

# General goods - City Prices

(October 12, 2013)

## Armor\*

|                                     |                        |
|-------------------------------------|------------------------|
| Wall Shield                         | : 140 bp ( 42.0 lbs.)  |
| Full Shield                         | : 80 bp ( 22.0 lbs.)   |
| Normal Shield                       | : 65 bp ( 14.0 lbs.)   |
| Target Shield                       | : 45 bp ( 7.0 lbs.)    |
| Buckler                             | : 25 bp ( 5.0 lbs.)    |
| Leather Jerkin [AT:5]               | : 10 bp ( 9.0 lbs.)    |
| Leather Coat [AT:6]                 | : 60 bp ( 17.0 lbs.)   |
| Full length Leather Coat [AT:7]     | : 85 bp ( 21.0 lbs.)   |
| Reinforced F.L. Leather Coat [AT:8] | : 100 bp ( 25.0 lbs.)  |
| Leather Breastplate [AT:9]          | : 42 bp ( 14.0 lbs.)   |
| Chain Shirt [AT:13]                 | : 500 bp ( 20.0 lbs.)  |
| Full Chain [AT:15]                  | : 1300 bp ( 44.0 lbs.) |
| Chain Hauberk [AT:16] (req. AT 15)  | : 1100 bp ( 30.0 lbs.) |
| Metal Breastplate [AT:17]           | : 2000 bp ( 28.0 lbs.) |
| Plate Helmet ( <i>Bronze</i> )      | : 35 bp ( 2.5 lbs.)    |
| Pot Helmet ( <i>Bronze</i> )        | : 50 bp ( 3.0 lbs.)    |
| Full Helmet                         | : 95 bp ( 4.5 lbs.)    |
| Visored Helmet                      | : 175 bp ( 4.0 lbs.)   |
| Leather Greaves (Arms & Legs)       | : 70 bp ( 6.0 lbs.)    |
| Metal Greaves (Arms & Legs)         | : 300 bp ( 10.0 lbs.)  |
| Aventail                            | : 50 bp ( 2.0 lbs.)    |

\*Armor types available in+5 (5 times cost) and +10 (20 times cost)

## Weapons\*

|                |                       |
|----------------|-----------------------|
| BastardSword   | : 200 bp ( 6.0 lbs.)  |
| Bardiche       | : 145 bp ( 12.0 lbs.) |
| Battle Axe     | : 130 bp ( 7.5 lbs.)  |
| BroadSword     | : 120 bp ( 4.5 lbs.)  |
| Dagger         | : 40 bp ( 0.5 lbs.)   |
| Dirk           | : 52 bp ( 0.5 lbs.)   |
| Quarterstaff   | : 2 bp ( 4.5 lbs.)    |
| Handaxe        | : 50 bp ( 5.0 lbs.)   |
| Javelin        | : 30 bp ( 4.0 lbs.)   |
| Mace           | : 65 bp ( 5.5 lbs.)   |
| Morningstar    | : 175 bp ( 6.5 lbs.)  |
| Pole Arm       | : 140 bp ( 9.0 lbs.)  |
| Scimitar       | : 90 bp ( 4.0 lbs.)   |
| Shortsword     | : 75 bp ( 3.0 lbs.)   |
| Sling          | : 11 bp ( 0.5 lbs.)   |
| Spear          | : 28 bp ( 6.0 lbs.)   |
| Trident        | : 40 bp ( 5.0 lbs.)   |
| Two-Hand Sword | : 225 bp ( 8.5 lbs.)  |
| Short Bow      | : 60 bp ( 2.5 lbs.)   |
| Composite Bow  | : 200 bp ( 3.0 lbs.)  |
| Light Crossbow | : 135 bp ( 7.5 lbs.)  |
| Longsword      | : 190 bp ( 4.2 lbs.)  |
| Long Bow       | : 110 bp ( 2.5 lbs.)  |
| Warhammer      | : 155 bp ( 5.5 lbs.)  |

\*Weapons available in+5 (5 times cost) and +10 (20 times cost)

## Food

|   |                      |
|---|----------------------|
| Small Meal (Soup and bread)             | : 3 bp ( 1.0 lbs.)   |
| Normal Meal (Above plus meat or cheese) | : 5 bp ( 2.0 lbs.)   |
| Large Meal (Above plus vegetables etc.) | : 8 bp ( 4.0 lbs.)   |
| Gourmet Meal (Specially prepared)       | : 15 bp ( 5.0 lbs.)  |
| Exotic Meal (Spiced/unusual)            | : 21 bp ( 4.0 lbs.)  |
| Beer                                    | : 4 cp ( 1.0 Pint)   |
| Ale                                     | : 3 cp ( 1.0 Pint)   |
| Cider                                   | : 5 cp ( 0.5 Pint)   |
| Brandy                                  | : 5 cp ( 0.2 Pint)   |
| Wine                                    | : 6 cp ( 0.2 Pint)   |
| Milk                                    | : 2 cp ( 1.0 Pint)   |
| Fruit Water                             | : 6 cp ( 0.5 Pint)   |
| Beef Jerky (7 days)                     | : 14 bp ( 15.0 lbs.) |
| Dried Fish (7 days)                     | : 7 bp ( 25.0 lbs.)  |
| Trail Crackers (7 days)                 | : 10 bp ( 18.0 lbs.) |
| Smoked Dried Ham (7 days)               | : 10 bp ( 22.0 lbs.) |
| Packed Lunch (3-4 days)                 | : 1 bp ( 18.0 lbs.)  |
| Greatbread Preserved food (7 days)      | : 185 bp ( 7.0 lbs.) |

## Lodging

|                               |                    |
|-------------------------------|--------------------|
| Communal Sleeping             | : 2 bp ( 1 bed)    |
| Small Room                    | : 10 bp ( 1 bed)   |
| Normal Room                   | : 16 bp ( 2 beds)  |
| Large Room                    | : 29 bp ( 4 beds)  |
| Suite                         | : 260 bp ( 2 beds) |
| Stable (1 horse, 1 cart etc.) | : 5 cp             |

## Accessories

|   |                       |
|---|-----------------------|
| Arrows (20 stk.) [BF:15]                    | : 5 bp ( 3.0 lbs.)    |
| Backpack (Holds 25 lbs.)                    | : 8 bp ( 2.5 lbs.)    |
| Bag ( <i>Basic cotton</i> ) (Holds 12 lbs.) | : 1 bp ( 0.5 lbs.)    |
| Bandages (10 pcs.) (+15 FA. -bloodstop)     | : 30 bp ( 1.5 lbs.)   |
| Barrel (Holds 100 pints)                    | : 12 bp ( 40.0 lbs.)  |
| Bedroll (Heavy)                             | : 19 bp ( 10.0 lbs.)  |
| Bedroll (Light)                             | : 7 bp ( 6.0 lbs.)    |
| Bolts (10 Stk.) [BF:35]                     | : 14 bp ( 3.0 lbs.)   |
| Boots                                       | : 10 bp ( 3.5 lbs.)   |
| Bucket (Holds 12 pints)                     | : 3 bp ( 2.5 lbs.)    |
| Candle                                      | : 1 bp ( 0.1 lbs.)    |
| Canteen ( <i>Bronze</i> , Holds 2 pints)    | : 9 bp ( 1.0 lbs.)    |
| Chain (10 Feet) ( <i>Bronze</i> )           | : 7 bp ( 9.0 lbs.)    |
| Climbing Pick ( <i>Bronze</i> )             | : 22 bp ( 2.0 lbs.)   |
| Cloak ( <i>Plain wool</i> )                 | : 15 bp ( 4.0 lbs.)   |
| Coal (4 Hours of burning time)              | : 3 bp ( 1.0 lbs.)    |
| Cooking Pot ( <i>Bronze</i> )               | : 8 bp ( 3.5 lbs.)    |
| Cutlery Box (plate, mug, knife/fork)        | : 25 bp ( 3.0 lbs.)   |
| Disarm Trap Box                             | : 43 bp ( 1.5 lbs.)   |
| Fire-Starter Bow                            | : 1 bp ( 3.0 lbs.)    |
| Flint'n Steel                               | : 2 bp ( 0.5 lbs.)    |
| Framepack (holds 45 lbs.)                   | : 8 bp ( 8.0 lbs.)    |
| Frying Pan ( <i>Bronze</i> )                | : 12 bp ( 4.0 lbs.)   |
| Gloves ( <i>Wool</i> )                      | : 3 bp ( 0.5 lbs.)    |
| Gloves ( <i>Heavy</i> )                     | : 5 bp ( 1.0 lbs.)    |
| Gloves ( <i>Leather</i> )                   | : 6 bp ( 0.5 lbs.)    |
| Gloves ( <i>Fancy</i> )                     | : 50 bp ( .5 lbs.)    |
| Grappeling Hook                             | : 12 bp ( 2.5 lbs.)   |
| Hammer ( <i>Bronze</i> )                    | : 11 bp ( 1.5 lbs.)   |
| Hammock                                     | : 4 bp ( 3.0 lbs.)    |
| Hat ( <i>Plain felt</i> )                   | : 5 bp ( 1.0 lbs.)    |
| Hood  | : 2 bp ( 0.7 lbs.)    |
| Horse Cloth                                 | : 9 bp ( 12.0 lbs.)   |
| Ink   | : 1 bp ( 0.2 lbs.)    |
| Knife & Fork ( <i>Tin</i> )                 | : 2 bp ( 0.1 lbs.)    |
| Lantern                                     | : 15 bp ( 1.5 lbs.)   |
| Light Robes [AT:1]                          | : 11 bp ( 4.5 lbs.)   |
| Lock Pick Kit                               | : 21 bp ( 0.5 lbs.)   |
| Mirror                                      | : 130 bp ( 0.5 lbs.)  |
| Mug ( <i>Wood &amp; tin</i> )               | : 2 bp ( 0.4 lbs.)    |
| Nails (20 Stk.) ( <i>Bronze</i> )           | : 4 bp ( 0.5 lbs.)    |
| Oil Flask                                   | : 3 bp ( 1.0 lbs.)    |
| Padlock (With 2 keys)                       | : 35 bp ( 1.3 lbs.)   |
| Pants ( <i>Linnen</i> )                     | : 8 bp ( 1.5 lbs.)    |
| Paper (10 sheets)                           | : 9 bp ( 0.3 lbs.)    |
| Pipe  | : 14 bp ( 0.1 lbs.)   |
| Pitons (10 pcs.) ( <i>Bronze</i> )          | : 2 bp ( 3.0 lbs.)    |
| Plate ( <i>Tin</i> )                        | : 3 bp ( 0.6 lbs.)    |
| Quill Pens (10 pcs.)                        | : 1 bp ( 0.2 lbs.)    |
| Quiver (Holds 20 arrows/bolts)              | : 17 bp ( 1.5 lbs.)   |
| Rope (Standard 50')                         | : 5 bp ( 11.0 lbs.)   |
| Rope (Superior 50')                         | : 43 bp ( 4.0 lbs.)   |
| Sack (Holds 50 lbs.)                        | : 2 bp ( 2.5 lbs.)    |
| Saddle (Can carry 2 saddle bags)            | : 38 bp ( 12.5 lbs.)  |
| Saddle Bag (Holds 50 lbs.)                  | : 13 bp ( 7.0 lbs.)   |
| Sandals                                     | : 3 bp ( 0.5 lbs.)    |
| Saw ( <i>Bronze</i> )                       | : 4 bp ( 3.5 lbs.)    |
| Shirt ( <i>Basic wool</i> )                 | : 3 bp ( 1.0 lbs.)    |
| Shirt ( <i>Basic cotton</i> )               | : 8 bp ( 1.0 lbs.)    |
| Shoes ( <i>Leather</i> )                    | : 11 bp ( 1.0 lbs.)   |
| Spade ( <i>Bronze</i> )                     | : 9 bp ( 5.0 lbs.)    |
| Surcoat ( <i>Linnen</i> )                   | : 12 bp ( 1.5 lbs.)   |
| Tarp  | : 2 bp ( 4.0 lbs.)    |
| Tent (2 Pers.)                              | : 60 bp ( 17.0 lbs.)  |
| Tent (4 Pers.)                              | : 130 bp ( 45.0 lbs.) |
| Tights ( <i>Plain wool</i> )                | : 6 bp ( 0.5 lbs.)    |
| Tinderbox (Can be used 10 times)            | : 11 bp ( 0.3 lbs.)   |
| Torch (10 Stk.)                             | : 3 bp ( 10.0 lbs.)   |
| Tobacco (10 stop)                           | : 8 bp ( 0.1 lbs.)    |
| Vial (holds 1/2 pint)                       | : 14 bp ( 0.2 lbs.)   |
| Warm Robes ( <i>Thick wool</i> ) [AT:2]     | : 32 bp ( 9.0 lbs.)   |
| Waterskin (holds 4 pints)                   | : 2 bp ( 0.8 lbs.)    |

Adventurers backpack with: 1 Light bedroll, 5 Candles, 1 Canteen, 2 lbs. of coal, 1 Cutlery box, 1 Fire-starter bow, 1 Frying pan, 1 Lantern, 1 Lockpick kit,, 2 Mugs, 2 Oil flasks, 1 Standard rope (50'), 10 Torches, 3 Vials and 2 Waterskins  
: 110 bp (50 lbs.)

### Healing Herbs

|           |                     |        |            |                |                      |         |
|-----------|---------------------|--------|------------|----------------|----------------------|---------|
| Kenja     | (1-4)               | AF: 0  | leaf       | Brew / drink   | Instant              | 5 Sp    |
| Raman     | (1-10)              | AF: 1  | leaf       | Chew           | Instant              | 12 Sp   |
| Akbutege  | (1-10)              | AF: 0  | berry      | Chew           | Instant              | 14 Sp   |
| Akunga    | (2-20)              | AF: 1  | leaf       | Paste / Apply  | Instant              | 65 Sp   |
| Darrig    | (10)                | AF: 2  | berry      | Chew           | Instant              | 110 Sp  |
| Morue     | (50)                | AF: 7  | root       | Chew           | Instant              | 800 Sp  |
| Blenna    | (10-100)            | AF: 6  | fruit      | Ingest         | 2-20 rnd.            | 700 Sp  |
| Curfalaka | (Muscle Repair)     | AF: 15 | fruit      | Ingest         | 30 min               | 220 Sp  |
| Cicala    | (Muscle Repair)     | AF: 6  | grass      | Apply          | Instant              | 450 Sp  |
| Milinka   | (Bone Repair)       | AF: 7  | root       | Paste / Rub    | 1 hour               | 130 Sp  |
| Kiva      | (Bone Repair)       | AF: 15 | nodule     | Paste / Rub    | Instant              | 800 Sp  |
| Nizzar    | (Shatter Repair)    | AF: 5  | root       | Apply          | 8 Hours              | 800 Sp  |
| Baalak    | (Shatter Repair)    | AF: 5  | reed       | Apply          | 1 min                | 1600 Sp |
| Wor       | (Skull Repair)      | AF: 14 | cactus oil | Apply          | 1 min.               | 350 Sp  |
| Kalvar    | (Tendon Repair)     | AF: 8  | berry      | Paste / Rub    | 15 min.              | 75 Sp   |
| Kiran     | (Cartilage Repair)  | AF: 12 | leaf       | Apply          | 12 rnd.              | 255 Sp  |
| Ujama     | (Sprain Repair)     | AF: 30 | leaf       | Apply          | Instant              | 110 Sp  |
| Gasmerk   | (Organ Repair)      | AF: 35 | root       | Paste / Apply  | 1-10 rnd. (12 hours) | 320 Sp  |
| Jervie    | (Organ Repair)      | AF: 50 | seed       | Apply          | Instant (10 hours)   | 1450 Sp |
| Wumbar    | (Joint Repair)      | AF: 6  | fruit      | Crush / Rub    | Instant              | 1100 Sp |
| Orlian    | (Limb Preservation) | AF: 0  | leaf       | Crush / Apply  | Instant (5 days)     | 300 Sp  |
| Dorub     | (Nerve Repair)      | AF: 20 | berry      | Apply          | Instant (1 hour)     | 575 Sp  |
| Pok       | (Brain Repair)      | AF: 70 | mushroom   | Place in mouth | Varies (1-8 hour)    | 2000 Sp |
| Taline    | (Bloodstop)         | AF: 10 | berry      | Apply/ Rub     | 2-20 rnd.            | 140 Sp  |
| Amar      | (Bloodstop)         | AF: 9  | leaf       | Apply/ Rub     | 1-12 rnd.            | 310 Sp  |
| Telpe     | (Bloodstop)         | AF: 8  | grass      | Apply/ Rub     | 1-8 rnd.             | 475 Sp  |
| Inexes    | (Bloodstop)         | AF: 9  | leaf       | Apply/ Rub     | instant              | 750 Sp  |
| Starza    | (Cures Frostbite)   | AF: 12 | resin      | Brew/ Drink    | 30 min               | 260 Sp  |
| Nayeek    | (Life keeping)      | AF: 10 | flower     | Place in mouth | Instant (2 hours)    | 600 Sp  |
| Vaniro    | (Heart start)       | AF: 5  | Berry      | Apply          | Instant              | 170 Sp  |
| Zan       | (Spine Repair)      | AF: 18 | stem       | Crush/ Rub     | 1 min                | 2600 Sp |

### Normal Herb Addition Factor Failure Table

- 1** “&#%#.....!!!” The herb does just not work properly (contact your dealer for reclamation)
- 2 - 5** “*Hmm.....No effect??*” Your body have developed immunity towards this herb, it will be ineffective on you for 6 months, but fortunately it works this last time.
- 6 - 7** “*Ahh nice!!!*” You have become both mentally and physically addicted to this herb, and must take it at least once per day or suffer the consequences.
- 8** “*Grrraugh!!!*” The chemicals in the herb have activated some primal rage-instinct, 60% chance that you are in a terrible mood for the next 24 hours, and 40% chance that you just can’t control yourself and go berserk attacking the nearest person, this will wear of in about 10 minutes when you collapse due to the strain on your body.
- 9** “*Auch!!!*” This herb is not doing what it was supposed to do, it hurts like the pits of Charon (take 5-50 hits!) Furthermore the herb only have half it’s effect (either ½effect or double time!)
- 10** “*hick...da da dim..blup?..hick!?*” This herb obviously had a little bonus included. It have effected your brain in a quite nice way although you friends might not think so, for the next 2 hours you are noisy, unbalanced and braggy, you even have a big problem coordinating your moves and thoughts so you are acting at 50% of your capabilities during this period of time.

### Physical Enhancement Drug Addition Factor Failure Table

- 1** “&#%#.....!!!” The herb does just not work properly (contact your dealer for reclamation)
- 2 - 4** “*Hmm.....No effect??*” Your body have developed immunity towards this herb, it will be ineffective on you for 10 months unless you use twice the amount in the future, but fortunately it works this last time.
- 5 - 8** “*Ahh nice!!!*” You have become both mentally and physically addicted to this herb, and must take it at least once per day or suffer the consequences.
- 9-10** “*Arrgh....I just.....arrghhh.....tell little Tim..I won’t..be comm..ng..ho...this Christmas!!!*” Whops your heart just don’t like this herb, as it takes effect a rather nasty side effect appears, your heart stops beating.....Now where did that paramedic go?!

### Addiction Consequences Table

*(Modified by Poison RR)*

*(Roll once each morning, add +5 each day for the first 5 days. Then subtract 10 for each further day!)*

- xx - -75 :You have overcome your addiction and can now start living a normal life again!
- 74 - -50 :You are actually getting better controlling your situation, giving you no penalties today, and roll with a special -40 modifier next time this table.
- 49 - -25 :The drug is almost out of your system giving you a small penalty of -5 today!, and a special -25 modifier on this table tomorrow.
- 24 - 01 :Almost no effects today -5. You are learning to handle your sorry situation.
- 02 - 20 :Weak abstinence -10 to act today.
- 21 - 40 :The abstinence are growing, not good -15 to all actions!
- 41 - 60 :Harsh abstinence -25 all actions!
- 61 - 74 :Terrible abstinence -40 to actions!
- 75 - 90 :Crippling abstinence -50 all actions!
- 91 - 120 :The worst abstinence almost incapacitating -75 to all actions!
- 121 - 160 :Fever, shaking, delusions -100 to all acts
- 161 - 220 :The abstinence are tearing you apart, you collapse and are unconscious for the rest of the day.
- 221 - ++ :The abstinence have torn your body apart, and you have died. Tough luck!