A Equipment

Given over the next dozen or so pages is listed many of the things that character can, or at least could if they had the money, buy. Not everything is given here, but the majority of the 'standard' stuff is. Such goods as herbs (ie those with special properties, for good or ill, and which require lengthy descriptions), and valuables such as gems or jewellery are not included. Such items have their own sections, complete with full descriptions.

Weapons and armour are included, together with their relevant game statistics for purposes of combat. Notes regarding the improvement of such items are left for further development elsewhere though. Of course, if a character wishes a certain suit of armour or weapon to look special, then just double, triple or quintuple the price. The weapon looks nice, and will gain the character prestige probably, but has no game bonuses.

A related point is that many items listed herein are of differing qualities. Such qualities may well range poor, to excellent or even superb. Often, such will have no intrinsic game bonuses. As far as game mechanics is concerned, the difference between wearing a common set of clothing or a excellent set of clothing is merely several royals in cost. The GM may well base reactions of NPC's on how they view the characters though. A character dressed much as a beggar or other low life is more likely to be stopped by city guards than someone wearing silks and furs.

A.1 Availability

Given with each piece of equipment is an availability code. This code consists of at the very least a number, possibly followed by some letter codes. The number shows how common the item is, and from what sort of places it can be brought. The letter codes give some further, more specific, information. These numbers range from 0 to 5, and the letters can be either R, I, S or L.

0 coded items are literally as common as dirt. They include such items as firewood, chalk, or clubs and staves. They still have a price, which reflects the trouble someone has had to go to to obtain them. Such items are available from anywhere there are people for a cost, and from most other places for a bit of effort, but otherwise free.

1 listed items are such common things as simple clothing, or food. They are available from even small villages in good supply, at a reasonable cost.

2 rated items are again simple, but take time and some degree of skill to make. In small villages, they may well be common, but not really up for sale, since they are in use. Tools are a good example of this. Large villages may have them available for sale.

3 rated goods are not beyond a villages ability to produce, but are rare or of use to the villagers. Include items such as daggers or basic armour, and also most farm animals. Small towns are where these will become common.

4 rated goods are only available in towns. Include most weapons, jewellery, good quality cloth, horses and so forth.

5 rated goods are only really found in large towns. Unusual or good quality weapons and armour, luxury goods or those that need skilled craftsmen to make them.

R rated goods are restricted. Often, freemen will be allowed use of them, but they will be illegal for peasants and other low life. A warrant may be necessary to carry such items openly, especially weapons and armour.

I rated goods are just plain illegal. Drugs, hand crossbows, lock picks and so forth. Possession of such will mean punishment or at least a very good excuse, depending on details.

S rated goods are specialist. They require a skilled craftsman to make them, so will be relatively rare even in a large city (weapons will only be available from a weapons-mith for instance).

L rated goods are considered luxury goods. Buying such may be difficult for those who look as if they are aspiring to heights above their station.

A.2 Economics

There are two main ways of obtaining what you want. The first is bartering, the second is money. Actually, there are three main ways, but I wouldn't want to encourage the light fingered amongst you.

Bartering is most common in villages, where few people have money (in fact, to the average village peasant, money is quite useless, since you can't eat it, it won't keep you warm, and no-one else you know actually wants to exchange it for something which does). Since many villages are based around an inn, which caters for travellers, there will usually be someone who accepts coinage. In towns of course, bartering can be most impractical, and here money is used almost exclusively.

Buying and selling goods is still very much a personal thing though. The prices listed here are general averages.

Appendix A : Standard Equipment

Bargaining is an accepted way of life. Just because someone asks you to pay 30 bits for a piece of meat, doesn't mean to say you do. You may end up paying only 15. Of course, it would be tedious if players had to roleplay bargaining for every item they purchase, so such should be left for the larger purchases, and instead just settle for the listed price for everything else.

A.3 Coinage

The prices listed are given in terms of Atharic coinage, ie that used in the Kingdom of Atharia. There are four basic coins in this monetary system, plus two other 'unofficial' coins. The main coins are the brass bit, the copper tusk, the silver sild, and the golden royal. Bits and tusks are the domain of the lower classes, and such rarely see a sild, and many will never see the glint of a golden royal.

The system is based around the royal, which is worth (and is), a 100g of gold. The sild is worth a fiftieth of this, though still weighs 40g. There are 20 tusks to the sild, and 10 bits to the tusk. Further, a bit may be cut in half to make a ha'bit, and half again to make a farthing.

Specialist Equipment

Item	Availability	Weight	Cost
Bell, small hand	4 S	*	1 sld
Chain (per metre)			
Heavy	4 S	5	2 sld
Light	3 S	2	30 tsk
Glass bottle	5 S	¼	5 sld
Holy symbol			
Wooden	3 S	*	5 tsk
Iron	3 S	*	1 sld
Silver	4 S	*	5 sld
Holy water (vial)	3 S	¼	25 sld
Hourglass	5 S	½	30 sld
Lock, padlock	—	—	—
Poor (15)	3 S	¼	2 sld
Moderate (20)	3 S	¼	5 sld
Good (30)	4 S	¼	10 sld
High (40)	6 S	¼	25 sld
Excellent (50)	6 S	¼	2 ryl
Superb (65)	6 S	¼	10 ryl
Magnifying glass			
Poor	5 S	*	1 ryl
Good	6 S	*	2 ryl
Excellent	6 S	*	5 ryl
Merchant's scale	4	½	1 sld
Mirror, small metal	4 S	*	5 sld
Paper (sheet)	5 S	**	1 sld
Papyrus (sheet)	5 S	**	7 tsk
Parchment (sheet)	5 S	**	10 tsk
Perfume (vial)			
Common	3 S	*	10 tsk
Good	4 S	*	2 sld
Fine	5 S	*	10 sld
Excellent	5 S	*	1 ryl
Superb	5 S	*	5 ryl
Soap		3	¼ 4 tsk
Scroll case	4	¼	8 tsk
Sewing needle	2	**	5 tsk
Signal whistle	5 S	*	1 sld
Signet ring or seal	3 S	*	2 sld
Spyglass	6 S	½	10 ryl
Water clock	5 S	20	10 ryl
Writing ink (vial)	4 S	*	4 sld

Containers

Item	Availability	Weight	Cost
Backpack	2	2	2 tsk
Barrel, small	2	30	4 tsk
Basket	—	—	—
Large	1	½	12 bit
Small	1	*	2 bit
Belt pouch	—	—	—
Large	1	½	6 bit
Small	1	¼	4 bit
Bolt case	3	½	10 tsk
Bucket	—	—	—
Metal	3	2	5 sld
Wooden	1	2	5 tsk
Chest, wooden	—	—	—
Large (90x60x60)	3	12	4 tsk
Small (45x30x30)	2	5	2 tsk
Iron pot	2	1	5 tsk
Quiver	3	½	4 tsk
Sack	—	—	—
Large	2	¼	2 tsk
Small	1	*	5 bit
Strongbox, iron			
Large (90x60x60)	4 S	60	5 sld
Small (45x30x30)	4 S	25	3 sld
Strongbox, steel			
Large (90x60x60)	5 S	50	20 sld
Small (45x30x30)	5 S	20	10 sld
Wine/water skin	2	½	6 tsk

Thieves Equipment

Item	Availability	Weight	Cost
Acid (per application)			
Weak	4 S	¼	30 sld
Good	5 S	¼	2 ryl
Strong	5 S	¼	5 ryl
Caltrops (one use)	4 S	¼	4 tsk
Glass cutter	5 SI	**	1 ryl
Glue, (per application)			
Weak (15)	2	¼	5 tsk
Good (25)	3 S	¼	5 sld
Strong (40)	4 S	¼	20 sld
Grease, (application)	1	¼	2 bit
Hearing cone	4 S	¼	4 tsk
Jemmy	3	½	5 tsk
Large nails/spikes	2	*	2 bit
Lock picks	4 SI	**	10 sld
Marbles (one use)			
Glass	5 S	¼	2 sld
Stone	3	¼	1 tsk
Oil, lubricating	3	¼	1 tsk
Skeleton key	4 SI	*	1 ryl
Small hammer	2	¼	1 tsk
String (per 10 metres)			
Hemp	3	*	3 bit
Silk	5 S	**	1 sld
Weapon black	4	¼	5 sld
Wire saw	4 S	**	10 sld

Climbing Equipment

Item	Availability	Weight	Cost
Block and tackle			
Light	4 S	1	5 tsk
Medium	5 S	2	1 sld
Heavy	5 S	4	5 sld
Crampons	4 S	¾	1 sld
Grappling hook	3 S	2	8 tsk
Ladder (per two metres)			
Metal	3 S	5	2 sld
Wooden	3	3	5 bit
Piton	3	¼	5 bit
Rope (per 20 metres)			
Hemp	3	12	10 tsk
Silk	5 S	5	8 sld

Food and Drink

Item	Cost
Bottle of wine	—
Poor	5 bit
Good	15 bit
Fine	3 tsk
Vintage, good	1 sld
Vintage, excellent	5 sld
Egg (chicken)	1 bit
Egg (cootha)	5 bit
Fresh vegetables (one meal)	1 bit
Glass of wine	—
Poor	1 bit
Good	3 bit
Fine	7 bit
Vintage, good	5 tsk
Vintage, excellent	1 sld
Loaf of bread	2 bit
Fresh meat (one meal)	2 tsk
Pint of ale	2 bit
Pint of beer	1 bit
Pint of mead	4 bit

Appendix A : Standard Equipment

Musical Instruments

Item	Availability	Weight	Cost
Wind instruments			
Bagpipes	3 S	2	40 sld
Recorder	2 S	½	5 sld
Harmonica	2 S	¼	2 sld
Pan pipes	2 S	1	2 sld
Heralding horn	3 S	2	15 sld
Hunting horn	2 S	1	5 sld
Stringed instruments			
Dulcimer	3 S	7	30 sld
Lute	2 S	2	15 sld
Mandolin	3 S	2	20 sld
Lyre	3 S	2	20 sld
Harp	4 S	4	40 sld
Fiddle	3 S	2	15 sld
Percussion			
Cylinder drums	2 S	7	10 sld
Gong	4 S	20	20 sld
Gourds	1 S	1	1 sld
Tambourine	1 S	1	3 sld
Cymbals	1 S	2	3 sld
Glockenspiel	1 S	12	50 sld
Keyboards			
Hydraulis	5 S	50	2 ryl
Pipe organ	5 LS	250	12 ryl

Meals and Lodgings

Service	Cost
Lodgings, common per night	
Poor	2 bit
Common	4 bit
Lodgings, private per night	
Poor	1 tsk
Common	2 tsk
Good	5 tsk
Fine	1 sld
Excellent	5 sld
Superb	10 sld
Meal,	
Poor	3 bit
Common	5 bit
Good	1 tsk
Fine	4 tsk
Excellent	1 sld
Superb	5 sld

General Adventurer's Equipment

Item	Availability	Weight	Cost
Blankets			
Simple	2	2	5 tsk
Thick	3	5	1 sld
Winter	3	10	5 sld
Candle (1 hour)	1	*	1 bit
Canvas (per metre^2)	3	1	4 tsk
Chalk	0	**	1 bit
Fish hook	2	**	1 tsk
Fishing net (3m^2)	2	3	15 tsk
Flint and steel	2	*	5 tsk
Lantern			
Beacon	5 S	20	1 ryl
Bullseye	4 S	2	7 sld
Hooded	3	1	4 sld
Oil, lamp (6 hours)	3	½	6 bit
Pavilion (10 people)			
Standard	5 SL	25	1 ryl
Good	5 SL	35	3 ryl
Excellent	5 SL	60	5 ryl
Superb	5 SL	100	10 ryl
Rations (one week)			
Dried	3 S	1	3 sld
Standard	1	2	10 tsk
Tent,			
Large (4 people)	4 SL	10	10 sld
Small (2 people)	3 SL	5	2 sld
Torch	1	½	1 bit
Whetstone	2	½	2 bit

Transport

Item	Availability	Cost
Barge		
Huge	5 S	35 sld
Large	5 S	20 sld
Small	4 S	10 sld
Carriage		
Common	4 S	25 sld
Good	4 SL	1 ryl
Excellent	4 SL	2 ryl
Carts		
Four wheeled	3 S	15 sld
Two wheeled	3 S	7 sld
Ships		
Caraval	5 SL	150 ryl
Coaster	5 SL	60 ryl
Cog	5 SL	100 ryl
Knarr	4 S	5 ryl
Wagons		
Four wheeled	4 S	20 sld

Animals

Creature	Rating	Trained	Untrained
Ank	4	3 ryl	2 ryl
Cat, small	5 S	10 ryl	2 sld
Chicken	1	—	5 tsk
Cootha	3	—	15 tsk
Deela	3	40 sld	30 sld
Donkey	3	10 sld	8 sld
Falcon/hawk	5 RS	20 ryl	1 ryl
Griffon	5 RS	40 ryl	15 ryl
Horse	—	—	—
Draft	3	4 ryl	3 ryl
Heavy war	5 RS	50 ryl	10 ryl
Light war	4 RS	5 ryl	3 ryl
Medium war	5 RS	15 ryl	5 ryl
Riding	4 S	75 sld	1 ryl
Magrin	4 S	20 ryl	10 ryl
Mule	3	30 sld	22 sld
Pigeon, homing	3 S	35 sld	—
Pony	3	30 sld	20 sld
Sarl	5 S	18 ryl	7 ryl
Songbird	5 S	1 ryl	15 sld
Telgur	4 S	—	7 ryl
Thytil	4 RS	25 ryl	10 ryl
Wolf			
Northern	5 S	80 sld	70 sld
Southern	5 S	50 sld	35 sld
Wyvern	5 RS	40 ryl	10 ryl
Yaggin	5 S	35 ryl	10 ryl

Simple Tithes, Taxes and Tolls

Entry into a town
by a non-resident peasant . . . . 2 bit
by a non-resident freeman . . . . 1 tsk
for each wheel of a cart or wagon. . . . . 1 bit
for a horse. . . . . 1 sld
for a deela . . . . 3 bit
other large creatures are not permitted in towns

Weapon licenses
daggers and knives. . . . . free
short and long blades . . . . 5 tsk
all other weapons . . . . 10 tsk

Money
Changing foreign currency. 10%-30%
Changing enemy foreign currency. 50%-90%
Changing valuables to cash value 30%-60%

Cost of Some Basic Services

Messenger
Use of an official messenger can cost about five tusks. These are more reliable than getting someone off the street to do it, plus are better received as well as having some 'protection' from being waylaid. They can also go almost anywhere.

City Guide
About one sild to hire an official guide for a city for one day. Such guides know where all the important places are, give some excuse for standing around gawping at things, and have some freedom over where they can go.

Healer
Cost of such depends greatly on severity of injuries and how much the healer thinks he can get away with. Use of first aid skill will generally be a few bits, while chirurgery will cost a couple of tusks for injuries less than 10 points, going up to maybe five silds for 50 or 60 point injuries. Curing poisons will be three to five silds in general, a lot cheaper if merely a 'mild' and also common (ie food) poisoning.

Sage
Depends greatly on the difficulty of the knowledge sought, and also on how sensitive the information is. About 5 silds for anything up to difficulty 20, then doubling for each extra ten difficulty beyond that.

Man-at-arms
Includes mercenaries and other soldier types, with principle weapon skill around 5D (ie standard warrior). For general bodyguard duties, about a sild a day, plus food and replaced equipment. A bit less (not much) if cushy job, going up steeply for obviously dangerous jobs. Not being honest about the job can have serious repercussions later.

Basic Bribes and Tips

1 bit . . . . . keep a beggar happy, ask an innkeeper to leave a message for someone else (depending on who, this could be two or three bits).

2-5 bit. . . . ask a beggar or street urchin a question.

1 tsk . . . . . ask an innkeeper a question, hire the services of a beggar or street urchin, get a town watchman or guard to ignore a minor transaction.

2-5 tsk . . . pay for a bard to sing about a particular subject (to embarrass someone maybe).

5 tsk . . . . . get a guard to let you into a restricted area (the high quarter maybe, but not palace grounds or the guards barracks).

1 sld . . . . . buy the time of a scholar, get a bureaucrat to speed up some paperwork, persuade a butler to let you see his master.

5 sld . . . . . bother a merchant or low noble, get a bard to spread a few rumours about powerful people,

20 sld . . . . get a mercenary to betray his employer (this can be much more, depending on chances of being found out and what 'betrayal' involves), or a guard to ignore an important post. Get a merchant's very good favour.

Buildings

Type of Building	Cost
Forest shack	10 sld
Peasant cottage	35 sld
Town house,	—
Poor	25 sld
Common	2 ryl
Good	10 ryl
Fine	40 ryl
Excellent	100 ryl
Fortified town house	200 ryl
Fortified manor house	250 ryl
Castle keep,	—
Small	500 ryl
Medium	1,000 ryl
Large	2,000 ryl

Upkeep is generally about 10% of the worth of the building each year. Small buildings, generally those under the price of a good town house, can be looked after by the owner at virtually no cost if he is willing to do a bit of work. Larger and more complex buildings require experienced craftsmen and artisans.

The above prices do not of course include rent or any other form of taxes, which owners of dwellings within a town or city will most likely have to pay. Generally, this is about 5% of net worth of building, but can be more in a heavily taxed region (lightly taxed regions tend to be rare for some reason).

Clothing

Item	Rating	Cost
Boots, riding	—	—
Common	2	5 sld
Good	3 S	10 sld
Fine	4 S	15 sld
Boots, soft	—	—
Common	1	3 sld
Good	2	6 sld
FIne	3 S	9 sld
Cloak, cloth	—	—
Poor	1	5 tsk
Common	1	10 tsk
Good	2	1 sld
Fine	3 S	5 sld
Cloak, fur	—	—
Common	2	1 sld
Good	3	10 sld
Fine	4 S	1 ryl
Excellent	5 S	4 ryl
Superb	5 S	12 ryl
Generic clothes	—	—
Poor	1	3 tsk
Common	2	10 tsk
Good	3	2 sld
Fine	4 S	10 sld
Excellent	5 S	1 ryl
Superb	5 S	10 ryl
Jewellery		
Poor	2 S	5 tsk
Common	3 S	1 sld
Good	4 S	1 ryl
Fine	5 S	5 ryl
Excellent	5 S	25 ryl
Superb	5 S	100 ryl

Note that the above items are very 'generic' and it is the player's choice to fill in the details. The most exotic ideas should be checked with the GM, but generally the cost of the clothing is more important than exactly what it is. After all, the only advantages gained from expensive clothing are totally role-play based, and have nothing to do with game mechanics.

Weapon Prices and Availability

Weapon	Availability†	Weight	Cost
Axes			
Battle axe	4 R (adluo)	3	5 sld
Great axe	6 R (dlo)	8	50 sld
Hand axe	3	1	1 sld
Clubs			
Heavy	1	1.5	2 bit
Light	1	1	1 bit
Mace	3 R (alu)	3	7 sld
Morning star	4 R (alu)	3	10 sld
Crossbows			
Heavy	5 R (adlo)	7	25 sld
Light	3 (adlo)	3	10 sld
Medium	4 R (adlo)	5	15 sld
Daggers			
Dirk	4 R (u)	0.75	3 sld
Main-gauche	5 R (al)	0.5	5 sld
Talis	3 (al)	0.5	2 sld
Flails			
Great flail	6 R (l)	6	15 sld
War flail	5 R (l)	2	8 sld
Greatswords			
Attil	7 R (agu)	5	25 sld
Claymore	8 R (gu)	7	50 sld
Urubsar	8 R (o)	6	50 sld
Hammers			
Great pick	6 R (l)	3	20 sld
Military pick	5 R (l)	2	15 sld
Warhammer	4	5	2 sld
Longswords			
Balsar	6 R (o)	1.5	15 sld
Fanhorn	6 R (n)	2.5	25 sld
Graybier	6 R (al)	2	18 sld
Kanris	6 R (al)	1.5	12 sld
Rapier	7 R (l)	1	18 sld
Shields			
Buckler	2 R	0.25	1 tsk
Large shield	5 R (alo)	2	1 sld
Medium shield	4 R (adlo)	1	10 tsk
Small shield	3 R	0.5	5 tsk
Shortswords			
Cutlass	5 R (a)	1	10 sld
Gladius	4 R (a)	0.75	7 sld
Spears			
Javelin	3 R	0.75	5 tsk
Long spear	2	1.5	5 sld
Spear	2	1	8 tsk
Unrelated melee weapons			
Awl pike	4 R (l)	6	4 sld
Knife	2	0.25	1 tsk
Halberd	6 R (l)	7	7 sld
Quarterstaff	1	1.5	5 bit
Whip	1	0.75	2 tsk
Unrelated missile weapons			
Bolas	2 (ou)	1	15 tsk
Hand crossbow	6 (*)	1	6 ryl
Long bow	6 (kns)	1.5	5 sld
Short bow	3 (alou)	1	2 sld
Sling	1	0.1	5 bit
Throwing dart	2 R	*	2 tsk
Thrown knife	3 R	0.25	5 tsk

† Notes on Availability

The first number is not given on the same scale as the availability for other equipment. This instead gives an idea of how difficult such a weapon is to make - the number roughly corresponds to the number of dice of skill a weaponsmith would require to make such a weapon. A standard village blacksmith might have an equivalent of 2D to 3D (about 2D lower than his blacksmithing skill). A standard town or city weaponsmith would have about 5D to 6D skill.

Letters given in parenthesis show the country or race from which the weapon originates, or is common it. Weapons will generally be rarer and harder to obtain in other places. A letter listed in italic is almost impossible to get hold of outside that race. If no letter codes are given, then that weapon is available almost anywhere.

a	Atharia	d	Duergar
g	Gorthanic	k	Duchy of Kant
l	Lhorone	n	Norian
o	Orc	u	Alundic
*	rare everywhere		

Appendix A : Standard Equipment