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 ala biscuits and gravy, not a cookie. A kringle is an oval pastry with a sweet filling. If for some reason bubblers are ever mentioned they are water/drinking fountains. And yes, there is a section in foodstuffs on different types of cheese.

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 and 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 also guarantee that everything that ends up in here is either fairly balanced, or that the people who made the very popular RPG believe that it is fairly balanced.

I made good use of many things while formatting this document. Sadly some of them where specific to word, so if you are viewing the pdf you might be missing some stuff. 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. Crtl 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 accidently be committing heresy through no fault of their own. Go at it, have fun, and don't take your religions to 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 9 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 fur 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 role 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

D6	Width
1	5 ft.
2-6	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 rooms if they do not already connect.

Stocking a Dungeon

Rooms need things to go in them. For each room roll on this table once

d100	Contents
1-8	Monster (Primary)
9-15	Monster (Primary), Treasure
16-27	Monster (Secondary)
28-33	Monster (Secondary), Treasure
34-42	Monster (Random)
43-50	Monster (Random), Treasure
51-58	Obstacle, Treasure
59-69	Obstacle
70-73	Obstacle, Monster (Primary)
74-79	Trap
80-83	Trap, Treasure
88-94	Empty Room
95-00	Treasure

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

D100	Obstacles
1-2	Anti-Life Field with radius of 1d10x10 ft. (pg. 25)
3-4	Anti-Magic Field with radius of 1d10x10 ft. (pg. 25)
5-6	Blade Barrier
7-8	Winds reduce speed by half, impose disadvantage on ranged attack rolls
9-16	Cave in, Collapse, Crushing Walls/Ceiling
17-24	Chasm 1d4x10 ft. wide and 2d6x10 ft. deep

26-26	Chasm 1d2x10 ft. wide and 1d6x10 ft. deep with poison spikes (p. 25 or pg. 91)
27-28	Flooding left 2d10 ft. of water, is contained in room somehow
29-30	Lava flows through the area.
31	Brown Mold (pg. 25)
32	Green Slime (pg. 25)
33	Yellow Mold (pg. 26)
34-35	Poison Gas (pg. 25)
36-37	Anti-Gravity Field covers room (pg. 25)
38-39	Wall of fire blocks passage
40-41	Wall of force blocks passage
42-45	1d4 things in the room are really mimics
46-50	Fire
51-56	Entrance Locks
57-58	Net Trap covers a 10 ft. x 10 ft. area
59-60	Pendulum Blades, DC 15 Dex or 4d6 damage
61-62	When enter DC 15 Wisdom if failed Sleep for 1d4 hours unless the sleeper takes damage or someone uses an action to shake or slap the sleeper awake.
63-64	Magical Darkness with radius of 1d10x10 ft.
65-66	When enter DC 15 Wisdom or Frightened. (pg. 18)
67-70	Dense Foliage (pg. 25)
71-72	Slippery Ice (pg. 26)
73-74	Brambles/Thorns (pg. 25)
75-76	Quicksand (pg. 25)
77-80	Web (pg. 26)
81-82	Wild Magic Field covers room. (pg. 26)
83-84	Lightning (pg. 26)
85-90	Fog (pg. 26)
91-99	Arrows shoot out.
100	Poisoned arrows shoot out. (p. 25 or pg. 91)

Traps

I recommend that you don't use traps. Most of the time they are either uninteractive or slow the game down. If you need one first and foremost be thoughtful, don't scatter traps willy-nilly. Secondly be consistent, don't trap randomly, trap similar things or places. Finally ensure that the players can discover them if they are observant. Take a trigger from the list below, and have it activate an obstacle from the Obstacles section.

D12	Trigger
1-2	Stepped On (Pressure Plate)
3	Moved Through (Laser)
4	Moved Through (Tripwire)
5	Incorrectly Moved Through (Pressure Plates)
6-7	Touched (Vibration Sensor)
8	Opened (Spring)
9	Incorrectly Opened (Lock)
10	Moved Object (Pre Weighted Pressure Plate)
11	Moved Object (String)
12	Looked At (Magical)

Combat Encounters

A good thing to do for combat is to choose a primary and a secondary enemy as the meat of the encounter. One tends to make the encounter a bit linear. Two spices it up a bit, three is extra spicy, four is probably a bit much in most situations, and for five or more you have to sign a waiver.

In the following table multiply the number of players by the value located at enemy C.R. and Player Level to get a rough estimate of how many enemies at a certain C.R. should be a fair fight with no tactics or special considerations for a certain number and level of players. E.G. if I had 5 level 7 players and wanted to use C.R. 4 enemies I would see that on the table that gives me 1/3, multiply that by 5 and I get that 5/3rds or 1 2/3rds C.R. 4 enemies should be about equivalent to the party.

CR →, PC Level ↓

PC Level	0	1/8	1/4	1/2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	1	1/3	1/5																				
2	3	2	1	1/3	1/6																			
3	5	2	1	1/2	1/4	1/6																		
4	8	4	2	1	1/2	1/4	1/6																	
5	12	8	4	2	1	1/2	1/3	1/5	1/6															
6	12	9	5	2	1	1/2	1/2	1/4	1/5	1/6														
7	12	12	6	3	1	1	1/2	1/3	1/4	1/5	1/6													
8	12	12	7	4	2	1	1/2	1/3	1/3	1/4	1/5	1/6												
9	12	12	8	4	2	1	1	1/2	1/3	1/4	1/4	1/5	1/6											
10	12	12	10	5	2	1	1	1/2	1/2	1/3	1/4	1/4	1/5	1/6										
11					6	3	2	1	1/2	1/2	1/2	1/3	1/4	1/5	1/6									
12					8	3	2	1	1	1/2	1/2	1/2	1/3	1/4	1/5	1/6								
13					9	4	2	2	1	1	1/2	1/2	1/3	1/3	1/4	1/5	1/6							
14					10	4	3	2	1	1	1/2	1/2	1/3	1/3	1/4	1/4	1/5	1/6						
15					12	5	3	2	1	1	1	1/2	1/2	1/3	1/3	1/4	1/4	1/5	1/6					
16						5	3	2	1	1	1	1	1/2	1/3	1/3	1/3	1/4	1/4	1/5	1/6				
17						7	4	3	1	1	1	1	1/2	1/2	1/3	1/3	1/3	1/4	1/4	1/5	1/6			
18						7	5	3	1	1	1	1	1/2	1/2	1/2	1/3	1/3	1/3	1/4	1/5	1/5	1/6		
19						8	5	3	2	1	1	1	1	1/2	1/2	1/2	1/3	1/3	1/4	1/4	1/5	1/6	1/6	
20						9	6	4	2	1	1	1	1	1	1/2	1/2	1/2	1/3	1/3	1/4	1/4	1/5	1/5	1/6

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 5 gp of work into the item, with the item being crafted when they meet the cost. Players can pool their efforts into an item.

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 weak 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.

Conditions

Blinded

Blinded creatures cannot see.

Automatically fails any check that requires sight.

Attack roles against the creature have advantage, creatures attack roles have disadvantage.

Charmed

A charmed creature cannot attack or attempt to harm the charmer in any way shape or form. This includes splashing the charmer with aoe damage even if the charmer wants it.

The charmer has advantage on any ability check to interact socially with the creature.

Deafened

Deafened creatures cannot hear.

Automatically fails any ability check that requires hearing.

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

Cumulative. Finishing a long rest reduces exhaustion by one provided sufficient food and water.

Frightened

Disadvantage on ability checks and attack rolls while the frightened creature can see the frightening thing.

Creature can't willingly move closer to the source of its fear

Grappled

Speed is zero, nothing that increases speed effects this creature while grappled.

The condition ends if the grappler is Incapacitated, or if the grappled creature is removed from the reach of the grappling creature

Incapacitated

Cannot take actions or reactions

Invisible

Obscured from non-magical sight.

Attack rolls against the creature have disadvantage. Attack rolls from the invisible creature have advantage.

Paralyzed

A paralyzed creature is also Incapacitated.

Automatically fails strength and dexterity saving throws.

Attack rolls against the creature have advantage. If the attacker is within 5 feet any attack that hits the creature is a critical hit.

Petrified

A petrified creature is Incapacitated, Blinded, Deafened, and incapable of moving.

The creature and any non-magical object on it is transformed into an inanimate substance. Weight increases by a factor of ten, age does not effect it.

Attack rolls against the creature have advantage.

The creature automatically fails Strength and Dexterity saving throws.

The creature has resistance to all damage, immunity to being newly infected poison and disease.

Poisoned
Disadvantage on all attack rolls and ability checks.

Prone
Creature can only crawl.

Disadvantage on attack rolls, and attack roll against the creature has disadvantage, unless the attacker is within 5 feet, then the attack roll has advantage.

Can be ended by standing up.

Restrained
Speed is zero, nothing that increases speed effects this creature while restrained.

Attack rolls against the creature have advantage. Creatures attack rolls have disadvantage.

Disadvantage on dexterity saving throws.

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 no water 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 constitution bonus. 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 hour 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
Creature Left Obvious Trail	-5

(Blood, Breadcrumbs, etc…)
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.

Definitions

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

Speed

The following section contains the distance different things can move in a certain period of time. Personally I recommend telling players the distance in days, hours, or minutes. It's what we do where I grew up and I can testify from personal experience that it is much more useful. Your npc's are also probably not surveyors, if they know how to get to a place they probably know how long it takes to get their rather than how far it is.

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

Eating

Forage, Fishing, and Hunting

Wilderness section on page 21

Danger

Not all paths are as safe as others. Below is a small table for deciding how many encounters the party should encounter each day.

Description	Encounters/Day
Civilized	1
Untamed	2
Wild	3
Hostile	4
Hellish	5

Wayfinding

Descriptions	DC
Well-Traveled	0
Distinct Landmarks	5-10
Uncharted	15-20
Featureless	25-30

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 is 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 4 hours to fish. The player must have the necessary equipment. DC 12, with advantage if proficient in survival. 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 Mushrooms

1-2	Chanterelle
3-4	Cremini
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 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 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, and makes flying nearly impossible. A flying creature must land at end of turn or fall. In desert, sandstorm which imposes disadvantage on perception checks that rely on sight.

Hail

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

Lightning

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

Heavy Precipitation

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

NPC's

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

Names

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

Stats

In the Regions section on page 8 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%±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 ±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 something is missing feel free to 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

Item					
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
Draughtsman's Tools	11 gp	15 gp	23 gp	15	Industrial
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

IF Near Water

Net	7 sp	1 gp	2 gp	2	
Fishing Tackle	7 sp	1 gp	2 gp	1	
Rowboat	38 gp	50 gp	75 gp	5	
Bait	3 cp	5 cp	8 cp	1	

Foodstuffs

Apple (1 lb.)	1 cp	2 cp	1 sp	5	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

Dishes

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 pg. 90			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	7 gp	10 gp	15 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
Simple Weapons					
Dagger	1 gp	2 gp	3 gp	5	
Gear					
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	
Tools					
Jeweler's Tools	18 gp	25 gp	38 gp	18	
Thieves' Tools	18 gp	25 gp	38 gp	18	
Service					
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	
Commodities					
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. Tale 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.
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.
This shop will purchase any magical item for its low price.
This shop sells magical items. Every item in the shop is slightly magical.
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. 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	Price	Name	Description
Armor	10 pp	Armor of Gleaming	This armor never gets dirty.
Armor	10 pp	Armor of Smoldering	Wisps of harmless, odorless smoke rise from this armor while it is worn
Book	10 pp	Book of Exalted Deeds	Contains information about the finest houses ever sold and replicas of their deeds. Self-updates.
Book	5000 pp	Charlatans Bible	This book imitates a holy text. The text self modifies to support the holders viewpoints.
Book	10 pp	Enduring Spellbook	Cannot be damaged by fire or water. Does not deteriorate.
Clothes	10 pp	Boots of Comfort	Boots that keep the wearer's feet comfortable. Resists wear, minor damage heals.
Clothes	10 pp	Boots of False Tracks	The wearer can choose to leave tracks like those of another of their size
Clothes	50 pp	Boots of Dancing	User dances really well
Clothes	10 pp	Cloak of Billowing	You can use a bonus action to make this clock billow dramatically.
Clothes	10 pp	Everclean Garments	These clothes are always clean and comfortable. They repair minor damage
Clothes	10 pp	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	10 pp	Immovable Hat	Only the wearer can remove this hat
Clothes	10 pp	Robes of Color	The robes randomly change color once a day
Curio	50 pp	Boogie Skelton	The bones of a small animal. When music is played they animate and start dancing. When it stops they fall apart.
Curio	1 pp	Bottle of Mountain Air	If opened a ten-foot area around the bottle smells faintly of pine for 1d6 minutes.
Curio	500 pp	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	50 pp	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	50 pp	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	10 pp	Cheaters Coin	When flipped the coin will give the result the

			owner wishes.
Currency	500 pp	Hungry Coin	Eats other coins at a rate of 100 per hour, appears to be a pp
Gear	50 pp	Animated Rope	50' rope with the personality of a loyal pet. Needs to be taught and trained.
Gear	50 pp	Torch of Darkvision	Gives the user darkvision when lit.
Instruments	500 pp	Bagpipes of Stealth	While being played the user is invisible.
Instruments	10 pp	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	5 pp	Floating Muffin	When eaten reverses consumer's gravity for 1d6 minutes
Food	1 pp	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	1 pp	Wild Muffin	When eaten roll on the wild magic table.
Jewelry	5000 pp	Amulet of Light	Can summon light on command. Every 1d4 nights a demon appears and attempts to take the amulet by force
Jewelry	10 pp	Invisible Ring	The ring is invisible
Jewelry	10 pp	Mood Ring	This ring has a gem that changes color with the player's mood
Jewelry	10 pp	Necklace of Resizing	Necklace that resizes to fit the wearer.
Jewelry	10 pp	Necklace of Water Breathing	When equipped the user can only breathe water.
Jewelry	10 pp	Onyx Figurine	Looks pretty, has been enchanted to appear magical
Jewelry	5000 pp	Ring of Petrification	When put on, turns the person to stone, when removed reverts them to normal.
Misc.	10 pp	Charlatan's Die	The attuned user can determine what number this dice roles
Misc.	50 pp	Everice	Ice that does not melt
Misc.	50 pp	Glowing Rock	Rock has permanent light spell
Misc.	10 pp	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.	500 pp	Hungry Coin	Eats other coins at a rate of 100 per hour, appears to be a pp
Misc.	50 pp	Message Paper	If this sheet of paper is folded into a paper airplane it acts as the animal messenger spell.
Misc.	10 pp	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.	10 pp	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.

Type	Price	Name	Description
Misc.	10 pp	Pole of Collapsing	You can use an action to cause this 10 foot pole to collapse down to 1 foot or vice versa
Misc.	10 pp	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.	50 pp	Sending Stones	Walkie-talkies
Misc.	10 pp	Staff of Detect Magic	When activated this staff sheds a dim light if there is magic. The staff is magical.
Weapons	10 pp	Unbreakable Arrow	This arrow cannot be broken except inside an anti-magic field.
Weapons	10 pp	Message Arrow	A message can be whispered into the arrow before firing. When it hits the message is played.
Weapon	5 gp	Dwarf Bread	Bread forged by the dwarves has often been used as a weapon. Dwarves tell legends of it being edible. 1d6+strength bludgeoning damage. Thrown (10/30).
Weapons	500 pp	Greatersword	+2 greatsword with a golden handle and a silvered edge. It's slightly bigger than a regular Greatsword. When the greatersword encounters a weapon larger than itself it grows to be slightly larger.
Weapons	5000 pp	Dagger of Healing	Deals 1d4 + strength piercing damage, then heals 1d4 + strength damage
Weapons	10 pp	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	10 pp	Sword of the Freeman	This sword glows blue in the presence of lawyers.

Reference for magical items

Magic Items

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

Fletcher

Has 500 gp on hand
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**
Adventuring Gear					
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
Lager (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.

Item Name	Low	Median	High	Stock	Bias
Tailor's Shop					
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 73 and beds for the night.
May hire Entertainers or Cooks for 2 gp a day.

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

Per Meal	
Quality	**Price**
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
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 73 along with the foodstuff in the commodities section on page 70 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 that 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 pg. 90, 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 72.

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 Jewelry	Gem +38pp	Gem +50pp	Gem +75pp	15	Mountainous, 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 90.

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.
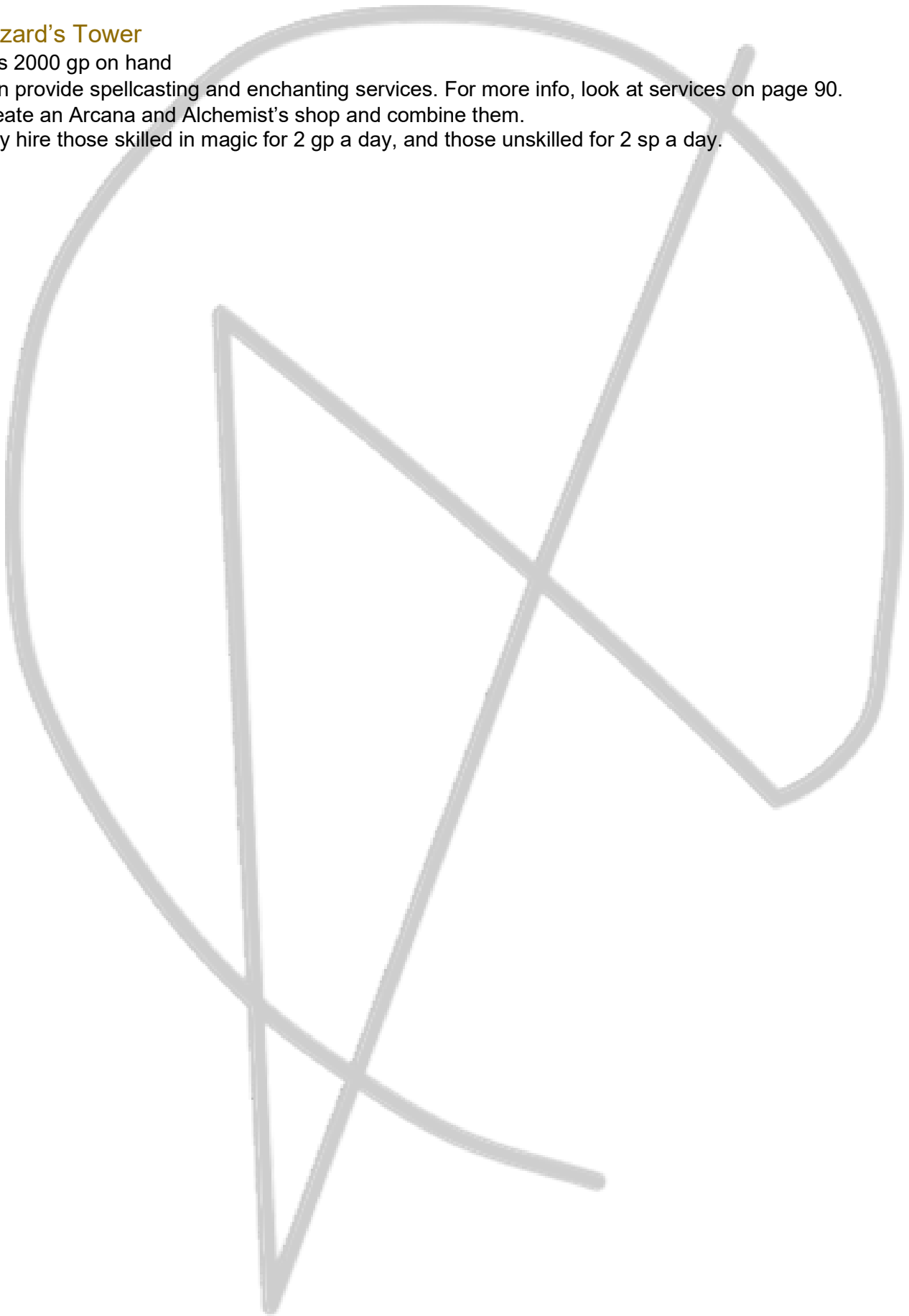
Economy

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 Name	Material	Weight
Copper Piece	Copper	0.32 oz.
	Gold	0.0032 oz.
Silver Piece	Silver	0.32 oz.
	Gold	0.032 oz.
Electrum Piece	Electrum	0.32 oz.
	Gold	0.16 oz.
Gold Piece	Gold	0.32 oz.
Platinum Piece	Platinum	0.032 oz.
	Gold	3.2 oz.

1 oz. ingots

Material	Worth (gp)
Copper	$1/32$
Silver	$5/16$
Gold	$25/8$
Platinum	$125/4$

1 lb. ingots

Material	Worth (gp)
Copper	$1/2$
Silver	5
Gold	50
Platinum	500

Electrum is just part gold half silver. Historically percentages varied from 20% to 80% of one with the other fillings the remaining percentage. By my reckoning if it is worth 50 copper pieces it is 5 parts silver to 4 parts gold.

Coins

The following section contains several historical, semi historical, and fantasy currencies that one could grab and implement in game. The historical systems are translated by turning the basecoin into its weight in precious metals, and the rest of the coins into basecoins. If you go through and do the conversions yourself you'll notice that some are slightly incorrect, rounded to something a bit easier to use. If you need an excuse I think I never rounded by an amount more than the scales at the time could accurately detect. The largest difference ended up being around 2 cp for every 1000 cp.

Quick Disclaimer, I don't recommend you use any of these unless your players are into roleplay. They are good for flare, confusion, or money changing fees. Perfect as cow tools for a far off land, a flavorful exotic treasure horde, or to slow down and confuse players trying to buy things. If you still insist on using these I would recommend starting with Dozenal or Spanish Colonial (Pirate).

Ancient Near East (Phoenician)

Currency from the cradle of civilization. These are more of units of weight than anything. 1 mina is about 1.25 lbs., 1 talent is about 60 mina. The currency is the corresponding weight in silver. If you want an ancient coinage, this is the coin for you.

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 = 37500 cp

1 Mina = 50 shekel = 70 drachmae = 625 cp

1 Shekel = 12 cp

1 Drachma = 6 Obolus = 9 cp

1 Oboloi = 8 Chalkus = 1.5 cp

1 Chalkoi = 0.2 cp

Anglo Saxon (Medieval English)

If the system of pound to shilling to pence to farthing used the avoirdupois pound, the one used today in countries that have landed on the moon. Seeing as I peg the basecoin to the RPG cost of precious metals and not the historical cost, this ahistorical system that shares units of weight with the RPG by far translates the best. If you want an English or medieval theme this is the coinage for you.

1 Tower Pound silver → 1 Pound → 20 Shillings → 240 Pence → 960 Farthings

1 Pound = 4 Crowns = 500 cp

1 Mark = 13 Shilling 4 Pence = 333 cp

1 Crown = 5 Shilling = 125 cp

1 Shilling = 12 Pence = 25 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. 40 aureus were stuck from 1 roman pound of gold. The Aureus and Quinarius Auereus were gold. The Denarius, Quinarius Argenteus, and Sesterius were silver. Dupondius was brass. The As was bronze.

1 Libra gold → 40 Aureus → 80 Quinarius Auereus → 1000 Denarius → 2000 Quinarius Argenteus → 4000 Sesterius → 8000 Dupondius →16000 As

1 Aureus = 2 Quinarius Auereus = 25 Denarius = 90 cp

1 Quinarius Auereus = 45 cp

1 Denarius = 2 Quinarius Argenteus = 3.6 cp

1 Quinarius Argenteus = 2 Sesterius = 1.8 cp

1 Sesterius = 4 Asses = 0.9 cp

1 Dupondius = 2 Asses = 0.45 cp

1 As = 0.225 cp

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 Word = 8 Pages = 32768 Bits = 4096 cp
1 Page = 4 Chilio = 4096 Bits = 512 cp
1 Chilio = 8 Bites = 1024 Bits = 128 cp
1 Bite = 16 Nibbles = 128 Bits = 16 cp
1 Nibble = 4 Trifles = 1 cp
1 Trifle = 2 Bits = 0.25 cp
1 Bit = 0.125 cp

Cash (Ancient China)

The cash is a circular coin with a hole in it, most commonly cast from bronze. Cash was for the most part made by local smiths and collected on strings for trade. 100, and 1000 being common lengths of string. The weight of these strings later caused merchants to start exchanging paper promissory notes instead of the actual coins.

1 Tael Silver → 1000 Cash
1 Cash = 0.041 cp

Constantine (Early Byzantine Empire)

State of roman currency under Constantine the great. 72 Solidus were struck from one roman pound of gold. Doesn't translate well. Solidus was solid gold. Miliaresion were silver rarely used, minted only in commemoration of something significant. Nummi was bronze of poor quality, officially it was 1/7200th of a solidus, but 1/6000th was more common., it was so worthless that it was reformed out of existence because large quantities were required for the smallest transactions

1 Libra Gold → 72 Solidus → 518.4 Miliaresion → 1728 Siliqua → 518400 Nummi
1 Solidus → 24 Siliqua → 200 Nummi
1 Miliaresion → 1000 Nummi
1 Solidus = 24 Siliqua = 7200 Nummi = 50.4 cp
1 Miliaresion = 1000 Nummi = 7 cp
1 Siliqua = 300 Nummi = 2.1 cp
1 Numma = 0.007 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. A good system for when you want a place to feel rustic.

1 dpp → 12 dgp → 144 dsp → 1728 dcp
1 dpp = 1728 cp
1 dgp = 144 cp
1 dsp = 12 cp
1 dcp = 1cp

Dutch (Guilders, VOC, Pirate)

Currency of the Dutch at the time of the Dutch East India Company, the richest company to ever exist and forerunner of the modern corporation. Stuvier and Duit were copper. Guilder and Rijksdaalder were normally silver.

1 Rijksdaalder → 50 Stuviers
1 Guilder → 20 Stuviers → 160 Duit → 320 Penning
1 Rijksdaalder = 50 Stuviers = 26.5 cp
1 Guilder = 20 Stuviers = 10.6 cp
1 Stuvier = 4 Duit = 0.53 cp
1 Duit = 2 Penning = 0.006625 cp
1 Penning = 0.0033125 cp

Florentine (15th century Florin)

In its heyday the Florin was the coin of European trade. It became the dominant coin of Western Europe for large scale transactions. Florin was gold. Lira was silver.

Florin → 0.1125 Troy Ounces Gold
1 Florin → 7 Lira
1 Lira → 20 Soldi → 240 Denari
1 Florin = 7 Lire = 38.5 cp
1 Lire = 20 Soldi = 5.5 cp
1 Soldo = 12 Denari = 0.275 cp
1 Denarius = 0.0229 cp

Isaurian (Mid Byzantine Empire)

Byzantine currency under Leo III the Isaurian, does not translate nicely into gp at all. Nomisma, Semissis, and Tremissis were gold. Miliaresion was silver. Folles were copper.

1 Libra gold → 72 Nomismata → 144 Semissis → 216 Tremissis → 864 Miliaresion → 20736 Folles
1 Nomisma →2 Semissis → 3 Tremissis → 12 Miliaresion → 288 Folles
1 Nomisma = 2 Semissis = 3 Tremissis = 50.4 cp
1 Semissis = 6 Miliaresion = 25.2 cp
1 Temissis = 4 Miliaresion = 16.8 cp
1 Miliaresion = 24 Folles = 4.2 cp
1 Follis = 0.175 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 = 1000 cp
1 Escudos = 16 Reales = 500 cp
1 Dollar = 8 Reales = 250 cp
1 Real = 34 Maravedi = 31.25 cp
1 Maravedi = 0.919 cp

Umayyad (Second Caliphate)

Umayyad currency reforms established several types of currency that would become standard in the near east. Coins were struck to a weight of gold or silver. The Fals was stuck in bronze by various local governors as an equivalent to the byzantine Follis. The value for gold and silver in game is not reflective of their actual value. For example I've found a source that suggests that gold was 14x as much as silver pound for pound in byzantine lands around this time, not the nice 10 we use. If you have an actual reference on the price of metals in the Umayyad Caliphate let me know.

1 Dinar → 0.15 Oz.
1 Dirham → 0.7 Dinar
1 Dinar = 46.85 cp
1 Half Dinar = 23.425 cp
1 Third Dinar = 16.16 cp
1 Dirham = 3.28 cp
1 Fals = 0.175 cp

Venetian (15th century Ducat)

Money of the most serene republic. Doge had to take an oath not to mess with the currency, it stayed pretty stable throughout its existence. Ducat was gold. Lire, Grosso and Soldo were silver.

Ducat = 3.545 g of gold
1 Ducat → 31 Grossi → 124 Soldi
1 Lira → 20 Soldi → 240 Denari
1 Ducat = 124 Soldi = 39 cp
1 Lira = 20 Soldi = 6.3 cp
1 Grosso = 4 Soldi = 1.26 cp
1 Soldo = 12 Denari = 0.315 cp
1 Denari = 0.02625 cp

Wampum (Shell Money)

Wampum where little beads cut from shells that some Native Americans in the eastern U.S. used as currency. In the early American colonies several governments made the Wampum legal tender and pegged it to British currency. They were sometimes woven into belts, or other materials to create larger units. I chose the nicest of those exchange rates for the following.

1 Penny → 2 Black Wampum → 4 White Wampum
1 Black Wampum → 2 White Wampum
1 Black Wampum = 2 cp
1 White Wampum = 1 cp

Material Goods

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

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

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

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

Name	Low	Median	High
Gemstones			
Banded Agate	7 gp	10 gp	15 gp
Eye Agate	7 gp	10 gp	15 gp
Moss Agate	7 gp	10 gp	15 gp
Alexandrite	45 pp	50 pp	60 pp
Amber	8 pp	10 pp	15 pp
Amethyst	8 pp	10 pp	15 pp
Aquamarine	45 pp	50 pp	60 pp
Azurite	7 gp	10 gp	15 gp
Bezoar Stone	8 pp	10 pp	15 pp
Bloodstone	4 pp	5 pp	7 pp
Carnelian	4 pp	5 pp	7 pp
Chalcedony	4 pp	5 pp	7 pp
Chrysoberyl	8 pp	10 pp	15 pp
Chrysoprase	4 pp	5 pp	7 pp
Citrine	4 pp	5 pp	7 pp
Coral	8 pp	10 pp	15 pp
Diamond	480 pp	500 pp	550 pp
Emerald	90 pp	100 pp	125 pp
Garnet	8 pp	10 pp	15 pp
Hematite	7 gp	10 gp	15 gp
Jacinth	480 pp	500 pp	550 pp
Jade	8 pp	10 pp	15 pp
Jasper	4 pp	5 pp	7 pp
Jet	8 pp	10 pp	15 pp
Lapis Lazuli	7 gp	10 gp	15 gp
Malachite	7 gp	10 gp	15 gp
Moonstone	4 pp	5 pp	7 pp
Mother of Pearl	7 gp	10 gp	15 gp
Obsidian	7 gp	10 gp	15 gp
Onyx	4 pp	5 pp	7 pp
Opal	90 pp	100 pp	125 pp
Opal, Black	90 pp	100 pp	125 pp
Opal, Fire	90 pp	100 pp	125 pp
Pearl	8 pp	10 pp	15 pp
Black Pearl	45 pp	50 pp	60 pp
Peridot	45 pp	50 pp	60 pp
Petrified Wood	7 sp	10 sp	15 sp
Quartz	4 pp	5 pp	7 pp
Blue Quartz	7 gp	10 gp	15 gp
Star Rose Quartz	4 pp	5 pp	7 pp
Rhodochrosite	7 gp	10 gp	15 gp
Ruby	480 pp	500 pp	550 pp
Star Ruby	90 pp	100 pp	125 pp

Name	Name	Low	Median
Black Sapphire	480 pp	500 pp	550 pp
Blue Sapphire	90 pp	100 pp	125 pp
Star Sapphire	90 pp	100 pp	125 pp
Yellow Sapphire	90 pp	100 pp	125 pp
Sardonyx	4 pp	5 pp	7 pp
Balas Ruby	90 pp	100 pp	125 pp
Spinel	8 pp	10 pp	15 pp
Blue Spinel	45 pp	50 pp	60 pp
Tiger Eye	7 gp	10 gp	15 gp
Topaz	45 pp	50 pp	60 pp
Tourmaline	8 pp	10 pp	15 pp
Turquoise	7 gp	10 gp	15 gp
Zircon	4 pp	5 pp	7 pp
Livestock			
Camel	45 gp	5 pp	6 pp
Chicken	3 sp	5 sp	8 sp
Cow	32 gp	4 pp	52 gp
Donkey/Mule	12 gp	16 gp	2 pp
Elephant	18 pp	20 pp	23 pp
Goat	6 gp	8 gp	12 gp
Horse (Draft)	60 gp	75 gp	85 gp
Horse (Riding)	23 gp	25 gp	4 pp
Horse (War)	37 pp	40 pp	50 pp
Ox	4 pp	52 gp	6 pp
Pig	12 gp	15 gp	2 pp
Pony	27 gp	3 pp	35 gp
Rabbit	1 sp	3 sp	4 sp
Sheep	6 gp	8 gp	12 gp
Metals			
Adamantine (1 lb.)	60 pp	80 pp	110 pp
Aluminum (1 lb.)	6 gp	1 pp	2 pp
Bronze (1 lb.)	8 sp	1 gp	2 gp
Copper (1 lb.)	3 sp	5 sp	8 sp
Gold (1 lb.)	3 pp	5 pp	8 pp
Iron (1 lb.)	7 cp	1 sp	2 sp
Lead (1 lb.)	3 sp	5 sp	8 sp
Mercury (1 lb.)	5 gp	7 gp	1 pp
Mithral (1 lb.)	30 pp	50 pp	80 pp
Platinum (1 lb.)	30 pp	50 pp	80 pp
Silver (1 lb.)	3 gp	5 gp	8 gp
Steel (1 lb.)	1 gp	2 gp	3 gp
Tin (1 lb.)	1 gp	2 gp	4 gp
Textiles			
Canvas (sq. yd.)	7 cp	1 sp	2 sp

Name	Low	Median	High
Linen (sq. yd.)	4 gp	5 gp	7 gp
Silk (sq. yd.)	8 gp	10 gp	13 gp
Wood			
Ash (1 lb.)	1 sp	2 sp	5 sp
Cedar (1 lb.)	3 sp	5 sp	8 sp
Darkwood (1 lb.)	5 pp	15 pp	25 pp
Ironwood (1 lb.)	10 pp	30 pp	50 pp
Maple (1 lb.)	3 sp	5 sp	8 sp
Pine (1 lb.)	1 sp	2 sp	4 sp
Oak (1 lb.)	1 sp	2 sp	5 sp
Osage Orange (1 lb.)	1 gp	2 gp	4 gp
Yew (1 lb.)	1 gp	2 gp	4 gp

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

Common Spices

Allspice, Anise, Chili, Dill, Fennel, Ginger, Oregano, Paprika, Parsley, Marjoram, Mint, Mustard, Sage, Thyme

Uncommon Spices

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	1/3rd lb.	
Bread, loaf	6 cp	8 cp	10 cp	1 lb.	
Bread, white, slice	4 cp	6 cp	10 cp	1/3rd lb.	
Bread, white, loaf	14 cp	16 cp	20 cp	1 lb.	
Cheese (Common), Slice	6 cp	8 cp	12 cp	1/8rd lb.	
Cheese (Exotic), Slice	12 cp	16 cp	24 cp	1/8th 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	1/3rd lb.	
Cornbread, loaf	8 cp	11 cp	14 cp	1 lb.	
Cornbread, sweet, slice	5 cp	6 cp	7 cp	1/3rd 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.	

Work

General

Behind the rest of the economy is work. This section contains some common forms, along with data that will most likely be relevant to your game.

Examples

Unskilled

Mostly moving things around. Whether that hauling a crate in a warehouse, driving a wagon through the countryside, ploughing and harvesting crops, cleaning and sweeping out buildings, or something else in that vein. Something that any local yokel could do.

Skilled

Anything that could be considered a craft. Anything that could be considered a trade. Anything that requires a specific knowledge or set of skills. Blacksmithing is the common fantasy trope, but everything from chefs to architects, fletchers to cobblers, tinsmiths to sheriffs fall into this category. In other words, it is something that requires more than your average joe off the street.

Courier

Sometimes people need a letter or package transported across some distance to another person. The message or item is normally payed for by the recipient. A package or letter may pass through several couriers, with each charging the person who they hand it off too for the cargo. A courier normally will be carrying a variety of cargo with a variety of destinations. Some of their cargo they may be planning on taking only part way and then selling it to another courier. Refusing to pay the fee for a package is a quick way to get blacklisted amongst couriers.

Spellcasting

Some wizards look down on those who cast spells for money. But the demand is there, and the pay is by far higher than any other profession. Only the wizards most entranced in their ivory towers will never have casted a spell for some quick coin.

Managerial

Work tends to go a bit smoother if someone is looking over the workers shoulders. That is where these people come in. They make sure everything is happening as planned. In this day and age they would often own or be a relative of the person who owns the place where they work.

Passive

Someone who owns something that generates money in such a way they can be absentee. Most likely a sprawling farm complex that a steward cares for. But could just as easily be a village or town that the recipient is in charge of collecting taxes from. A magical portal or a bridge that they tax. Maybe even a tree that grows a golden apple.

Employee

Working at a business is the most common way to make a living. Below is a basic table with how much someone should expect to make as an employee in various positions.

		Profit		
	Name	Low	Median	High
Labor				
	Courier	1 cp/mile	2 cp/mile	4 cp/mile
	Unskilled	1 sp/day	2 sp/day	4 sp/day
	Skilled	1 gp/day	2 gp/day	4 gp/day

Spellcasting

Cantrip	4 sp/spell	5 sp/spell	7 sp/spell
1st Level	7 sp/spell	10 sp/spell	12 sp/spell
2nd Level	2 gp/spell	25 sp/spell	3 gp/spell
3rd Level	4 gp/spell	5 gp/spell	7 gp/spell
4th Level	2 pp/spell	25 gp/spell	3 pp/spell
5th Level	4 pp/spell	5 pp/spell	7 pp/spell

Employer

If you want to have a continuous stream of passive income a business is the best way to do that. The table below contains a quick way to calculate how much a place makes, and how much it spends each month.

Monthly Business Cost

01-10	You must pay one and a half the maintenance cost for each day
11-15	You must pay full maintenance cost for each day
16-20	You must pay half maintenance cost for each day

Monthly Business Income

01-10	You make a profit of half the income amount for each day
11-15	You make a profit of the income amount for each day
16-20	You make a profit of one and a half the income amount for each day.

Name	Value	Daily Income	Daily Maintenance	Skilled Employees	Unskilled Employees	Reference Page
Businesses						
Adventurer's Emporium	5000 gp	14 gp	4 gp	2	1	29
Baker	5000 gp	7 gp	2 gp	1	2	37
Barbershop	5000 gp	12 gp	2 gp	1	1	39
Blacksmith	5000 gp	7 gp	2 gp	1	2	40
Bookstore	5000 gp	7 gp	2 gp	1	1	43
Butcher	5000 gp	7 gp	2 gp	1	2	45
Cobbler	5000 gp	7 gp	2 gp	1	2	47
Fletcher	5000 gp	7 gp	2 gp	1	2	51
General Store	5000 gp	7 gp	2 gp	1	2	52
Jeweler	5000 gp	14 gp	4 gp	1	2	62
Leatherworker	5000 gp	7 gp	2 gp	1	2	55
Music	5000 gp	10 gp	5 gp	2	1	56
Tailor	5000 gp	7 gp	2 gp	1	2	57
Tavern	5000 gp	15 gp	5 gp	2	5	58
Shady	5000 gp	20 gp	5 gp	2	0	60
Estate						
Homestead	100 pp	1 sp per acre	5 cp per acre	1	2	84
Manor	2500 pp	Taxes	10 gp	3	15	84
Mercantile	500 pp	25 gp	10 gp	4	2	
Palace	15000 pp	Taxes	50 gp	20	40	

Guild						
Guildhall	5000 gp	20 gp	15 gp	5	3	
Magical						
Alchemist	5000 gp	14 gp	4 gp	2	1	33
Arcana	5000 gp	7 gp	2 gp	1	1	35
Tower	15000 gp	25 gp	20 gp	5	5	64
Military						
Fort	15000 gp	Taxes	50 gp	20	40	
Keep	50000 gp	Taxes	100 gp	50	50	84
Outpost	15000 gp	Taxes	50 gp	20	40	
Tower	15000 gp	Taxes	25 gp	10	2	
Religious						
Abbey	50000 gp	25 gp	20 gp	5	25	
Temple	50000 gp	35 gp	25 gp	10	10	
Shrine	500 gp	2 gp	1 gp	1	1	61

Taxes

One two certain things in the universe. Even in the far distant past there were multiple types of taxes. Several of which are described below. Taxes are most commonly paid in coin, goods, or labor. Use to reign in your player's income, or set them against the government. As for percentages just keep raising them until your players start to plot to overthrow the government, than lower them slightly.

Poll

A fixed tax that each citizen is required to pay. Regardless of relative wealth everyone pays the same. Some view it as the most fair, some the least, but it is by far the simplest tax to levy. Tends to cause riots amongst the worse off. By far the least popular of the taxes amongst the masses.

Property

In this day and age it was most often expressed by an obligation. In exchange for recognition of your ownership or use of the land, you agree to give some percentage of what you make on it to the government. Can be several levels deep. A baron might collect from a village, and give a percentage to his duke, who gives a percentage to the king.

Tariff

Common in customs unions or amongst places that wish to discourage trade with certain sources. A fee levied upon non domestic goods entering the market and or domestic goods leaving the market.

Voluntary

A surprisingly common form of taxation is the voluntary tax. It's occurred more than once. In which individuals contribute to the government of their own accord. It occurs in two major forms

Prestige

One form is a contribution that is meant to generate prestige or maintain status. These types of contributions are often well known and well publicized. Annual contributions might be a requirement of keeping a certain level of prestige in aristocratic circles. Those who miss out will find themselves not only snubbed, but straight up ostracized from high society.

Lottery

Lotteries were a common way to raise funds since the early Chinese and roman empires. There is no better way to get people to give you money, than to tell people they can win some greater something by doing it. The great wall was built with the proceeds from lotteries. The infrastructure of Rome was

maintained with lottery proceedings. City states financed wars and fortifications with lottery proceeds. Jamestown was settled with money raised from lotteries. Some of these lotteries were 1 to 1, effectively interest free loans where everyone won some item the price of their ticket. Others had fewer winners with those who won winning an item of greater value than their ticket. They became so popular that people started running illegal lotteries. Some lotteries sold tickets so expensive that people bought shares of tickets, creating the modern stock market.

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.

Cook's Utensils

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. 22

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 pg. 91.

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	Determent 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. 20.

Vehicle Checks

10	Navigate rough terrain
15	Asses a vehicles 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

Incudes 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. 83 explains in more detail the land or property that some of these titles entail.

Viceroy

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

Duke/Duchess

Form of Address:	Your Grace Duke/Duchess
Sworn To:	Sovereign or no one
Description:	Multiple counties or a very significant county. Hereditary. Most likely has lower vassals sworn to them that manage parts of their domain.
Obligations:	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 Marquis/Marchioness
Sworn To:	Any higher nobility
Description:	County bordering hostile territory, Hereditary
Obligations:	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 Lord/Lady <Insert Name>
Sworn To:	Duke/Duchess
Description:	Single Country, Hereditary
Obligations:	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 Sir/Dame <Insert Name>
Sworn To:	Any higher nobility
Description:	Noble Landowner, Hereditary
Obligations:	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 Sir/Dame <Insert Name>
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 be reposed by the liege of the land it's in. It can 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 oft 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 9 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 9 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 9 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 9 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. It is to be enough land to support a person, their dependents, and if applicable their servants or assistants. The owner is often expected to answer their lieges call to arms if necessary. More information on the cost and profits from a homestead can be found on page 76 in the Employer section.

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. More information on the cost and profits from fortifications and estates can be found on page 76 in the Employer section.

Businesses

Craftsmen or others own businesses that cater to the public. They might not own the land, or the building they reside in. They might own some sort of license that their liege requires for operation. But the name, and if applicable the license can be worth quite a bit. More information on specific businesses costs and values can be found on page 76 in the Employer section

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	10 lb.	Heavy, Two-Handed

				bludgeoning		
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:	More brittle 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 and 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 Ductile and Tough.
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.
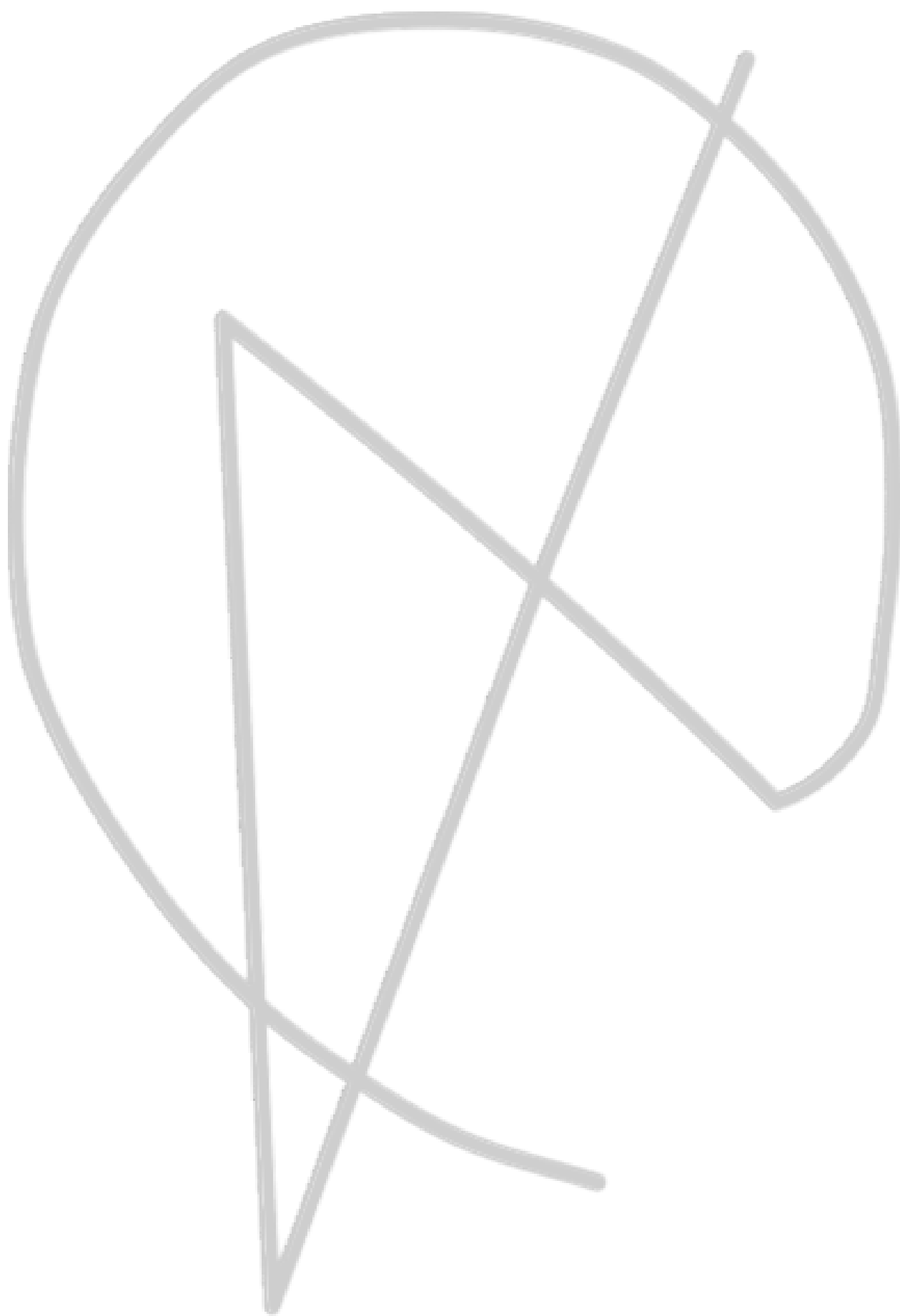
Units

Length

Unit	Abv	Foot Equivalent	Equivalent
Twip	tp.	1/17280	
Point	p.	1/864	20 tp.
Poppyseed	po.	1/114	6 p.
Pica	P/.	1/72	12 p.
Barleycorn	ba.	1/36	4 po.
Finger	fi.	7/96	63 p.
Digit	dt.	1/16	
Inch	in.	1/12	6 P/. or 3 ba.
Nail	nl.	3/16	3 dt.
Palm	pm.	1/4	4 dt.
Link	li.	33/50	
Span	sp.	3/4	4 nl.
Foot	ft.	1	12 in.
Cubit	ct.	1.5	2 sp.
Yard	yd.	3	3 ft.
Ell	el.	15/4	5 sn.
Fathom	ftm.	6	2 yd.
Rod	rd.	16.5	25 li.
Chain	ch.	66	4 rd.
Skein	sk.	360	96 el.
Furlong	fur.	660	10 ch.
Cable	cb.	720	120 ftm.
Mile	mi.	5,280	8 fur.
Nautical Mile	nm.	6,077.28	10 cb.
League	lea.	15,840	3 mi.
Spindle	spn.	43,200	120 sk.

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	twn.	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				
Cantrip	4 sp	5 sp	7 sp	1
1st Level	7 sp	10 sp	12 sp	5
2nd Level	2 gp	25 sp	3 gp	7
3rd Level	4 gp	5 gp	7 gp	10
4th Level	2 pp	25 gp	3 pp	12
5th Level	4 pp	50 gp	7 pp	15
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 to various currencies. If something historical is mentioned in this article odds are Wikipedia will have an article on it that I used. If there are no other references assume Wikipedia.
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/

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Brief history of Umayyad coinage, They were nice enough to put in English
https://islamiccoins.ancients.info/umayyads/readingumayyadcoins.htm

Coins and Currency in the Medieval World, used to give what would be the modern weight
https://islamiccoinage.wordpress.com/

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.