

RPG Reference

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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.

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. After this you can add more creative planes. A simple 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 shadows of a copse growing over the particularly fertile land of a mass grave would be an 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, Unicode 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 Kingdoms |
| 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 11 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 | |
| 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, roll d4, on 1 gelatinous cube |
| 15-16 | Alarm, can attract 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 of 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

Daily distance assumes 8 hours of traveling time for animals and 24 hours for boats.

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. This is the cost without any other skills of living a certain way.

| 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 | Porcini |
| 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

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

Swamp/Jungle

| 1d10 | Prey | Amount | Lbs. Meat |
|------|------------|--------|-----------|
| 1-2 | Snake | 1d2 | 4+1d8 |
| 3 | Deer | 1d8 | 20+1d8 |
| 4-6 | Small Bird | 1d20 | ½ |
| 7 | Alligator | 1d2 | 10+1d8 |
| 9 | Lizard | 1d4 | 1 |
| 9 | Toad | 1d8 | ½ |
| 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, reality is slightly overloaded. 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, Gnomwish by translating into Icelandic, Constructs by translating to Esperanto and the like.

Stats

In the Regions section on page 10 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.

Selling to Shop

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.

Stock

Simplest way to treat each store is to have every item always be in stock. Alternately the gm can decided what is in stock and what is out of stock. This reference contains a simple method for generating stock, as discussed in the following sections.

Stock Number

Each item in the shop has a stock number. It is suggested that when a gm makes a shop, they roll 1d20 and take all items equal to or below the roll for the shops stock. Alternatively the gm can choose a stock number to fit their needs.

Bias

The bias column is used to add a bit more flavor to the items sold. If the region the players are in matches a descriptor in the bias column subtract one for that items stock value for each descriptor matched. Any value 0 or below is automatically in stock.

Selling Items

Damaged weapons, armor and other equipment are basically scrap. It will be hard to sell them. Metal items can be sold to the blacksmith for half to a quarter of their raw material value.

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

Has around 750 gp on hand.

Has everything an adventurer could reasonably need. If I missed something reasonable in whatever region they players are in add it.

May have quests for adventurers.

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 | Forested, Rural |
| Light Hammer | 1 gp | 2 gp | 3 gp | 5 | Mountainous, Rural |
| Quarterstaff | 1 sp | 2 sp | 3 sp | 5 | Magical |
| Spear | 7 sp | 1 gp | 2 gp | 2 | Agriculture, 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 | Agriculture, Rural |
| Sling | 7 cp | 1 sp | 2 sp | 3 | Agriculture, Rural |
| Whip | 1 gp | 2 gp | 3 gp | 5 | Agriculture |
| Blowgun | 7 gp | 10 gp | 15 gp | 7 | Urban, Exotic, Forested |
| Hand Crossbow | 56 gp | 75 gp | 113 gp | 15 | Urban, Mercantile |
| Heavy Crossbow | 38 gp | 50 gp | 75 gp | 10 | |
| Longbow | 38 gp | 50 gp | 75 gp | 5 | Agricultural, Rural |
| Gear | | | | | |
| Arrows (20) | 7 sp | 1 gp | 2 gp | 2 | |
| Blowgun Needles (50) | 7 sp | 1 gp | 2 gp | 7 | Urban, Exotic, Forested |
| 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 | Frontier |
| Bedroll | 7 sp | 1 gp | 2 gp | 2 | Frontier |
| Blanket | 3 sp | 5 sp | 8 sp | 1 | |
| Glass Bottle | 1 gp | 2 gp | 3 gp | 3 | Magical |
| Candle | 1 cp | 1 cp | 3 cp | 5 | Magical |
| Crossbow Bolt Case | 7 sp | 1 gp | 2 gp | 5 | |
| Scroll Case | 7 sp | 1 gp | 2 gp | 5 | Magical |
| Chain (10 ft.) | 3 gp | 5 gp | 8 gp | 5 | Industrial, Mountainous |
| Chest | 3 gp | 5 gp | 8 gp | 5 | Mercantile |
| Climber's Kit | 18 gp | 25 gp | 38 gp | 5 | Mountainous |
| Travelers Clothes | 1 gp | 2 gp | 3 gp | 3 | Frontier |

| | | | | | |
|--------------------|-------|--------|--------|----|--------------------------------------|
| 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 | Agricultural, Industrial, Coastal |
| Healer's Kit | 3 gp | 5 gp | 8 gp | 15 | |
| Hourglass | 18 gp | 25 gp | 38 gp | 18 | Urban, Mercantile, Magical |
| Hunting Trap | 3 gp | 5 gp | 8 gp | 5 | Agricultural, Forested, Frontier |
| Ink (1 fl. oz.) | 7 gp | 10 gp | 15 gp | 15 | Urban, Industrial, Magical |
| Jug | 1 cp | 2 cp | 3 cp | 1 | Mercantile |
| Ladder (10 ft.) | 7 cp | 1 sp | 2 sp | 5 | Mountainous, Industrial |
| Lantern (hooded) | 3 gp | 5 gp | 8 gp | 2 | Mountainous |
| Lock | 7 gp | 10 gp | 15 gp | 18 | Urban, Mercantile |
| Mess kit | 1 sp | 2 sp | 3 sp | 5 | |
| Paper | 1 sp | 2 sp | 3 sp | 18 | Urban, Industrial, Magical |
| Parchment | 7 cp | 1 sp | 2 sp | 5 | Rural, Industrial, Magical |
| Pick (mining) | 1 gp | 2 gp | 3 gp | 5 | Mountainous |
| 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 | Mountainous, Industrial |
| Quill | 1 cp | 2 cp | 3 cp | 15 | Magical, Industrial |
| Quiver | 7 sp | 1 gp | 2 gp | 3 | Agricultural, Rural |
| Ration (1 day) | 3 sp | 5 sp | 8 sp | 5 | |
| Hemp Rope (50 ft.) | 7 sp | 1 gp | 2 gp | 3 | Agricultural, Industrial, Coastal |
| Silk Rope (50 ft.) | 7 gp | 10 gp | 15 gp | 15 | Mercantile |
| Sack | 1 cp | 1 cp | 2 cp | 1 | |
| Shovel | 1 gp | 2 gp | 3 gp | 3 | Mountainous, Rural |
| Signal Whistle | 3 cp | 5 cp | 8 cp | 7 | |
| Signet Ring | 3 gp | 5 gp | 8 gp | 18 | Mercantile |
| Spyglass | 75 pp | 100 pp | 150 pp | 18 | Costal, Mercantile, Frontier |
| Tent | 1 gp | 2 gp | 3 gp | 2 | Frontier |
| Tinderbox | 3 sp | 5 sp | 8 sp | 2 | Forested, Rural |
| Torch | 1 cp | 1 cp | 2 cp | 2 | Forested, Rural |
| Vial | 7 sp | 1 gp | 2 gp | 3 | Magical |
| Waterskin | 1 sp | 2 sp | 3 sp | 1 | Rural, Forested, Coastal |

Tools

| | | | | | |
|----------------------|-------|-------|-------|----|----------------------|
| Cartographer's Tools | 11 gp | 15 gp | 23 gp | 10 | Frontier, Mercantile |
|----------------------|-------|-------|-------|----|----------------------|

| | | | | | |
|-----------------------------|-------|-------|-------|----|-------------------------------|
| Herbalism Kit | 3 gp | 5 gp | 8 gp | 10 | Agricultural, Frontier |
| Jeweler's Tools | 18 gp | 25 gp | 38 gp | 18 | Urban, Mercantile |
| Navigator's Tools | 18 gp | 25 gp | 38 gp | 3 | Frontier, Coastal |
| <i>IF Near Water</i> | | | | | |
| 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 | |
| <i>Foodstuffs</i> | | | | | |
| Apple (1 lb.) | 1 cp | 2 cp | 1 sp | 5 | Forested, Rural |
| Brandy, Common (1 qt.) | 2 sp | 3 sp | 5 sp | 10 | Agricultural |
| Brandy, Good (1 qt.) | 1 gp | 15 sp | 3 gp | 15 | Mercantile, Agricultural |
| Bread (1 lb.) | 5 cp | 8 cp | 1 sp | 5 | Agricultural |
| Cheese, Common (1 lb.) | 1 sp | 15 cp | 2 sp | 7 | Agricultural |
| Cider (1 qt.) | 2 sp | 3 sp | 5 sp | 7 | Forested, Rural |
| Corn (1 lb.) | 4 cp | 6 cp | 8 cp | 5 | Agricultural |
| Corn, feed (1 lb.) | ½ cp | 1 cp | 2 cp | 1 | Agricultural |
| Cornmeal (1 lb.) | 6 cp | 8 cp | 1 sp | 2 | Agricultural |
| Flour (1 lb.) | 4 cp | 5 cp | 7 cp | 2 | Agricultural |
| Garlic (1 lb.) | 2 cp | 3 cp | 5 cp | 7 | Agricultural |
| Honey (1 qt.) | 6 cp | 7 cp | 8 sp | 10 | Agricultural |
| Mead (1 qt.) | 3 sp | 5 sp | 8 sp | 10 | Agricultural |
| Nuts (1 lb.) | 3 cp | 5 cp | 8 cp | 2 | Agricultural |
| Onions (1 lb.) | 1 cp | 2 cp | 5 sp | 2 | Agricultural |
| Popcorn, kernel (1 lb.) | 1 sp | 12 cp | 14 cp | 7 | Agricultural |
| Potatoes (1 lb.) | 1 cp | 2 cp | 3 cp | 1 | Agricultural |
| Rice (1 lb.) | ½ cp | 1 cp | 2 cp | 1 | Agricultural |
| Salt (1 lb.) | 3 cp | 5 cp | 8 cp | 5 | Mountainous, Rural |
| Spirit, Common (1 qt.) | 2 sp | 3 sp | 5 sp | 10 | Agricultural |
| Spirit, Good (1 qt.) | 5 sp | 7 sp | 1 gp | 15 | Mercantile, Agricultural |
| Tallow (1 lb.) | 4 sp | 6 sp | 8 sp | 10 | Agricultural |
| Wheat (1 lb.) | 1 cp | 2 cp | 3 cp | 2 | Agricultural |
| Wine, Common (1 qt.) | 1 sp | 2 sp | 3 sp | 10 | Agricultural |
| Wine, Good (1 qt.) | 7 sp | 1 gp | 15 sp | 15 | Mercantile, Agricultural |
| <i>Dishes</i> | | | | | |
| Biscuits | 7 cp | 1 sp | 2 sp | 10 | Agricultural |
| Hardtack | 6 cp | 8 cp | 1 sp | 5 | Forested, Rural |
| Jerky, Beef | 16 sp | 2 gp | 3 gp | 10 | Frontier, Agricultural, Rural |
| Pemmican | 16 sp | 2 gp | 3 gp | 10 | Frontier |
| Salted Pork | 9 sp | 12 sp | 2 gp | 5 | Frontier |
| Sauerkraut | 1 cp | 2 cp | 4 cp | 10 | Agricultural |
| Sausage, Chorizo | 20 cp | 22 cp | 26 cp | 10 | Exotic, Agricultural |
| Summer Sausage, Beef | 32 cp | 34 cp | 38 cp | 10 | Frontier, Agricultural, Rural |

Summer Sausage, Pork

18 cp

20 cp

24 cp

10

Frontier, Agricultural,
Rural

Alchemist's Shop

1000 gp on hand

Buys potions, potion ingredients for their low to median value.

May hire those skilled at alchemy, brewing, or herbalism for 2 gp a day.

Alchemist's Shop

| Item Name | Low | Median | High | Stock | Bias |
|-------------------------|-----------------------|--------|--------|-------|--|
| Gear | | | | | |
| Acid (vial) | 18 gp | 25 gp | 38 gp | 5 | Magical, Industrial |
| Alchemist's Fire(flask) | 38 gp | 50 gp | 75 gp | 8 | Magical, Industrial |
| Antitoxin(vial) | 38 gp | 50 gp | 75 gp | 3 | Magical, Mercantile |
| Component Pouch | 18 gp | 25 gp | 38 gp | 5 | Magical |
| Flask | 1 cp | 2 cp | 3 cp | 1 | Magical |
| Glass Bottle | 1 gp | 2 gp | 3 gp | 1 | Magical |
| Healer's Kit | 3 gp | 5 gp | 8 gp | 5 | Magical, Industrial |
| Ink (1 oz.) | 7 gp | 10 gp | 15 gp | 15 | Magical, Industrial |
| Jug | 1 cp | 2 cp | 3 cp | 1 | |
| Oil (flask) | 7 cp | 1 sp | 2 sp | 1 | Industrial |
| Perfume(vial) | 3 gp | 5 gp | 8 gp | 18 | Urban, Magical, Mercantile, Industrial |
| Poison | See Poisons on pg. 85 | | | 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 | Magical, Pious |
| 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 | Mercantile |
| 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, if the area is magical add 1 to your roll. 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

Buys arcane items, magical items, and scrolls for their low to median value.

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

Services

| | | | | | |
|----------|-------|--------|--------|---|---------|
| Identify | 75 gp | 100 gp | 150 gp | 2 | Magical |
|----------|-------|--------|--------|---|---------|

Miscellaneous

| | | | |
|------------------|-----|------|------|
| Spell components | 75% | 100% | 150% |
|------------------|-----|------|------|



Baker

Has 500 gold on hand

Buys foodstuff commodities for their low value if they can be used in baking.

May hire those skilled at baking for 2 gp a day.

Bakery

| Item Name | Low | Median | High | Stock | Bias |
|-------------------------|-------|--------|-------|-------|-------------------------------|
| Foodstuff | | | | | |
| Apple (1 lb.) | 1 cp | 2 cp | 1 sp | 15 | Agricultural |
| Berries (1 lb.) | 3 cp | 5 cp | 1 sp | 15 | Mercantile, Agricultural |
| Butter (1 lb.) | 1 sp | 2 sp | 3 sp | 10 | Mercantile, Agricultural |
| Corn (1 lb.) | 4 cp | 6 cp | 8 cp | 5 | Agricultural |
| Corn, feed (1 lb.) | ½ cp | 1 cp | 2 cp | 5 | Urban, Agricultural |
| Corn, sweet (1 lb.) | 8 cp | 1 sp | 12 cp | 7 | Mercantile, Agricultural |
| Cornmeal (1 lb.) | 6 cp | 8 cp | 1 sp | 3 | Agricultural |
| Cornmeal, sweet (1 lb.) | 12 cp | 15 cp | 18 cp | 5 | Mercantile, Agricultural |
| Eggs (1 dozen) | 4 cp | 6 cp | 9 cp | 7 | Agricultural |
| Flour (1 lb.) | 4 cp | 5 cp | 7 cp | 3 | Agricultural |
| Grapes (1 lb.) | 1 cp | 2 cp | 1 sp | 15 | Mercantile, Agricultural |
| Honey (1 qt.) | 6 cp | 7 cp | 8 sp | 10 | Mercantile, Agricultural |
| Milk (1 gal) | 1 cp | 2 cp | 4 cp | 10 | Agricultural |
| Nuts (1 lb.) | 3 cp | 5 cp | 8 cp | 5 | Agricultural |
| Salt (1 lb.) | 3 cp | 5 cp | 8 cp | 2 | Mountainous, Agricultural |
| Tallow (1 lb.) | 4 sp | 6 sp | 8 sp | 10 | Agricultural |
| Wheat (1 lb.) | 1 cp | 2 cp | 3 cp | 10 | Agricultural |
| Dishes | | | | | |
| Biscuits | 7 cp | 1 sp | 2 sp | 7 | Mercantile, Agricultural |
| Bread, slice | 2 cp | 3 cp | 5 cp | 5 | Agricultural |
| Bread, loaf | 6 cp | 8 cp | 10 cp | 5 | Agricultural |
| Bread, white, slice | 4 cp | 6 cp | 10 cp | 6 | Mercantile, Agricultural |
| Bread, white, loaf | 14 cp | 16 cp | 20 cp | 6 | Mercantile, Agricultural |
| Cornbread, slice | 3 cp | 4 cp | 5 cp | 5 | Agricultural |
| Cornbread, loaf | 8 cp | 11 cp | 14 cp | 5 | Agricultural |
| Cornbread, sweet, slice | 5 cp | 6 cp | 7 cp | 6 | Mercantile, Agricultural |
| Cornbread, sweet, loaf | 15 cp | 18 cp | 22 cp | 6 | Mercantile, Agricultural |
| Doughnut | 1 cp | 2 cp | 4 cp | 10 | Magical, Industrial, Urban |
| Dumplings | 3 cp | 4 cp | 5 cp | 7 | Agricultural |
| Dumpling, Cheese | 12 cp | 15 cp | 18 cp | 7 | Agricultural |

| | | | | | |
|---------------------|-------|-------|-------|----|---|
| Dumpling, Potato | 2 cp | 3 cp | 4 cp | 7 | Agricultural |
| Dumpling, Meat | 12 cp | 15 cp | 18 cp | 8 | Mercantile, Agricultural |
| Dumpling, Vegetable | 7 cp | 1 sp | 12 cp | 7 | Agricultural |
| Hardtack | 6 cp | 8 cp | 1 sp | 10 | Agricultural, Frontier |
| Hushpuppy | 4 cp | 6 cp | 10 cp | 12 | Costal, Agricultural |
| Kringle | 17 cp | 2 sp | 25 cp | 15 | Magical, Mercantile, Agricultural |
| Pancake | 4 cp | 6 cp | 8 cp | 7 | Agricultural |
| Pie, apple | 1 sp | 12 cp | 15 cp | 12 | Magical, Mercantile, Agricultural, Rural |
| Pie, berry | 26 cp | 28 cp | 35 cp | 12 | Magical, Mercantile, Agricultural |
| Pie, nut | 12 cp | 15 cp | 18 cp | 12 | Magical, Mercantile, Agricultural |
| Pie, shepherds | 25 cp | 28 cp | 32 cp | 12 | Magical, Mercantile, Agricultural |

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 | Mercantile, Industrial |
| 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 | Industrial |
| Hair Cut | 1 sp | 2 sp | 3 sp | 1 | |
| Heal 1 Hit Dice | 7 sp | 1 gp | 2 gp | 5 | Industrial |
| 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 along with a decent amount of metal.

Buys metal commodities for their low to median value.

May hire those skilled at blacksmithing for 2 gp a day.

Blacksmith's Shop

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

| | | | | | |
|------------|-------|-------|-------|----|------------------------------------|
| Shortsword | 7 gp | 10 gp | 15 gp | 1 | Frontier |
| Trident | 3 gp | 5 gp | 8 gp | 15 | Costal, Exotic |
| War Pick | 3 gp | 5 gp | 8 gp | 15 | Mountainous, Exotic |
| Warhammer | 11 gp | 15 gp | 22 gp | 5 | Mountainous, Industrial, Exotic |

Gear

| | | | | | |
|-----------------------|------|-------|-------|----|-------------------------------------|
| Ball Bearings (1,000) | 7 sp | 1 gp | 2 gp | 5 | Urban, Industrial |
| 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 | |
| Grappling Hook | 1 gp | 2 gp | 3 gp | 5 | Frontier |
| Hammer | 7 sp | 1 gp | 2 gp | 1 | |
| Hunting Trap | 3 gp | 5 gp | 8 gp | 2 | Agricultural, Forested, Frontier |
| Lamp | 3 sp | 5 sp | 8 sp | 2 | Magical, Mercantile, Industrial |
| Lantern (Bullseye) | 7 gp | 10 gp | 15 gp | 15 | |
| Lantern (Hooded) | 3 gp | 5 gp | 8 gp | 5 | Magical, Mercantile, Industrial |
| Lock | 7 gp | 10 gp | 15 gp | 18 | Urban, Industrial, Magical |
| Manacles | 1 gp | 2 gp | 3 gp | 5 | Urban, Frontier |
| Mirror (Steel) | 3 gp | 5 gp | 8 gp | 5 | Magical, Mercantile |
| Pick (mining) | 1 gp | 2 gp | 3 gp | 5 | Mountainous |
| Piton | 3 cp | 5 cp | 8 cp | 5 | Mountainous, Urban |
| Pot (Iron) | 1 gp | 2 gp | 3 gp | 15 | |
| Pulley | 7 sp | 1 gp | 2 gp | 8 | Urban, Mountainous, Industrial |
| 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 | Frontier |

Tools

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

Metals

| | | | | | |
|--------------------|-------|-------|--------|----|--|
| Adamantine (1 lb.) | 60 pp | 80 pp | 110 pp | 17 | Mountainous, Industrial, Magical |
| Aluminum (1 lb.) | 6 gp | 1 pp | 2 pp | 15 | Mountainous, Mercantile |
| Bronze (1 lb.) | 8 sp | 1 gp | 2 gp | 10 | Mountainous, Mercantile, Industrial |
| Copper (1 lb.) | 3 sp | 5 sp | 8 sp | 5 | Mountainous, Mercantile, Industrial |
| Gold (1 lb.) | 3 pp | 5 pp | 8 pp | 10 | Mountainous, Mercantile, Industrial |

| | | | | | |
|------------------|-------|-------|-------|----|--|
| Iron (1 lb.) | 7 cp | 1 sp | 2 sp | 5 | Mountainous, Mercantile, Industrial |
| Lead (1 lb.) | 3 sp | 5 sp | 8 sp | 5 | Mountainous, Mercantile, Industrial, Magical |
| Mercury (1 lb.) | 5 gp | 7 gp | 1 pp | 15 | Mountainous, Mercantile, Industrial |
| Mithral (1 lb.) | 30 pp | 50 pp | 80 pp | 17 | Mountainous, Industrial, Magical |
| Platinum (1 lb.) | 30 pp | 50 pp | 80 pp | 17 | Mountainous, Mercantile, Industrial |
| Silver (1 lb.) | 3 gp | 5 gp | 8 gp | 10 | Mountainous, Mercantile, Industrial |
| Steel (1 lb.) | 1 gp | 2 gp | 3 gp | 7 | Mountainous, Mercantile, Industrial |
| Tin (1 lb.) | 1 gp | 2 gp | 4 gp | 10 | Mountainous, Mercantile, Industrial |

Book Store

Has 1000 gp on hand

Will buy books for their low price.

May hire academics, those knowledgeable in library sciences, bookbinders, or printers for 2 gp a day.

Book Store

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

If the area is magical add 1 to the stock value. If the area is Mercantile add 1 to the stock value. Take the stock at the number equal to or less than the current stock value.

| 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

Buys butcherable animals for their low value. Don't try to sell him a horse, dogs, cats, or monster parts. That is straight up insulting and will probably cause an incident.

May hire people skilled at butchering animals for 2 gp a day.

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 | Urban, Agricultural |
| Bread (1 lb.) | 5 cp | 8 cp | 1 sp | 10 | Urban, Agricultural |
| Bread, White (1 lb.) | 1 sp | 15 cp | 2 sp | 17 | Urban, Agricultural |
| Butter (1 lb.) | 1 sp | 2 sp | 3 sp | 10 | Urban, Agricultural |
| Chicken (1 lb.) | 1 sp | 2 sp | 4 sp | 4 | Agricultural |
| Fish (1 lb.) | 2 sp | 1 gp | 2 gp | 12 | Urban, Coastal |
| Eggs (1 dozen) | 4 cp | 6 cp | 9 cp | 9 | Agricultural |
| Mutton (1 lb.) | 1 sp | 2 sp | 4 sp | 6 | Urban, Agricultural |
| Pork (1 lb.) | 1 sp | 2 sp | 4 sp | 5 | Urban, Agricultural |
| Salt (1 lb.) | 3 cp | 5 cp | 8 cp | 7 | Mountainous, Urban, Agricultural |
| Spice, Common (1 lb.) | 8 sp | 1 gp | 2 gp | 10 | Urban, Agricultural, Pious, Exotic, Mercantile, Magical |
| Spice, Uncommon (1 lb.) | 1 gp | 2 gp | 4 gp | 15 | Urban, Agricultural, Pious, Exotic, Mercantile, Magical |
| Tallow (1 lb.) | 4 sp | 6 sp | 8 sp | 5 | Urban, Agricultural |
| Livestock | | | | | |
| Chicken | 3 sp | 5 sp | 8 sp | 1 | Agricultural |
| Cow | 32 gp | 4 pp | 52 gp | 5 | Agriculture |
| Goat | 6 gp | 8 gp | 12 gp | 1 | Agricultural |
| Ox | 4 pp | 52 gp | 6 pp | 10 | Agriculture |
| Pig | 12 gp | 15 gp | 2 pp | 2 | Agricultural, Magical |
| Rabbit | 1 sp | 3 sp | 4 sp | 1 | Agricultural, Magical |
| Sheep | 6 gp | 8 gp | 12 gp | 5 | Agricultural |
| Dishes | | | | | |
| Beef Sandwich | 18 cp | 22 cp | 30 cp | 17 | Urban, Agricultural |
| Chicken | 15 cp | 2 sp | 25 cp | 5 | Urban, Agricultural |
| Chicken Sandwich | 12 cp | 16 cp | 22 cp | 17 | Urban, Agricultural |
| Chicken, Fried | 17 cp | 22 cp | 27 cp | 5 | Urban, Agricultural |
| Fish, Fried | 24 cp | 1 gp | 2 gp | 15 | Coastal, Urban |
| Gravy, brown | 1 cp | 2 cp | 3 cp | 17 | Urban, Agricultural |
| Gravy, white | 2 cp | 4 cp | 6 cp | 17 | Urban, Agricultural |
| Fish Sandwich | 12 cp | 5 sp | 75 cp | 17 | Coastal, Agricultural |

| | | | | | |
|------------------------|-------|-------|-------|----|-----------------------------|
| Jerky, Beef | 16 sp | 2 gp | 3 gp | 10 | Urban, Agricultural |
| Mutton, leg | 15 cp | 2 sp | 25 cp | 5 | Urban, Agricultural |
| Pemmican | 16 sp | 2 gp | 3 gp | 15 | Agricultural. Frontier |
| Pie, shepherds | 25 cp | 28 cp | 32 cp | 17 | Urban, Agricultural |
| Pork, Fried | 14 cp | 18 cp | 24 cp | 5 | Urban, Agricultural |
| Pork Sandwich | 12 cp | 16 cp | 22 cp | 17 | Urban, Agricultural |
| Porkchop | 3 sp | 4 sp | 5 sp | 5 | Urban, Agricultural |
| Salted Pork | 9 sp | 12 sp | 2 gp | 7 | Frontier |
| Sausage, Beef | 24 cp | 26 cp | 30 cp | 2 | Urban, Agricultural |
| Sausage, Bratwurst | 16 cp | 18 cp | 20 cp | 2 | Urban, Agricultural |
| Sausage, Chorizo | 20 cp | 22 cp | 26 cp | 3 | Exotic, Urban, Agricultural |
| Sausage, Indeterminate | 6 cp | 8 cp | 10 cp | 1 | Urban |
| Sausage, Italian | 20 cp | 22 cp | 26 cp | 2 | Urban, Agricultural |
| Sausage, Polish | 18 cp | 20 cp | 24 cp | 2 | Urban, Agricultural |
| Sausage, Pork | 11 cp | 13 cp | 15 cp | 2 | Urban, Agricultural |
| Summer Sausage, Beef | 32 cp | 34 cp | 38 cp | 2 | Urban, Agriculture |
| Summer Sausage, Pork | 18 cp | 20 cp | 24 cp | 2 | Urban, Agricultural |
| Steak | 4 sp | 6 sp | 8 sp | 7 | Urban, Agricultural |
| Steak, Fried | 3 sp | 5 sp | 7 sp | 7 | Urban, Agricultural |

Cobbler's Store

Has 500 gold on hand.

Buys magical shoes for their median value.

May hire people skilled at cobbling for 2 gp a day.

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 | |

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 | 100 pp |
| 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 in lieu of payment.

Flip a d2, on a 1 general store, on a 2 adventure's emporium.

This shop will purchase any magical item for its low 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.

This shop sells magical items. Every item in the shop is slightly magical.

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

Leaving the players on the street outside

| 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 non-magical 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 Monsters | While smoking this pipe the payer can use an 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 | 1000 gp |
| Rare | 2500 gp | 5000 gp | 10000 gp |
| Very Rare | 25000 gp | 50000 gp | 100000 gp |
| Legendary | 250000 gp | 500000 gp | 1000000 gp |

Fletcher

Has 500 gp on hand

May hire people skilled in fletching for 2 gp a day.

Buys wood commodities for their low to median value.

Fletcher's Shop

| Item Name | Low | Median | High | Stock | Bias |
|------------------------|-------|--------|--------|-------|-----------------------------|
| Simple Weapons | | | | | |
| Light crossbow | 18 gp | 25 gp | 38 gp | 5 | Urban, Frontier |
| Shortbow | 18 gp | 25 gp | 38 gp | 1 | Frontier |
| Martial Weapons | | | | | |
| Hand Crossbow | 56 gp | 75 gp | 113 gp | 13 | Urban, Frontier, Mercantile |
| Heavy Crossbow | 38 gp | 50 gp | 75 gp | 10 | Frontier |
| Longbow | 38 gp | 50 gp | 75 gp | 5 | Frontier, Rural |
| Commodities | | | | | |
| Adamantine (1 lb.) | 60 pp | 80 pp | 110 pp | 17 | Mountainous |
| Aluminum (1 lb.) | 6 gp | 1 pp | 2 pp | 15 | Mountainous |
| Bronze (1 lb.) | 8 sp | 1 gp | 2 gp | 5 | Mountainous |
| Copper (1 lb.) | 3 sp | 5 sp | 8 sp | 12 | Mountainous |
| Gold (1 lb.) | 3 pp | 5 pp | 8 pp | 10 | Mountainous |
| Iron (1 lb.) | 7 cp | 1 sp | 2 sp | 5 | Mountainous |
| Lead (1 lb.) | 3 sp | 5 sp | 8 sp | 10 | Mountainous |
| Mercury (1 lb.) | 5 gp | 7 gp | 1 pp | 12 | Mountainous |
| Mithral (1 lb.) | 30 pp | 50 pp | 80 pp | 17 | Mountainous |
| Platinum (1 lb.) | 30 pp | 50 pp | 80 pp | 12 | Mountainous |
| Silver (1 lb.) | 3 gp | 5 gp | 8 gp | 10 | Mountainous |
| Steel (1 lb.) | 1 gp | 2 gp | 3 gp | 5 | Mountainous |
| Tin (1 lb.) | 1 gp | 2 gp | 4 gp | 10 | Mountainous |
| 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 | Forested |
| Cedar (1 lb.) | 3 sp | 5 sp | 8 sp | 10 | Forested |
| Darkwood (1 lb.) | 5 pp | 15 pp | 25 pp | 17 | Industrial, Magical |
| Ironwood (1 lb.) | 10 pp | 30 pp | 50 pp | 17 | Industrial, Magical |
| Maple (1 lb.) | 3 sp | 5 sp | 8 sp | 10 | Forested |
| Pine (1 lb.) | 1 sp | 2 sp | 4 sp | 10 | Forested |
| Oak (1 lb.) | 1 sp | 2 sp | 5 sp | 5 | Forested |
| Osage Orange (1 lb.) | 1 gp | 2 gp | 4 gp | 15 | Forested |
| Yew (1 lb.) | 1 gp | 2 gp | 4 gp | 15 | Forested |

General Store

Has 500 gp on hand

Buys all commodities for their low value.

May hire unskilled labor for 2 sp a day.

General Store

| Item Name | Low | Median | High | Stock | Bias |
|--------------------------------|-------|--------|-------|-------|---|
| <i>Adventuring Gear</i> | | | | | |
| Abacus | 1 gp | 2 gp | 3 gp | 7 | Magical, Industrial |
| Barrel | 1 gp | 2 gp | 3 gp | 5 | Industrial, Agricultural |
| Blanket | 3 sp | 5 sp | 8 sp | 1 | |
| Bucket | 3 cp | 5 cp | 8 cp | 3 | Industrial, Agricultural |
| Candle | 1 cp | 1 cp | 2 cp | 1 | Magical, Mercantile, Industrial |
| Chest | 3 gp | 5 gp | 8 gp | 5 | Mercantile, Industrial |
| Clothes (Common) | 3 sp | 5 sp | 8 sp | 5 | |
| Clothes (Fine) | 11 gp | 15 gp | 23 gp | 18 | Urban, Mercantile |
| Flask | 1 cp | 2 cp | 3 cp | 1 | |
| Glass Bottle | 1 gp | 2 gp | 3 gp | 5 | Industrial, Magical |
| Hammer | 7 sp | 1 gp | 2 gp | 5 | Industrial |
| Ink (1 oz.) | 7 gp | 10 gp | 15 gp | 3 | Magical, Industrial |
| Ink Pen | 1 cp | 2 cp | 3 cp | 5 | Magical, Industrial |
| Jug | 1 cp | 2 cp | 3 cp | 1 | |
| Ladder (10 ft.) | 7 cp | 1 sp | 2 sp | 5 | Industrial |
| Lantern (hooded) | 3 gp | 5 gp | 8 gp | 5 | Industrial |
| Lamp | 3 gp | 5 sp | 8 sp | 4 | Magical, Mercantile, Industrial, Mountainous |
| Lock | 7 gp | 10 gp | 15 gp | 15 | Mercantile, Industrial, Urban |
| Mess Kit | 1 sp | 2 sp | 3 sp | 5 | Industrial |
| Miner's Pick | 1 gp | 2 gp | 3 gp | 8 | Mountainous |
| Mirror (Steel) | 3 gp | 5 gp | 8 gp | 8 | Magical |
| Paper (one sheet) | 1 sp | 2 sp | 3 sp | 7 | Magical, Industrial |
| Parchment (one sheet) | 7 cp | 1 sp | 2 sp | 2 | Magical, Industrial |
| 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 | Costal, Agricultural, Industrial, Mountainous |
| Rope (silk, 50 ft.) | 7 gp | 10 gp | 15 gp | 18 | Exotic, Mercantile |
| Sack | 1 cp | 1 cp | 2 cp | 1 | |
| Scale | 3 gp | 5 gp | 8 gp | 7 | Magical, Mercantile, Industrial |
| Shovel | 1 gp | 2 gp | 3 gp | 5 | Mountainous, Rural |
| Signet Ring | 3 gp | 5 gp | 8 gp | 8 | Magical, Mercantile, Industrial, Pious |
| Soap | 1 cp | 2 cp | 3 cp | 5 | Magical, Mercantile |

| | Vial | 7 sp | 1 gp | 2 gp | 5 | Magical, Industrial |
|-------------------------|------|-------|-------|-------|----|---------------------------------|
| Tools | | | | | | |
| Carpenter's Tools | | 11 gp | 15 gp | 23 gp | 3 | Industrial |
| Cobbler's Tools | | 3 gp | 5 gp | 8 gp | 5 | Industrial |
| Cook's Utensils | | 7 sp | 1 gp | 2 gp | 2 | Industrial |
| Glassblower's Tools | | 22 gp | 30 gp | 45 gp | 18 | Industrial |
| Leatherworker's Tools | | 3 gp | 5 gp | 8 gp | 5 | Industrial |
| Mason's Tools | | 7 gp | 10 gp | 15 gp | 2 | Industrial |
| Potter's Tools | | 7 gp | 10 gp | 15 gp | 5 | Industrial |
| Smith's Tools | | 7 gp | 15 gp | 20 gp | 15 | Industrial |
| Weaver's Tools | | 7 sp | 1 gp | 2 gp | 5 | Industrial |
| Woodcarver's Tools | | 7 sp | 1 gp | 2 gp | 2 | Industrial |
| Foodstuff | | | | | | |
| Apples (1 lb.) | | 1 cp | 2 cp | 1 sp | 2 | Rural, Agricultural |
| Beans (1 lb.) | | 1 cp | 2 cp | 3 cp | 2 | Rural, Agricultural |
| Beer (1 qt.) | | 7 cp | 1 sp | 2 sp | 4 | Rural, Agricultural |
| Berries (1 lb.) | | 3 cp | 5 cp | 1 sp | 3 | Rural, Agricultural |
| Brandy, Common (1 qt.) | | 2 sp | 3 sp | 5 sp | 12 | Rural, Agricultural |
| Brandy, Good (1 qt.) | | 1 gp | 15 sp | 3 gp | 17 | Magical, Mercantile, Rural |
| Bread (1 lb.) | | 5 cp | 8 cp | 1 sp | 4 | Rural, Agricultural |
| Bread, White (1 lb.) | | 1 sp | 15 cp | 2 sp | 10 | Urban, Mercantile |
| Butter (1 lb.) | | 1 sp | 2 sp | 3 sp | 5 | Rural, Agricultural |
| Carrots (1 lb.) | | 1 cp | 2 cp | 4 sp | 2 | Rural, Agricultural |
| Cheese, Common (1 lb.) | | 1 sp | 15 cp | 2 sp | 3 | Rural, Agricultural |
| Cider (1 qt.) | | 2 sp | 3 sp | 5 sp | 5 | Rural, Agricultural |
| Coffee (1 lb.) | | 2 cp | 3 cp | 5 cp | 7 | Magical, Mercantile, Industrial |
| Corn (1 lb.) | | 4 cp | 6 cp | 8 cp | 3 | Rural, Agricultural |
| Corn, feed (1 lb.) | | ½ cp | 1 cp | 2 cp | 1 | Rural, Agricultural |
| Corn, sweet (1 lb.) | | 8 cp | 1 sp | 12 cp | 15 | Rural, Agricultural |
| 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 | Rural, Agricultural |
| Flour (1 lb.) | | 4 cp | 5 cp | 7 cp | 2 | Rural, Agricultural |
| Flour, White (1 lb.) | | 8 cp | 1 sp | 12 cp | 7 | Urban |
| Garlic (1 lb.) | | 2 cp | 3 cp | 5 cp | 5 | Rural, Magical |
| Gourds (1 lb.) | | 7 cp | 9 cp | 12 cp | 3 | Rural, Agricultural |
| Grapes (1 lb.) | | 1 cp | 2 cp | 1 sp | 12 | Agricultural, Mercantile |
| Greens (1 lb.) | | 2 cp | 4 cp | 6 cp | 1 | Rural, Agricultural |
| Honey (1 qt.) | | 6 cp | 7 cp | 8 sp | 10 | Rural, Agricultural |
| Mead (1 qt.) | | 3 sp | 5 sp | 8 sp | 12 | Rural, Agricultural |
| Melons (1 lb.) | | 7 cp | 9 cp | 12 cp | 5 | Rural, Agricultural |
| Milk (1 gal) | | 1 cp | 2 cp | 4 cp | 2 | Rural Agricultural |
| Nuts (1 lb.) | | 3 cp | 5 cp | 8 cp | 5 | Rural, Agricultural |
| Onions (1 lb.) | | 1 cp | 2 cp | 5 sp | 2 | Rural, Magical |

| | | | | | |
|-------------------------|------|-------|-------|----|----------------------------------|
| Oranges (1 lb.) | 1 cp | 2 cp | 1 sp | 15 | Agricultural, Oranges |
| Popcorn, kernel (1 lb.) | 1 sp | 12 cp | 14 cp | 12 | Rural, Agricultural |
| Potatoes (1 lb.) | 1 cp | 2 cp | 3 cp | 1 | Rural, Agricultural |
| Radish (1 lb.) | 1 cp | 2 cp | 4 sp | 3 | Rural, Agricultural |
| Rice (1 lb.) | ½ cp | 1 cp | 2 cp | 2 | Rural, Agricultural |
| Salt (1 lb.) | 3 cp | 5 cp | 8 cp | 2 | Mountainous, Rural, Agricultural |
| Spice, Common (1 lb.) | 8 sp | 1 gp | 2 gp | 2 | Rural, Agricultural |
| Spice, Uncommon (1 lb.) | 1 gp | 2 gp | 4 gp | 7 | Agricultural, Mercantile |
| Spirit, Common (1 qt.) | 2 sp | 3 sp | 5 sp | 5 | Rural, Agricultural |
| Spirit, Good (1 qt.) | 5 sp | 7 sp | 1 gp | 10 | Rural, Agricultural |
| Tea (1 lb.) | 1 sp | 12 cp | 15 cp | 7 | Agricultural, Mercantile |
| Tomato (1 lb.) | 7 cp | 9 cp | 12 cp | 3 | Rural, Agricultural |
| Watermelon (1 lb.) | 5 cp | 7 cp | 10 cp | 3 | Rural, Agricultural |
| Wheat (1 lb.) | 1 cp | 2 cp | 3 cp | 3 | Rural, Agricultural |
| Wine, Common (1 qt.) | 1 sp | 2 sp | 3 sp | 5 | Rural, Agricultural |
| Wine, Good (1 qt.) | 7 sp | 1 gp | 15 sp | 15 | Rural, Agricultural |
| Yams (1 lb.) | 1 cp | 2 cp | 4 sp | 5 | Rural Agricultural |

Leatherworker

Has 500 gp on hand

May hire people skilled in leatherworking or tanning for 2 gp a day.

Leatherworker's Shop

| Item Name | Low | Median | High | Stock | Bias |
|-----------------------|----------|----------|----------|-------|---------------------------------------|
| Light Armor | | | | | |
| Leather | 7 gp | 10 gp | 15 gp | 2 | Frontier |
| Studded Leather | 33 gp | 45 gp | 68 gp | 5 | Frontier |
| Medium Armor | | | | | |
| Hide | 7 gp | 10 gp | 15 gp | 2 | Frontier |
| Shield | | | | | |
| Shield | 7 gp | 10 gp | 15 gp | 5 | Frontier |
| Weapons | | | | | |
| Sling | 7 cp | 1 sp | 2 cp | 5 | Rural, Frontier |
| Gear | | | | | |
| Barding (Mount Armor) | 3x Mount | 4x Mount | 5x Mount | 15 | Frontier, Mercantile |
| Bit and Bridle | 1 gp | 2 gp | 3 gp | 5 | Frontier, Mercantile |
| Pack Saddle | 3 gp | 5 gp | 8 gp | 2 | Frontier |
| Riding Saddle | 8 gp | 10 gp | 15 gp | 5 | Frontier |
| Military Saddle | 15 gp | 20 gp | 30 gp | 10 | Frontier, Mercantile |
| Exotic Saddle | 50 gp | 60 gp | 80 gp | 17 | Frontier, Exotic, Mercantile, Magical |
| Saddlebags | 2 gp | 4 gp | 7 gp | 5 | Frontier |
| Waterskin | 1 sp | 2 sp | 3 sp | 1 | Frontier |
| Tools | | | | | |
| Bagpipes | 22 gp | 30 gp | 45 gp | 20 | Magical, Frontier, Pious |
| 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.

Will buy musical instruments for their low value.

May hire musical people to give lessons paid 1 gp per lesson.

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 | Mercantile |
| Flute | 1 gp | 2 gp | 3 gp | 1 | Magical |
| Glockenspiel | 8 gp | 10 gp | 15 gp | 10 | Mercantile |
| Horn | 2 gp | 3 gp | 5 gp | 1 | Mercantile |
| Hurdy Gurdy | 26 gp | 35 gp | 52 gp | 15 | Mercantile |
| Lute | 26 gp | 35 gp | 52 gp | 15 | Mercantile |
| Lyre | 22 gp | 30 gp | 45 gp | 5 | Mercantile |
| Mandolin | 22 gp | 30 gp | 45 gp | 5 | Mercantile |
| Oboe | 15 gp | 20 gp | 30 gp | 5 | Mercantile |
| Ocarina | 9 gp | 12 gp | 18 gp | 5 | Mercantile |
| Pan Flute | 9 gp | 12 gp | 18 gp | 10 | Mercantile |
| Shawm | 1 gp | 2 gp | 3 gp | 1 | Mercantile |
| Trombone | 22 gp | 30 gp | 45 gp | 10 | Mercantile |
| Trumpet | 15 gp | 20 gp | 30 gp | 10 | Frontier, Mercantile |
| Tuba | 22 gp | 30 gp | 45 gp | 10 | Mercantile |
| Viol | 22 gp | 30 gp | 45 gp | 5 | Mercantile |
| Tools | | | | | |
| Leatherworker's Tools | 3 gp | 5 gp | 8 gp | 15 | Mercantile |
| Tinker's Tools | 38 gp | 50 gp | 75 gp | 15 | Mercantile |
| Smith's Tools | 7 gp | 15 gp | 20 gp | 15 | Mercantile |
| Services | | | | | |
| Musical Lessons | 5 sp | 1 gp | 2 gp | 10 | Mercantile |

Tailor

Has 500 gp on hand

May hire weavers or tailors for 2 gp a day.

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 | Mercantile |
| Robes | 7 sp | 1 gp | 2 gp | 10 | Pious, Magical, Exotic |
| Travelers | 1 gp | 2 gp | 3 gp | 10 | Mercantile, Magical |
| Tools | | | | | |
| Weaver's Tools | 7 sp | 1 gp | 2 gp | 2 | 1 |
| Textiles | | | | | |
| Canvas (sq. yd.) | 7 cp | 1 sp | 2 sp | 2 | Rural, Mountainous, Forested, Industrial, Frontier, Coastal |
| Linen (sq. yd.) | 4 gp | 5 gp | 7 gp | 7 | Urban, Pious, Mercantile, Magical |
| Silk (sq. yd.) | 8 gp | 10 gp | 13 gp | 15 | Pious, Mercantile |

Tavern/Inn

Sells dishes from the commodity section on page 69 and beds for the night.

May hire Entertainers or Cooks for 2 gp a day.

| 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. These are all 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 69 along with the foodstuff in the commodities section on page 66 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

About 5,000 gp on hand.

Willing to deal in goods of questionable origin for 75±15% of their low value.

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. 85, select a few | | | 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 for barter.

Provides basic shelter and food.

Can provide spellcasting services. For more info, look at services on page 68.

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

Jeweler

Has 1000 gp on hand

Buys Gems and Metal commodities. Should buy for low prices.

Small Sized Jewelry is something like a ring.

Normal Sized Jewelry is something like a pair of earrings or a broach.

Large Sized Jewelry is something like a necklace.

May hire jewelers for 2 gp a day.

| | | Jeweler's Shop | | | |
|---------------------------|-----------|----------------|------------|-------|----------------------------------|
| Item Name | Low | Median | High | Stock | Bias |
| Gear | | | | | |
| Adamantium Jewelry | 6 pp | 8 pp | 10 pp | 20 | Mountainous, Mercantile, Magical |
| Adamantium Necklace | 8 pp | 10 pp | 12 pp | 20 | Mountainous, Mercantile, Magical |
| Adamantium Ring | 4 pp | 6 pp | 8 pp | 20 | Mountainous, Mercantile, Magical |
| Custom Adamantium Jewelry | Gem +70pp | Gem +80pp | Gem +100pp | 20 | Mountainous, Mercantile, Magical |
| Copper Jewelry | 3 cp | 4 cp | 6 cp | 1 | Mountainous, Mercantile |
| Copper Jewelry (Large) | 3 cp | 5 cp | 8 cp | 1 | Mountainous, Mercantile |
| Copper Jewelry (Small) | 2 cp | 3 cp | 4 cp | 1 | Mountainous, Mercantile, Magical |
| Custom Copper Jewelry | Gem +38cp | Gem +50cp | Gem +75cp | 1 | Mountainous, Mercantile |
| Crystal (Arcane) | 8 gp | 10 gp | 15 gp | 5 | Industrial, Magical |
| Gold Jewelry | 3 gp | 4 gp | 6 gp | 5 | Mountainous, Mercantile |
| Gold Jewelry (Large) | 3 gp | 5 gp | 8 gp | 5 | Mountainous, Mercantile |
| Gold Jewelry (Small) | 2 gp | 3 gp | 4 gp | 5 | Mountainous, Mercantile, Magical |
| Custom Gold Jewelry | Gem +38gp | Gem +50gp | Gem +75gp | | Mountainous, Mercantile |
| Mithril Jewelry | 3 pp | 4 pp | 6 pp | 17 | Mountainous, Mercantile, Magical |
| Mithril Jewelry (Large) | 3 pp | 5 pp | 8 pp | 17 | Mountainous, Mercantile, Magical |
| Mithril Jewelry (Small) | 2 pp | 3 pp | 4 pp | 17 | Mountainous, Mercantile, Magical |
| Custom Mithril Jewelry | Gem +40pp | Gem +50pp | Gem +75pp | 17 | Mountainous, Mercantile |
| Orb (Arcane) | 15 gp | 20 gp | 30 gp | 15 | Industrial, Magical |
| Platinum Jewelry | 3 pp | 4 pp | 6 pp | 15 | Mountainous, Mercantile |
| Platinum Jewelry (Large) | 3 pp | 5 pp | 8 pp | 15 | Mountainous, Mercantile |
| Platinum Jewelry (Small) | 2 pp | 3 pp | 4 pp | 15 | Mountainous, Mercantile, Magical |
| Custom Platinum | Gem | Gem | Gem | 15 | Mountainous, |

| Jewelry | +38pp | +50pp | +75pp | | Mercantile |
|------------------------|------------------|------------------|------------------|---|--|
| Signet Ring | 3 gp | 5 gp | 8 gp | 5 | Pious, Industrial, Mercantile, Magical |
| Silver Jewelry | 3 sp | 4 sp | 6 sp | 2 | Mountainous, Mercantile |
| Silver Jewelry (Large) | 3 sp | 5 sp | 8 sp | 2 | Mountainous, Mercantile |
| Silver Jewelry (Small) | 2 sp | 3 sp | 4 sp | 2 | Mountainous, Mercantile, Magical |
| Custom Silver Jewelry | Gem +4gp | Gem +5gp | Gem +8gp | 2 | Mountainous, Mercantile |
| 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 | |
| Stonecutting | 23% Gem Value | 25% Gem Value | 27% Gem Value | 8 | |
| 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 85.

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

May hire those skilled in magic for 2 gp a day, and those unskilled for 2 sp a day.



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 easy to find equivalencies. Fun fact, 50 of any standard currency weighs 1 pound.

Standard

Below are two tables. The top table contains the weight of the most common RPG currency, if it was solid metal. The middle table contains the worth of 1 oz. ingots of the common metals. The bottom contains the worth of 1 pound 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 | $\frac{125}{4}$ |

1 lb. ingots

| Material | Worth (gp) |
|----------|---------------|
| Copper | $\frac{1}{2}$ |
| Silver | 5 |
| Gold | 50 |
| Platinum | 500 |

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 (Ancient Mesopotamia)

Currency from the cradle of civilization. These are more of units of weight than anything. The currency is the corresponding weight in silver.

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

Anglo Saxon (Medieval England)

All currency is silver. Each coin being a weight of silver. Later on the coins slowly got away from their proper weights, and some were made bronze.

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 groat = 4 pence = 8.32 cp

1 pence = 4 farthing = 2.08 cp

1 farthing = 0.52 cp

Augustan (Early Roman Empire)

Currency reform introduced to the Roman Empire by Augustus. The Aureus and Quinarius Auereus were gold. The Denarius, Quinarius Argenteus, Sesterius were silver. Dupondius was brass. As was bronze.

1 lb. gold → 40 Aureus → 80 Quinarius Auereus → 1000 Denarius → 2000 Quinarius Argenteus →

4000 Sesterius → 8000 Dupondius → 16000 As

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

1 Quinarius Auereus = 6 sp 2.5 cp

1 Denarius = 2 Quinarius Argenteus = 5 cp

1 Quinarius Argenteus = 2 Sesterius = 2.5 cp

1 Sesterius = 4 Asses = 1.25 cp

1 Dupondius = 2 Asses = 0.625

1 As = 0.3125 cp

Spanish Colonial (Pirate)

The Spanish dollar was the first world currency. Its value fluctuated quite a bit which makes a good conversion a bit hard. The following is a snapshot of what it looked like in 1537. A Piece of 8 is a Real in case you are wondering. Doubloon's and Escudos are gold. Dollars and Reals are silver. Maravedis are copper.

1 Oz. silver → 1 Real

1 Doubloon → 2 Escudos → 4 Dollars → 32 Reales → 1088 Maravedi

1 Doubloon = 2 Escudos = 1 pp

1 Escudos = 16 Reales = 5 gp

1 Dollar = 8 Reales = 2 gp 5 sp

1 Real = 34 Maravedi = 31.25 cp

1 Maravedi = 0.919 cp

Fantasy

Here are some currency divisions I've made up. Some are complete fantasy, others are based on real systems without a satisfactory conversion into the system.

Binary

In an attempt at currency reform a wizard concocted this ideal currency. It is based around the bit. A small quarter inch 3 dimensional puzzle piece. Larger denominations of currency are made by combining smaller denominations. Combine any of the same denomination and you get the next denomination. Some of the named pieces are below.

1 Chicken Sandwich → 1 Bite

1 Word → 8 Pages → 32 Chilios → 256 Bites → 4096 Nibbles → 16384 Trifles → 32768 Bits

1 Bit = 1.25 cp

1 Trifle = 2 Bits = 0.25 cp

1 Nibble = 4 Trifles 1 cp

1 Bite = 16 Nibbles = 128 Bits = 1 sp 6 cp

1 Chilio = 8 Bites = 1024 Bits = 1 gp 2 sp 8 cp

1 Page = 4 Chilio = 4096 Bits = 5 gp 1 sp 2 cp

1 Word = 8 Pages = 32768 Bits = 4 pp 0 gp 9 sp 6 cp

Dozenal

Many societies throughout history used a base 12 system. Some say it is much superior to our nonsensical base 10. After all the only reason base 10 makes sense is because it is how many fingers we have. If fantasy races don't have as many then maybe the more common sense system of base 12 will prevail. This is a simple conversion from cp into a base 12 system

1 dpp → 12 dgp → 144 dsp → 1728 dcp

1 dpp = 1 pp 7 gp 2 sp 8 cp

1 dgp = 1 gp 4 sp 4 cp

1 dsp = 1 sp 2 cp

1 dcp = 1cp

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 arcane 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.

Gemstone prices are for cut, not unprocessed gemstones. Unprocessed gemstones are worth 1/10th the price of cut gemstones.

Raw Materials

| Name | Low | Median | High | | | | |
|-------------------------|-------|--------|--------|-------------------------|-------|-------|-------|
| Arcane | | | | Grapes (1 lb.) | 1 cp | 2 cp | 1 sp |
| Adamantine (1 lb.) | 60 pp | 80 pp | 110 pp | Greens (1 lb.) | 2 cp | 4 cp | 6 cp |
| Darkwood (1 lb.) | 5 pp | 15 pp | 25 pp | Honey (1 qt.) | 6 cp | 7 cp | 8 sp |
| Ironwood (1 lb.) | 10 pp | 30 pp | 50 pp | Mead (1 qt.) | 3 sp | 5 sp | 8 sp |
| Mithral (1 lb.) | 30 pp | 50 pp | 80 pp | Melons (1 lb.) | 7 cp | 9 cp | 12 cp |
| Foodstuff | | | | Milk (1 gal) | 1 cp | 2 cp | 4 cp |
| Ale (1 qt.) | 7 cp | 1 sp | 2 sp | Mutton (1 lb.) | 1 sp | 2 sp | 4 sp |
| Apple (1 lb.) | 1 cp | 2 cp | 1 sp | Nuts (1 lb.) | 3 cp | 5 cp | 8 cp |
| Beans (1 lb.) | 1 cp | 2 cp | 3 cp | Onions (1 lb.) | 1 cp | 2 cp | 5 sp |
| Beef (1 lb.) | 4 sp | 6 sp | 8 sp | Orange (1 lb.) | 1 cp | 2 cp | 1 sp |
| Beer (1 qt.) | 7 cp | 1 sp | 2 sp | Popcorn, kernel (1 lb.) | 1 sp | 12 cp | 14 cp |
| Berries (1 lb.) | 3 cp | 5 cp | 1 sp | Pork (1 lb.) | 1 sp | 2 sp | 4 sp |
| Brandy, Common (1 qt.) | 2 sp | 3 sp | 5 sp | Potatoes (1 lb.) | 1 cp | 2 cp | 3 cp |
| Brandy, Good (1 qt.) | 1 gp | 15 sp | 3 gp | Radish (1 lb.) | 1 cp | 2 cp | 4 sp |
| Brandy, Fine (1 qt.) | 1 pp | 15 gp | 3 pp | Rice (1 lb.) | ½ cp | 1 cp | 2 cp |
| Bread (1 lb.) | 5 cp | 8 cp | 1 sp | Salt (1 lb.) | 3 cp | 5 cp | 8 cp |
| Bread, White (1 lb.) | 1 sp | 15 cp | 2 sp | Spice, Common (1 lb.) | 8 sp | 1 gp | 2 gp |
| Butter (1 lb.) | 1 sp | 2 sp | 3 sp | Spice, Uncommon (1 lb.) | 1 gp | 2 gp | 4 gp |
| Carrots (1 lb.) | 1 cp | 2 cp | 4 sp | Spice, Rare (1 lb.) | 2 gp | 3 gp | 5 gp |
| Cheese, Common (1 lb.) | 1 sp | 15 cp | 2 sp | Spice, Mythic (1 lb.) | 13 gp | 15 gp | 18 gp |
| Cheese, Rare (1 lb.) | 2 sp | 4 sp | 8 sp | Spirit, Common (1 qt.) | 2 sp | 3 sp | 5 sp |
| Cheese, Mythic (1 lb.) | 7 sp | 1 gp | 2 gp | Spirit, Good (1 qt.) | 5 sp | 7 sp | 1 gp |
| Chicken (1 lb.) | 1 sp | 2 sp | 4 sp | Spirit, Fine (1 qt.) | 1 gp | 15 sp | 3 gp |
| Cider (1 qt.) | 2 sp | 3 sp | 5 sp | Tallow (1 lb.) | 4 sp | 6 sp | 8 sp |
| Coffee (1 lb.) | 2 cp | 3 cp | 5 cp | Tea (1 lb.) | 1 sp | 12 cp | 15 cp |
| Corn (1 lb.) | 4 cp | 6 cp | 8 cp | Tomato (1 lb.) | 7 cp | 9 cp | 12 cp |
| Corn, feed (1 lb.) | ½ cp | 1 cp | 2 cp | Watermelon (1 lb.) | 5 cp | 7 cp | 10 cp |
| Corn, sweet (1 lb.) | 8 cp | 1 sp | 12 cp | Wheat (1 lb.) | 1 cp | 2 cp | 3 cp |
| Cornmeal (1 lb.) | 6 cp | 8 cp | 1 sp | Wine, Common (1 qt.) | 1 sp | 2 sp | 3 sp |
| Cornmeal, sweet (1 lb.) | 12 cp | 15 cp | 18 cp | Wine, Good (1 qt.) | 7 sp | 1 gp | 15 sp |
| Eggs (1 dozen) | 4 cp | 6 cp | 9 cp | Wine, Fine (1 qt.) | 7 gp | 1 pp | 15 gp |
| Fish (1 lb.) | 2 sp | 1 gp | 2 gp | Yams (1 lb.) | 1 cp | 2 cp | 4 sp |
| Flour (1 lb.) | 4 cp | 5 cp | 7 cp | Gemstones | | | |
| Flour, White (1 lb.) | 8 cp | 1 sp | 12 cp | Banded Agate | 7 gp | 10 gp | 15 gp |
| Garlic (1 lb.) | 2 cp | 3 cp | 5 cp | Eye Agate | 7 gp | 10 gp | 15 gp |
| Gourds (1 lb.) | 7 cp | 9 cp | 12 cp | Moss Agate | 7 gp | 10 gp | 15 gp |

| | | | | | | | |
|------------------|--------|--------|--------|--------------------|-------|-------|--------|
| Alexandrite | 45 pp | 50 pp | 60 pp | Spinel | 8 pp | 10 pp | 15 pp |
| Amber | 8 pp | 10 pp | 15 pp | Blue Spinel | 45 pp | 50 pp | 60 pp |
| Amethyst | 8 pp | 10 pp | 15 pp | Tiger Eye | 7 gp | 10 gp | 15 gp |
| Aquamarine | 45 pp | 50 pp | 60 pp | Topaz | 45 pp | 50 pp | 60 pp |
| Azurite | 7 gp | 10 gp | 15 gp | Tourmaline | 8 pp | 10 pp | 15 pp |
| Bezoar Stone | 8 pp | 10 pp | 15 pp | Turquoise | 7 gp | 10 gp | 15 gp |
| Bloodstone | 4 pp | 5 pp | 7 pp | Zircon | 4 pp | 5 pp | 7 pp |
| Carnelian | 4 pp | 5 pp | 7 pp | Livestock | | | |
| Chalcedony | 4 pp | 5 pp | 7 pp | Camel | 45 gp | 5 pp | 6 pp |
| Chrysoberyl | 8 pp | 10 pp | 15 pp | Chicken | 3 sp | 5 sp | 8 sp |
| Chrysoprase | 4 pp | 5 pp | 7 pp | Cow | 32 gp | 4 pp | 52 gp |
| Citrine | 4 pp | 5 pp | 7 pp | Donkey/Mule | 12 gp | 16 gp | 2 pp |
| Coral | 8 pp | 10 pp | 15 pp | Elephant | 18 pp | 20 pp | 23 pp |
| Diamond | 480 pp | 500 pp | 550 pp | Goat | 6 gp | 8 gp | 12 gp |
| Emerald | 90 pp | 100 pp | 125 pp | Horse (Draft) | 60 gp | 75 gp | 85 gp |
| Garnet | 8 pp | 10 pp | 15 pp | Horse (Riding) | 23 gp | 25 gp | 4 pp |
| Hematite | 7 gp | 10 gp | 15 gp | Horse (War) | 37 pp | 40 pp | 50 pp |
| Jacinth | 480 pp | 500 pp | 550 pp | Ox | 4 pp | 52 gp | 6 pp |
| Jade | 8 pp | 10 pp | 15 pp | Pig | 12 gp | 15 gp | 2 pp |
| Jasper | 4 pp | 5 pp | 7 pp | Pony | 27 gp | 3 pp | 35 gp |
| Jet | 8 pp | 10 pp | 15 pp | Rabbit | 1 sp | 3 sp | 4 sp |
| Lapis Lazuli | 7 gp | 10 gp | 15 gp | Sheep | 6 gp | 8 gp | 12 gp |
| Malachite | 7 gp | 10 gp | 15 gp | Metals | | | |
| Moonstone | 4 pp | 5 pp | 7 pp | Adamantine (1 lb.) | 60 pp | 80 pp | 110 pp |
| Mother of Pearl | 7 gp | 10 gp | 15 gp | Aluminum (1 lb.) | 6 gp | 1 pp | 2 pp |
| Obsidian | 7 gp | 10 gp | 15 gp | Bronze (1 lb.) | 8 sp | 1 gp | 2 gp |
| Onyx | 4 pp | 5 pp | 7 pp | Copper (1 lb.) | 3 sp | 5 sp | 8 sp |
| Opal | 90 pp | 100 pp | 125 pp | Gold (1 lb.) | 3 pp | 5 pp | 8 pp |
| Opal, Black | 90 pp | 100 pp | 125 pp | Iron (1 lb.) | 7 cp | 1 sp | 2 sp |
| Opal, Fire | 90 pp | 100 pp | 125 pp | Lead (1 lb.) | 3 sp | 5 sp | 8 sp |
| Pearl | 8 pp | 10 pp | 15 pp | Mercury (1 lb.) | 5 gp | 7 gp | 1 pp |
| Black Pearl | 45 pp | 50 pp | 60 pp | Mithral (1 lb.) | 30 pp | 50 pp | 80 pp |
| Peridot | 45 pp | 50 pp | 60 pp | Platinum (1 lb.) | 30 pp | 50 pp | 80 pp |
| Petrified Wood | 7 sp | 10 sp | 15 sp | Silver (1 lb.) | 3 gp | 5 gp | 8 gp |
| Quartz | 4 pp | 5 pp | 7 pp | Steel (1 lb.) | 1 gp | 2 gp | 3 gp |
| Blue Quartz | 7 gp | 10 gp | 15 gp | Tin (1 lb.) | 1 gp | 2 gp | 4 gp |
| Star Rose Quartz | 4 pp | 5 pp | 7 pp | Textiles | | | |
| Rhodochrosite | 7 gp | 10 gp | 15 gp | Canvas (sq. yd.) | 7 cp | 1 sp | 2 sp |
| Ruby | 480 pp | 500 pp | 550 pp | Linen (sq. yd.) | 4 gp | 5 gp | 7 gp |
| Star Ruby | 90 pp | 100 pp | 125 pp | Silk (sq. yd.) | 8 gp | 10 gp | 13 gp |
| Black Sapphire | 480 pp | 500 pp | 550 pp | Wood | | | |
| Blue Sapphire | 90 pp | 100 pp | 125 pp | Ash (1 lb.) | 1 sp | 2 sp | 5 sp |
| Star Sapphire | 90 pp | 100 pp | 125 pp | Cedar (1 lb.) | 3 sp | 5 sp | 8 sp |
| Yellow Sapphire | 90 pp | 100 pp | 125 pp | Darkwood (1 lb.) | 5 pp | 15 pp | 25 pp |
| Sardonyx | 4 pp | 5 pp | 7 pp | Ironwood (1 lb.) | 10 pp | 30 pp | 50 pp |
| Balas Ruby | 90 pp | 100 pp | 125 pp | Maple (1 lb.) | 3 sp | 5 sp | 8 sp |

| | | | | |
|----------------------|------|------|------|--|
| Pine (1 lb.) | 1 sp | 2 sp | 4 sp | Common Spices |
| Oak (1 lb.) | 1 sp | 2 sp | 5 sp | Allspice, Anise, Chili, Dill, Fennel, Ginger, Oregano, |
| Osage Orange (1 lb.) | 1 gp | 2 gp | 4 gp | Paprika, Parsley, Marjoram, Mint, Mustard, Sage, Thyme |
| Yew (1 lb.) | 1 gp | 2 gp | 4 gp | Uncommon Spices |

[Common Cheese](#)

Brick, Cheddar, Colby, Colby Jack, Cottage, Curd, Farmer, Goat, Parmesan, Provolone, Queso Fresco, Monterrey Jack, Mozzarella, Muenster, Swiss

[Rare Cheese](#)

Blue, Butterkäse, Feta, Havarti, Pepper Jack

[Mythic Cheese](#)

Limburger

Black Pepper, Cinnamon, Sugar

[Rare Spices](#)

Cacao, Cloves, Nutmeg

[Mythic Spices](#)

Saffron, Vanilla



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 | 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. | |
| Cheese (Exotic), Slice | 12 cp | 16 cp | 24 cp | 1/8 th lb. | |
| 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. | |
| Fish Sandwich | 12 cp | 5 sp | 75 cp | ½ lb. | |
| Fried Cheese | 5 cp | 7 cp | 1 sp | ½ lb. | |
| 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. | Cocktail |

| | | | | | |
|------------------------|-------|-------|-------|--------|----------------------|
| Pancake | 4 cp | 6 cp | 8 cp | ½ lb. | |
| Pemmican | 16 sp | 2 gp | 3 gp | 1 lb. | Keeps Extremely Well |
| Pie, apple | 1 sp | 12 cp | 15 cp | 1 lb. | |
| Pie, berry | 26 cp | 28 cp | 35 cp | 1 lb. | |
| 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. | Keeps Well |
| Sausage, Indeterminate | 6 cp | 8 cp | 10 cp | ½ lb. | |
| 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. | 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. 20.

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. 85.

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 duct 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. 18.

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. 75 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 11 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 11 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 11 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 11 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 27

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 31

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 33

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 35

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 37

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 38

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 41

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 43

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 45

Farm

| Farm | |
|-----------------------------|--|
| Construction Cost: | Varies |
| Construction Time: | Varies |
| Daily Maintenance: | 5 sp |
| Skilled Employees: | 1 |
| Unskilled Employees: | 2 |
| Profit: | High price of foodstuff (p 66) 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 49

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 50

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 60

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 53

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 66) 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 54

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 55

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 56

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 59

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 58

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 59

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 62

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 |
|-------|-----|------------------|------------|
| Grain | gr. | 256/7000 | 1/7000 lb. |
| 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.

www222.pair.com/sjohn/blueroom/demog.htm

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

medieval.ucdavis.edu/120D/Money.html

[Medieval prices, wages, and more](#), from the University of Toronto.

economics.utoronto.ca/munro5/SPICES1.htm

[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>.