

General goods - Village prices

(October 12, 2013)

<u>Armor</u>				<u>Armor</u>			
Normal Shield	: 75 bp (14.0 lbs.)	Surcoat (<i>Linnen</i>)	: 12 bp (1.5 lbs.)				
Leather Jerkin [AT:5]	: 15 bp (9.0 lbs.)	Tarp	: 2 bp (4.0 lbs.)				
Leather Coat [AT:6]	: 75 bp (17.0 lbs.)	Tent (2 Pers.)	: 60 bp (17.0 lbs.)				
Full length Leather Coat [AT:7]	: 110 bp (21.0 lbs.)	Tights (<i>Plain wool</i>)	: 6 bp (0.5 lbs.)				
Leather Breastplate [AT:9]	: 70 bp (14.0 lbs.)	Torch (10 Stk.)	: 3 bp (10.0 lbs.)				
Plate Helmet (<i>Bronze</i>)	: 35 bp (2.5 lbs.)	Warm Robes (<i>Thick wool</i>) [AT:2]	: 32 bp (9.0 lbs.)				
Leather Greaves (Arms & Legs)	: 95 bp (6.0 lbs.)	Waterskin (holds 4 pints)	: 2 bp (0.8 lbs.)				

<u>Weapons</u>			
Battle Axe	: 170 bp (7.5 lbs.)		
Dagger	: 55 bp (0.5 lbs.)		
Quarterstaff	: 4 bp (4.5 lbs.)		
Handaxe	: 62 bp (5.0 lbs.)		
Shortsword	: 100 bp (3.0 lbs.)		
Sling	: 11 bp (0.5 lbs.)		
Spear	: 35 bp (6.0 lbs.)		
Short Bow	: 72 bp (2.5 lbs.)		

<u>Food</u>			
Small Meal (Soup and bread)	: 1 bp (1.0 lbs.)		
Normal Meal (Above plus meat or cheese)	: 2 bp (2.0 lbs.)		
Large Meal (Above plus vegetables etc.)	: 4 bp (4.0 lbs.)		
Beer	: 1 cp (1.0 Pint)		
Ale	: 2 cp (1.0 Pint)		
Cider	: 1 cp (0.5 Pint)		
Brandy	: 2 cp (0.2 Pint)		
Wine	: 2 cp (0.2 Pint)		
Milk	: 1 cp (1.0 Pint)		
Fruit Water	: 2 cp (0.5 Pint)		
Beef Jerky (7 days)	: 8 bp (15.0 lbs.)		
Dried Fish (7 days)	: 3 bp (25.0 lbs.)		
Trail Crackers (7 days)	: 9 bp (18.0 lbs.)		
Smoked Dried Ham (7 days)	: 10 bp (22.0 lbs.)		
Packed Lunch (3-4 days)	: 1 bp (18.0 lbs.)		

<u>Lodging</u>			
Communal Sleeping	: 1 bp (1 bed)		
Small Room	: 6 bp (1 bed)		
Normal Room	: 12 bp (2 beds)		
Large Room	: 20 bp (4 beds)		
Stable (1 horse, 1 cart etc.)	: 5 cp		

<u>Accessories</u>			
Arrows (20 stk.) [BF:15]	: 5 bp (3.0 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 (Light)	: 7 bp (6.0 lbs.)		
Boots	: 10 bp (3.5 lbs.)		
Bucket (Holds 12 pints)	: 3 bp (2.5 lbs.)		
Candle	: 1 bp (0.1 lbs.)		
Cloak (<i>Plain wool</i>)	: 15 bp (4.0 lbs.)		
Coal (4 Hours of burning time)	: 3 bp (1.0 lbs.)		
Flint'n Steel	: 2 bp (0.5 lbs.)		
Framepack (holds 45 lbs.)	: 8 bp (3.0 lbs.)		
Frying Pan (<i>Bronze</i>)	: 12 bp (4.0 lbs.)		
Gloves (<i>Wool</i>)	: 2 bp (1.0 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.)		
Light Robes [AT:1]	: 11 bp (4.5 lbs.)		
Mug (<i>Wood & tin</i>)	: 2 bp (0.4 lbs.)		
Oil Flask	: 3 bp (1.0 lbs.)		
Pants (<i>Linnen</i>)	: 8 bp (1.5 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.)		
Quiver (Holds 20 arrows/bolts)	: 17 bp (1.5 lbs.)		
Rope (Standard 50')	: 5 bp (11.0 lbs.)		
Sack (Holds 50 lbs.)	: 2 bp (2.5 lbs.)		
Saddle (Can carry 2 saddle bags)	: 38 bp (12.5 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.)		
Shoes (<i>Leather</i>)	: 11 bp (1.0 lbs.)		
Spade (<i>Bronze</i>)	: 9 bp (5.0 lbs.)		

<u>Healing Herbs</u>						
Kenja	(1-4)	AF: 0	leaf	Brew / drink	Instant	2 Sp
Raman	(1-10)	AF: 1	leaf	Chew	Instant	8 Sp
Akbutege	(1-10)	AF: 0	berry	Chew	Instant	11 Sp
Akunga	(2-20)	AF: 1	leaf	Paste / Apply	Instant	40 Sp
Darrig	(10)	AF: 2	berry	Chew	Instant	80 Sp
Curfalaka	(Muscle Repair)	AF: 15	fruit	Ingest	30 min	170 Sp
Milinka	(Bone Repair)	AF: 7	root	Paste / Rub	1 hour	100 Sp
Kalvar	(Tendon Repair)	AF: 8	berry	Paste / Rub	15 min.	45 Sp
Kiran	(Cartilage Repair)	AF: 12	leaf	Apply	12 rnd.	225 Sp
Ujama	(Sprain Repair)	AF: 30	leaf	Apply	Instant	95 Sp
Taline	(Bloodstop)	AF: 10	berry	Apply/ Rub	2-20 rnd.	120 Sp
Gasmerk	(Organ Repair)	AF: 35	root	Paste / Apply	1-10 rnd. (12 hours)	285 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 bragging, 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 chismas!!*” Whops your heart just don’t like this herb, as it takes effect a rather nasty sideeffect 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 on 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!