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Introduction

Quick disclaimer the guy who wrote this is an American from Southeast Wisconsin, as such the terms/jargon/units I use come from that context. So a biscuit is the north American type from biscuits and gravy, not a cookie. A kringle is an oval pastry, an old fashioned is made with brandy as it is in Wisconsin and so on.

This was written to be a reference. It was built with the latest version of a very popular RPG system starting in 2016. It is a compilation of information from a bunch of sources along with a bit of original work. Its point is to be a handy tool for making something. Whether that be something as complex and wide as a campaign, or as singular and focused as an item. If I can come up with, or have found a good way to generalize something it will be in here.

I made good use of many things while formatting this document. Sometimes you can click on a term and be directed to it. If all else fails, there is a nice table of contents at the beginning. Ctrl F is your friend.



Demagus

This guide was made with the world of Demagus in mind which is a low fantasy, high magic, sparsely populated world. Basically a mundane world in which everyone can cast prestidigitation. It takes influence from the discworld series and some low fantasy fiction to create a high magic world where most magic is mundane and people wield it with no more care than they would a hammer. The world was created to be made on the fly, to give a GM the freedom to ad lib, and yet to have a solid common ground to fall back on. In other words, it was created for someone who doesn't have time to GM. The classic races are motivated by human failings to create a grounding among the players. The monstrous races should play with humor and bleakness, interwoven to the point that some things feel absurd. This will create a blue orange mentality that makes the alien creatures the party encounter feels truly alien. There should be thousands of villages, a handful of towns and a few cities, untamed wilderness with respites of civilization every few miles.

Races of Demagus

This world was originally created with solely humans, and I recommend that it is mostly kept that way. Other races can be fun, but more oft than not they turn into caricature of some trait or characteristic which simply isn't interesting. Halflings burrow and Dwarves mine. The Elves have dominion over the forests and the Drow the caves. Humans infest the planes and attempt to build cities. Gnomes and Tieflings wander from place to place. People tend to either rely on their race for characterization, or choose it for the buffs it gives. As such players are very much encouraged to be human, other races being more mysterious than real.

States of Demagus

Magic is relatively common in Demagus with everyone being able to do some and many taking it farther. This, however, has wreaked havoc on statecraft. Plenty of small, insignificant villages and slightly larger insignificant human towns dot the surface. When everyone is able to bust down your walls and claim what is yours there is much less of an incentive to build big. Few if any nation states exist.

Beliefs and Magic of Demagus

Magic is belief based in this world. If you truly believe in something it is willed by the universe to happen. This has created an interesting world in which most can do a little magic. Harder things require more convincing and many a mage has spent years trying to find the right way to create a spell, not knowing that all they have to do is believe. A science of magic has even cropped up based upon the observations that the mages have convinced themselves work. In the same vein warlocks do their magic because they believe their contracting power has granted it to them. If they break their contract or lose faith in the being, they made it with their magic can begin to falter. Sorcerers on the other hand are just all insane or egotistical, some more than others.

The most interesting aspect of this system, however, are the gods. They are created by their followers to the believer's expectations, many of them are omniscient, they know why they exist. More importantly they know that belief in them makes them more powerful, and perception of what they are is what they are. In a sense their churches are PR departments. Some war publicly for believers, others heal and provide, sometimes pantheons are formed, but all vie for that valuable resource that is believers.

Lore Building

Intro

This section contains general info on worldbuilding and some of the more standard things that are included.

Planes

You should have a few basic planes. A good few to start with are

- The material plane
- The plane where fiends come from
- The plane where celestials come from
- The plane where elementals come from
- Transitive/Interplanar plane
- Home of the gods
- Place for the dead

These are not too hard to make. Then come the other planes that are more fun to create. The most fun way to do this is to make them reflections of the material plane, of the same substance, but skewed on some axis. Below are some example planes.

Material

This is the plane old boring world in which everyone lives, it's mundane mostly because people believe it's that way and really want it to be that way. It might be fun to do some things but we all want a more or less mundane, pedestrian place to sleep at night.

Fey

Entrance to the feywild takes the shape of a circle of magical mushrooms or specially enchanted stones.

Things in the feywild are a wondrous reflection of the world, as if the creator ran the world by a five-year-old with an overactive imagination before creating it. Indeed, the feywild is populated with the wondrous creations of beings minds, from idle daydreams to vivid nightmares.

Time passes erratically in the feywild when a creature or party leaves the feywild roll a d20.

1-2	Days become minutes	14-17	Days become weeks
3-6	Days become hours	18-19	Days become months
7-13	No change	20	Days become years

Shadow

Darkness in places of Desecrated Ground serves as crossing to shadowfell. The shadow of a marker of a mass grave is a good example.

The dread and fear of the material plane are manifested into the planes of shadowfell. A city in the material plane will be decayed and the undead roam the streets. Basically edgelords paradise. The plane is devoid of all color, creatures feel like they are being watched, and a general paranoia descends. Lots of undead and spooky stuff here basically.

Everyone but creatures of the shadow and undead have disadvantage on saving throws.

Beliefs

Religion in these games has traditionally followed a sort of Greek Pantheon with the gods being known everywhere by most people with a couple gods specific to certain races. In actuality pantheons most likely form as local gods and small religions merge with each other. Few religions have actually gotten to the point of being global juggernauts, and the isolated little village may accidentally be committing heresy through no fault of their own. Go at it, have fun, and don't take your religions too seriously, the players can be zealots but the GM never should be.

Worlds

Frankly world generation can be as complex or simple as you desire. To be frank if you made a fully fleshed out world your players will not see or experience the majority of it. The important part is to make and flesh out where you expect the players to be, and nearby areas.

Map

No matter how much it pains me to say this, the map is one of the least important part of making a world. As a thing it can help ground your players, and provide an air of authenticity. As an item it can add another step to having your players go from one destination to another. It's most important role, however, is to give the GM an idea of their world. To restate, the most important type of map is one that helps the GM. Whether that is a rough sketch of a few regions you want to make, how they connect, and some important things in them, or a fully-fledged globe, filled with biomes, settlements covering every corner.

Simple World Map Generation

I have written some code to do part of this automatically if you are lazy or supremely intimidated by making random choices. It can be found [here](#). Doesn't show rivers though, ascii isn't exactly suited to them at the scale I chose.

Landmass

- With a light pencil draw 8 to 12 random semi squiggly lines across a piece of paper in different orientations. If this randomness intimidates you grab 8 to 12 pieces of spaghetti or similarly long straight item, walk around the piece of paper in a circle, and every couple seconds drop a piece of spaghetti on the paper. Draw lines on the paper at the location and in the orientation of the spaghetti. The spaces between the lines are the plates of your world.
- With a light pencil draw a light arrow in a random direction on each of the plates. If this randomness intimidates you use a scatter dice. The direction this arrow points is the direction the plate moves. It helps to lightly mark this along the edges of each plate.
- Where two plates collide you have mountains, these are the seeds of your land.
- Around the collision, with a medium pencil draw an outline, extending about halfway into the colliding plates, or whatever feels right. Try to semi mirror the colliding edge of the plate at the opposite edge.
- Where two plates pull apart you have ocean. Right where they pull apart you have volcanoes. Feel free to put some small islands in these areas with a medium pencil. If the randomness intimidated you grab 1d10 seeds and try to throw them from at least 3 feet above onto these areas.
- Erase all of the light markings you have made so far. Excepting the location of mountains.
- Mark the mountains. If you have no idea how use triangles without the bottom line.

Congratulations you now have a bunch of semi random blobs of land.

Fresh Water

- Trace along the edge of your landmasses, making a jagged squiggly line. If randomness still intimidates you shake your hand while tracing.
- Rain tends to come from the ocean it can travel quite a bit unless it hits a barrier like mountains. About a half of a large sized continent. In this region draw some random lakes. If randomness intimidates you throw some d4 on the sheet from above and draw lakes where they land.
- Find some places that look like bays or some sections that jag inward. From these sections draw a squiggly line to the mountains. As the line approaches the mountains have the river diverge into multiple branches. Feel free to have the river stop before it reaches them, but as a

general rule always draw in the direction of a higher land. A river can have its source from a lake, but should very rarely if ever flow into one. Bodies of water that rivers flow into tend to become seas.

Reliability

An accurate map may be something important to the GM, but for the players this is the [late middle ages](#). [Maps were not exactly reliable back then](#). There were countries and land masses that did not exist. There were lands missing. The scale was often wildly inaccurate. [Maps were not necessarily made for navigation](#). And quite frankly, these unreliable maps are a lot more fun to give players.

Regions

Put simply, regions are groups of people that identify with each other. If you were to take someone from one place in a region and put them into another place in a region they should feel at home. Historically regions vary in size. Sometimes a whole country can seem like a region, and sometimes it is just a couple blocks in a city. Most campaigns will take place in only a few distinct regions. Many sessions will take place in only one.

Ideally the GM should use their discretion when creating a region. If you are stumped the following table contains a way to roll for the size of various regions.

Land Type	Size
Empire	1d20 Nations
Kingdom	2d20 Counties
County	2 ^{1d8+6} sq. miles

For simplicities sake we are going to roll up our region very much like a character. In fact, just slightly different than a character. Roll 4d4's for each of the core traits, this is the value said trait has. If a land is in multiple regions roll for each one of them, then average the final values to the nearest.

Character Trait		Region Trait
Strength	≈	Martial Prowess, Athleticism
Dexterity	≈	Adaptability, Reflexes
Constitution	≈	Tradition, Stubbornness, Resilience
Intelligence	≈	Education, Cunning, Analytics
Wisdom	≈	Acumen, Insight, Awareness
Charisma	≈	Friendliness, Eloquence, Leadership

These rolls are the base stats for the people in that region. The equivalent regional traits describe how the people of the region generally behave. This gives you an overview of what the culture should be like in the region you rolled up. Keep in mind that the interplay between these traits are what truly makes a region unique and interesting.

Settlements

There should be one village, town or city every 10 miles in a hexagonal pattern. Cities or towns most likely rely on surpluses from nearby villages to feed them. Some of the larger towns and the cities might have villages a couple miles from their urban core that belong to them to assist with supplying food.

The Regions section on page 10 should help with giving the settlement a broad sense of character. The specific character of the settlement should be given by the npc's and important buildings that inhabit it. Directly below is a summary of this section, the other sections expound upon and supply more detail on what exactly is going on when you roll up a settlement.

Quick Generation Method

I have automated this process. You can find the code [here](#).

- Roll a d20 for settlement size
 - If 20 roll another d20
 - If both are 20's repeat the following process 2d4 times to make a city
- Population is $|1d8 - 3| \cdot 10 \cdot townSize$
 - If settlement size is a 20 further multiply this by 8
- Roll $\frac{settlementSize}{5}$ d20's on top of your settlement map. Put the building rolled on the building's table at the location the die landed on the map.
 - If settlement size is 20, instead roll $\frac{population}{250}$ rounded down instead.
- Roll (1d4)d8's on top of your settlement map. Put the building rolled on the Unique Building's table at the location the die landed on the map.

Building Table

1	Tavern
2	Tavern
3	Tavern
4	Fletcher
5	Leatherworker
6	General Store
7	General Store
8	General Store
9	Blacksmith
10	Blacksmith
11	Tailor
12	Tailor
13	Cobbler
14	Cobbler
15	Arcana
16	Alchemist
17	Shrine
18	Shrine
19	Specialized Building
20	Specialized Building

Unique Building Table

1	Adventurer's Emporium
2	Adventurer's Emporium
3	Wizard's Tower
4	Wizard's Tower
5	Wizard's Tower
6	Shady Shop
7	Shady Shop
8	Curio

Specialized Building Table

1	Music Store
2	Book Store
3	Jeweler
4	Butcher
5	Butcher
6	Baker
7	Baker
8	Barber

- $\frac{population}{160+1d20}$ is how many square miles the settlement is.
- Connect the buildings you already have with roads, extend the original roads to the borders of the map in whatever way pleases you
- Add residences randomly to the settlement, clustering mainly around where the businesses or road crossings are. The recommended amount of residences are $\frac{population}{8}$.

Notes

Keep in mind that villages are the bread and butter of any universe, towns are much rarer, and only a handful of cities exist. Historically a village had 20 to 1,000 people in it. Typically, this number was between 50 and 300. Town's range in size from 1,000 to 8,000 people typically hovering around 2,500 people, they have fortifications only if they are often threatened. Cities tend to range in size from 8,000 to 12,000 people and be the epicenter of a nation. A large kingdom only has a few of these, sometimes there are large cities which range from between 12,000 and 100,000 people. There are probably a couple of these cities in a world. Any larger is stretching it.

Adventuring

Intro

There are certain things that people have to do each day to survive. Eat, drink, sleep etcetera. Although there are some exceptions for the vast majority of players these will apply in some way shape or form. There are certain things people do for fun or adventure. These are also covered here.

Dungeons

Random Dungeon Generation

If you want to make a dungeon by hand the following is a general process to do so. The first thing to do is roll for a starting area, then proceed outward from there.

Starting Area

d10	Configuration
1	Square, 20 x 20 ft.; passage on each wall
2	Square, 20 x 20 ft.; door on two walls, passage in third wall
3	Square, 40 x 40 ft.; doors on three walls
4	Rectangle, 80 x 20 ft.; two passages leading from each long wall, doors on each short wall
5	Rectangle, 20 x 40 ft.; passage on each wall
6	Circle, 40 ft. diameter, one passage in each cardinal direction
7	Circle, 40 ft. diameter, one passage in each cardinal direction; well in middle of room
8	Square 20 x 20 ft., door on two walls, passage on third, secret door on fourth
9	Passage 10 ft. wide, T intersection
10	Passage 10 ft. wide, four-way intersection

Passages

Keep rolling until you hit a chamber or dead end. When you start rolling passages roll on the passage width table and use that width for the remainder of the passage.

d20	Detail
1-2	Straight 30 ft., no doors or side passages
3	Straight 20 ft., door to the right, then 10 ft. more
4	Straight 20 ft., door to the left, then 10 ft. more
5	Straight 20 ft., ends in door
6-7	Straight 20 ft., side passage to the right, then 10 ft. straight ahead
8-9	Straight 20 ft., side passage to the left, then 10 ft. straight ahead
10	Straight 10 ft., dead end. Roll d10, 10 secret door
11-12	Straight 20 ft., left, continue 10 ft.
13-14	Straight 20 ft., right, continue 10 ft.
15-19	Chamber
20	Stairs

d12	Width
1-2	5 ft.
3-12	10 ft.

Doors

Wooden	15 ac, 5d10 hit points
Stone	17 ac, 5d10 hit points
Iron	19 ac, 5d10 hit points
Portcullis	Winching requires action, can be seen through, roll d8 for type. 1-6 wooden, 7 Stone, 8 Iron
Secret	Perception check to find.
Barred	Can only be opened from one side, Double hit points
Locked	Normally locked shut, can be picked or opened with key.

d20	Door Type
1-10	Wooden
11-12	Wooden, d4, 1-3 bared, 4 locked
13	Stone
14	Stone, d4, 1-3 bared, 4 locked
15	Iron
16	Iron, d4, 1-3 bared, 4 locked
17	Portcullis
18	Portcullis, Locked
19	Secret Door
20	Secret Door, d4, 1 bared, 2-4 locked

d20	Beyond a Door
1-2	10 ft. passage, T intersection with 10 ft. spokes
3-8	20 ft. passage straight
9-18	Chamber
19	Stairs
20	False door with trap

Chambers

d20	Chamber
1-2	20 x 20 ft., Normal
3-4	30 x 30 ft., Normal
5-6	40 x 40 ft., Normal
7-9	20 x 30 ft., Normal
10-12	30 x 40 ft., Normal
13-14	40 x 50 ft., Large
15	50 x 80 ft., Large
16	Circle, 30 ft. diameter, Normal
17	Circle, 50 ft. diameter, Large
18	Octagon, 40 x 40 ft., Large
19	Octagon, 60 x 60 ft., Large
20	Trapezoid, 40 x 60 ft., Large

d20	Exit Location
1-7	Wall opposite entrance
8-12	Wall left of entrance
13-17	Wall right of entrance
18-20	Same wall as entrance

d20	Normal Exits	Large Exits
1-3	0	0
4-5	0	1
6-8	1	1
9-11	1	2
12-13	2	2
14-15	2	3
16-17	3	3
18	3	4
19	4	5
20	4	6

d20	Exit Type
1-10	Door
11-20	Corridor 10 ft. long

Stairs

d20 Chamber

1-4	Down one level to a chamber
5-8	Down one level to a 20 ft. passage
9	Down two levels to a chamber
10	Down two levels to a passage 20 ft.
11	Down three levels to a chamber
12	Down three levels to a passage 20 ft.
13	Up one level to a chamber
14	Up one level to a passage 20 ft.
15	Up to a dead end
16	Down to a dead end
17	Shaft up one level to a passage 20 ft.
18	Shaft up two levels to a passage 20 ft.
19	Shaft down one level to a chamber
20	Shaft up one level to a chamber

Connecting Areas

When the map is done, consider adding doors and passages between nearby

Stocking a Dungeon

Rooms need things to go in them.

d100 Contents

1-8	Monster (Dominant)
9-15	Monster (Dominant), Treasure
16-27	Monster (Ally)
28-33	Monster (Ally), Treasure
34-42	Monster (Random)
43-50	Monster (Random), Treasure
51-58	Hazard, Treasure
59-63	Obstacle
64-73	Trap
74-76	Trap, Treasure
77-80	Trick
81-88	Empty Room
89-94	Hazard
95-00	Treasure

Hazards

d20 Hazards

1-3	Brown Mold
4-8	Green Slime
9-10	Shrieker
11-15	Web
16-17	Violet Fungus
18-20	Yellow Mold

Monsters

A dungeon should have a dominant creature and an allied creature. Brigands with guard dogs, vampires with thralls and such. Sometimes random creatures wander in, such as goblins or other adventurers. They may or may not be hostile.

Obstacles

d20	Obstacles
1	Anti-Life Field with radius of 1d10x10 ft.
2	Anti-Magic Field with radius of 1d10x10 ft.
3	Blade Barrier blocks passage
4	Winds reduce speed by half, impose disadvantage on ranged attack rolls
5-8	Cave in
9-12	Chasm 1d4x10 ft. wide and 2d6x10 ft. deep
13-14	Flooding left 2d10 ft. of water, is contained somehow.
15	Lava flows through the area. Roll d20 11-20 stone bridge
16	Overgrown Mushrooms block way, can be hacked down. d4, 1 means mold or fungus hidden among them
17	Poison Gas
18	Anti-Gravity Field
19	Wall of fire blocks passage
20	Wall of force blocks passage

Traps

Randomized traps to plop into a dungeon

d6	Trigger
1	Stepped on
2	Moved through
3	Touched
4	Opened
5	Looked at
6	Moved

100 Trap

1-4	Magic Missile shoots from an object	47-49	Lightning bolt shoots from wall or object
	Collapsing staircase creates a ramp that	50-52	Locked room floods with water or acid
5-7	deposits characters into a pit at its lower end.	53-56	Darts shoot out
8-10	Ceiling falls	57-59	A weapon animates and attacks when touched
11-12	Ceiling lowers slowly, room locks	60-62	Pendulum swings across room or hall
13-14	Chute opens in floor	63-67	Hidden pit opens beneath players, d4 on 1 gelatinous cube
15-16	Alarm attracts nearby monsters	68-70	Hidden pits flood with acid or fire
17-19	Touching an object triggers disintegrate	71-73	Locking pit floods with water
20-23	Door or object is coated with contact poison	74-77	Scything blade emerges from wall or object
24-27	Fire shoots out from wall, floor, or object	78-81	Spears spring out, d4 on 1 poisoned
28-30	Touching object triggers flesh to stone	82-84	Brittle stairs collapse over spikes
31-33	Floor collapses or is an illusion	85-88	Thunderwave knocks characters into a pit or spikes
34-36	Vent releases gas: blinding, acidic, obscuring, paralyzing, poisonous, or sleep inducing.	89-91	Steel or Stone jaws restrain a character
37-39	Floor is electric	92-94	Stone block smashes across hallway
40-43	Glyph of warding	95-97	Symbol
44-46	Wheeled statue rolls down corridor	98-00	Walls slide together

Universal

Downtime Activity

8 hours must be spent a day on the downtime activity to gain any benefit from it.

Crafting

With the correct tools one can craft non-magical objects. They must expend half the items value in crafting costs. Each downtime one puts 5gp of work into the item, with the item being crafted when they meet the cost. Players can pool.

While crafting a player can maintain a modest lifestyle without having to pay, or a comfortable lifestyle at half cost

Lifestyle

This is a section of descriptions for what each lifestyle entails.

Wretched	Inhumane. Violence, disease, and hunger follow you. You are beneath notice.
Squalid	You have shelter from the elements, but live a desperate life. You are beneath the notice of most people. Most people at this level have suffered a horrible setback.
Poor	Going without comforts, but you have simple food, lodgings, threadbare clothing and so on. Mostly unskilled laborers. Violence sometimes.
Modest	You don't go hungry, living conditions are clean. Ordinary people live this way.
Comfortable	Nice clothes, easy to maintain equipment. You associate with merchants, skilled tradespeople and military officers.
Wealthy	Life of luxury. Respectable lodgings, spacious home, small staff.
Aristocratic	Life of plenty. Move in the most powerful circles. Excellent lodgings. You have only the best. You receive invitations to social gatherings and spend evenings with important people. You will be dragged into intrigue at this point.

Practicing a Profession

A player can work, allowing them to maintain a modest lifestyle without having to pay. If the player is a member of an organization that can provide gainful employment, such as a temple or guild they instead earn enough for a comfortable lifestyle. If they have proficiency in performance they can put it to use and live a wealthy lifestyle for free.

Recuperating

After three days of downtime spend recuperating the player can make a DC 15 constitution saving throw. One a successful save choose one.

- End one effect that prevents you from regaining hit points
- For the next 24 hours gain advantage on saving throws against one disease or poison currently affecting you.

Researching

Conducting research takes at least one week and 50gp worth of materials. GM determines the DC for how likely the player is to have discovered something.

Training

If you find an instructor willing to train you it takes about 10 weeks to learn a new skill. Each week has a cost of 25 gp.

Exhaustion

Level	Effect
1	Disadvantage on all ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to zero
6	Death

These are cumulative. Finishing a long rest reduces exhaustion by one provided the creature had sufficient food and water.

Nourishment

Food

People need one pound of food per day. A character can go without food for a number of days equal to 3+ their constitution modifier. At the end of each day beyond the limit the person gets an exhaustion level. A day of normal eating resets the count.

Water

A character needs one gallon of water per day, two if the weather is hot. If they have half as much as they need DC 15 constitution saving throw. If they fail, level of exhaustion. If they have none level of exhaustion.

If a character already has a level of exhaustion they take two instead.

Resting

Short

A short rest is at least one hour long in which nothing more strenuous than eating, drinking, reading, or tending to wounds happens. A player can spend one or more hit dice at the end up to the max. The character rolls the dice and adds con. The player regains hit points equal to the total.

Long

A long rest is at least 8 hours long, during which nothing more strenuous than light activity takes place for no more than 2 hours. If it is interrupted for more than one hours no benefit is gained. The character regains all lost hit points, and hit dice up to half the total number.

Tracking

Tracking a creature is a survival check. A new check is required when they stop and then resume tracking, the trail crosses an obstacle such as a river, or when the weather or terrain changes in a way that makes tracing harder. On a failed check the character loses the trail but can attempt to find it again by searching carefully. It takes 10 minutes to search in a confined area, and 1 hour in an open one.

Conditions	DC
Soft Ground such as Snow or Sand	10
Dirt or Grass	15
Bare Stone	20
Each day since the creature passed	+5
Blood Trail	-5
Inclement Weather	+5

Travel

When the party is traveling find out their marching order, i.e. who is first, second and so on.

Find out the passive wisdom scores of the group and use it to make perception checks if at all possible.

Not becoming lost is a survival check.

General

Minute	Can move feet equal to Speed x10
Hour	Can move miles equal to Speed /10
Day	Hourly Rate x Hours Traveled
Fast	Add 1/3 rd the speed, -5 to passive wisdom
Slow	Subtract 1/3 rd the speed, Able to be stealthy

Walking

When moving through difficult terrain movement speed is halved.

Travel Pace

Pace	Minute	Hour	Day	Effect
Fast	400 ft.	4 miles	30 miles	-5 to passive wisdom
Normal	300 ft.	3 miles	24 miles	
Slow	200 ft.	2 miles	18 miles	Able to use stealth

Assisted

Travel Pace

Vehicle	Minute	Hour	Day	Capacity
Camel	500±160 ft.	5±1.6 miles	40±13.3 miles	480 lbs.
Donkey/Mule	400±130 ft.	4±1.3 miles	32±10.7 miles	320 lbs.
Elephant	400±130 ft.	4±1.3 miles	32±10.7 miles	1320 lbs.
Galley	350±116 ft.	4±1.3 miles	72±24 miles	80 tons
Horse (draft)	400±130 ft.	4±1.3 miles	32±10.7 miles	540 lbs.
Horse (riding)	600±200 ft.	6±2 miles	48±16 miles	480 lbs.
Keelboat	90±30 ft.	1±0.3 miles	24±8 miles	2 tons
Longship	264±88 ft.	3±1 miles	54±18 miles	10 tons
Mastiff	400±130 ft.	4±1.3 miles	32±10.7 miles	195 lbs.
Pony	400±130 ft.	4±1.3 miles	32±10.7 miles	225 lbs.
Rowboat	132±44 ft.	1.5±0.5 miles	12±4 miles	500 lbs.
Sailing Ship	176±59 ft.	2±0.7 miles	48±16 miles	90 tons
Warhorse	600±200 ft.	6±2 miles	48±16 miles	540 lbs.
Warship	220±73	2.5±0.8 miles	60±20 miles	70 tons

Civilization

Lifestyle Expenses

While you are in something as nice as a village you can maintain a lifestyle much easier, average expenses per lifestyle type are below.

Lifestyle	Price
Wretched	
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp min

Wilderness

Acknowledgements

The following is a modified version of stuff from the complete hippo.

Summary

If a character has proficiency in survival they can find enough of whatever is available to maintain themselves at a comfortable level. If they are not proficient they must use the tables and roll survival. If a character is proficient in survival they can attempt to find food for multiple people in a method of their choice using the tables that follow with advantage. Multiple characters can attempt to find food individually, or together. If individually and multiple people are looking for the same thing each rolls with disadvantage. If together take highest roll.

Fishing

Takes four hours to fish. The player must have the necessary equipment. DC 12, with advantage if proficient in survival. They can also roll with advantage with proficiency in the fishing rod/net for fishing or traps for trapping.

Fishing		
1d20	Prey	Lbs. Meat
1	Bass	2d4
2	Catfish	2d4
3	Cod	2d4
4	Flounder	2d4
5	Grouper	2d4
6	Haddock	2d4
7	Halibut	2d6
8	Herring	2d4
9	Mackerel	2d4
10	Mullet	2d6
11	Sturgeon	2d6
12	Pike	2d6
13	Salmon	2d6
14	Sardine	1/4
15	Snapper	2d4
16	Sole	1d4
17	Swordfish	2d12

18	Trout	2d4
19	Tuna	2d6
20	Whiting	2d4

Trapping			
1d20	Prey	Amount	Lbs. Meat
1	Crab	1d8	1d4
2	Crayfish	1d12	1d2
3	Lobster	1d12	1d2
4	Shrimp/Prawns	2d20	1/4
5	Mollusks	1d12	1/4
6	Cockle	1d12	1/4
7	Cuttlefish	1d2	1d2
8	Mussel	1d12	1/4
9	Octopus	1d2	1d4
10	Oyster	1d6	1/4
11	Scallops	1d12	1/4
12	Squid	1d4	1d4

Foraging

Roll a d20 and consult the table below for foraging. They spend four hours foraging.

Type	Summer/Spring	Autumn	Winter
Berries	10	14	
Plants	10	14	25
Fruit	10	14	
Mushroom	12	16	
Root	11	15	22

If they fail roll a d100

Failure Table

1-49	Nothing Foraged
50-74	Inedible Food
75-100	Poisonous Food

Poisonous is DC 15 constitution, 2d6 poison damage, incapacitated for 4-6 hours if failed.

Edible Berries

1-2	Blackberry
3-4	Blueberry
5-6	Currants
7-8	Elderberry
9-10	Huckleberry
11-12	Gooseberry
13-14	Mulberry
15-16	Wild Strawberry
17-18	Thimbleberry
19-20	Chokecherry

Edible Plants

1-2	Alfalfa
3-4	Burdock
5-6	Chamomile
7-8	Mallow
9-10	Milkweed
11-12	Goldenrod
13-14	Yarrow
15-16	Sunflower
17-18	Valerian
19-20	Prickly Pear

Edible Mushrooms

1-2	Chanterelle
3-4	Cremeni
5-6	Button
7-8	Morel
9-10	Portobello
11-12	Porticini
13-14	Oyster
15-16	Truffle
17-18	Shitake
19-20	Shimeji

Edible Fruit

1-2	Apple
3-4	Apricot
5-6	Cherry
7-8	Date
9-10	Peach
11-12	Pear
13-14	Persimmon
15-16	Plum
17-18	Jackfruit
19-20	Watermelon

Hunting

Roll a d20 and consult the table to see if they find anything. If they have proficiency in survival or stealth they can roll with advantage. They spend four hours hunting. If a player uses a trap do it in the same way, except if they succeed one of the thing rolled is caught in their trap.

Terrain	DC
Forest	10
Plains	10
Jungle/Swamp	12
Hills/Mountain	15
Sandy Desert	18
Artic	20

Artic

1d10	Prey	Amount	Lbs. Meat
1-3	Hare	1d4	1d2
4	Artic Fox	1d2	1d4
5	Small Bird	1d20	½
6	Walrus	1d2	60+1d12
7	Seal	1d6	40+1d6
8-9	Polar Bear	1d2	80+1d12
10	Penguin	1d20	1d4

Desert

1d10	Prey	Amount	Lbs. Meat
1-3	Lizard	1d4	1
4	Camel	1d10	20+1d8
5	Fennec Fox	1d2	1d4
6	Desert Hare	1d4	1d2
7	Coyote	1d4	1d6
8-9	Small Bird	1d20	½
10	Mouse	1d20	½

Forest

1d20	Prey	Amount	Lbs. Meat
1-3	Rabbit	1d2	1d2
4-5	Deer/Elk	1d8	20+1d8
6-8	Squirrel	1d8	½
9	Red Fox	1d4	1d4
10	Boar	1d2	20+1d8
11	Black Bear	1d2	40+1d12
12	Brown Bear	1d2	60+1d12
13	Small Bird	1d20	½
14	Raccoon	1d2	1d4
15	Turkey	1d8	2+1d4
16	Lizard	1d4	1
17	Small Viper	1d2	1
18	Toad	1d8	½
19	Turtle	1d2	1
20	Coyote	1d4	1d6

Hills/Mountain

1d10	Prey	Amount	Lbs. Meat
1-3	Small Bird	1d20	½
4	Goat	1d4	10+1d8
5	Small Viper	1d2	1
6	Lizard	1d4	1
7	Boar	1d2	20+1d8
8-9	Black Bear	1d2	40+1d12
10	Brown Bear	1d2	60+1d12

Plains				Swamp/Jungle			
1d10	Prey	Amount	Lbs. Meat	1d10	Prey	Amount	Lbs. Meat
1-2	Rabbit	1d2	1d2	1-2	Snake	1d2	4+1d8
3	Deer/Elk	1d8	20+1d8	3	Deer	1d8	20+1d8
4-6	Small Bird	1d20	½	4-6	Small Bird	1d20	½
7	Turkey	1d8	2+1d4	7	Alligator	1d2	10+1d8
9	Lizard	1d4	1	9	Lizard	1d4	1
9	Prairie Dog	1d4	1d2	9	Toad	1d8	½
10	Bison	1d8	40+1d20	10	Turtle	1d2	1

Land Conditions

The name is a bit weird because it covers a whole host of different modifiers that can apply to the terrain and how the players experience it. This section basically states what happens when different natural situations, and magical situations are encountered.

Altitude

When traveling above 10,000 feet each hour counts as two for the purpose of travel for breathing creatures. A creature can become acclimated to the altitude by spending 30 days in it. Only natives can be acclimated to 20,000 feet.

Hazards

Sometimes the wilderness just really wants to kill someone somehow.

Anti-Gravity Field

Gravity is reversed in the field.

Anti-Life Field

Living creatures can't regain hit points within the field.

Anti-Magic Field

Magic cannot be utilized fully in an area affected by this. Normally occurs in areas that experienced an exceptionally large amount of magic. Fades over time.

Brambles/Thorns

Thorny tangles and hedges. AC 11, hit points vary depending on size. Immunity to bludgeoning and piercing damage. Speed is reduced by 25% while in them. When a creature comes into contact DC 10 dexterity saving throw or take 1 damage.

Brown Mold

Typically, 10 ft. square, temperature within 30 ft. is always frigid. If within 5 feet DC 12 Constitution save, 4d10 on fail half on success. Immune to fire, if there is fire it instantly travels in the direction of the fire while staying same size. Cold damage instantly destroys it

Dense Foliage

AC 14, hit points varying depending on foliage. Immunity to piercing. Resistance to bludgeoning. Impassible. Think a hedge or bush. If you are insistent on it beings sort of dense foliage reduce speed by 50%.

Desecrated Ground

Something evil happened here that made this place super spooky. Undead have advantage on all saving throws. Holy Water can purify a 10 ft. square area.

Frigid Water

A creature can be immersed for a number of minutes equal to its constitution score. Each additional minute DC 10 constitution saving throw or gain one level of exhaustion. Resistance or immunity to cold or acclimation to ice cold water auto succeeds.

Green Slime

Devours organic material and metal on contact. Clings to walls, floors, and ceilings in patches. A patch covers a 5 ft. square, blindsight 30 ft., and drops when it detects movement below it. An aware creature can dodge with DC 10 Dexterity saving throw. Contact causes 1d10 acid damage each turn until slime is scraped off or destroyed. 2d10 acid damage to any non-magical metal or wood. Sunlight, anything that causes disease, cold, fire, or radiant damage destroy Green Slime.

Poison Gas

1d6 poison damage per minute of exposure.

Quicksand

10 ft. cube. Upon entering creature sinks 1d4+1 feet and becomes restrained. At the start of each turn sink 1d4 feet. As long as not submerged DC 10 + feet sunken strength check to escape. A creature can pull another out with DC 5 + feet sunken strength check.

Slippery Ice

Difficult terrain. DC 10 dexterity check or fall prone.

Thin Ice

Weight tolerance of 3d10*10 pounds per 10 sq. ft. If the characters are prone weight limit increases by 1d10*10. When it breaks all in area fall through.

Web

Difficult terrain, DC 12 Dexterity throw when starting turn in or entering or becomes restrained. DC 12 Athletics or Acrobatic to escape. AC 10, 15 hit points. Vulnerable to fire. Immune to bludgeoning, piercing, and psychic damage.

Yellow Mold

Patch covers 5 ft. square. If touched mold ejects a cloud of spores that fills a 10 ft. cube originating from mold. DC 15 Constitution saving throw or 2d10 poison damage and poisoned for one minute. While poisoned 1d10 poison damage per turn. Repeat saving throw at end of turn. Sunlight or fire damage instantly destroys Yellow Mold.

Wild Magic Field

Visibly crackly. Happens in areas where magic has not been cast for a really long time. When magic is cast roll on the wild magic table. Each square dissipates when a spell is cast.

Weather

Fun sorts of inclement weather and temperature variation for the party to deal with.

Extreme Cold

Whenever below 0°F (-18°C) DC 10 constitution saving throw each hour. If it is failed gain a level of exhaustion. Creatures with resistance or immunity to cold, creatures wearing cold weather gear, and creatures adapted to cold climates auto succeed.

Extreme Heat

Whenever above 100°F (38°C) a creature without access to water must succeed on Constitution saving throw at the end of each hour or gain a level of exhaustion. DC 5 for first hour, DC increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or wearing medium or heavy clothing have disadvantage. Creatures with resistance or immunity to fire and creatures acclimated to hot climates auto succeed.

Fog

Disadvantage on perception checks that rely on sight. Everything is heavily obscured.

Strong Wind

Disadvantage on all ranged weapon attacks and perception checks that rely on hearing. Extinguishes open flames, disperses fog, makes flying nearly impossible. A flying creature must land at end of turn or fall. In desert, sandstorm which imposes disadvantage on perception checks that rely on sight.

Hail

Disadvantage on perception checks that require hearing. DC 5 constitution check every 10 minutes. If failed take 1 damage.

Lightning

While in lightning storm every hour roll a d20. On a 1 the creature gets struck by lightning taking 2d10 electric damage. If the creature has metal items they roll with disadvantage.

Heavy Precipitation

Everything within an area of heavy rain or snowfall is lightly obscured. Disadvantage on perception checks that rely on sight. Heavy rain extinguishes open flames and imposes disadvantage on Perception checks that rely on hearing.



NPC's

They players play their characters and you play the npc's, the big difference is that whereas they have one character to play you have many. Improving multiple people on a dime (pulling things out of your ass) isn't a skill that the vast majority, if anyone, has. Sadly, I don't have time to attempt to flesh this section out currently so it is the best advice I can give.

Names

Keep in mind the culture and race of the character you are making the name for. If you are in a bind choose a name or an object and use google translate to put it into another language. Some stereotypical example would be making elvish names by translating things into Welsh, or Dwarven by translating things into German, Gnomish by translating into Icelandic, Constructs by translating to Esperanto and the like.

Stats

section on page 9 there is information on making base stats for Regions. The best thing to do would be to determine what region this npc is from, add appropriate racial bonuses, add any other necessary bonuses, and boom, npc with unique stats.

For example, a successful merchant can't just min max. The merchant needs to have acumen in their dealings, they need to be adaptable to his market, and most importantly they need to be personable in all things. A successful warrior isn't just physically strong. When the fight reaches them they are resilient against the enemy, and adaptable to the tide of battle.

Shops

Acknowledgements

The following section includes modifications of Jrobharing's tables.

Summary

This section contains shops that the players might utilize. Remember, it lists every item that could be thought of as standard and suggestions on how they are to be used. This is up to GM's discretion. Feel free to throw in other items and treat this as a reference. It contains the name of the item, costs at low medium and high, and how likely it is to be in stock. If a player is trying to sell back to the shop, roll a d8 and multiply it by 10. This is the percentage of value that the owner is willing to start offering for that item.

To quickly determine what is available when the players go to a store roll a d20. Any values equal to or less than the amount rolled in the stock column are available. If the item's bias matches the location subtract 3 from the stock value for that item.

Selling Items

Undamaged weapons, armor and other equipment fetch $50\% \pm 12.5\%$ of their value on the market.

Weapons and armor used by monsters, however, are rarely in good condition.

Gems, Jewelry, and Art retain full value in the marketplace $\pm 12.5\%$ based on the seller.

Trade Goods retain full value when used to barter, when sold people will always want to buy for a lower price.

Adventurer's Emporium

The store for the adventurer, contains everything a party could reasonably need. Key word being reasonable.

Gold on hand should be around 750 gp

Will buy treasure from the party for median price.

Adventurer's Emporium					
Item Name	Low	Median	High	Stock	Bias
Armor					
Padded	3 gp	5 gp	8 gp	5	
Leather	7 gp	10gp	15gp	5	
Studded	33 gp	45 gp	68 gp	15	
Hide	7 gp	10 gp	15 gp	3	
Weapons					
Club	7 cp	1 sp	2 sp	1	Frontier
Dagger	1 gp	2 gp	3 gp	1	
Greatclub	1 sp	2 sp	3 sp	5	Frontier
Handaxe	3 gp	5 gp	8 gp	3	Forest
Light Hammer	1 gp	2 gp	3 gp	5	Mine
Quarterstaff	1 sp	2 sp	3 sp	5	
Spear	7 sp	1 gp	2 gp	2	Rural
Light Crossbow	18 gp	25 gp	38 gp	5	
Dart	3 cp	5 cp	8 cp	3	Urban
Shortbow	18 gp	25 gp	38 gp	5	Rural
Sling	7 cp	1 sp	2 sp	3	Rural
Whip	1 gp	2 gp	3 gp	5	
Blowgun	7 gp	10 gp	15 gp	7	Urban
Hand Crossbow	56 gp	75 gp	113 gp	15	Urban
Heavy Crossbow	38 gp	50 gp	75 gp	10	
Longbow	38 gp	50 gp	75 gp	5	Rural
Gear					
Arrows (20)	7 sp	1 gp	2 gp	2	
Blowgun Needles (50)	7 sp	1 gp	2 gp	7	Urban
Crossbow Bolts (20)	7 sp	1 gp	2 gp	3	
Sling Bullets (20)	3 cp	4 cp	6 cp	3	Rural
Backpack	1 gp	2 gp	3 gp	1	
Bedroll	7 sp	1 gp	2 gp	2	
Blanket	3 sp	5 sp	8 sp	1	
Glass Bottle	1 gp	2 gp	3 gp	3	
Candle	1 cp	1 cp	3 cp	5	
Crossbow Bolt Case	7 sp	1 gp	2 gp	5	
Scroll Case	7 sp	1 gp	2 gp	5	
Chain (10 ft.)	3 gp	5 gp	8 gp	5	
Chest	3 gp	5 gp	8 gp	5	
Climber's Kit	18 gp	25 gp	38 gp	5	
Travelers Clothes	1 gp	2 gp	3 gp	3	
Crowbar	1 gp	2 gp	3 gp	3	Urban
Flask	1 cp	2 cp	4 cp	3	

Grappling Hook	1 gp	2 gp	3 gp	4	
Hammer	7 sp	1 gp	2 gp	2	
Healer's Kit	3 gp	5 gp	8 gp	15	
Hourglass	18 gp	25 gp	38 gp	18	Urban
Hunting Trap	3 gp	5 gp	8 gp	5	Rural
Ink (1 fl. oz.)	7 gp	10 gp	15 gp	15	
Jug	1 cp	2 cp	3 cp	1	
Ladder (10 ft.)	7 cp	1 sp	2 sp	5	Mine
Lantern (hooded)	3 gp	5 gp	8 gp	2	Mine
Lock	7 gp	10 gp	15 gp	18	Urban
Mess kit	1 sp	2 sp	3 sp	5	
Paper	1 sp	2 sp	3 sp	18	Urban
Parchment	7 cp	1 sp	2 sp	5	Rural
Pick (mining)	1 gp	2 gp	3 gp	5	Mine
Piton	3 cp	5 cp	8 cp	5	
Pole (10 ft.)	3 cp	5 cp	10 cp	7	
Pot	1 gp	2 gp	3 gp	1	
Pouch	3 sp	5 sp	8 sp	1	
Pulley	7 sp	1 gp	2 gp	8	Industrial
Quill	1 cp	2 cp	3 cp	15	
Quiver	7 sp	1 gp	2 gp	3	
Ration (1 day)	3 sp	5 sp	8 sp	5	
Hemp Rope (50 ft.)	7 sp	1 gp	2 gp	3	
Silk Rope (50 ft.)	7 gp	10 gp	15 gp	15	
Sack	1 cp	1 cp	2 cp	1	
Shovel	1 gp	2 gp	3 gp	3	
Signal Whistle	3 cp	5 cp	8 cp	7	
Signet Ring	3 gp	5 gp	8 gp	18	
Spyglass	75 pp	100 pp	150 pp	18	
Tent	1 gp	2 gp	3 gp	2	
Tinderbox	3 sp	5 sp	8 sp	2	
Torch	1 cp	1 cp	2 cp	2	
Vial	7 sp	1 gp	2 gp	3	
Waterskin	1 sp	2 sp	3 sp	1	
Tools					
Cartographer's Tools	11 gp	15 gp	23 gp	10	
Herbalism Kit	3 gp	5 gp	8 gp	10	
Jeweler's Tools	18 gp	25 gp	38 gp	18	Urban
Navigator's Tools	18 gp	25 gp	38 gp	3	
IF Near Water					
Net	7 sp	1 gp	2 gp	2	
Fishing Tackle	7 sp	1 gp	2 gp	1	
Rowboat	38 gp	50 gp	75 gp	5	
Bait	3 cp	5 cp	8 cp	1	
Foodstuffs					
Apple (1 lb.)	1 cp	2 cp	1 sp	5	Orchard

Brandy, Common (1 qt.)	2 sp	3 sp	5 sp	10	
Brandy, Good (1 qt.)	1 gp	15 sp	3 gp	15	
Bread (1 lb.)	5 cp	8 cp	1 sp	5	
Cheese, Common (1 lb.)	1 sp	15 cp	2 sp	7	
Cider (1 qt.)	2 sp	3 sp	5 sp	7	Orchard
Corn (1 lb.)	4 cp	6 cp	8 cp	5	
Corn, feed (1 lb.)	½ cp	1 cp	2 cp	1	
Cornmeal (1 lb.)	6 cp	8 cp	1 sp	2	
Flour (1 lb.)	4 cp	5 cp	7 cp	2	
Garlic (1 lb.)	2 cp	3 cp	5 cp	7	
Honey (1 qt.)	6 cp	7 cp	8 sp	10	Orchard
Mead (1 qt.)	3 sp	5 sp	8 sp	10	Orchard
Nuts (1 lb.)	3 cp	5 cp	8 cp	2	
Onions (1 lb.)	1 cp	2 cp	5 sp	2	
Popcorn, kernel (1 lb.)	1 sp	12 cp	14 cp	7	
Potatoes (1 lb.)	1 cp	2 cp	3 cp	1	
Rice (1 lb.)	½ cp	1 cp	2 cp	1	
Salt (1 lb.)	3 cp	5 cp	8 cp	5	
Spirit, Common (1 qt.)	2 sp	3 sp	5 sp	10	
Spirit, Good (1 qt.)	5 sp	7 sp	1 gp	15	
Tallow (1 lb.)	4 sp	6 sp	8 sp	10	
Wheat (1 lb.)	1 cp	2 cp	3 cp	2	
Wine, Common (1 qt.)	1 sp	2 sp	3 sp	10	
Wine, Good (1 qt.)	7 sp	1 gp	15 sp	15	
Dishes					
Biscuits	7 cp	1 sp	2 sp	10	
Hardtack	6 cp	8 cp	1 sp	5	
Jerky, Beef	16 sp	2 gp	3 gp	10	
Pemmican	16 sp	2 gp	3 gp	10	Frontier
Salted Pork	9 sp	12 sp	2 gp	5	
Sauerkraut	1 cp	2 cp	4 cp	10	
Sausage, Chorizo	20 cp	22 cp	26 cp	10	Exotic
Summer Sausage, Beef	32 cp	34 cp	38 cp	10	
Summer Sausage, Pork	18 cp	20 cp	24 cp	10	
Commodities					
Foodstuffs	See Raw Materials (foodstuffs) on page 57 and use common sense for stock. If the proprietor has any sense the food sold should keep long.				
Meals	See Dishes on page 59 for an idea of completed meals. If the proprietor has a modicum of common sense the meals sold should keep well and be transportable.				

Alchemist's Shop

1000 gp on hand

Will accept potions, potion ingredients, and food as well as money for their median value.

Alchemists Shop					
Item Name	Low	Median	High	Stock	Bias
Gear					
Acid (vial)	18 gp	25 gp	38 gp	5	
Alchemist's Fire(flask)	38 gp	50 gp	75 gp	8	
Antitoxin(vial)	38 gp	50 gp	75 gp	3	
Component Pouch	18 gp	25 gp	38 gp	5	
Flask	1 cp	2 cp	3 cp	1	
Glass Bottle	1 gp	2 gp	3 gp	1	
Healer's Kit	3 gp	5 gp	8 gp	5	
Ink (1 oz.)	7 gp	10 gp	15 gp	15	
Jug	1 cp	2 cp	3 cp	1	
Oil (flask)	7 cp	1 sp	2 sp	1	
Perfume(vial)	3 gp	5 gp	8 gp	18	Urban
Poison	See Poisons on pg.		75	10	
Potion of Healing	30 gp	50 gp	75 gp	3	
Vial	7 sp	1 gp	2 gp	1	
Tools					
Alchemist's Supplies	38 gp	50 gp	75 gp	5	
Brewer's Supplies	15 gp	20 gp	30 gp	2	
Cook's Utensils	7 sp	1 gp	2 gp	5	
Herbalism Kit	3 gp	5 gp	8 gp	5	
Poisoner's Kit	38 gp	50 gp	75 gp	7	
Magic Items					
Common	38 gp	50 gp	75 gp		
Uncommon	175 gp	250 gp	375 gp		
Rare	175 pp	250 pp	375 pp		
Miscellaneous					
Spell components	75%	100%	150%		

For magical potions roll a d20 and take everything below the number in the table. These are the potions that the shop sells.

Stock	Rarity	Name
3	Common	Healing, Climbing
3	Uncommon	Water Breathing
4	Rare	Gaseous Form
5	Uncommon	Greater Healing, Resistance
6	Rare	Elixir of Health, Diminution
10	Uncommon	Animal Friendship, Growth
10	Varies	Potion of Poison(disguised)
11	Rare	Heroism, Superior Healing, Frost/Stone
		Giant Strength, Clairvoyance
16	Uncommon	Oil of Slipperiness, Philter of Love, Fire
		Breath
17	Rare	Oil of Etherealness, Fire Giant Strength,
		Invulnerability, Mind Reading

Arcana

Has around 1000 gp on hand

Will accept arcane and food commodities as well as money for their median value.

Arcana Shop					
Item Name	Low	Median	High	Stock	Bias
Weapons					
Quarterstaff	1 sp	2 sp	3 sp	2	
Gear					
Abacus	1 gp	2 gp	3 gp	5	
Candle	1 cp	1 cp	2 cp	2	
Case (scroll)	7 sp	1 gp	2 gp	5	
Crystal	7 gp	10 gp	15 gp	1	
Component Pouch	18 gp	25 gp	38 gp	15	
Glass Bottle	1 gp	2 gp	3 gp	1	
Hourglass	18 gp	25 gp	38 gp	18	
Ink (1 oz.)	7 gp	10 gp	15 gp	5	
Ink Pen	1 cp	2 cp	3 cp	5	
Orb	15 gp	20 gp	30 gp	5	
Paper (one)	1 sp	2 sp	3 sp	5	
Parchment (one)	7 cp	1 sp	2 sp	1	
Pouch	3 sp	5 sp	8 sp	5	
Robes	7 sp	1 gp	2 gp	5	
Rod	7 gp	10 gp	15 gp	5	
Spellbook	38 gp	50 gp	75 gp	7	
Sprig of Mistletoe	7 sp	1 gp	2 gp	3	
Staff	3 gp	5 gp	8 gp	3	
Totem	7 sp	1 gp	2 gp	3	Rural
Wand	7 gp	10 gp	15 gp	2	
Wooden Staff	3 gp	5 gp	8 gp	2	
Yew wand	7 gp	10 gp	15 gp	5	
Tools					
Alchemist's Supplies	38 gp	50 gp	75 gp	5	
Calligrapher's Supplies	7 gp	10 gp	15 gp	5	
Lute	26 gp	35 gp	53 gp	10	
Lyre	22 gp	30 gp	45 gp	18	Urban
Magic Items					
Cantrip	38 gp	50 gp	75 gp	3	
Level 1	75 gp	100 gp	150 gp	5	
Level 2	187 gp	250 gp	375 gp	8	
Level 3	375 gp	500 gp	750 gp	11	
Level 4	187 pp	250 pp	375 pp	14	
Level 5	375 pp	500 pp	750 pp	17	
Services					
Identify	75 gp	100 gp	150 gp	2	
Miscellaneous					
Spell components	75%	100%	150%		

Baker

Has 500 gold on hand

Item Name	Bakery			Stock	Bias
	Low	Median	High		
Foodstuff					
Apple (1 lb.)	1 cp	2 cp	1 sp	15	
Berries (1 lb.)	3 cp	5 cp	1 sp	15	
Butter (1 lb.)	1 sp	2 sp	3 sp	10	
Corn (1 lb.)	4 cp	6 cp	8 cp	5	
Corn, feed (1 lb.)	½ cp	1 cp	2 cp	5	
Corn, sweet (1 lb.)	8 cp	1 sp	12 cp	7	
Cornmeal (1 lb.)	6 cp	8 cp	1 sp	3	
Cornmeal, sweet (1 lb.)	12 cp	15 cp	18 cp	5	
Eggs (1 dozen)	4 cp	6 cp	9 cp	7	
Flour (1 lb.)	4 cp	5 cp	7 cp	3	
Grapes (1 lb.)	1 cp	2 cp	1 sp	15	
Honey (1 qt.)	6 cp	7 cp	8 sp	10	
Milk (1 gal)	1 cp	2 cp	4 cp	10	
Nuts (1 lb.)	3 cp	5 cp	8 cp	5	
Salt (1 lb.)	3 cp	5 cp	8 cp	2	
Tallow (1 lb.)	4 sp	6 sp	8 sp	10	
Wheat (1 lb.)	1 cp	2 cp	3 cp	10	
Dishes					
Biscuits	7 cp	1 sp	2 sp	7	
Bread, slice	2 cp	3 cp	5 cp	5	
Bread, loaf	6 cp	8 cp	10 cp	5	
Bread, white, slice	4 cp	6 cp	10 cp	5	
Bread, white, loaf	14 cp	16 cp	20 cp	5	
Cornbread, slice	3 cp	4 cp	5 cp	5	
Cornbread, loaf	8 cp	11 cp	14 cp	5	
Cornbread, sweet, slice	5 cp	6 cp	7 cp	5	
Cornbread, sweet, loaf	15 cp	18 cp	22 cp	5	
Doughnut	1 cp	2 cp	4 cp	10	
Dumplings	3 cp	4 cp	5 cp	7	
Dumpling, Cheese	12 cp	15 cp	18 cp	7	
Dumpling, Potato	2 cp	3 cp	4 cp	7	
Dumpling, Meat	12 cp	15 cp	18 cp	7	
Dumpling, Vegetable	7 cp	1 sp	12 cp	7	
Hardtack	6 cp	8 cp	1 sp	10	
Hushpuppy	4 cp	6 cp	10 cp	12	
Kringle	17 cp	2 sp	25 cp	15	
Pancake	4 cp	6 cp	8 cp	7	
Pie, apple	1 sp	12 cp	15 cp	12	
Pie, berry	26 cp	28 cp	35 cp	12	
Pie, nut	12 cp	15 cp	18 cp	12	
Pie, shepherds	25 cp	28 cp	32 cp	12	

Barber

Has 500 gold on hand

Barbershop					
Item Name	Low	Median	High	Stock	Bias
<i>Simple Weapons</i>					
Dagger	1 gp	2 gp	3 gp	5	
<i>Gear</i>					
Glass Bottle	1 gp	2 gp	3 gp	5	
Healer's Kit	3 gp	5 gp	7 gp	5	
Jug	1 cp	2 cp	3 cp	5	
<i>Tools</i>					
Jeweler's Tools	18 gp	25 gp	38 gp	18	
Thieves' Tools	18 gp	25 gp	38 gp	18	
<i>Service</i>					
Amputation	3 sp	5 sp	7 sp	1	
Hair Cut	1 sp	2 sp	3 sp	1	
Heal 1 Hit Dice	7 sp	1 gp	2 gp	5	
Shave	1 sp	2 sp	3 sp	1	
Surgery	7 sp	1 gp	2 gp	10	
<i>Commodities</i>					
Spirit, Common (1 qt.)	2 sp	3 sp	5 sp	5	
Spirit, Good (1 qt.)	5 sp	7 sp	1 gp	10	

Blacksmith

Has 1000 gp on hand

Will accept metal and food commodities as well as money for their median value.

Has a decent amount of metal.

Blacksmith Shop					
Item Name	Low	Median	High	Stock	Bias
Light Armor					
Studded Leather	33 gp	45 gp	68 gp	18	
Medium Armor					
Chain Shirt	38 gp	50 gp	75 gp	3	
Scale Mail	38 gp	50 gp	75 gp	5	
Breastplate	300 gp	400 gp	600 gp	3	
Halfplate	562 gp	750 gp	1125 gp	18	
Heavy Armor					
Ring Mail	22 gp	30 gp	45 gp	6	
Chain Mail	56 gp	75 gp	113 gp	4	
Splint	150 gp	200 gp	300 gp	6	
Plate	1125 gp	1500 gp	2250 gp	18	
Shield					
Shield	7 gp	10 gp	15 gp	1	
Simple Weapons					
Dagger	1 gp	2 gp	3 gp	1	
Handaxe	3 gp	5 gp	8 gp	3	Forest
Javelin	3 gp	5 gp	8 gp	5	Rural
Light Hammer	1 gp	2 gp	3 gp	5	Mine
Mace	3 gp	5 gp	8 gp	5	Pious
Sickle	7 sp	1 gp	2 gp	5	Rural
Spear	7 sp	1 gp	2 gp	3	Rural
Martial Weapons					
Battleaxe	7 gp	10 gp	15 gp	3	Forest
Flail	7 gp	10 gp	15 gp	5	Pious
Glaive	15 gp	20 gp	30 gp	5	Rural
Greataxe	22 gp	30 gp	45 gp	5	Frontier
Greatsword	38 gp	50 gp	75 gp	2	
Halberd	15 gp	20 gp	30 gp	8	Rural
Lance	7 gp	10 gp	15 gp	18	Urban
Longsword	11 gp	15 gp	22 gp	2	
Maul	7 gp	10 gp	15 gp	5	
Morningstar	11 gp	15 gp	22 gp	5	Pious
Pike	3 gp	5 gp	8 gp	5	
Rapier	18 gp	25 gp	38 gp	18	Urban
Scimitar	18 gp	25 gp	38 gp	18	
Shortsword	7 gp	10 gp	15 gp	1	
Trident	3 gp	5 gp	8 gp	15	Costal
War Pick	3 gp	5 gp	8 gp	15	Mine
Warhammer	11 gp	15 gp	22 gp	5	Mine

Gear

Ball Bearings (1,000)	7 sp	1 gp	2 gp	5	
Bell	7 sp	1 gp	2 gp	8	
Chain (10 ft.)	3 gp	5 gp	8 gp	2	
Crowbar	1 gp	2 gp	3 gp	3	Urban
Grappling Hook	1 gp	2 gp	3 gp	5	
Hammer	7 sp	1 gp	2 gp	1	
Hunting Trap	3 gp	5 gp	8 gp	2	
Lamp	3 sp	5 sp	8 sp	2	
Lantern (Bullseye)	7 gp	10 gp	15 gp	15	
Lantern (Hooded)	3 gp	5 gp	8 gp	5	
Lock	7 gp	10 gp	15 gp	18	Urban
Manacles	1 gp	2 gp	3 gp	5	
Mirror (Steel)	3 gp	5 gp	8 gp	5	
Pick (mining)	1 gp	2 gp	3 gp	5	
Piton	3 cp	5 cp	8 cp	5	
Pot (Iron)	1 gp	2 gp	3 gp	15	
Pulley	7 sp	1 gp	2 gp	8	Urban
Sledgehammer	1 gp	2 gp	3 gp	5	
Spikes (iron)	7 sp	1 gp	2 gp	15	
Whetstone	1 cp	1 cp	2 cp	2	

Tools

Carpenter's Tools	6 gp	8 gp	12 gp	5	
Horn	2 gp	3 gp	5 gp	15	
Mason's Tools	7 gp	10 gp	15 gp	5	
Smith's Tools	15 gp	20 gp	30 gp	3	
Tinker's Tools	38 gp	50 gp	75 gp	18	Urban

Metals

Adamantine (1 lb.)	60 pp	80 pp	110 pp	17	Mine
Aluminum (1 lb.)	6 gp	1 pp	2 pp	15	Mine
Bronze (1 lb.)	8 sp	1 gp	2 gp	10	Mine
Copper (1 lb.)	3 sp	5 sp	8 sp	5	Mine
Gold (1 lb.)	3 pp	5 pp	8 pp	10	Mine
Iron (1 lb.)	7 cp	1 sp	2 sp	5	Mine
Lead (1 lb.)	3 sp	5 sp	8 sp	5	Mine
Mercury (1 lb.)	5 gp	7 gp	1 pp	15	Mine
Mithral (1 lb.)	30 pp	50 pp	80 pp	17	Mine
Platinum (1 lb.)	30 pp	50 pp	80 pp	17	Mine
Silver (1 lb.)	3 gp	5 gp	8 gp	10	Mine
Steel (1 lb.)	1 gp	2 gp	3 gp	7	Mine
Tin (1 lb.)	1 gp	2 gp	4 gp	10	Mine

Commodities

See Commodities (metals) on page 57 for more

Book Store

Has 1000 gp on hand

Book Store					
Item Name	Low	Median	High	Stock	Bias
Gear					
Candle	1 cp	1 cp	2 cp	2	
Case (scroll)	7 sp	1 gp	2 gp	5	
Ink (1 oz.)	7 gp	10 gp	15 gp	5	
Ink Pen	1 cp	2 cp	3 cp	5	
Paper (one)	1 sp	2 sp	3 sp	5	
Parchment (one)	7 cp	1 sp	2 sp	1	
Magnifying Glass	90 gp	100gp	125 gp	15	
Spellbook	30 gp	50 gp	70 gp	10	
Tools					
Calligrapher's Supplies	7 gp	10 gp	15 gp	5	
Cartographer's Tools	11 gp	15 gp	23 gp	10	
Draughtsman's Tools	11 gp	15 gp	23 gp	10	
Tinker's Tools	38 gp	50 gp	75 gp	18	Urban
Services					
Book Appraisal	free	1 cp	1 gp	1	
Book Binding	7 gp	10 gp	15 gp	15	
Book Translation	7 gp	10 gp	15 gp	10	
Miscellaneous					
Books	70%	100%	150%		Urban

Choose the greatest number equal to or less than for books in stock in the table below.

Stock	Stock
1	A few common books
6	Many common books. A few uncommon books.
14	Seemingly every common book. A good amount of uncommon books. A couple rare books
18	Seemingly every common and uncommon book. A good amount of rare books and some very rare books.
20	Seemingly every book in existence. Probably has a copy of Al Azif or something.

Book Prices			
Rarity	Low	Median	High
Common	20 gp	30 gp	50 gp
Uncommon	70 gp	100 gp	150 gp
Rare	90 pp	100 pp	120 pp
Very Rare	400 pp	500 pp	750 pp
Legendary	900 pp	1000 pp	2000 pp

Butcher

Has 500 gold on hand

Butcher Shop					
Item Name	Low	Median	High	Stock	Bias
Simple Weapons					
Dagger	1 gp	2 gp	3 gp	15	
Handaxe	3 gp	5 gp	8 gp	15	
Light Hammer	1 gp	2 gp	3 gp	15	
Foodstuff					
Beef (1 lb.)	4 sp	6 sp	8 sp	7	
Bread (1 lb.)	5 cp	8 cp	1 sp	10	
Bread, White (1 lb.)	1 sp	15 cp	2 sp	17	
Butter (1 lb.)	1 sp	2 sp	3 sp	10	
Chicken (1 lb.)	1 sp	2 sp	4 sp	5	
Fish (1 lb.)	2 sp	1 gp	2 gp	15	Coastal
Eggs (1 dozen)	4 cp	6 cp	9 cp	12	
Mutton (1 lb.)	1 sp	2 sp	4 sp	5	
Pork (1 lb.)	1 sp	2 sp	4 sp	5	
Salt (1 lb.)	3 cp	5 cp	8 cp	7	
Spice, Common (1 lb.)	8 sp	1 gp	2 gp	10	
Spice, Uncommon (1 lb.)	1 gp	2 gp	4 gp	15	
Tallow (1 lb.)	4 sp	6 sp	8 sp	5	
Livestock					
Chicken	3 sp	5 sp	8 sp	1	
Cow	32 gp	4 pp	52 gp	5	Dairy
Goat	6 gp	8 gp	12 gp	1	
Ox	4 pp	52 gp	6 pp	10	Dairy
Pig	12 gp	15 gp	2 pp	2	
Rabbit	1 sp	3 sp	4 sp	1	
Sheep	6 gp	8 gp	12 gp	5	
Dishes					
Beef Sandwich	18 cp	22 cp	30 cp	17	Dairy
Chicken	15 cp	2 sp	25 cp	5	
Chicken Sandwich	12 cp	16 cp	22 cp	17	
Chicken, Fried	17 cp	22 cp	27 cp	5	
Fish, Fried	24 cp	1 gp	2 gp	15	
Gravy, brown	1 cp	2 cp	3 cp	17	
Gravy, white	2 cp	4 cp	6 cp	17	
Fish Sandwich	12 cp	5 sp	75 cp	17	Coastal
Jerky, Beef	16 sp	2 gp	3 gp	10	
Mutton, leg	15 cp	2 sp	25 cp	5	
Pemmican	16 sp	2 gp	3 gp	15	Frontier
Pie, shepherds	25 cp	28 cp	32 cp	17	
Pork, Fried	14 cp	18 cp	24 cp	5	
Pork Sandwich	12 cp	16 cp	22 cp	17	
Porkchop	3 sp	4 sp	5 sp	5	

Salted Pork	9 sp	12 sp	2 gp	7	
Sausage, Beef	24 cp	26 cp	30 cp	2	Dairy
Sausage, Bratwurst	16 cp	18 cp	20 cp	2	
Sausage, Chorizo	20 cp	22 cp	26 cp	2	Exotic
Sausage, Indeterminate	6 cp	8 cp	10 cp	2	
Sausage, Italian	20 cp	22 cp	26 cp	2	
Sausage, Polish	18 cp	20 cp	24 cp	2	
Sausage, Pork	11 cp	13 cp	15 cp	2	
Summer Sausage, Beef	32 cp	34 cp	38 cp	2	Dairy
Summer Sausage, Pork	18 cp	20 cp	24 cp	2	
Steak	4 sp	6 sp	8 sp	7	Dairy
Steak, Fried	3 sp	5 sp	7 sp	7	Dairy

Cobbler's Store

Has 500 gold on hand

Cobbler's Store					
Item Name	Low	Median	High	Stock	Bias
Tools					
Cobbler's Tools	3 gp	5 gp	8 gp	5	
Service					
Repair Shoes	10% Cost	25% Cost	50% Cost		
Custom Shoes					
Rarity					
Common	7 gp	10 gp	15 gp	5	
Uncommon	23 gp	25 gp	30 gp	10	
Rare	105 gp	125 gp	155 gp	17	
Very Rare	105 pp	125 pp	155 pp	19	
Mythic	2300 pp	2500 pp	3000 pp	20	
Size					
Fine	x1.8	x2	x2.3	25	
Diminutive	x0.9	x1	x1.3	20	
Tiny	x0.7	x0.8	x1	15	
Small	x0.8	x0.9	x1.1	10	
Medium	x0.9	x1	x1.3	5	
Large	x1.2	x1.3	x1.6	10	
Huge	x1.8	x2	x2.5	30	
Gargantuan	x3.7	x4	x5	35	
Colossal	x7.6	x8	x10	40	
Commodities					

See Commodities (metals, textiles, wood) on page 57 has small amounts

If someone wants magical shoes take the price of the enchantment and add it to the total price/ Shoes must be of the rarity of the enchantment to have it applied.

Magical Shoes		
Rarity	Name	Description
Common	Comfort	Resist wear and heal minor damage. Feet are always comfortable.
Uncommon	Dancing	Makes the wearer dance real well
Common	Gleaming	This pair of shoes never gets dirty
Common	Immovable Boots	Only the wearer can remove these shoes
Common	False Tracks	The wearer can modify the footprint of the shoe with a command.
Uncommon	Winged	Wearer has a flying speed equal to walking speed. Wearer can fly up to four hours. Boots regain two hours of flight for every twelve hours they are not used.

Reference Prices for magical items

Magic Items				
Common	50 gp	100 gp	200 gp	
Uncommon	250 gp	500 gp	1000 gp	
Rare	250 pp	500 pp	1000 pp	
Very Rare	2500 pp	5000 pp	10000 pp	
Legendary	25000 pp	50000 pp	100000 pp	

Curio Shop

This shop has an inexhaustible supply of money.

This shop will accept all commodities for their median price.

This shop appears to be a general store or adventure emporium.

This shop will purchase any magical item for its median price.

This shop is in town the 1st time the party enters. Every other time roll a d4 on a 1 it is there. No one else in the town seems to know that it exists.

It sells mainly magical and cursed items. The shopkeeper is very knowledgeable on magical items.

Any non-magical item the players are looking for this shop also sells, but in a slightly magical variant. At a price that is high for the nonmagical variant.

Any attempt to use magic in the shop causes the store to disappear, proprietor and all unsold items included.

Category	Rarity	Name	Description
Armor	Common	Armor of Gleaming	This armor never gets dirty.
Armor	Common	Armor of Smoldering	Wisps of harmless, odorless smoke rise from this armor while it is worn
Book	Common	Book of Exalted Deeds	Contains information about the finest houses ever sold and replicas of their deeds. Self-updates.
Book	Very Rare	Charlatans Bible	This book imitates a holy text. The text self modifies to support the holders viewpoints.
Book	Common	Enduring Spellbook	Cannot be damaged by fire or water. Does not deteriorate.
Clothes	Common	Boots of Comfort	Boots that keep the wearer's feet comfortable. Resists wear, minor damage heals.
Clothes	Common	Boots of False Tracks	The wearer can choose to leave tracks like those of another of their size
Clothes	Uncommon	Boots of Dancing	User dances really well
Clothes	Common	Cloak of Billowing	You can use a bonus action to make this cloak billow dramatically.
Clothes	Common	Everclean Garments	These clothes are always clean and comfortable. They repair minor damage
Clothes	Common	Gloves of Comfort	Gloves keep the users hands comfortable in all situations. Can handle objects without harming self. Resists wear, minor damage will heal.
Clothes	Common	Immovable Hat	Only the wearer can remove this hat
Clothes	Common	Robes of Color	The robes randomly change color once a day
Curio	Uncommon	Boogie Skelton	The bones of a small animal. When music is played they animate and start dancing. When it stops they fall apart.
Curio	Common	Bottle of Mountain Air	If opened a ten-foot area around the bottle smells faintly of pine for 1d6 minutes.
Curio	Rare	Devilish Pocket Watch	This pocket watch contains a little imp. The imp makes sure the watch is always accurate. When on a person that person appears as evil to any spell that detects alignment.
Curio	Uncommon	Magic 8 Ball	The players can ask it 1d4 questions per short rest which it answers in the vaguest sense possible. If asked more questions it answers "Try again later"

Curio	Uncommon	Statue of Baal	Starts the size of a gold coin. Can be fed gold and will increase in size and ornateness as it grows.
Currency	Common	Cheaters Coin	When flipped the coin will give the result the owner wishes.
Currency	Rare	Hungry Coin	Eats other coins at a rate of 100 per hour, appears to be a pp
Gear	Uncommon	Animated Rope	50' rope with the personality of a loyal pet. Needs to be taught and trained.
Gear	Uncommon	Torch of Darkvision	Gives the user darkvision when lit.
Instruments	Rare	Bagpipes of Stealth	While being played the user is invisible.
Instruments	Common	Instrument of Illusions	When this instrument is played the player can create harmless, illusory effects within a 5 foot radius around the instrument. 15 feet for a bard.
Food	Common	Floating Muffin	When eaten reverses consumer's gravity for 1d6 minutes
Food	Common	Sinful Muffin	Will always be the best thing the consumer has ever tasted. Makes the user appear evil to any magic that detects alignment for the next 1d4 hours.
Food	Common	Wild Muffin	When eaten roll on the wild magic table.
Jewelry	Very Rare	Amulet of Light	Can summon light on command. Every 1d4 nights a demon appears and attempts to take the amulet by force
Jewelry	Common	Invisible Ring	The ring is invisible
Jewelry	Common	Mood Ring	This ring has a gem that changes color with the player's mood
Jewelry	Common	Necklace of Resizing	Necklace that resizes to fit the wearer.
Jewelry	Uncommon	Necklace of Water Breathing	When equipped the user can only breathe water.
Jewelry	Common	Onyx Figurine	Looks pretty, has been enchanted to appear magical
Jewelry	Very Rare	Ring of Petrification	When put on, turns the person to stone, when removed reverts them to normal.
Misc.	Common	Charlatan's Die	The attuned user can determine what number this dice roles
Misc.	Uncommon	Everice	Ice that does not melt
Misc.	Uncommon	Glowing Rock	Rock has permanent light spell
Misc.	Common	Heward's Handy Spice Pouch	The pouch has 10 charges, while holding you can use an action to expend one of its charges and create a pinch of any nonmagical spice. The pouch regains 1d6 + 4 charges at dawn.
Misc.	Rare	Hungry Coin	Eats other coins at a rate of 100 per hour, appears to be a pp
Misc.	Uncommon	Message Paper	If this sheet of paper is folded into a paper airplane it acts as the animal messenger spell.
Misc.	Common	Orb of Direction	While holding this orb you can use an action to determine which way is north. On planes other than the material roll a d8 to determine which way it says is north.
Misc.	Common	Pipe of Smoke	While smoking this pipe the payer can use an

		Monsters	action to exhale a puff of smoke that takes the form of a single creature. The form must fit in a 1'x1' cube.
Misc.	Common	Pole of Collapsing	You can use an action to cause this 10 foot pole to collapse down to 1 foot or vice versa
Misc.	Common	Rope of Mending	You can use an action to speak a command word and cause adjacent pieces of this rope to knit back together.
Misc.	Uncommon	Sending Stones	Walkie Talkies
Misc.	Common	Staff of Detect Magic	When activated this staff sheds a dim light if there is magic. The staff is magical.
Weapons	Very Rare	Dagger of Healing	Deals 1d4 + strength damage, then heals 1d4 + strength damage
Weapons	Common	Moon Touched Sword	In darkness this blade glows like the moon, creating bright light in a 15 foot radius and dim light for 15 feet beyond that.
Weapons	Common	Sword of the Freeman	This sword glows blue in the presence of lawyers.
Weapons	Common	Unbreakable Arrow	This arrow cannot be broken except inside an anti-magic field.

Reference for magical items

Magic Items

Common	50 gp	100 gp	200 gp
Uncommon	250 gp	500 gp	100 pp
Rare	250 pp	500 pp	1000 pp
Very Rare	2500 pp	5000 pp	10000 pp
Legendary	25000 pp	50000 pp	100000 pp

Fletcher

Has 500 gp on hand

Will accept wood and food commodities as well as money for their low value.

Has a small amount of wood.

Fletcher's Shop					
Item Name	Low	Median	High	Stock	Bias
Simple Weapons					
Light crossbow	18 gp	25 gp	38 gp	5	
Shortbow	18 gp	25 gp	38 gp	1	Rural
Martial Weapons					
Hand Crossbow	56 gp	75 gp	113 gp	13	Urban
Heavy Crossbow	38 gp	50 gp	75 gp	10	
Longbow	38 gp	50 gp	75 gp	5	
Commodities					
Adamantine (1 lb.)	60 pp	80 pp	110 pp	17	Mine
Aluminum (1 lb.)	6 gp	1 pp	2 pp	15	Mine
Bronze (1 lb.)	8 sp	1 gp	2 gp	5	Mine
Copper (1 lb.)	3 sp	5 sp	8 sp	12	Mine
Gold (1 lb.)	3 pp	5 pp	8 pp	10	Mine
Iron (1 lb.)	7 cp	1 sp	2 sp	5	Mine
Lead (1 lb.)	3 sp	5 sp	8 sp	10	Mine
Mercury (1 lb.)	5 gp	7 gp	1 pp	12	Mine
Mithral (1 lb.)	30 pp	50 pp	80 pp	17	Mine
Platinum (1 lb.)	30 pp	50 pp	80 pp	12	Mine
Silver (1 lb.)	3 gp	5 gp	8 gp	10	Mine
Steel (1 lb.)	1 gp	2 gp	3 gp	5	Mine
Tin (1 lb.)	1 gp	2 gp	4 gp	10	Mine
Gear					
Arrows (20)	7 sp	1 gp	2 gp	1	
Bolts (20)	7 sp	1 gp	2 gp	5	
Bolt Case	7 sp	1 gp	2 gp	8	
Quiver	7 cp	1 gp	2 gp	2	
Commodities					
Ash (1 lb.)	1 sp	2 sp	5 sp	10	Forest
Cedar (1 lb.)	3 sp	5 sp	8 sp	10	Forest
Darkwood (1 lb.)	5 pp	15 pp	25 pp	17	Forest
Ironwood (1 lb.)	10 pp	30 pp	50 pp	17	Forest
Maple (1 lb.)	3 sp	5 sp	8 sp	10	Forest
Pine (1 lb.)	1 sp	2 sp	4 sp	10	Forest
Oak (1 lb.)	1 sp	2 sp	5 sp	5	Forest
Osage Orange (1 lb.)	1 gp	2 gp	4 gp	15	Forest
Yew (1 lb.)	1 gp	2 gp	4 gp	15	Forest

See Commodities (wood) on page 57 and use common sense for stock.

General Store

Has 500 gp on hand

Accepts all commodities as well as money for their low value.

General Store					
Item Name	Low	Median	High	Stock	Bias
Adventuring Gear					
Abacus	1 gp	2 gp	3 gp	7	
Barrel	1 gp	2 gp	3 gp	5	
Blanket	3 sp	5 sp	8 sp	1	
Bucket	3 cp	5 cp	8 cp	3	
Candle	1 cp	1 cp	2 cp	1	
Chest	3 gp	5 gp	8 gp	5	
Clothes (Common)	3 sp	5 sp	8 sp	5	
Clothes (Fine)	11 gp	15 gp	23 gp	18	Urban
Flask	1 cp	2 cp	3 cp	1	
Glass Bottle	1 gp	2 gp	3 gp	5	
Hammer	7 sp	1 gp	2 gp	5	
Ink (1 oz.)	7 gp	10 gp	15 gp	3	
Ink Pen	1 cp	2 cp	3 cp	5	
Jug	1 cp	2 cp	3 cp	1	
Ladder (10 ft.)	7 cp	1 sp	2 sp	5	
Lantern (hooded)	3 gp	5 gp	8 gp	5	
Lamp	3 gp	5 sp	8 sp	4	
Lock	7 gp	10 gp	15 gp	15	
Mess Kit	1 sp	2 sp	3 sp	5	
Miner's Pick	1 gp	2 gp	3 gp	8	Mine
Mirror (Steel)	3 gp	5 gp	8 gp	8	
Paper (one sheet)	1 sp	2 sp	3 sp	7	
Parchment (one sheet)	7 cp	1 sp	2 sp	2	
Pot (iron)	1 gp	2 gp	3 gp	1	
Pouch	3 sp	5 sp	8 sp	3	
Rope (hemp, 50 ft.)	7 sp	1 gp	2 gp	2	
Rope (silk, 50 ft.)	7 gp	10 gp	15 gp	18	
Sack	1 cp	1 cp	2 cp	1	
Scale	3 gp	5 gp	8 gp	7	
Shovel	1 gp	2 gp	3 gp	5	
Signet Ring	3 gp	5 gp	8 gp	8	
Soap	1 cp	2 cp	3 cp	5	
Vial	7 sp	1 gp	2 gp	5	
Tools					
Carpenter's Tools	11 gp	15 gp	23 gp	3	
Cobbler's Tools	3 gp	5 gp	8 gp	5	
Cook's Utensils	7 sp	1 gp	2 gp	2	
Glassblower's Tools	22 gp	30 gp	45 gp	18	Urban
Leatherworker's Tools	3 gp	5 gp	8 gp	5	
Mason's Tools	7 gp	10 gp	15 gp	2	
Potter's Tools	7 gp	10 gp	15 gp	5	

Smith's Tools	7 gp	15 gp	20 gp	15	
Weaver's Tools	7 sp	1 gp	2 gp	5	
Woodcarver's Tools	7 sp	1 gp	2 gp	2	
Foodstuff					
Apples (1 lb.)	1 cp	2 cp	1 sp	2	
Beans (1 lb.)	1 cp	2 cp	3 cp	2	
Beer (1 qt.)	7 cp	1 sp	2 sp	4	
Berries (1 lb.)	3 cp	5 cp	1 sp	3	
Brandy, Common (1 qt.)	2 sp	3 sp	5 sp	12	
Brandy, Good (1 qt.)	1 gp	15 sp	3 gp	17	
Bread (1 lb.)	5 cp	8 cp	1 sp	4	
Bread, White (1 lb.)	1 sp	15 cp	2 sp	10	
Butter (1 lb.)	1 sp	2 sp	3 sp	5	
Carrots (1 lb.)	1 cp	2 cp	4 sp	2	
Cheese, Common (1 lb.)	1 sp	15 cp	2 sp	3	
Cider (1 qt.)	2 sp	3 sp	5 sp	5	
Coffee (1 lb.)	2 cp	3 cp	5 cp	7	
Corn (1 lb.)	4 cp	6 cp	8 cp	3	
Corn, feed (1 lb.)	½ cp	1 cp	2 cp	1	
Corn, sweet (1 lb.)	8 cp	1 sp	12 cp	15	
Cornmeal (1 lb.)	6 cp	8 cp	1 sp	2	
Cornmeal, sweet (1 lb.)	12 cp	15 cp	18 cp	10	
Eggs (1 dozen)	4 cp	6 cp	9 cp	2	
Flour (1 lb.)	4 cp	5 cp	7 cp	2	
Flour, White (1 lb.)	8 cp	1 sp	12 cp	7	
Garlic (1 lb.)	2 cp	3 cp	5 cp	5	
Gourds (1 lb.)	7 cp	9 cp	12 cp	3	
Grapes (1 lb.)	1 cp	2 cp	1 sp	12	
Greens (1 lb.)	2 cp	4 cp	6 cp	1	
Honey (1 qt.)	6 cp	7 cp	8 sp	10	
Mead (1 qt.)	3 sp	5 sp	8 sp	12	
Melons (1 lb.)	7 cp	9 cp	12 cp	5	
Milk (1 gal)	1 cp	2 cp	4 cp	2	
Nuts (1 lb.)	3 cp	5 cp	8 cp	5	
Onions (1 lb.)	1 cp	2 cp	5 sp	2	
Oranges (1 lb.)	1 cp	2 cp	1 sp	15	Exotic
Popcorn, kernel (1 lb.)	1 sp	12 cp	14 cp	12	
Potatoes (1 lb.)	1 cp	2 cp	3 cp	1	
Radish (1 lb.)	1 cp	2 cp	4 sp	3	
Rice (1 lb.)	½ cp	1 cp	2 cp	2	
Salt (1 lb.)	3 cp	5 cp	8 cp	2	
Spice, Common (1 lb.)	8 sp	1 gp	2 gp	2	
Spice, Uncommon (1 lb.)	1 gp	2 gp	4 gp	7	
Spirit, Common (1 qt.)	2 sp	3 sp	5 sp	5	
Spirit, Good (1 qt.)	5 sp	7 sp	1 gp	10	
Tea (1 lb.)	1 sp	12 cp	15 cp	7	Urban

Tomato (1 lb.)	7 cp	9 cp	12 cp	3
Watermelon (1 lb.)	5 cp	7 cp	10 cp	3
Wheat (1 lb.)	1 cp	2 cp	3 cp	3
Wine, Common (1 qt.)	1 sp	2 sp	3 sp	5
Wine, Good (1 qt.)	7 sp	1 gp	15 sp	15
Yams (1 lb.)	1 cp	2 cp	4 sp	5

Commodities

Foodstuffs	See Raw Materials (foodstuffs) on page 57 and use common sense for stock.
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Leatherworker

Has 500 gp on hand

Leatherworker's Shop					
Item Name	Low	Median	High	Stock	Bias
Light Armor					
Leather	7 gp	10 gp	15 gp	2	
Studded Leather	33 gp	45 gp	68 gp	5	
Medium Armor					
Hide	7 gp	10 gp	15 gp	2	2
Shield					
Shield	7 gp	10 gp	15 gp	5	
Weapons					
Sling	7 cp	1 sp	2 cp	5	Rural
Gear					
Barding (Mount Armor)	3x Mount	4x Mount	5x Mount	15	
Bit and Bridle	1 gp	2 gp	3 gp	5	
Saddle	8 gp	10 gp	13 gp	5	
Saddlebags	2 gp	4 gp	7 gp	5	
Waterskin	1 sp	2 sp	3 sp	1	
Tools					
Bagpipes	22 gp	30 gp	45 gp	20	
Cobbler's Tools	3 gp	5 gp	8 gp	5	
Drum	4 gp	6 gp	9 gp	4	
Leatherworker's Tools	3 gp	5 gp	8 gp	2	

Music Store

Has 1000 gp on hand.

It takes 150 music lessons with any particular instrument to become proficient in it.

Music Store					
Item Name	Low	Median	High	Stock	Bias
Instruments					
Bagpipes	22 gp	30 gp	45 gp	10	Frontier
Drum	4 gp	6 gp	9 gp	1	Frontier
Dulcimer	19 gp	25 gp	37 gp	10	
Flute	1 gp	2 gp	3 gp	1	
Glockenspiel	8 gp	10 gp	15 gp	10	
Horn	2 gp	3 gp	5 gp	1	
Hurdy Gurdy	26 gp	35 gp	52 gp	15	
Lute	26 gp	35 gp	52 gp	15	
Lyre	22 gp	30 gp	45 gp	5	
Mandolin	22 gp	30 gp	45 gp	5	
Oboe	15 gp	20 gp	30 gp	5	
Ocarina	9 gp	12 gp	18 gp	5	
Pan Flute	9 gp	12 gp	18 gp	10	
Shawm	1 gp	2 gp	3 gp	1	
Trombone	22 gp	30 gp	45 gp	10	
Trumpet	15 gp	20 gp	30 gp	10	
Tuba	22 gp	30 gp	45 gp	10	
Viol	22 gp	30 gp	45 gp	5	
Tools					
Leatherworker's Tools	3 gp	5 gp	8 gp	15	
Tinker's Tools	38 gp	50 gp	75 gp	15	Urban
Smith's Tools	7 gp	15 gp	20 gp	15	
Services					
Musical Lessons	5 sp	1 gp	2 gp	10	

Tailor

Has 500 gp on hand

Tailor's Shop					
Item Name	Low	Median	High	Stock	Bias
Gear					
Backpack	1 gp	2 gp	3 gp	5	
Basket	3 sp	4 sp	6 sp	2	
Bedroll	7 sp	1 gp	2 gp	5	Rural
Blanket	3 sp	5 sp	8 sp	1	
Pouch	3 sp	5 sp	8 sp	1	
Sack	1 cp	1 cp	2 cp	1	
Tent	1 gp	2 gp	3 gp	3	Rural
Clothes					
Common	3 sp	5 sp	8 sp	1	
Costume	3 gp	5 gp	8 gp	18	
Fine	11 gp	15 gp	23 gp	10	
Robes	7 sp	1 gp	2 gp	10	
Travelers	1 gp	2 gp	3 gp	10	
Tools					
Weaver's Tools	7 sp	1 gp	2 gp	2	1
Textiles					
Canvas (sq. yd.)	7 cp	1 sp	2 sp	2	
Linen (sq. yd.)	4 gp	5 gp	7 gp	5	
Silk (sq. yd.)	8 gp	10 gp	13 gp	15	
Commodities					
See Commodities (textiles) on page 57 and use common sense for stock.					

Tavern/Inn

Sells dishes from the commodity section on page 59 and beds for the night.

Per Night		Per Meal	
Quality	Price	Quality	Price
Squalid	7 cp	Squalid	3 cp
Poor	1 sp	Poor	6 cp
Modest	5 sp	Modest	3 sp
Comfortable	8 sp	Comfortable	5 sp
Wealthy	2 gp	Wealthy	8 sp
Aristocratic	4 gp	Aristocratic	2 gp

Names

For some people names are easy, for some names are hard. Remember, this is a medieval business. Medieval means that most people didn't travel more than 5 miles 99% of the year and business means it is trying to put the best foot forward. What is a significant feature of the village/town, what is the ideology/religion/profession of the shopkeeper. Take a noun from that and add an adjective or verb. The wandering minstrel, the blue rooster, the silver barge, the queen's blessing, are examples of good names.

Rooms

The standard prices have an expectation to uphold. The actual quality for a given price can vary depending on the proprietor, below are some descriptions of what a certain quality should entail.

Squalid

You get to sleep in the stable as long as you don't disturb the horses. If you're lucky they will muck out wherever you are sleeping. It is dry.

Poor

You get fresh straw and a flat, dry, place to sleep. It might be in a storeroom, or the loft of the stable, but it is clean, dry, and probably warm.

Modest

You get a bed with blankets and a rough pillow! You might have to share it if the building is packed. It is clean, dry, warm, and maybe even comfortable.

Comfortable

You get a bed all to yourself that is a step up from the lowest common denominator. The pillow case is thick enough that the straw doesn't poke you through it and the blanket is warm, comfy wool. It is clean, dry, warm, and comfortable.

Wealthy

That blanket, silk, the pillow, feather, the room has a cupboard and mirror to go with the desk and chest. You are living the high life. The proprietor takes special care to fulfill reasonable requests. It is clean, dry, warm, and comfortable.

Aristocratic

The proprietor jumps to your beck and call and will fulfill somewhat unreasonable tasks. The room has an attached modest room with two beds for your personal servants. Everything is silk and feather. Your chest has locks on it, the mirror is polished, the room is normal sized.

Food

The dishes section on page 59 along with the foodstuff in the commodities section on page 57 should give you an idea of what you should serve along with the descriptions below.

Squalid

All but the highest class of inns have a bowl of stew cooking at all times with whatever was on hand. You get a bowl of that and a slice of bread. Equivalent to rolling the culinary dice. Should probably roll a d6 for food poisoning.

Poor

UNLIMITED POTTAGE!!! Or a couple potato or similarly cheap staple based dish such as dumplings.

Some sort of drink other than water also.

Modest

You can get a nice round meal, with a little determinate meat, vegetables, and starches. Some sort of cheap beverage to.

Comfortable

You get a dish, a side or two, a drink, and maybe even a small desert. Nothing is of questionable quality, but nothing is particularly fancy either.

Wealthy

You can get pretty much any dish on the menu, two sides, a good drink, and some desert. Everything is good quality. The staff is keeping their eye on you and giving fast service.

Aristocratic

Did someone say courses? This meal is served in courses, with appetizers, the main course, and desert. The drink selection is fine. You are having a veritable banquet, or the finest of dishes. The chef is most likely pulling out all the stops and showing off their skills as best as they can. The wait staff have most likely assigned a personal waiter who jumps to your beck and call. There is enough for a guest to dine with you. You are provided with a personal dining room.

Shady Shop

Shop should have about 5,000 gp on hand and be much more willing to deal in, questionable goods. Owner should probably not be upfront about the shady shit.

Roll a d4

Shops

1	Jeweler
2	Adventurer's Emporium
3	General Store
4	Alchemist

Create one of these shops. Add the following items to it

Shady Shop

Item Name	Low	Median	High	Stock	Bias
Gear					
Acid (vial)	18 gp	25 gp	38 gp	1	
Antitoxin(vial)	38 gp	50 gp	75 gp	1	
Caltrops (20)	7 sp	1 gp	2 gp	3	
Costume	3 gp	5 gp	8 gp	15	
Cuffs	1 gp	2 gp	3 gp	15	
Oil(flask)	7 cp	1 sp	2 sp	2	
Poison	See Poisons on pg. 75			1	
Portable Ram	3 gp	4 gp	6 gp	15	
Spikes (10)	7 sp	1 gp	2 gp	15	
Tools					
Dice Set	7 cp	1 sp	2 sp	2	
Disguise Kit	18 gp	25 gp	38 gp	5	
Forgery Kit	11 gp	15 gp	23 gp	5	
Playing Cards	3 sp	5 sp	8 sp	5	
Poisoner's Kit	38 gp	50 gp	75 gp	2	
Thieves' Tools	18 gp	25 gp	38 gp	2	

Shrine

Has 500 gold on hand

Will accept all commodities as well as money for their median price.

Can provide spellcasting services. For more info, look at services on page 58.

Shrine					
Item Name	Low	Median	High	Stock	Bias
Gear					
Alms Box	3 gp	5 gp	8 gp	8	Pious
Bell	7 sp	1 gp	2 gp	5	
Blanket	3 sp	5 sp	8 sp	3	
Book of Scripture	18 gp	25 gp	38 gp	1	
Case (scroll)	7 sp	1 gp	2 gp	5	
Censer	3 sp	5 sp	2 gp	8	Pious
Chalk (1 piece)	1 cp	1 cp	2 cp	5	
Flask	1 cp	2 cp	2 cp	2	
Healer's Kit	3 gp	5 gp	8 gp	5	
Holy Symbol	3 gp	5 gp	8 gp	1	
Holy Water (flask)	18 gp	25 gp	38 gp	1	
Incense (1 block)	1 cp	1 cp	2 cp	8	Pious
Ink (1 oz.)	7 gp	10 gp	15 gp	5	
Ink Pen	1 cp	2 cp	3 cp	5	
Lantern (hooded)	3 gp	5 gp	8 gp	5	
Oil (flask)	7 cp	1 sp	2 sp	2	
Paper (one sheet)	1 sp	2 sp	3 sp	15	
Parchment (one sheet)	7 cp	1 sp	2 sp	5	
Perfume (vial)	3 gp	5 gp	8 gp	18	Urban
Potion of Healing	38 gp	50 gp	75 gp	15	
Rations (1 day)	3 sp	5 sp	8 sp	5	
Torch	1 cp	1 cp	2 cp	3	
Vial	7 sp	1 gp	2 gp	2	
Waterskin	1 sp	2 sp	3 sp	5	
Tools					
Calligrapher's Supplies	7 gp	10 gp	15 gp	8	Pious
Flute	1 gp	2 gp	3 gp	15	
Herbalism Kit	3 gp	5 gp	8 gp	5	
Horn	2 gp	3 gp	5 gp	15	
Lyre	22 gp	30 gp	45 gp	18	Urban

Jeweler

Has 1000 gp on hand

Jeweler's Shop					
Item Name	Low	Median	High	Stock	Bias
Gear					
Crystal (Arcane)	8 gp	10 gp	15 gp	5	
Exquisite Earrings	3 gp	4 gp	6 gp	3	
Exquisite Necklace	3 gp	5 gp	8 gp	3	
Exquisite Ring	2 gp	3 gp	5 gp	3	
Jewelry	Gem	Gem	Gem	2	
	+38 gp	+50 gp	+75 gp		
Mundane Earrings	3 sp	4 sp	6 sp	1	
Mundane Necklace	3 sp	5 sp	8 sp	1	
Mundane Ring	2 sp	3 sp	5 sp	1	
Orb (Arcane)	15 gp	20 gp	30 gp	15	
Signet Ring	3 gp	5 gp	8 gp	5	
Tools					
Jeweler's Tools	18 gp	25 gp	38 gp	3	
Services					
Gemstone Appraisal	3 gp	5 gp	8 gp	1	
Resizing Jewelry	8 gp	10 gp	15 gp	2	
Set Gem	23 %	25%	30%	2	
Stonecutting	Gem	Gem	Gem	8	
	Value	Value	Value		
Miscellaneous					
Gemstones	70%	100%	150%		

Choose the greatest number equal to or less than for gemstone stock in the table below.

Stock	Cost	Stock
1	10 gp	<10
	50 gp	1
8	10 gp	<20
	50 gp	<10
	100 gp	2
16	10 gp	6 of every
	50 gp	<20
	100 gp	<10
	500 gp	3
	>500 gp	1
18	10 gp	12 of every
	50 gp	6 of every
	100 gp	<20
	500 gp	<10
	>500 gp	4

Price Gemstones

10 gp Azurite, Banded Agate, Blue Quartz, Eye Agate, Hematite, Lapis Lazuli, Malachite, Moss Agate, Obsidian, Rhodochrosite, Tiger Eye, Turquoise.

50 gp Bloodstone, Carnelian, Chalcedony, Chrysoprase, Citrine, Jasper, Moonstone, Onyx, Quartz, Sardonyx, Star Rose Quartz, Zircon.

100 gp Amber, Amethyst, Chrysoberyl, Coral, Garnet, Jade, Jet, Pearl, Spinel, Tourmaline.

500 gp Alexandrite, Aquamarine, Black Pearl, Blue Spinel, Peridot, Topaz.

1000 gp Black Opal, Blue Sapphire, Emerald, Fire Opal, Opal, Star Ruby, Star Sapphire, Yellow Sapphire.

5000 gp Black Sapphire, Diamond, Jacinth, Ruby.



Wizard's Tower

Has 2000 gp on hand

Can provide spellcasting and enchanting services. For more info, look at services on page 75.

Create an Arcana and Alchemist's shop and combine them.



Economy

This section contains commodities and their prices.

Low prices are wholesale direct from manufacturer. High are what it would be priced in the fanciest supply shop in the biggest city.

Currency

The standard currency system is a bit simple. This makes it fun to find equivalencies. Another fun fact is that 50 of any standard currency weighs 1 pound.

Standard

Below are two tables. The leftmost table contains the weight of the most common RPG currency, if it was solid metal. The rightmost contains the worth of 1 oz. ingots of the common metals.

Currency Equivalents

Common Parlance	Material	Weight
Copper Piece	Copper	0.32 oz.
	Gold	0.0032 oz.
Silver Piece	Silver	0.32 oz.
	Gold	0.032 oz.
Gold Piece	Gold	0.32 oz.
Platinum Piece	Platinum	0.032 oz.
	Gold	3.2 oz.

1 oz. ingots

Material	Worth (gp)
Copper	$\frac{1}{32}$
Silver	$\frac{5}{16}$
Gold	$\frac{25}{8}$
Platinum	$\frac{125}{4}$

Electrum is just half gold half silver. Historically percentages varied from 20% to 80% of one with the other fillings the remaining percentage. 50% is nice and easy though. Go nuts with it.

Historical

Here are some historical currency division in case you want to add extra flare or bleed the PC's through money changing fees.

Ancient Near East

75 lbs. silver -> 1 talent -> 60 mina -> 300 shekels -> 2,100 drachmae

1.25lbs silver -> 1 mina. -> 50 shekels -> 70 drachmae -> 420 oboloi -> 3360 chalkoi

1 talent = 60 mina = 37 pp 5 gp

1 mina = 50 shekel = 70 drachmae 6 gp 2 sp 5 cp

1 shekel = 1 sp 2 cp

1 drachma = 6 obolus = 9 cp

1 oboloi = 8 chalkus = 1.5 cp

1 chalkoi = 0.2 cp

Medieval Anglo Saxon

1 lb. silver -> 1 pound -> 20 shillings -> 240 pence -> 960 farthings

1 pound = 4 crowns = 5gp

1 mark = 13 shilling 4 pence = 3 gp, 3 sp, 3 cp

1 crown = 5 shilling = 1 gp, 2 sp, 5 cp

1 shilling = 12 pence = 2 sp, 5 cp

1 pence = 4 farthing = 2.08 cp

1 farthing = 0.52 cp

Augustan

1 lb. gold -> 40 Aureus -> 80 Quinarius Auereus -> 1000 Denarius -> 2000 Quinarius Argenteus -> 4000 Sesterius

1 Aureus = 2 Quinarius = 25 Denarius = 1 gp 2 sp 5 cp

1 Quinarius = 6 sp 2.5 cp

1 Denarius = 2 Quinarius = 5 cp

1 Quinarius = 2 Sesterius = 2.5 cp

1 Sesterius = 1.25 cp

Material Goods

The following section contains material goods and their price per unit weight or volume. This is useful if the players are trying to get involved in the economy or just for pricing out things for them to find/acquire.

Everything not arcana can get a bulk discount. This table assumes you are already buying from a middle man if you get your stuff directly from the source it will probably be significantly cheaper.

All meats are raw, dried is about 4x price per weight.

Raw Materials

Name	Low	Median	High	Cider (1 qt.)	2 sp	3 sp	5 sp
Arcane							
Adamantine (1 lb.)	60 pp	80 pp	110 pp	Coffee (1 lb.)	2 cp	3 cp	5 cp
Darkwood (1 lb.)	5 pp	15 pp	25 pp	Corn (1 lb.)	4 cp	6 cp	8 cp
Ironwood (1 lb.)	10 pp	30 pp	50 pp	Corn, feed (1 lb.)	½ cp	1 cp	2 cp
Mithral (1 lb.)	30 pp	50 pp	80 pp	Corn, sweet (1 lb.)	8 cp	1 sp	12 cp
Foodstuff				Cornmeal (1 lb.)	6 cp	8 cp	1 sp
Ale (1 qt.)	7 cp	1 sp	2 sp	Cornmeal, sweet (1 lb.)	12 cp	15 cp	18 cp
Apple (1 lb.)	1 cp	2 cp	1 sp	Eggs (1 dozen)	4 cp	6 cp	9 cp
Beans (1 lb.)	1 cp	2 cp	3 cp	Fish (1 lb.)	2 sp	1 gp	2 gp
Beef (1 lb.)	4 sp	6 sp	8 sp	Flour (1 lb.)	4 cp	5 cp	7 cp
Beer (1 qt.)	7 cp	1 sp	2 sp	Flour, White (1 lb.)	8 cp	1 sp	12 cp
Berries (1 lb.)	3 cp	5 cp	1 sp	Garlic (1 lb.)	2 cp	3 cp	5 cp
Brandy, Common (1 qt.)	2 sp	3 sp	5 sp	Gourds (1 lb.)	7 cp	9 cp	12 cp
Brandy, Good (1 qt.)	1 gp	15 sp	3 gp	Grapes (1 lb.)	1 cp	2 cp	1 sp
Brandy, Fine (1 qt.)	1 pp	15 gp	3 pp	Greens (1 lb.)	2 cp	4 cp	6 cp
Bread (1 lb.)	5 cp	8 cp	1 sp	Honey (1 qt.)	6 cp	7 cp	8 sp
Bread, White (1 lb.)	1 sp	15 cp	2 sp	Mead (1 qt.)	3 sp	5 sp	8 sp
Butter (1 lb.)	1 sp	2 sp	3 sp	Melons (1 lb.)	7 cp	9 cp	12 cp
Carrots (1 lb.)	1 cp	2 cp	4 sp	Milk (1 gal)	1 cp	2 cp	4 cp
Cheese, Common (1 lb.)	1 sp	15 cp	2 sp	Mutton (1 lb.)	1 sp	2 sp	4 sp
Cheese, Rare (1 lb.)	2 sp	4 sp	8 sp	Nuts (1 lb.)	3 cp	5 cp	8 cp
Cheese, Mythic (1 lb.)	7 sp	1 gp	2 gp	Onions (1 lb.)	1 cp	2 cp	5 sp
Chicken (1 lb.)	1 sp	2 sp	4 sp	Orange (1 lb.)	1 cp	2 cp	1 sp

Popcorn, kernel (1 lb.)	1 sp	12 cp	14 cp	Gold (1 lb.)	3 pp	5 pp	8 pp
Pork (1 lb.)	1 sp	2 sp	4 sp	Iron (1 lb.)	7 cp	1 sp	2 sp
Potatoes (1 lb.)	1 cp	2 cp	3 cp	Lead (1 lb.)	3 sp	5 sp	8 sp
Radish (1 lb.)	1 cp	2 cp	4 sp	Mercury (1 lb.)	5 gp	7 gp	1 pp
Rice (1 lb.)	½ cp	1 cp	2 cp	Mithral (1 lb.)	30 pp	50 pp	80 pp
Salt (1 lb.)	3 cp	5 cp	8 cp	Platinum (1 lb.)	30 pp	50 pp	80 pp
Spice, Common (1 lb.)	8 sp	1 gp	2 gp	Silver (1 lb.)	3 gp	5 gp	8 gp
Spice, Uncommon (1 lb.)	1 gp	2 gp	4 gp	Steel (1 lb.)	1 gp	2 gp	3 gp
Spice, Rare (1 lb.)	2 gp	3 gp	5 gp	Tin (1 lb.)	1 gp	2 gp	4 gp
Spice, Mythic (1 lb.)	13 gp	15 gp	18 gp	Textiles			
Spirit, Common (1 qt.)	2 sp	3 sp	5 sp	Canvas (sq. yd.)	7 cp	1 sp	2 sp
Spirit, Good (1 qt.)	5 sp	7 sp	1 gp	Linen (sq. yd.)	4 gp	5 gp	7 gp
Spirit, Fine (1 qt.)	1 gp	15 sp	3 gp	Silk (sq. yd.)	8 gp	10 gp	13 gp
Tallow (1 lb.)	4 sp	6 sp	8 sp	Wood			
Tea (1 lb.)	1 sp	12 cp	15 cp	Ash (1 lb.)	1 sp	2 sp	5 sp
Tomato (1 lb.)	7 cp	9 cp	12 cp	Cedar (1 lb.)	3 sp	5 sp	8 sp
Watermelon (1 lb.)	5 cp	7 cp	10 cp	Darkwood (1 lb.)	5 pp	15 pp	25 pp
Wheat (1 lb.)	1 cp	2 cp	3 cp	Ironwood (1 lb.)	10 pp	30 pp	50 pp
Wine, Common (1 qt.)	1 sp	2 sp	3 sp	Maple (1 lb.)	3 sp	5 sp	8 sp
Wine, Good (1 qt.)	7 sp	1 gp	15 sp	Pine (1 lb.)	1 sp	2 sp	4 sp
Wine, Fine (1 qt.)	7 gp	1 pp	15 gp	Oak (1 lb.)	1 sp	2 sp	5 sp
Yams (1 lb.)	1 cp	2 cp	4 sp	Osage Orange (1 lb.)	1 gp	2 gp	4 gp
Livestock				Yew (1 lb.)	1 gp	2 gp	4 gp
Camel	45 gp	5 pp	6 pp	Common Cheese			
Chicken	3 sp	5 sp	8 sp	Brick, Cheddar, Colby, Colby Jack, Cottage, Curd, Farmer,			
Cow	32 gp	4 pp	52 gp	Goat, Parmesan, Provolone, Queso Fresco, Monterrey			
Donkey/Mule	12 gp	16 gp	2 pp	Jack, Mozzarella, Muenster, Swiss			
Elephant	18 pp	20 pp	23 pp	Rare Cheese			
Goat	6 gp	8 gp	12 gp	Blue, Butterkäse, Feta, Havarti, Pepper Jack			
Horse (Draft)	60 gp	75 gp	85 gp	Mythic Cheese			
Horse (Riding)	23 gp	25 gp	4 pp	Limburger			
Horse (War)	37 pp	40 pp	50 pp	Common Spices			
Ox	4 pp	52 gp	6 pp	Allspice, Anise, Chili, Dill, Fennel, Ginger, Oregano,			
Pig	12 gp	15 gp	2 pp	Paprika, Parsley, Marjoram, Mint, Mustard, Sage, Thyme			
Pony	27 gp	3 pp	35 gp	Uncommon Spices			
Rabbit	1 sp	3 sp	4 sp	Black Pepper, Cinnamon, Sugar			
Sheep	6 gp	8 gp	12 gp	Rare Spices			
Metals				Cacao, Cloves, Nutmeg			
Adamantine (1 lb.)	60 pp	80 pp	110 pp	Mythic Spices			
Aluminum (1 lb.)	6 gp	1 pp	2 pp	Saffron, Vanilla			
Bronze (1 lb.)	8 sp	1 gp	2 gp				
Copper (1 lb.)	3 sp	5 sp	8 sp				

Dishes

All the ingredients are in the foodstuff section. All dishes assume good version of the ingredients on a scale of rotten < poor < good < great < fine. Change the price by 1/3 for each above or below. Feel free to be more or less arbitrary with this.

Dishes, Garnishes, Drinks	Low	Medium	High	Weight	Bias	Traits
Beans, baked	1 cp	2 cp	3 cp	½ lb.		
Beef Sandwich	18 cp	22 cp	30 cp	½ lb.		
Biscuits	7 cp	1 sp	2 sp	½ lb.		
Bread, slice	2 cp	3 cp	5 cp	1/3 rd lb.		
Bread, loaf	6 cp	8 cp	10 cp	1 lb.		
Bread, white, slice	4 cp	6 cp	10 cp	1/3 rd lb.		
Bread, white, loaf	14 cp	16 cp	20 cp	1 lb.		
Cheese (Common), Slice	6 cp	8 cp	12 cp	1/8 rd lb.	Dairy	
Cheese (Exotic), Slice	12 cp	16 cp	24 cp	1/8 th lb.	Dairy	
Chicken	15 cp	2 sp	25 cp	½ lb.		
Chicken, Fried	17 cp	22 cp	27 cp	½ lb.		
Chicken Sandwich	12 cp	16 cp	22 cp	½ lb.		
Coffee, cup	½ cp	1 cp	2 cp	12 oz.		Drink
Cornbread, slice	3 cp	4 cp	5 cp	1/3 rd lb.		
Cornbread, loaf	8 cp	11 cp	14 cp	1 lb.		
Cornbread, sweet, slice	5 cp	6 cp	7 cp	1/3 rd lb.		
Cornbread, sweet, loaf	15 cp	18 cp	22 cp	1 lb.		
Doughnut	1 cp	2 cp	4 cp	1 oz.		
Dumplings	3 cp	4 cp	5 cp	½ lb.		
Dumpling, Cheese	12 cp	15 cp	18 cp	½ lb.		
Dumpling, Potato	2 cp	3 cp	4 cp	½ lb.		
Dumpling, Meat	12 cp	15 cp	18 cp	½ lb.		
Dumpling, Vegetable	7 cp	1 sp	12 cp	½ lb.		
Eggs	½ cp	1 cp	2 cp	¼ lb.		
Fish, Fried	24 cp	1 gp	2 gp	½ lb.	Coast	
Fish Sandwich	12 cp	5 sp	75 cp	½ lb.	Coast	
Fried Cheese	5 cp	7 cp	1 sp	½ lb.	Dairy	
Fried Onion	½ cp	1 cp	2 cp	½ lb.		
Gravy, brown	1 cp	2 cp	3 cp	1 pt.		
Gravy, white	2 cp	4 cp	6 cp	1 pt.		
Grog	2 cp	3 cp	5 cp	8 oz.		Drink
Hardtack	6 cp	8 cp	1 sp	1 lb.		Keeps Indefinitely
Hushpuppy	4 cp	6 cp	10 cp	½ lb.		
Jerky, Beef	16 sp	2 gp	3 gp	1 lb.		Keeps Well
Kringle	17 cp	2 sp	25 cp	½ lb.		Pastry
Martini	2 sp	25 sp	3 sp	8 oz.		Cocktail
Manhattan	2 sp	3 sp	5 sp	8 oz.		Cocktail
Mulled Wine	32 cp	37 cp	42 cp	8 oz.		Drink
Mutton, leg	15 cp	2 sp	25 cp	½ lb.		
Old Fashioned, Simple	2 sp	3 sp	5 sp	8 oz.		Cocktail
Old Fashioned, Traditional	3 sp	5 sp	7 sp	8 oz.	Dairy	Cocktail

Pancake	4 cp	6 cp	8 cp	½ lb.		
Pemmican	16 sp	2 gp	3 gp	1 lb.	Frontier	Keeps Extremely Well
Pie, apple	1 sp	12 cp	15 cp	1 lb.		
Pie, berry	26 cp	28 cp	35 cp	1 lb.	Summer	
Pie, nut	12 cp	15 cp	18 cp	1 lb.		
Pie, shepherds	25 cp	28 cp	32 cp	1 lb.		
Pork, Fried	14 cp	18 cp	24 cp	½ lb.		
Pork Sandwich	12 cp	16 cp	22 cp	½ lb.		
Porkchop	3 sp	4 sp	5 sp	½ lb.		
Potatoes, Baked	½ cp	1 cp	2 cp	½ lb.		
Potatoes, Fried	½ cp	1 cp	2 cp	½ lb.		
Pottage, bowl	½ cp	1 cp	2 cp	24 oz.		
Salted Pork	9 sp	12 sp	2 gp	1 lb.		Keeps Well
Sauerkraut	1 cp	2 cp	4 cp	½ lb.		Keeps Well
Sausage, Beef	24 cp	26 cp	30 cp	½ lb.		
Sausage, Bratwurst	16 cp	18 cp	20 cp	½ lb.		
Sausage, Chorizo	20 cp	22 cp	26 cp	½ lb.	Exotic	Keeps Well
Sausage, Indeterminate	6 cp	8 cp	10 cp	½ lb.	City	
Sausage, Italian	20 cp	22 cp	26 cp	½ lb.		
Sausage, Polish	18 cp	20 cp	24 cp	½ lb.		
Sausage, Pork	11 cp	13 cp	15 cp	½ lb.		
Summer Sausage, Beef	32 cp	34 cp	38 cp	½ lb.		Keeps Well
Summer Sausage, Pork	18 cp	20 cp	24 cp	½ lb.		Keeps Well
Spiced Nuts	4 cp	6 cp	10 cp	½ lb.		
Steak	4 sp	6 sp	8 sp	½ lb.		
Steak, Fried	3 sp	5 sp	7 sp	½ lb.		
Tea, cup	1 cp	2 cp	3 cp	8 oz.		Drink
Tea (Sweet), cup	2 cp	3 cp	5 cp	8 oz.	Mercantile	Drink
Vegetables, boiled	1 cp	2 cp	3 cp	½ lb.		

When the bias is met, shift the price left one column.

Tools

Introduction

Tools are a common part of everyday life, this section contains information on some sets of tools your party may encounter, and some examples of common things they may do with them. If a character is proficient in the use of one of their tools, they get to roll two dice instead of once when making an ability check, or can auto succeed at the gm's discretion.

Alchemist's Supplies

More or less chemist's supplies. Contains a bevy of glasswork, a mortar and pestle, some stirring utensils, some firesteel, some frames to suspend said glasswork, and some common alchemical ingredients. Crafting an alchemical items takes the appropriate supplies and 1d4 hours for every level of rarity it is above common along with the appropriate ability check.

Crafting Checks

- 10** Craft a common alchemical potion
- 10** Identify a poison
- 10** Identify a substance
- 10** Start a fire
- 15** Make a uncommon or rare alchemical potion
- 20** Make a very rare or mythic alchemical potion
- 20** Make an antidote

Brewer's Supplies

Includes a large jug, a siphon, several feet of tubing, and ingredients to brew the alcohol of your choice. Remember that fermentation takes week.

Checks

- 10** Craft common alcohol
- 10** Detect poison or impurities in a drink
- 15** Identify an Alcohol
- 15** Craft uncommon or rare alcohol

Calligrapher's Tools

Includes ink, parchment and some quills

Checks

- 10** Identify who wrote something
- 15** Determine writers state of mind
- 15** Spot a forged signature
- 20** Forge a signature

Carpenter's Tools

Includes a hammer, saw, hatchet, square, ruler, adze, plane, chisel, and some nails.

Checks

- 10** Build a simple wooden structure
- 15** Build a complex wooden structure
- 15** Find a weak point in wood
- 20** Pry apart a door

Cartographer's Tools

Includes a quill, some ink and parchment, a compasses, caliper, and some scaled rulers.

Checks

- 5** Make a map of your location
- 10** Determine a maps age
- 15** Estimate distance to a landmark
- 15** Discern a map is fake
- 20** Fill in a missing part of a map

Cobbler's Tools

Includes a hammer, awl, knife, cutter, shoe stand, along with some spare material and thread. Having good shoes allows the party to travel at their fastest speed without negative consequences.

Checks

- 10** Determine a shoes age, condition and origin.
- 15** Determine a shoes age and origin from a tread.
- 15** Find or create a hidden compartment in shoes.

Cooking Supplies

Basic cooking supplies. Includes a metal pot, some knives, forks, stirring spoon, and a ladle. Cooking a hearty meal helps your companions recover faster.

Checks

- 10** Create a typical meal
- 15** Spot poison in a meal
- 15** Create a gourmet meal

Disguise Kit

Includes cosmetics, some dye, some clothing, and some accessories. A player must create a disguise before they use it. The time it takes is proportional to how many changes have to be made.

Checks

- 10** Use make-up to cover something
- 20** Copy the appearance of someone with the same body type
- 20** Spot someone else using a disguise

Draughtsman's Tools

Includes a few scaled rulers, a quill, some parchment, and a set of set squares, t-square, and a set of french curves, a protractor, a compass, and a caliper. These are the tools needed to more or less make a blueprint of something. The time it takes to make one is at the gm's discretion and should be proportional to the complexity and size of the item.

Checks

- 10** Make a copy of a technical drawing
- 15** Create a new technical drawing
- 15** Create a technical drawing from an item on hand
- 30** Create a technical drawing from memory of an item.

Time by Scale

Fine	1d4x10 Minutes
Diminutive	2d4x10 Minutes
Tiny	2d6x10 Minutes
Small	3d6x10 Minutes
Medium	3d8x10 Minutes
Large	4d8x10 Minutes
Huge	4d10x10 Minutes
Gargantuan	5d10x10 Minutes
Colossal	5d12x10 Minutes

Time by Complexity

Simple	x0.5
Minor	x1
Medium	x1.5
High	x2

Forgery Kit

Includes a variety of inks, parchments, and papers. Several different types of quills, seals, and wax. Some small tool to sculpt the wax.

Checks

- 10** Mimic someone's handwriting
- 20** Duplicate a seal or signature

Gaming Set

Includes all the pieces necessary to play a game of your choice.

Checks

- 15** Catch someone cheating.
- 20** Cheat

Glassblower's Tools

Includes a blowpipe, a set of firesteel, a marver, blocks, and tweezers.

Checks

- 10** Identify the source of glass
- 10** Make a simple glass item
- 15** Make a complex glass item
- 20** Determine what a glass object once held

Herbalism Kit

Includes some leather gloves, clippers, pouches, a mortar and pestle, and several jars. For finding edible food see Foraging on pg. 19.

Checks

- 15** Find useful herbs
- 20** Identify a poison

Jeweler's Tools

Includes a small magnifying glass, saw, and hammer along with some files, pliers, and tweezers.

Checks

- 5** Identify a gemstone
- 15** Modify a gems appearance
- 20** Determine a gems history

Leatherworker's Tools

Includes a knife, a mallet, a punch, an edger, some thread, and some leather.

Checks

- 10** Modify a leather item
- 10** Make a simple leather item
- 15** Make a complex leather item
- 20** Determine a leather items history

Mason's Tools

Includes a hammer, a chisel, a trowel, brushes and a square.

Checks

- 10** Chisel a small hole in a stone wall
- 12** Build a simple stone structure
- 15** Find a weak point in a stone wall
- 17** Build a complex stone structure

Musical Proficiency

A musical instrument you are proficient with. If someone wants to sing, they should be ready to actually sing.

Checks

- 5** Play a tune you know
- 10** Recognize a tune
- 15** Improvise a new tune

Navigator's Tools

Includes a sextant, a compass, a ruler, a caliper, some parchment, ink, and a quill.

Checks

- 10** Plot a course
- 15** Determine your position

Painter's Supplies

Includes an easel, brushes, charcoal, palette and paints.

Checks

- 10** Paint a portrait
- 20** Create a painting with a hidden message

Poisoner's Tools

Includes glass vials, needles, a mortar, pestle, and some stirring rods. Basically everything you need to create poisons, and poison someone. For info on poisons see Poisons on pg. 75.

Checks

- 10** Spot a poisoned object
- 20** Determine the effects of a poison

Potter's Tools

Includes potters needles, scrapers, a knife, and a caliper.

Checks

- 10** Determine what a ceramic pot once held
- 15** Create a ceramic pot
- 20** Find a weak point in a ceramic object.

Smith's Tools

Includes charcoal, firesteel, hammers, tongs, rags, and a whetstone.

Checks

- 10** Sharpen a blade
- 15** Repair armor
- 15** Sunder an object
- 15** Create a blade or suit of armor

Thieves' Tools

Includes a set of picks, a file, some pliers, a small mirror, and a thin bladed knife. Picking a lock or disabling a trap is normally specified on said item.

Checks

- 15** Spot a thief
- 15** Slice a purse
- 15** Pick a pocket

Tinker's Tools

Includes the contents of the average junk drawer along with some scissors, some files, some random pieces of metal, a quill, thread, needles, a whetstone, some cloth, some leather, some glue. If you are feeling generous give them some duck tape.

Checks

- 10** Temporarily repair something
- 15** Repair something twice as fast
- 20** Improvise an item with what's on hand

Vehicles

Some sort of thing that moves people or goods from one place to another. For common forms or transportation see Travel on pg. 17.

Vehicle Checks

- 10** Navigate rough terrain
- 15** Assess a vehicle's condition
- 20** Evasive maneuvering

Air

At this point in time you have either a glider or a balloon. Remember that landing is the hard part. Anyone can jump off a cliff or inflate a balloon.

Air Checks

- 15** Land with the vehicle mostly intact.
- 20** Land completely safely

Snow

Most likely a sled, possibly even a set of skis or snow shoes. This enables the user to travel without being slowed in snow.

Weaver's Tools

Includes some thread, needles, and cloth.

Checks

- 10** Make a set of clothing for a creature
- 10** Make a simple cloth item
- 10** Mend a hole
- 15** Tailor an outfit

Woodcarver's Tools

Includes a knife, a gouge and a saw.

Checks

- 10** Carve a small figurine
- 15** Carve an intricate pattern into wood

Noble Titles

Below is a semi simplified version of some historic titles in order of precedence. They have been modified slightly for simplicities and gameplays sake.

A person can hold multiple titles.

Titles can be revoked at discretion of the liege.

The Property section on pg. 65 explains in more detail the land or property that some of these titles entail.

Viceroy

Form of Address:	Your Grace
Sworn To:	Duke/Duchess
Description:	Sovereign
Obligations:	Rules a nation directly for the monarch. Ensuring the loyalty of the territory over which they are appointed. Ensuring the collecting of taxes.

Duke/Duchess

Form of Address:	Your Grace
Sworn To:	Duke/Duchess
Description:	Sovereign or no one
Obligations:	Multiple counties or a very significant county. Hereditary. Most likely has lower vassals sworn to them that manage parts of their domain. Ensuring the obligations of all vassals. Raising up a levy to defend the land, if sworn to a liege at said lieges command. Collecting taxes from vassals, if sworn to a liege the liege gets 2/3rds of what is collected.

Marquis/Marchioness

Form of Address:	Lord/Lady
Sworn To:	Marquis/Marchioness
Description:	Any higher nobility
Obligations:	County bordering hostile territory, Hereditary Ensuring the obligations of all vassals Defending the kingdom from foreign intruders. Maintaining a standing army to repel invaders at all times. Collects taxes from county, 1/3rd is given to liege

Earl/Countess

Form of Address:	Lord/Lady
Sworn To:	Lord/Lady insertName
Description:	Duke/Duchess
Obligations:	Single Country, Hereditary Ensuring obligation of all vassals. Raising up a levy to defend the land, if sworn to a liege at said lieges command. Collecting taxes from county, 2/3rds is given to liege.

Baron/Baroness

Form of Address:	Sir/Madam
Sworn To:	Sir/Dame insertName
Description:	Any higher nobility
Obligations:	Noble Landowner, Hereditary Ensuring obligation of all vassals. Raising up a levy to defend the land, if sword to a liege at said lieges command. Collecting taxes from their property, 2/3rds is given to liege.

Knight/Dame

Form of Address:	Sir/Madam
Sworn To:	Any higher nobility.
Description:	Not landed, Non-Hereditary
Obligations:	Answer their lieges call to arms.

Yeoman

Form of Address:	None
Sworn To:	None
Description:	Non-Noble Landowner. The middle class.
Obligations:	Answer their lieges call to arms. May have a variety of rolls in the community.

Property

Property can also be reposed by the liege of the land it's in. It can also be bought, sold, or gifted if the liege allows.

Parcels of Land

Kingdom

A kingdom is a significant parcel of land. It consists of at least a single duchy, perhaps several. More often than not the most significant part of a kingdom is that it has struck out on its own. Sometimes it may be part of a larger empire. An area of this size is ruled by either a king, or a viceroy. The owner will normally have many vassals sworn to them in order to administrate, and defend the kingdom.

A good example of the variety of sizes a kingdom can be are U.S. states or European nations sans Russia.

See the Regions section on page 10 for more detail on how to make a kingdom and what a kingdom includes.

Duchy

A duchy is a region that includes at least a couple counties, or a very significant/powerful county. It is ruled by a Duke/Duchess.

A good example in the U.S. of the size of a duchy are [combined statistical areas](#) or [television market areas](#).

See the Regions section on page 10 for more detail on how to make the counties that comprise a duchy and what is included in them.

County

A county is an area from about 128 sq miles to 16,384 sq miles. Or about 11 mi x 11 mi to 128 mi x 128 mi. A lord/lady rules over the county and is responsible for its defense and collecting of taxes.

See the Regions section on page 10 for more detail on how to make a county and what a county includes.

Settlement

A settlement can be as small as a village or as large as a city, from just a few people to many thousands. Settlements normally have a noble in charge with a rank pertaining to the importance and size of the settlement. A village may have a knight/dame, a town a baron/baroness or earl/countess,

and a city an earl/countess or duke/duchess. Some more enlightened kingdoms even let the yeomen of the city elect a representative to govern them. Some very important cities might even have a charter, letting them govern themselves as they seem fit, providing they still provide taxes and levy to their liege. It is a settlements duty to provide men and taxes to their liege. This burden can vary depending on the liege.

See the Settlements section on page 10 for more detail on how to make a settlement and what a settlement includes.

Homestead

A homestead is more or less a personal farm. It should be somewhere from 40 to 100 acres. These are normally granted for excellent service, and often include tax exemptions. The owner is often expected to answer their lieges call to arms if necessary.

Barony

A barony is a piece of land ruled by a baron. A keep and the surrounding village or a manor and its sprawling estate are good examples of a barony. These properties are normally either a reward for excellent service, a place crucial to the defense of the land, or a particularly productive piece of land that can see a marked increase in tax revenue with proper supervision. The barony must pay taxes to their liege and provide men for the defense of the land.

Buildings & Businesses

Many buildings are businesses, which have profits, below is a table to help you determine what these profits are.

Monthly Business Profits	
01-20	You must pay one and a half the maintenance cost for each day
21-30	You must pay full maintenance cost for each day
31-40	You must pay half maintenance cost for each day
41-60	You pay and make nothing
61-80	You make a profit of half the profit amount for each day
81-91	You make a profit of the profit amount for each day
91+	You make a profit of one and a half the profit amount for each day.

Abbey

Abbey	
Construction Cost:	50,000 gp
Construction Time:	400 Days
Daily Maintenance:	20 gp
Skilled Employees:	5
Unskilled Employees:	25
Profit	N/A

Adventurer's Emporium

Adventurer's Emporium	
Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	4 gp
Skilled Employees:	2
Unskilled Employees:	0
Profit	10 gp

For more information on what is in an

Adventurer's Emporium see page 26

Alchemist's Shop

Alchemist's Shop

Construction Cost: 5,000 gp

Construction Time: 60 Days

Daily Maintenance: 4 gp

Skilled Employees: 2

Unskilled Employees: 0

Profit 10 gp

For more information on what is in an Alchemist's Shop see page 29

Arcana Shop

Arcana Shop

Construction Cost: 5,000 gp

Construction Time: 60 Days

Daily Maintenance: 2 gp

Skilled Employees: 1

Unskilled Employees: 0

Profit 5 gp

For more information on what is in an Arcana Shop see page 30

Baker's Shop

Baker's Shop

Construction Cost: 5,000 gp

Construction Time: 60 Days

Daily Maintenance: 2 gp

Skilled Employees: 1

Unskilled Employees: 2

Profit 5 gp

For more information on what is in a Baker's Shop see page 31

Barbershop

Barbershop

Construction Cost: 5,000 gp

Construction Time: 60 Days

Daily Maintenance: 2 gp

Skilled Employees: 1

Unskilled Employees: 0

Profit 10 gp

For more information on what is in a Barbershop see page 32

Blacksmith

Blacksmith's Shop

Construction Cost: 5,000 gp

Construction Time: 60 Days

Daily Maintenance: 2 gp

Skilled Employees: 1

Unskilled Employees: 2

Profit 5 gp

For more information on what is in a Blacksmith see page 33

Bookstore

Bookstore

Construction Cost: 5,000 gp

Construction Time: 60 Days

Daily Maintenance: 2 gp

Skilled Employees: 1

Unskilled Employees: 0

Profit 5 gp

For more information on what is in a Bookstore see page 35

Butcher's Shop

Butcher's Shop

Construction Cost: 5,000 gp

Construction Time: 60 Days

Daily Maintenance: 2 gp

Skilled Employees: 1

Unskilled Employees: 2

Profit 5 gp

For more information on what is in a Butcher see page 36

Cobbler's Store

Cobbler's Store

Construction Cost: 5,000 gp

Construction Time: 60 Days

Daily Maintenance: 2 gp

Skilled Employees: 1

Unskilled Employees: 2

Profit 5 gp

For more information on what is in a Cobbler's Store see page 38

Farm

Farm	
Construction Cost:	Varies
Construction Time:	Varies
Daily Maintenance:	5 sp
Skilled Employees:	1
Unskilled Employees:	2
Profit:	High price of foodstuff (p 57) per acre farmed
Size:	<40 ac.

Fletcher

Fletcher's Store	
Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	2 gp
Skilled Employees:	1
Unskilled Employees:	2
Profit:	5 gp

For more information on what is in a Fletcher see page 42

General Store

General Store	
Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	2 gp
Skilled Employees:	1
Unskilled Employees:	2
Profit:	5 gp

For more information on what is in a General Store see page 43

Guildhall

Guildhall	
Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	5 gp
Skilled Employees:	5
Unskilled Employees:	3
Profit:	N/A

Jeweler

Jeweler's Store	
Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	4 gp
Skilled Employees:	1
Unskilled Employees:	2
Profit:	10 gp

For more information on what is in a Jeweler see page 53

Keep

Keep	
Construction Cost:	50,000 gp
Construction Time:	400 Days
Daily Maintenance:	100 gp
Skilled Employees:	50
Unskilled Employees:	50
Profit:	N/A

Leatherworker

Leatherworker's Store	
Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	2 gp
Skilled Employees:	1
Unskilled Employees:	2
Profit:	5 gp

For more information on what is in a Leatherworker see page 46

Manor & Estate

Manor & Estate	
Construction Cost:	25,000 gp
Construction Time:	150 Days
Daily Maintenance:	10 gp
Skilled Employees:	3
Unskilled Employees:	15
Profit:	High price of foodstuff (p 57) per acre farmed
Size:	<1 section

Music Store

Music Store	
Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	5 gp
Skilled Employees:	3
Unskilled Employees:	0
Profit:	5 gp

For more information on what is in a Music Store see page 47

Outpost/Fort

Outpost/Fort	
Construction Cost:	15,000 gp
Construction Time:	100 Days
Daily Maintenance:	50 gp
Skilled Employees:	20
Unskilled Employees:	40
Profit:	N/A

Palace

Palace

Construction Cost:	15,000 gp
Construction Time:	100 Days
Daily Maintenance:	50 gp
Skilled Employees:	20
Unskilled Employees:	40
Profit:	N/A

Tailor

Tailor's Shop

Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	2 gp
Skilled Employees:	1
Unskilled Employees:	2
Profit:	5 gp

For more information on what is in a Tailor see page 48

Tavern/Inn

Tavern

Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	5 gp
Skilled Employees:	2
Unskilled Employees:	5
Profit:	10 gp

For more information on what is in a Tavern/Inn see page 49

Temple

Temple

Construction Cost:	50,000 gp
Construction Time:	400 Days
Daily Maintenance:	25 gp
Skilled Employees:	10
Unskilled Employees:	10
Profit:	N/A

For more information on what is in a Temple see page 52

Shady Shop

Shady Shop

Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	5 gp
Skilled Employees:	2
Unskilled Employees:	
Profit:	10 gp

For more information on what is in a Shady Shop see page 51

Shrine

Shrine

Construction Cost:	500 gp
Construction Time:	7 Days
Daily Maintenance:	1 gp
Skilled Employees:	2
Unskilled Employees:	0
Profit:	N/A

For more information on what is in a Shrine see page 52

Tower, Fortified

Fortified Tower

Construction Cost:	15,00 gp
Construction Time:	100 Days
Daily Maintenance:	25 gp
Skilled Employees:	10
Unskilled Employees:	0
Profit:	N/A

Tower, Wizards

Wizard's Tower

Construction Cost:	15,00 gp
Construction Time:	100 Days
Daily Maintenance:	20 gp
Skilled Employees:	5
Unskilled Employees:	5
Profit:	10 gp

For more information on what is in a Tower, Wizards see page 55

Trading Post

Shrine

Construction Cost:	5,000 gp
Construction Time:	60 Days
Daily Maintenance:	10 gp
Skilled Employees:	4
Unskilled Employees:	2
Profit:	10 gp

Armor and Shields

Armor

Name	Low	Median	High	AC	Strength	Stealth	Weight
Light Armor							
Padded	3 gp	5 gp	8 gp	11+Dex		Disv.	8 lb.
Leather	7 gp	10gp	15gp	11+Dex			10 lb.
Studded Leather	33 gp	45 gp	68 gp	12+Dex			13 lb.
Medium Armor							
Hide	7 gp	10 gp	15 gp	12+Dex(Max 2)			12 lb.
Chain Shirt	38 gp	50 gp	75 gp	12+Dex(Max 2)			20 lb.
Scale Mail	38 gp	50 gp	75 gp	12+Dex(Max 2)		Disv.	45 lb.
Breastplate	300 gp	400 gp	600 gp	12+Dex(Max 2)			20 lb.
Half Plate	562 gp	750 gp	1125 gp	12+Dex(Max 2)		Disv.	40 lb.
Heavy Armor							
Ring Mail	22 gp	30 gp	45 gp	14		Disv.	40 lb.
Chain Mail	56 gp	75 gp	113 gp	16	13	Disv.	55 lb.
Splint	150 gp	200 gp	300 gp	17	15	Disv.	60 lb.
Plate	1125 gp	1500 gp	2250 gp	18	15	Disv.	65 lb.
Shield							
Shield	7 gp	10 gp	15 gp	+2			6 lb.

Donning and Doffing Armor

Type	Don	DoFF
Light	1 min	1 min
Medium	5 min	1 min
Heavy	10 min	5 min
Shield	1 action	1 action

Sleeping in Armor

When you finish a long rest during which you slept in medium or heavy armor, you regain a quarter of your spent hit dice. Your exhaustion is not reduced.

Weapons

Standard

Name	Low	Median	High	Damage	Weight	Properties
Simple Melee						
Club	7 cp	1 sp	2 sp	1d4 bludgeoning	2 lb.	Light
Dagger	1 gp	2 gp	3 gp	1d4 piercing	1 lb.	Finesse, Light Thrown (range 20/60)
Greatclub	1 sp	2 sp	3 sp	1d8 bludgeoning	10 lb.	Two-Handed
Handaxe	3 gp	5 gp	8 gp	1d6 slashing	2 lb.	Light Thrown (range 20/60)
Javelin	3 gp	5 gp	8 gp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light Hammer	1 gp	2 gp	3 gp	1d4 bludgeoning	2 lb.	Light Thrown (range 20/60)
Mace	3 gp	5 gp	8 gp	1d6 bludgeoning	4 lb.	
Quarterstaff	1 sp	2 sp	3 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	7sp	1 gp	2 gp	1d4 slashing	2 lb.	Light
Spear	7 sp	1 gp	2 gp	1d6 piercing	3 lb.	Versatile (1d8) Thrown (range 20/60)
Simple Ranged						
Crossbow, light	18 gp	25 gp	38 gp	1d8 piercing	5 lb.	Loading, Two-Handed Ammunition (range 80/320)
Dart	3 cp	5 cp	8 cp	1d4 piercing	¼ lb.	Finesse, Thrown (range 20/60)
Shortbow	18 gp	25 gp	38 gp	1d6 piercing	2 lb.	Two-Handed Ammunition (range 80/320)
Sling	7 cp	1 sp	2 cp	1d4 bludgeoning		Ammunition (range 30/120)
Martial Melee						
Battleaxe	7 gp	10 gp	15 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	7 gp	10 gp	15 gp	1d8 bludgeoning	2 lb.	
Glaive	15 gp	20 gp	30 gp	1d10 slashing	6 lb.	Heavy, Reach, Two-Handed
Greataxe	22 gp	30 gp	45 gp	1d12 slashing	7 lb.	Heavy, Two-Handed
Greatsword	38 gp	50 gp	75 gp	2d6 slashing	6 lb.	Heavy, Two-Handed
Halberd	15 gp	20 gp	30 gp	1d10 slashing	6 lb.	Heavy, Reach, Two-Handed
Lance	7 gp	10 gp	15 gp	1d12 piercing	6 lb.	Reach, Special
Longsword	11 gp	15 gp	22 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	7 gp	10 gp	15 gp	2d6 bludgeoning	10 lb.	Heavy, Two-Handed

Morningstar	11 gp	15 gp	22 gp	1d8 piercing	4 lb.	
Pike	3 gp	5 gp	8 gp	1d10 piercing	18 lb.	Heavy, Reach, Two-Handed
Rapier	18 gp	25 gp	38 gp	1d8 piercing	2 lb.	Finesse
Scimitar	18 gp	25 gp	38 gp	1d6 slashing	3 lb.	Finesse, Light
Shortsword	7 gp	10 gp	15 gp	1d6 piercing	2 lb.	Finesse, Light
Trident	3 gp	5 gp	8 gp	1d6 piercing	4 lb.	Versatile (1d8) Thrown (range 20/60)
War pick	3 gp	5 gp	8 gp	1d8 piercing	2 lb.	
Warhammer	11 gp	15 gp	22 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	1 gp	2 gp	3 gp	1d4 slashing	3 lb.	Finesse, Reach
Martial Ranged						
Blowgun	7 gp	10 gp	15 gp	1 piercing	1 lb.	Loading Ammunition (range 25/100)
Crossbow, hand	56 gp	75 gp	113 gp	1d6 piercing	3 lb.	Light, Loading Ammunition (30/120)
Crossbow, heavy	38 gp	50 gp	75 gp	1d10 piercing	18 lb.	Heavy, Loading, Two-Handed Ammunition (100/400)
Longbow	38 gp	50 gp	75 gp	1d8 piercing	2 lb.	Heavy, Two-Handed Ammunition (150/600)
Net	7 sp	1 gp	2 gp		3 lb.	Special Thrown (range 5/15)

Siege

Siege weapons are typically crewed weapons that deal massive damage. These weapons have been modified a bit to make them conform to simpler rules. These weapons have also been made scarier.

Keywords

Reload

The weapon can be fired a number of times equal to its Reload score before you must spend 1 action to reload

Aimed

This weapon requires an action to aim.

Crewed

Multiple people, up to this weapon's crewed score, can perform actions on this weapon at a time.

Indirect Fire

This weapon ignores cover.

Weapons

Name	Low	Median	High	Damage	Weight	Properties
Siege Ranged						
Ballista	x	30 pp	50 pp	3d10		Reload 1, Aimed, Crewed 2, Ranged (120/480), +6 To-Hit, AC 15, 50 HP, Large Object
Mangonel	X	50 pp	100 pp		5d10	Indirect Fire, Reload 1, Aimed Ranged (200/800), +5 To-Hit, 15 AC, 100 HP, Large Object
Trebuchet	X	70 pp	200 pp		8d10	Indirect Fire, Reload 1, Aimed, Crewed 2, Ranged (300/1200), Huge Object, +5 To-Hit, 15 AC, 150 HP

Material Properties and Units

Materials

Any wood not listed, and there are a lot of them, has the properties of oak unless you're willing to do the research for actual stats and properties. I believe I have covered most of the base use cases, with woods that are good for most things that they players want to do.

Any metal not listed has the properties of iron unless you're willing to do the research on it. Keep in mind that pretty much all of the metals known to medieval man, besides brass, and the classic magical metals are here already, so if someone wants to use something else they better have a darn good explanation for where they got it.

Adamantine

Properties: Counts as magical for everything
Weight: 490 pounds per cubic foot. Same as steel.

Aluminum

Properties: Corrosion Resistant, half as strong as steel.
Weight: 169 pounds per cubic foot

Ash

Properties: Hard, flexible, shock resistant, good for tools.
Weight: 44 pounds per cubic foot

Bronze

Properties: Corrosion resistant, better than iron but worse than steel.
Weight: 509 pounds per cubic foot

Cedar

Properties: Soft, aromatic and insect repellent.
Weight: 36 pounds per cubic foot.

Copper

Properties: Highly conductive
Weight: 558 pounds per cubic foot.

Darkwood

Properties: Same as oak
Weight: 23 pounds per cubic foot. Half as heavy as oak

Gold

Properties: Highly conductive, highly malleable, highly ductile. Resistant to corrosion and acid.
Weight: 1206 pounds per cubic foot

Iron

Properties: Brittler than steel. Most commonly used of the metals.
Weight: 490 pounds per cubic foot.

Ironwood

Properties: Has best properties of oak and steel. Low thermal and electrical conductivity, high melting point, noncombustible, nonmagnetic, nonmalleable, ductile. Strong and somewhat flexible.
Weight: 47 pounds per cubic foot. Same as oak

Lead

Properties: Easily forgeable, low melting point, soft, malleable (deformable), dense, relatively inert (resistive to acids). It can shield against some forms of magic.
Weight: 708 pounds per cubic foot.

Maple

Properties: Hard and shock resistant. Resistant to decay.
Weight: 43 pounds per cubic foot.

Mercury

Properties: Liquid at room temperature, dissolves metals that are not iron or platinum based.
Weight: 849 pounds per cubic foot.

Mithral**Properties:** Same as steel**Weight:** 245 pounds per cubic foot. Half as heavy as steel**Oak****Properties:** Hard, heavy and strong, good for building with. Resistant to decay.**Weight:** 47 pounds per cubic foot.**Osage Orange****Properties:** Hard, dense, durable, rot resistant, makes excellent bows and great tools. Burns long and hot.**Weight:** 64 pounds per cubic foot.**Pine****Properties:** Soft, resistant to water.**Weight:** 26 pounds per cubic foot.**Platinum****Properties:** Highly resistant to corrosion, resistant to acid and temperature changes. Highly ductile.**Weight:** 1336 pounds per cubic foot**Silver****Properties:** Most conductive of heat and electricity. Undead and some magical creatures loathe this material**Weight:** 665 pounds per cubic foot.**Steel****Properties:** Good mix of Ductileness and Toughness.**Weight:** 490 pounds per cubic foot.**Tin****Properties:** Soft, malleable, ductile,**Weight:** 454 pounds per cubic foot.**Yew****Properties:** Soft, more flexible than normal wood, soft. Makes excellent bows.**Weight:** 42 pounds per cubic foot.**Poisons**

Price given is per dose. Poisons don't work against constructs.

Item	Type	Price	Description
Assassins Blood	Ingested	150 gp	DC 10 Constitution throw, on fail 1d12(6) poison damage and poisoned for 24 hours. On success half damage, creature isn't poisoned.
Burnt Othur Fumes	Inhaled	500 gp	DC 13 Constitution or 3d6(10) poison damage, repeating throw at start of each of its turns taking 1d6(3) on successive fails. After three saves poison ends
Carrion Crawler Mucus	Contact	200 gp	DC 13 Constitution or be poisoned for 1 minute. Poisoned creature is paralyzed. Repeat throw at end of each turn, ending on success.
Drow (Standard)	Injury	200 gp	DC 13 Constitution or poisoned for 1 hour. If throw failed by 5 or more creatures is unconscious. Wakened by damage or if another creature takes an action to shake it awake.
Essence of Ether	Inhaled	300 gp	DC 15 Constitution or poisoned for 8 hours. Poisoned creature is unconscious. Wakened by damage or if another creature takes an action to shake it awake.

Love Stimulant	Ingested	10 gp	DC 10 Wisdom, on fail creature becomes infatuated with first creature it sees after ingesting for 1 hour. Creature refuses to leave the side of creature it is infatuated with and will resist violently if necessary.
Malice	Inhaled	250 gp	Dc 15 Constitution or poisoned for 1 hour. Poisoned creature is blinded.
Midnight Tears	Ingested	150 pp	No effect until midnight. At midnight DC 17 Constitution or 9d6(31) poison damage. Half on success.
Oil of Taggit	Contact	400 gp	DC 13 Constitution or poisoned for 24 hours. Poisoned creature is unconscious. Creature wakes if takes damage.
Pale Tincture	Ingested	250 gp	DC 16 Constitution or 1d6(3) poison damage and becomes poisoned. Repeat throw every 24 hours. Take 1d6(3) on failed save. Until poison ends damage dealt by poison cannot be healed. 7 successful saves end the effects.
Purple Worm Poison	Injury	200 pp	DC 19 Constitution taking 12d6(42) poison damage on fail, half on success.
Glove Cleaner	Ingested	1000 pp	Upon ingestion creature dies. Dose must be ingested within 1 minute of the target coming within 5 feet, or they become immune to the dose.
Serpent Venom	Injury	200 gp	DC 11 Constitution taking 3d6(10) poison damage on fail, half on success.
Torpor	Ingested	600 gp	DC 15 Constitution or poisoned for 4d6 hours. Poisoned creature is incapacitated.
Truth Serum	Ingested	150 gp	Dc 11 Constitution or poisoned for 1 hour. Poisoned creature can't knowingly speak a lie.
Wyvern Poison	Injury	120 pp	DC 15 Constitution taking 7d6(24) poison damage on a fail, half on a success.

Units

Length

Unit	Abv	Foot Equivalent	Equivalent
Point	p.	1/864	
Pica	P/.	1/72	12 p.
Inch	in.	1/12	6 P/.
Link	li.	33/50	7.92 in.
Foot	ft.	1	12 in.
Yard	yd.	3	3 ft.
Fathom	ftm.	6	2 yd.
Rod	rd.	16.5	25 li.
Chain	ch.	66	4 rd.
Furlong	fur.	660	10 ch.
Cable	cb.	720	120 ftm.
Mile	mi.	5,280	8 fur.
Nautical Mile	nm.	6,077.28	1.151 mi.
League	lea.	15,840	3 mi.

Area

Unit	Abv	Equivalent	Length x Width
Square Foot	sq ft.	144 sq in.	1 ft. x 1 ft.
Square Yard	sq yd.	9 sq ft.	1 yd. x 1 yd.
Square Rod	sq rd.	272.25 sq ft.	1 rd. x 1 rd.
Square Chain	sq ch.	16 sq rd.	1 ch. x 1 ch.
Acre	ac	10 sq ch.	1 fur. x 1 ch.
Section	sq mi.	640 ac	1 mi. x 1 mi.
Township		36 sq mi.	2 lea. x 2 lea.

Weight

Unit	Abv	Ounce Equivalent	Equivalent
Dram	dr.	1/16	1/256 lb.
Ounce	oz.	1	16 dr.
Pound	lb.	16	16 oz.
Ton	tn.	32,000	2,000 lb.

Volume

Dry

Unit	Abv	Pint Equivalent	Equivalent
Pint	pt.	1	33.60 in ³
Quart	qt.	2	2 pt.
Gallon	gal.	8	4 qt.
Peck	pk.	16	2 gal.
Bushel	bu.	64	4 pk.

Liquid

Unit	Abv	Ounce Equivalent	Equivalent
Minim	Min.	1/160	1 drop
Dram	fl dr.	1/8	60 min.
Teaspoon	tsp.	1/6	80 min.
Tablespoon	tbsp.	1/2	3 tsp.
Fluid Ounce	fl oz.	1	2 tbsp.
Shot	jig	1.5	3 tbsp.
Gill	gi.		4 fl oz.
Cup	cp	8	2 gi.
Liquid Pint	pt.	16	2 cp
Liquid Quart	qt.	32	2 pt.
Liquid Gallon	gal	128	4 qt.
Barrel	bbl.	4,032	41.5 gal.

Services

This section includes the price of a variety of services and labor.

Roll a d20, the party can find services for any availability less than or equal to the number rolled.

Travel cost is the price to move one person or 8 cubic feet of cargo.

Services					
Name		Low	Median	High	Availability
Enchanting					
	+1	75 gp	100 gp	150 gp	11
	+2	320 gp	500 gp	700 gp	14
	+3	875 gp	1000 gp	1250 gp	16
	+4	4250 gp	5000 gp	6000 gp	18
	+5	950 pp	1000 pp	1075 pp	19
	+6	4750 pp	5000 pp	5500 pp	20
Labor					
	Messenger	1 cp/mile	2 cp/mile	4 cp/mile	7
	Unskilled	1 sp/day	2 sp/day	4 sp/day	1
	Skilled	1 gp/day	2 gp/day	4 gp/day	5
Spellcasting					
	Cure Wounds	7 gp	10 gp	15 gp	1
	Gentle Repose	38 gp	50 gp	75 gp	5
	Heal	4250 gp	5000 gp	6500 gp	20
	Identify	75 gp	100 gp	150 gp	1
	Lesser Restoration	38 gp	50 gp	75 gp	5
	Mending	3 gp	5 gp	8 gp	1
	Remove Curse	75 gp	100 gp	150 gp	6
	Revivify	375 gp	400 gp	450 gp	6
	Raise Dead	875 gp	1000 gp	1250 gp	19
	Teleport	875 pp	1000 pp	1250 pp	19
Travel					
	Land	2 cp/mile	3 cp/mile	5 cp/mile	6
	Sea	7 cp/mile	1 sp/mile	2 sp/mile	6
	Teleport Circle	7 cp	1 sp	2 sp	Special
	Toll Gate	1 cp	1 cp	2 cp	N/A

Acknowledgements and Citations

Things are added here as I remember to add them, if I've forgotten something let me know.

All hyperlinks have plaintext of the link below them. This is for redundancy's sake.

The SRD was referenced throughout the creation of this thing. All things included in this reference are either classic, standard systems that are in SRD, systems others have compiled and released to the community for free, or original research/observations.

Jrobharing created a [set of tables](#) that were incredibly useful in constructing the store section.

drive.google.com/file/d/0B8mF8uNMRN_mX3otSG9vMUpSREE/view

Wikipedia provided a plethora of references from saturnalia to the thermal conductivity of iridium and yew.

Wikipedia.com

[Donjon.bin.sh](#) for making dungeons a whole lot easier to make.

Donjon.bin.sh

I'm pretty sure I used or based something off of the complete hippo at some point. Even if I didn't it is really useful and you should [check it out](#).

www.reddit.com/r/DnDBehindTheScreen/comments/4alsr0/the_complete_hippo/

John Ross made an excellent [reference on medieval demographics](#) that I consulted.

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[Medieval Price References](#), good reference by Kenneth Hodges

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[Lectures on medieval economics](#), from University of Toronto.

economics.utoronto.ca/munro5/lecnot201.htm

External Repo This reference and some code related to it is stored [on github](#). This repo is irregularly updated, check back infrequently and there might be a new version of this document, or something in it!

<https://github.com/falderol/RPG>.