon, Field | 400 Gold |
| Cannon, Galloper | 40 Gold |
| Cannon, Siege | 700 Gold |

| Drugs | | |
|---------------|----------|---------|
| Beer | 2 Iron | 1 .lbs |
| Spirits | 5 Copper | 1 .lbs |
| Tobacco | 1 Copper | 1 .lbs |
| Scarlet Agave | 3 Copper | .1 .lbs |
| Oblivian | 1 Gold | .5 .lbs |
| Madcap | 1 Silver | .5 .lbs |
| Opium | 5 Copper | .1 .lbs |