

This is a list of average prices for goods and services for the Western Venârivè region of Lýthia. Prices assume local availability. For items not available locally, adjust prices accordingly. See *Mercantylar* for price increases by land or water freight.

The basic coin is the *silver penny*, which weighs 1 dram (256 coins weigh 1 lb) and which is abbreviated **1d**.¹ This coin is, literally, divided into four quarters called *farthings*.

Coins Abbreviations	
1 farthing	1 f
1 penny	1 d
1 shilling	1 s
1 pound	£ 1
1 gold crown	1 g
4 f	1 d
12 d	1 s
20 s	£ 1
240 d	£ 1
320 d	1 g

Shillings and pounds are not coins, merely quantities of silver pennies. A gold coin, called Kúzhán Gold Crown, is worth 320d and weigh 16 drams (1 oz). Most Venârians will never see a gold crown in their lifetime.

Weights for items, when given, are presented between the item's name and price and are given in pounds, unless otherwise noted.

If you find it difficult to figure where an item is sold, consult the index at the end of this list (see page 15).

Some professions have been regrouped under a common name for ease of reference: Metalsmith for instance include Coppersmiths, Tinkers and Blacksmiths, but not Silversmiths and Goldsmiths which are under Jeweller. Other examples are Weaponcrafter which includes Armourers, and Woodcrafter which includes Cabinet Makers and Carpenters. Innkeeper include Taverns.

For ease of reference, all weapons (both melee and missile), armour articles, missiles, and missile containers (e.g., quiver) are listed under Weaponcrafter. These items are not listed under the proper source to save space.

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¹ The Hårnic word for penny is *déra*. Various other Western Venârivè languages have similar words for it: 'dârg' in Ivínian, 'dêram' in Shôrka, 'dêrag' in Pálithâner, 'dêrius' in High Ázeryáni, etc. The Hårnic word for farthing is 'fêra,' and 'sêra' for shilling.

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Generalities

Price Rating

Very Low	80%
Low	90%
Average	100%
High	120%
Very high	140%

Skill Star Rating

Rating	Quality	Craftsman's ML
—	Inept	≤ 49
★	Novice	50-59
★★	Aspirant	60-69
★★★	Professional	70-79
★★★★	Expert	80-89
★★★★★	Paragon	90+

Abbreviations

£	pound (240d)
bl	bushel
cf	cubic foot
ct	carat
d	penny
dr	dram
ds	dose
dy	day
dz	dozen
ea	each
ev	evening
fa	fathom
ft	foot
f	farthing
gb	goblet
g	gold crown
gl	gallon
gr	grain
gs	glass
hd	hand (5 days)
hw	hundredweight
lb	pound
lf	loaf
nt	night
oz	ounce
pc	piece
pr	pair
ps	person
pt	pint
qt	quart
sc	scruple
sf	square foot
s	shilling
sy	square yard
wk	week (10 days)
yd	yard

Measures

Linear

12 inches	1 foot
3 feet	1 yard
2 yards	1 fathom
22 yards	1 chain
10 chains	1 furlong
20 furlongs	1 league
4,400 yards	1 league
1 league	~2.5 miles
1 league	~4 kilometres

Area

1 chain × 1 furlong (1 × 10 chains)	1 acre
4,840 sy	1 acre
30 acres (¾-hide)	1 yardland / virgate
120 acres	1 hide
4,000 acres	1 estate

Weight

142 carats	1 ounce
16 drams	1 ounce
16 oz	1 pound
100 lb	1 hundredweight
2,000 lb	1 ton

Liquid Volume (*equivalent water weight*²)

5 fl. oz	(0.313 lb)	1 glass
10 fl. oz	(0.625 lb)	1 goblet
~455 ml	(1.25 lb)	1 pint
20 fl. oz	(1.25 lb)	1 pint
2 pints	(2.5 lb)	1 quart
4 quarts	(10 lb)	1 gallon
5 gallons	(50 lb)	1 keg
15 gallons	(150 lb)	1 rundlet
52½ gallons	(525 lb)	1 hogshead
105 gl	(1,050 lb)	1 pipe
210 gl	(2,100 lb)	1 tun

Dry Volume

16 'dry pints'	1 peck
4 pecks (w: 60 lb for grain)	1 bushel
8 bushels	1 quarter
4 quarters (grain: w: 1,920 lb = 1 ton)	1 tun (<i>burthen</i>)

Time

12 short breaths (6 long breaths) ³	1 minute
60 minutes	1 hour
4 hours	1 watch
6 watches	1 day
24 hours	1 day
5 days	1 hand
10 days	1 week
3 weeks	1 month
30 days	1 month
30 days	1 moon
12 months	1 year
100 years	1 century
240 years	1 Yáí

Watches (*names vary according to region*)

0h-4h	Owl
4h-8h	Fox
8h-12h	Goat
12h-16h	Hawk
16h-20h	Bear
20h-24h	Wolf

2 Excluding the container.

3 Only arcanists, scholars, and specialists make use of these measures. Common folk find the measurement of an hour difficult enough.

Calendar

Season	Month	Sunrise ⁴	Sunset ⁴
Spring			
1	Núzyæl	7h00	19h00
2	Peónu	5h00	21h00
3	Kelén	5h00	21h00
Summer			
4	Nólus	5h00	21h00
5	Laránè	7h00	19h00
6	Ágrazhâr	7h00	19h00
Autumn			
7	Azúra	7h00	19h00
8	Halánè	9h00	17h00
9	Savôr	9h00	17h00
Winter			
10	Ilvín	9h00	17h00
11	Návek	7h00	19h00
12	Morgát	7h00	19h00

Days of the week

There are no standard names for the days of the week. Many local customs exist, though most peasants remember which day of the week it is on the fingers of their two hands, and refer to the first half of the week as the "first week hand" and the second as the "second week hand." The first half is counted on the left hand and the second on the right hand. In most places, the fifth day of each "hand" is a day off, which makes up 24 working days per month. Since the fifth day is counted with the thumb, the custom developed to associate the "thumb's up" with something positive, as people would toast their day off by showing the fifth day's finger (the thumb).

**ALCHEMIST**

Recognise a concoction	5d
Identify (<i>only after recognise</i>)	7d
Elixir (<i>see below</i>)	£6-£11

Elixirs are generally not sold by alchemists except to their patrons as part of their relationship. In the rare cases where an alchemist is willing to sell one, it is always prepared *after* full payment, and it takes 10 + 3d6 days to prepare. Prices are prohibitive: generally AS × £1.

Elixirs are stored in glass or ceramic vials with cork stoppers and weight 0.5 lb (full).

4 Sunrise and sunset times are given for high latitude zones (40°N-54°N). Refer to pages 142-143 for other latitudes.

**ANIMAL TRAINER**

Bear, trained	300+d
Dog, guard (<i>mastiff, molossus</i>)	24d
Dog, hunter (<i>greyhound, wolfhound, bloodhound</i>)	18d
Dog, ratter (<i>terrier</i>)	12d
Dog, sheepdog (<i>border collie</i>)	15d
Dog, sled (<i>Áltic malamute</i>)	28d
Falcon, trained	100+d
Peacocks	100-200+d
Songbirds	30-100+d

**APOTHECARY****General**

Sponge	45d
Sugar	60d/lb
Tea	35d/oz
Opiates	100+d/oz

Herb prices (wholesale)

Mild Potency	1d/ds
Strong Potency	3d/ds
Great Potency	30d/ds

Herb prices (retail)

Mild Potency	4d/ds
Strong Potency	12d/ds
Great Potency	120d/ds

Potions (*exotic concoctions*)

Potions lose their effect after **1d6 + SV** days after purchase. They come in flasks and weight 1 lb.

If you don't want to change the price according to the apothecary rating, use the prices in bold in the table below.

Apothecary R.	1 ★	2 ★	3 ★	4 ★	5 ★
SV	5	6	7	8	9 (10)
Mild Potency	12d	14d	16d	22d	29d (35d)
Strong Potency	35d	42d	48d	134d	221d (307d)
Great Potency	307d	394d	480d	566d	653d (739d)
Antivenin	<i>Treats venomous bites and stings</i>				
Aphrodisiac	<i>Stimulates sexual desire</i>				
Aromatic	<i>Imparts a pleasant and distinctive smell</i>				
Coagulant	<i>Promote blood-clotting</i>				
Curative	<i>Improves a single injury's healing</i>				
Emetic	<i>Induces vomiting</i>				
Hallucinogenic	<i>Alters perception, thoughts, emotions</i>				
Narcotic	<i>Deadens pain</i>				
Paralytic	<i>Induces paralysis</i>				
Poison	<i>Causes illness or death</i>				
Soporific	<i>Induces weariness and sleep</i>				

Stimulant Increase activity of the central nervous system

Spices

Alum	16d/oz
Bdellium	40d/oz
Cinnamon	40d/oz
Frankincense	70d/oz
Ginger	30d/oz
Ginseng	170d/oz
Láshu-powder	180d/oz
Myrrh	150d/oz
Nard	100d/oz
Nutmeg	50d/oz
Pepper, Mafani	36d/oz
Pepper, Molnásian	160d/oz
Saffron	160d/oz
Sugar	60d/oz
Tea	35d/oz

Other

Ambergris	180d/oz
Bdellium	40d/oz
Camphor	50d/oz
Frankincense	70d/oz
Nard	100d/oz
Myrrh	150d/oz



ARCANE LORE CHANTRY

Education

By Satía	7f/dy
By Shenáva	14f/dy
By Virán	7d/dy
Superior chantry or teacher	+20-300%
Diploma award	36d
Room & board in chantry/per month	90d

Chances of a chantry having a particular item/substance

Base chance	20%
Each level of chantry (1 to 5)	+10%
Item from another convocation	-30%
Level of rarity	see table
Size of town	see table

Level of rarity

Common	0%
Uncommon	-10%
Scarce	-20%
Rare	-40%
Limited	-60%

Size of city/town

City	+25%
Town	0%
Village	-15%
Hamlet	-25%
Crossroads	-50%



ARENA

Pàmésáni arena, per seat	12d
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ASTROLOGER

Astromantic reading ⁵	60-300d
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BONDMASTER

Bonding fee, per month ⁶	1-3%
Hawking fee ⁶	8-10% of value



CARTOGRAPHER

Map	12+d
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CHANDLER

Brush	0.44	3d
Candle, beeswax ⁷ , per 6	1.0	24d

Candles, tallow ⁸ , per 6	1.0	3d
Comb	0.25	2d
Cooking oil	10.0	3d/gl
Grease	1.0	1d/lb
Lamp ⁹	1.0	4d
Lamp oil	10.0	12d/gl
Lamp oil (32 hr)	1.5	6f/pt
Lantern, ½ pint ¹⁰	1.0	12d
Lantern, candle ¹¹	2.0	9d
Paint	10.0	20+d/gl
Tar	10.0	9d/gl
Tinderbox ¹²	2.0	6d
Torch ¹³	1.0	1d
Wax	1.0	1d/lb

From other sources

(% in stock assumes no other source in village. Prices include markup)

Item	% in stock	lb	cost
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Clothier

Blanket, wool	90%	3.0	87d
Purse, buckram	75%	0.2	11d

Fletcher

Arrows, light, broad	80%	1.5	15d/dz
Longbow (50)	45%	2.0	44d
String, longbow	90%		2d

Harper

Balalaika	10%	5.0	204d
Fiddle	30%	4.0	204d
Flute	50%	0.56	22d
Lute	10%	4.0	240d
Lyre	5%	4.0	144d

Hideworker

Backpack, 30 lb	80%	4.0	36d
Belt pouch, 10 lb	80%	2.0	24d
Quiver (holds 12)	80%	2.0	10d
Waterskin, 2 qt	85%	6.5	29d

Metalsmith

Crowbar	30%	4.0	11d
Grappling hook	25%	4.0	22d
Hatchet	75%	3.0	8d
Knife	95%	1.0	8d
Mirror, small	10%	0.5	102d
Razor	75%	0.25	9d
Bullets, lead	35%	2.0	11d/dz
Spade/shovel	60%	7.0	10d
Spikes/nails, 24	60%	1.0	4d
Tankard, pewter	80%	0.8	6d
Wood axe	85%	5.0	15d

Perfumer

Incense	40%	1.0	10d/lb
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8 Sheds light in a 5-foot radius; one candle burns for one hour. Tallow produces a distinct odour and more smoke than beeswax.

9 Sheds light in a 20-foot radius; one pint of oil burns for 32 hours. Not very practical for outdoor use.

10 Sheds light in a 30-foot radius; one-eighth pint of oil burns for four hours.

11 Sheds light in a radius according to the type of candle used.

12 Includes flint, firesteel, and tinder; an SV3 Survival Success Value test result is needed to light in 6d6 rounds (reduce by one die per star result); a knife used in place of the firesteel brings a -20 penalty to the test.

13 Sheds light in a 20-foot radius; burns for one hour. Treat as a stick (page 100) when used to strike a target; for resulting flame impact, see page 121 sidebar.

5 Price is 60d times the astrologer's Skill Star Rating.

6 When trade goods are brought into a settlement with a market, their owner must either purchase a hawking license to permit sale of the goods or place the goods in bond at an authorized bonding house. Hawking fees are one-time payments of generally 8-10% of the goods' value. Bonding fees are charged monthly and are typically 1-3% of goods' value. Goods placed in bond are usually re-exported but may be taken out of bond on payment of the appropriate hawking fee. As goods are not always inspected, bribery, undervaluing, and graft are common.

7 Sheds light in a 10-foot radius; one candle burns for one hour.

Perfume, cheap	20%	0.06	15d
Soap	80%	0.06	3d

Salter

Ration, standard	60%	3.0	2d2f/dy
Ration, iron	75%	3.0	3d3f/dy

Shipwright

Rope, ½"-hemp, 50'	80%	4.0	58d
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Tentmaker

Sack, canvas, 20 lb	40%	0.5	15d
Tent, 2-man	10%	35.0	605d

Thatcher

Broom	80%	2.0	5f
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Weaponcrafter

Dagger	35%	1.0	29d
Shortsword	10%	2.0	116d
Roundshield	10%	6.0	58d

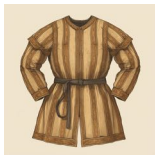
Woodcrafter

Bucket, 3 gallons	80%	10.0	10d
Chest, 1' x 2' x 2'	35%	11.0	22d
Club	65%	3.0	15d



CHARCOALER

Carbon	1f/oz
Charcoal	2d/bl
Coal	6d/bl
Firewood	2d/hw



CLOTHIER

Clothing (generic)

Clothes, cost per Wealth score	5	16½d
Heavy clothes, cost per Wealth score	10	40d

See *Weaponcrafter/armour* for detailed list.

General

Blanket, wool	3.0	72d
Purse, buckram (holds 768 coins or 3 lb)	0.2	9d
Purse, silk (holds 768 coins or 3 lb)	0.1	60d

Fabric

Buckram	10d/sy
Cotton	16d/sy
Cotton, Dálken	36d/sy
Lace	50d/sy
Linen	5d/sy
Linen, Emélnrenè	28d/sy
Russet	42d/sy
Serge	7d/sy

Silk	72d/sy
Silk, quality	120/sy
Worsted	70d/sy

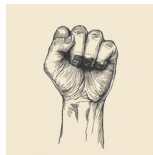
Dyes & Pigments

"Dragon's Blood"	170d/oz
Indigo	40d/oz
Tázach Purple	200d/oz



COURTESAN

Courtesan	12d-24+d/visit
Courtesan, Great	£1+/visit
Prostitute	1f-1d/ev



EMBALMER

Embalming	160d-200+d
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FLETCHER

See *Weaponcrafter* for missile weapons and projectiles.

Other

String, crossbow	3d
String, hartbow	2d
String, longbow	6f



GLASSWORKER

Beads, glass	1.0	12d/dz
Hourglass	0.25	150d
Lenses	0.1	120d
Window	3.0	2d/sf
Window, stained	4.0	12d/sf

Containers

Bottle, 2 pints	2.0	6d
Flask, 1 pint	1.0	6d

Inkwell, 2 fluid ounces	1.0	30d
Jar, 1 pint	0.75	6d
Vial, 4 fluid ounces	0.25	4d



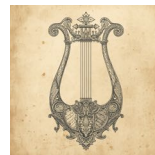
GUILD/MANGAI

Brokerage Fee	5% per item
Dues, guild	10% of income
Dues, miller, guild	20% of income
Market Stall	1d/dy



HARBOURMASTER

Anchorage, per 5 ft, per day	1+d
Pilotage	32+d
Registry, ship, per foot, per year	50+d
Wharfage, per foot, per day	1+d



HARPER

Bagpipes (W)	8.0	60d
Balalaika (S)	5.0	170d
Cymbals (P)	4.0	114d
Drum (P)	15.0	36d
Drum, tabor (P)	10.0	42d
Drum, tambourine (P)	2.0	5d
Fiddle (S)	4.0	170d
Flute (W)	1.0	18d
Harp (S)	8.0	300d
Horn, hunting (W)	5.0	20d
Horn, musical (W)	4.0	72d
Lute (S)	4.0	200d
Lyre (S)	4.0	120d
Mandolin (S)	5.0	200d
Panpipes (W)	3.0	29d
Recorder (W)	0.7	23d
Shawn (W)	4.0	86d
Triangle (P)	1.0	10d
Zither (S)	3.0	180d

Composition, per piece	12-36+d
Performance, per event	3-24d

All prices are highly variable.



HERALD

Heraldic Admission, per test	32od
Heraldic College, per month	72d
Registry, Bastard	120d
Registry, Heraldic	5,000+d



HIDEWORKER

Backpack, 20 lb	3.0	20d
Backpack, 30 lb	4.0	30d
Backpack, 50 lb	7.0	85d
Bag, 15 lb	2.0	12d
Bandolier belt, 5 lb ¹⁴	2.0	15d
Belt	0.3	2d
Belt Pouch, 5 lb	0.5	4d
Belt Pouch, 10 lb	1.0	8d
Belt Pouch, 20 lb	2.0	20d
Bow case	3.0	18d
Harness, ox	7.0	20d
Purse (holds 768 coins or 3 lb)	0.3	2d
Quiver (holds 12)	2.0	8d
Quiver (holds 24)	3.0	12d
Sandals	1.0	8d
Scabbard, sword	1.5	36d
Scabbard, dagger	0.5	12d
Scroll Case	0.5	23d
Waterskin, 2 quarts	6.5 (full)	24d
Wineskin, 1 quart	3.25 (full)	18d

Raw Hides

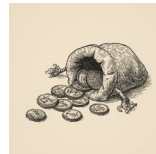
(prices¹⁵ paid by *hideworkers* for raw hides)

Bear	10.0	(75d)
Beaver	2.0	(30d)
Bobcat	3.5	(35d)
Calf	2.8	(16d)
Deer	7.0	(6d)
Ermine/sable	3.0	(30d)
Exotic	<i>varies</i>	(120+d)
Fox/red	2.0	(25d)
Fox/silver	2.0	(30d)
Horse	7.0	(10d)
Lamb	4.0	(3d)

¹⁴ Can hold up to 5 potions (1-pint flasks) or 10 elixirs (4-ounce vials), or any combination of the two types, up to 5 lb. Potions are 1 lb and elixirs are 0.5 lb each.

¹⁵ Average price paid by the guild to buy the raw hide. They will be sold for tanning, curing, etc., for 50-100% more. These cured hides will be purchased by individuals and various guilds for further manufacture.

Lynx	3.5	(30d)
Otter/weasel	2.5	(24d)
Ox	6.0	(12d)
Panther	6.0	(60d)
Pig	2.0	(5d)
Rabbit	1.0	(1d)
Reindeer	7.0	(16d)
Seal	3.0	(24d)
Sheep	5.0	(4d)
Snow leopard	6.0	(60d)
Tiger	8.0	(50d)
Wolf	5.0	(40d)



INCOMES

	Day	Month ¹⁶	Year
Guided			
Apothecary	10f	60d	720d
Arcane Lore	<i>variable</i>		
Chandler	9f	54d	648d
Charcoaler	9f	54d	648d
Clothier	10f	60d	720d
Courtesan	<i>variable</i> ¹⁷		
Embalmer	8f	48d	576d
Glassworker	11f	66d	792d
Harper	7f	42d	504d
Herald	13f	78d	936d
Hideworker	10f	60d	720d
Innkeeper	10f	60d	720d
Jeweller	11f	66d	792d
Lexigrapher	11f	66d	792d
Lia-Kaváir/Dâ Viânia	<i>variable</i> ¹⁸		
Litigant	12f	72d	864d
Locksmith	10f	60d	720d
Mason	16f	96d	1,152d
Mercantylor	<i>variable</i> ¹⁹		
Metalsmith	12f	72d	864d
Miller	14f	84d	1,008d
Miner	14f	84d	1,008d
Ostler	13f	78d	936d
Perfumer	11f	66d	792d
Physician	12f	72d	864d
Pilot	<i>variable</i> ²⁰		
Potter	10f	60d	720d
Salter	8f	48d	576d
Seaman (AB)	8f	48d	576d
Shipwright	15f	90d	1,080d
Tentmaker	12f	72d	864d

¹⁶ There are usually 24 working days in a 30-day month.

¹⁷ Courtesans can earn between 10-100d per evening, depending upon skill and services sought.

¹⁸ Lia-Kaváir members' income is highly variable from 1d a day for beggars to very significant sums for cartel / syndicate lords.

¹⁹ Mercantylors earn income from a variety of sources – usury, money-changing, freight, and trade.

²⁰ Pilots can be paid around 8-12d or more per day, but most forgo this for a share in the cargo.

Thespian	<i>variable</i>		
Timberwright	13f	78d	936d
Weaponcrafter	18f	108d	1,296d
Woodcrafter	11f	66d	792d

Wages are for bonded masters; room and board may also be provided. The employer would bear the cost of providing materials and supplies, but tools are generally owned by the master.

Unguilded	Day	Month	Year
Animal trainer	12f	72d	864d
Beggar	4f	24d	288d
Cartographer	14f	84d	1,008d
Cook	5f	30d	360d
Farmhand	4f	24d	288d
Fisherman	8f	48d	576d
Herdsmán	4f	24d	288d
Hunter	10f	60d	720d
Iceman	10f	60d	720d
Jester/Fool	8f	48d	576d
Labourer	7f	42d	504d
Longshoreman	7f	42d	504d
Porter	7f	42d	504d
Prostitute	6f	36d	432d
Ratter	10f	60d	720d
Sage/tutor	14f	84d	1,008d
Scribe	11f	66d	792d
Servant	4f	24d	288d
Shepherd	4f	24d	288d
Skald/Bard	10f	60d	720d
Swineherd	5f	30d	360d
Swordmaster	20f	120d	£6
Teamster	12f	72d	864d
Thatcher	9f	54d	648d
Toymaker	8f	48d	576d
Trapper	8f	48d	576d

Military ²¹	Day	Month	Year
Knight/Officer	12d	288d	3,456d
Archer	2d	48d	576d
Sapper	7f	42d	504d
Scout	6f	36d	432d
Man at Arms	5f	30d	360d
Common Soldier	4f	24d	288d



INNKEEPER

Drinks

Ale	1f/pt
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²¹ Military wages are traditionally paid quarterly, but are listed in daily and monthly terms for comparison with other incomes. These wages are supplemented by booty. Soldiers may keep 2/3 of all booty they collect, passing on 1/3 to the next highest rank, who gives 1/3 to the next highest rank, and so forth. For the victors, booty is often much more lucrative than military pay.

Ale, brown	1f/pt
Ale, Fir Gut	3f/pt
Ale, Pier	2f/pt
Beer	1f/pt
Cider	1f/pt
Cider, Blue Bell	2f/pt
Mead	2f/pt
Mead, Masthead	3f/pt
Spirits	2d/gb
Wine	2f/gb
Wine, Ice	4d/gs
Wine, Red Torrent	1d/gb

Wineskin refill²² (1 qt)

Ale, beer, cider	1d
Mead	1d
Spirits	8d
Wine	2d

Food

Bread and cheese	2f
Meal, hot (beef and carrot broth)	1d2f
Meal, deluxe	3+d

Services

Packed provisions ²³	1d
Bath	2f
Laundry	1f/load

Ostler

Fodder	2f/dy
Grooming	1-3f/dy
Shoeing	2d/shoe
Stabling	1d-2d/dy
Tack Repair	14f-6d/dy
Vet. services	5d-9d/dy

Accommodations

Dormitory, per night	2f/ps
Private room, per night	1d-6d
Suite, per night	12d+

Brewery	Keg	Rundlet	Hogshead
	(5 gl)	(15 gl)	(52½ gl)
Ale	8d	24d	84d
Beer	8d	24d	84d
Cider	8d	24d	84d
Mead	15d	45d	157d
Wine	20d	60d	210d
Spirits	120d	—	—



“The Black Swan”

“The Black Swan” is a quality inn that caters to both middle- and upper-class patrons. It is a three-storied building with a pitched roof with two balconies. The common room has two huge fireplaces to warm its patrons during

²² For off-premises consumption only.

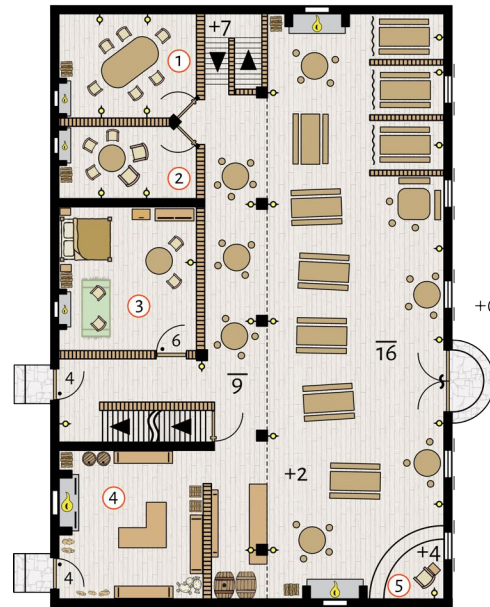
²³ Hard bread and cheese for 3 meals (for off-premises consumption only).

the cold winter nights and offers private meeting rooms (for a fee) and curtained booths for those who want a bit of privacy. There is also a stage for minstrels and harpers.

Dreco al Tulain is the master innkeeper and lives on the ground floor [#3] with his wife. He keeps a fine wine and spirits cellar [d] and his wife **Thrishia** is mistress of the kitchen [#4]. Her famous *black swan in brandy sauce* is her trademark specialty.

Apprentice innkeepers sleep in the accommodations [b], while kitchen hands sleep in [c] next to the cellar [a]. The serving maids stay in the [#8], and are also responsible for cleaning the guest rooms. Journeyman innkeepers, when employed, stay in room [#12], otherwise reserved for servants of visiting guests. All room fees are paid in advance and include a breakfast (except for the dormitory).

Rooms can be rented per day or per half-week (5 days or “hands”). If renting per hand, the 5th day is about half-cost. Dormitory is only available on a per day basis.



Ground Floor

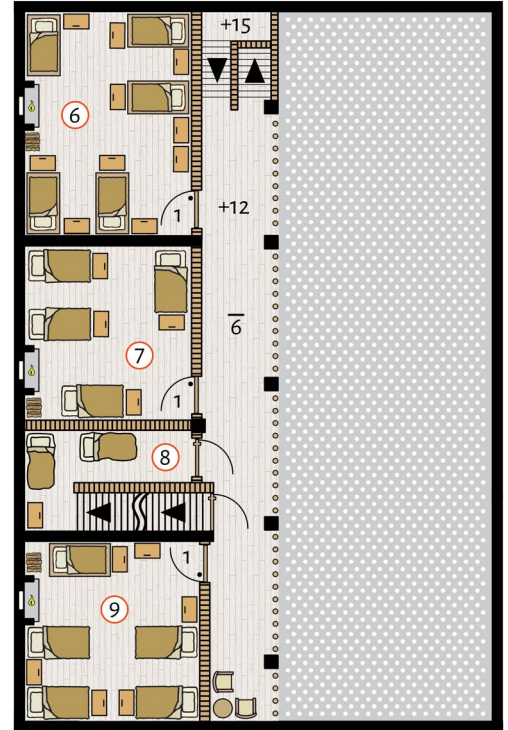
Meeting room #1	1d/ev
Meeting room #2	3f/ev

Note: prices include wood for the fireplace in the meeting room.

First Floor (Balcony Level)

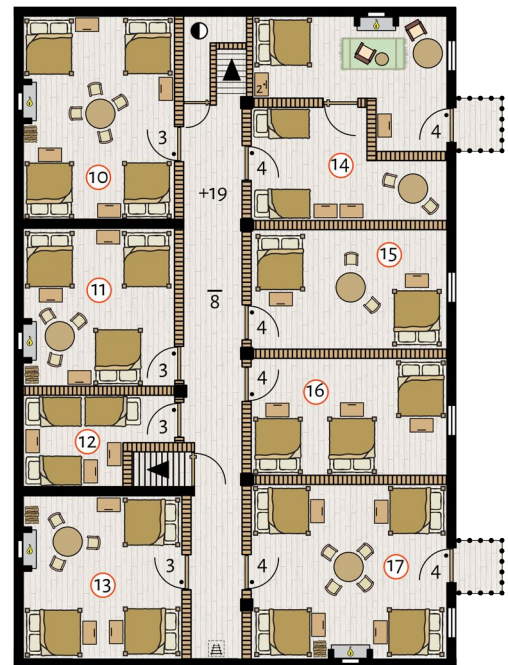
Rooms on the balcony level have low ceilings, no windows and only simple cots. [#8] is where the inn’s servants sleeps, although in rare instances when there are no other accommodations available Dreco might rent a cot there at dormitory rates, and sleep the servants in the cellar or attic. No food or drinks are served on this level.

#6: dormitory (max capacity 10)	2f/ps
#7: 4 persons	4d/dy
#8: 6 persons	18d/hd
#9: 6 persons	6d/dy
	27d/hd



2nd floor

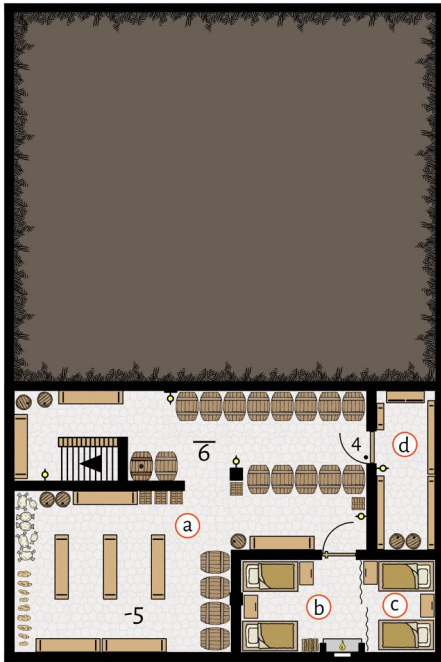
The second floor accommodations are more luxurious and cost considerably more. All rooms have good beds, small tables and chairs and trunks. Two rooms have an outside balcony, one of which has a separate room for servants. Food and drinks can be served in these rooms.



#10: 4 persons	10d/dy
.....	45d/hd
#11, #13: 3 persons	8d/dy
.....	36d/hd
#12: servant's room or dormitory	2f/ps
#14: 3 persons (balcony)	15d/dy
.....	68d/hd
#15: 2 persons (attic window, no fireplace)	4d/dy
.....	18d/hd
#16: 3 persons (attic window, no fireplace)	6d/dy
.....	27d/hd
#17: 4 persons (balcony)	16d/dy
.....	72d/hd

Cellar

The main cellar [a] contains food, preserves, spices and everyday beer and wines (on which Dreco keeps an eye so that apprentices don't indulge). Apprenticed innkeepers [b] and kitchen hands [c] have accommodations in the same room but separated by curtains. Fine wines and spirits are kept in a locked cellar [d] to which only Dreco has the key.



Black Swan's menu

Soups & Broths	
Cabbage soup	1f
Pea & bean soup	1f
Mutton & barley broth	2f
Chicken & turnip broth	3f
Beef & carrot broth	1d
Mussel & oyster soup	2d
Hot Pots	
Liver & giblet stew	1d
Kidney & dumplings	2d
Baked eels & lampreys	3d
Chicken & pigeon pie	4d

Poached monkfish & dates	6d
Spit-roasted Meats	
Capon & black sauce	4d
Pork loin & apple sauce	5d
Ox tongue & herb sauce	6d
Leonese duck & blackberry sauce	9d
Salmon & mustard cream	12d
Goose & fruit sauce	18d
Black swan in brandy sauce	24d
Desserts	
Fruits dumplings	1f
Apple tarts	2f
Bannocks & honey	3f
Plum duff & custard (bowl)	1d
Rose petal pudding (bowl)	2d
Gooseberry pie (10")	4d
Pears & honey wine (bowl)	6d
Elderflower cheese pie (10")	12d



JEWELLER

One ounce equals 142 carats. A jewellery piece sells for 2-5 times the material it contains, up to 10 times for Kúzhan or Sináin items. Base prices below are given at 3 times material costs.

Bowl, silver	1.5	195d
Chandelier, silver	2.5	245d
Cutlery, silver	0.2	20d/pc
Flagon, silver	3.0	290d
Goblet, silver	0.5	50d
Mirror, small, silver	0.5	100d
Plate, silver	0.7	65d
Scales	4.0	72+d

The 'adorn' column gives the chance the jewel has an adornment, typically 1d6 gemstones, an inlay, or is carved/engraved.

Typical jewellery		Weight	Adorn
Amulet/pendant	3d6+2 dr	50%
Anklet	1d6+6 oz	25%
Bracelet	1d6+2 oz	30%
Broach	2d6+2 dr	65%
Comb	2d6+4 dr	35%
Earring	1d4+1 dr	70%
Necklace/chain	2d6+2 oz	75%
Ring	1d6+4 dr	65%
Rare jewellery		Weight	Adorn
Circlet	1d6+2 oz	90%
Crown/coronet	5d6+2 oz	85%
Orb/etc.	4d6+2 oz	90%
Sceptre/wand	8d6+2 oz	80%
Statuette	5d6+2 oz	10%
Tiara	2d6+2 oz	80%

Base Material Value for Jewellery

01-10	Amber	50d/oz
11-15	Bone/horn	1d/oz
16-18	Brass	1d/oz
19-20	Bronze/Copper	1d/oz
21-25	Glass	6d/oz
26-44	Gold	1,200d/oz
45-54	Ivory	16d/oz
55-59	Jade	500d/oz
60-64	Pewter	1d/oz
65-99	Silver	60d/oz
100	Truesilver	7,500d/oz

Gems: actual value is #carats squared times the given value. Raw gems will be worth 1/5 those given and weigh 2-3 times more. See Miner.

Example: a 3 carats diamond is worth (3x3) x 800d = 7,200d.

Gems	Size (ct)	Value	Min	Max	
Agate	3d6	10d	90d	3,240d	
Amber	3d6	2d	18d	648d	
Bloodstone	2d6	15d	60d	2,160d	
Carnelian	2d6	25d	100d	3,600d	
Jet	4d6	1d	16d	576d	
Moonstone	2d6	30d	120d	4,320d	
Onyx	3d6	20d	180d	6,480d	
Opal	3d6	80d	720d	25,920d	
Pearl	3d6	10d	90d	3,240d	
Quartz	3d6	5d	45d	1,620d	
Spinel	2d6	40d	160d	5,760d	
Rare gems		Size (ct)	Value	Min	Max
Chrysolite	1d6	500d	500d	18,000d	
Diamond	1d6	800d	800d	28,800d	
Emerald	1d6	700d	700d	25,200d	
Garnet	1d6	400d	400d	14,400d	
Jankorez	1d6	1,200d	1,200d	43,200d	
Ruby	1d6	1,000d	1,000d	36,000d	
Sapphire	1d6	900d	900d	32,400d	
Topaz (yellow)	1d6	600d	600d	21,600d	



LANDLORD

Mill License, per year	£1
Rent, per month	1-3% of value
Tolls	See Mercantyle



LEXIGRAPHER

Book binding, leather	1.0	10d
Book/grimoire, paper (128 pages)	3.5	975d
Book/grimoire, parchment (128 pages)	3.5	332d
Book/grimoire, vellum (128 pages)	3.5	656d
Clerk services, per letter	2f	
Ink, black ²⁴	0.06	4d/oz
Ink, blue ²⁴	0.06	5d/oz
Ink, brown ²⁴	0.06	5d/oz
Ink, green ²⁴	0.06	5d/oz
Ink, red ²⁴	0.06	6d/oz
Paper, 10" × 14"	0.02	6d
Parchment, 10" × 14"	0.02	2d
Pen, quill	2d	
Pigments	0.06	40d/oz
Seal/signature	0.25	36d
Sealing wax, brown	0.25	3d
Sealing wax, red	0.25	10d
Tarot deck	0.5	140+d
Vellum, 10" × 14"	0.02	4d



LÌA-KAVÁIR / DÂ VIÁNIA

Thieves' tools

Crowbar, light	3.0	5d
Hand drill (1/4", bow driven)	0.9	10d
Inspection mirror on rod	0.2	8d
Lockpicks	1.0	15d
Long probes	0.1	5d
Lubricating oil, vial, 2 oz	0.2	2d
Metal saw	0.6	8d
Small files	1.0	4d
Small hammer	1.5	5d
Complete kit in special satchel	8.0	90d



Two-finger Gang

The following is an *example* of the organization of a guild in a city or town. Not all guilds are big enough to justify

²⁴ This is only for the ink. 1 fl oz covers 8 pages. Inkwells are sold at Glassworker. Lexigraphers generally keep a few extra that they can sell: Inkwell, 2 oz, 1 lb, 35d.

this level of organization, and not all guilds that *are* big enough *are this* structured.

Lìa-Kaváir / Dâ Viánia Ranks

Hand	[H]	I
Tommy	[T]	II
Boss	[B]	III
Jack	[J]	IV
Guildmaster	[G]	V

Initiation

Those who want to join the guild must prove their worth by doing jobs with other members of the guild, forfeiting their share of the loot until their initiation fee (200d) is paid up. At this time, if they proved themselves, they are accepted into the guild as Hands and are allowed to use the two-finger sign.

Hand

The guild's lowest rank of actual membership. This group forms the bulk of the membership of the Lìa-Kaváir. Because of the groups' low status within the guild, they suffer the highest attrition rate. These members often are ordered to the most hazardous missions, or impossible ones, in order to cull out the weak or disloyal. Those who succeed despite the odds show the promise to become Tommies (or Toms).

Tommy

When a Hand proves themselves to their mentor's satisfaction they become a Tom, a full-fledged member of the Lìa-Kaváir. These people represent the true nature of the Lìa-Kaváir: planners, deceivers, and thieves extraordinaire. Their duties include the observation of marks, the training of Hands, and the intermediaries of the Bosses orders to the rank and file. Performance determines the assignment of a Tommy, so ruthlessness, cunning, and ambition often mark holders of this position. A careful and cunning Tom can also exemplify himself in the eyes of his Boss by doing so well that he is promoted by the Guildmaster to establish a new foothold elsewhere in the territory (or replace a no longer trusted, or profitable, Boss).

Boss

A Boss watches over the entire activities of his sector. A sector is seldom *only* determined by geographical boundaries, but usually by "cells." Each cell oversees one or two criminal industries under a Boss's control, e.g., prostitution, gambling, smuggling, trafficking, racketeering, extortion, information gathering, etc.

Jack

Some Boss are not assigned to a sector, but to their Guildmaster directly as an advisory and active elite. These Bosses are called "Jacks" and they are removed from the managerial functions of Bosses and are generally experts in their fields, answering only to their Guildmaster. They serve as lieutenants to keep some control over the Bosses and agents of the Guild (members and outsiders). Jacks serve the guildmaster directly and aren't directly part of any field of activity on a regular basis, so they aren't required to pay monthly dues.

Guildmaster

The Guildmaster arbitrates or otherwise resolves disputes between factions/sectors, develops political connections, and receives a cut from the bosses in control of their own sectors. The Guildmaster also acts as a clearing house for major crimes and is usually the liaison with Lìa-Kaváir chapters in different settlements should the need for cooperation arise. The Guildmaster usually appears to be a respectable tradesman and generally has a territory of his own in addition to the above activities. Although the authorities may be well aware of the Guildmaster's real vocation, in most jurisdictions he is viewed as restraining the more extreme forms of crime.

Outsider

Anyone who is a willing or unwitting accomplice of the Lìa-Kaváir are referred to as an Outsider. The Outsiders are (usually unknowingly) the pawns of the Lìa-Kaváir. Where there is a gang, you can almost be assured that there is a Tom leading them, or a Boss watching them. The ranks of the Outsiders are filled with not only rogues, but any larcenous hearts that seek to gain: corrupt officials, unscrupulous apothecaries, renegade Shèk-Pvâr, greedy priests, etc. In short, any weakness that a person has that can be exploited is usually done at this level. The Outsiders are the criminals who get caught in order to direct attention away from more critical areas. This is what the common folk think the Lìa-Kaváir is. Little do they know that the Lìa-Kaváir is the power and profit behind the crime, and not merely the well-publicized petty thugs.

Guild dues

Initiation fee (*see above*) 200d

Monthly dues

I	12d
II	24d
III	60d
IV	n/a
V	n/a

These are the minimum fees per month. If a thief pays his dues (*see third rule below*) this is normally covered by that, otherwise, every member is expected to pay up this minimum fee each month.

A "visiting" thief from another town/area, who wants to practice his trade for a one-time job must pay the monthly fee, in advance. That is if the job is approved by the local guildmaster. The thief is expected to give one third of his take to the local guildmaster as usual, and the monthly fee might be subtracted from that take, or not, depending on the circumstances and the level of trust that the thief is being straightforward in his reporting of the real spoils.

Rules

At each level from Hand up, all members are expected to conform to the following rules:

1. **Don't get caught.** There is no room for failure.
2. **Never rat out a brother.**
3. Remember the **rule of thirds**. Give 1/3 to your boss, keep 1/3 for emergencies, and spend 1/3 on yourself (but see division of spoils below).

4. Always *follow the orders of a boss*. Never take on a mark unless it has been assigned or cleared by a boss.
5. If you aren't clever enough to do a job properly, be clever enough to *redirect the blame away from the Liakaváir* and let some Outsider get pinched. If you don't, see rule #1.

Division of spoils

In a mixed operation (more than one member on the job), division of spoils is usually one third to the one leading the operation (usually a Tom but not always), one third to the Boss who approved the job and is responsible for that sector, and the last third is divided by the rest (usually in shares according to their ranks).

The Boss must give one third of his share to the guildmaster.

The Guildmaster puts one third of his share in the guild operation funds.



LIEGE

- Heriot²⁵ 10-20% of annual revenue
- Merchet²⁶ 5-10% of annual revenue
- Scutage²⁷ 20% of field value



LITIGANT

- Commission 10% of real estate sale
- Contract 12-48+d
- Court appearance 12-24d/dy
- Deed 18-36+d
- Will 24-48+d

25 When a feudal landholder dies, his heirs must pay a special tax called heriot before they may inherit. For a serf or minor landholder, heriot is the holding's best animal or its equivalent in cash or kind. Larger estates generally pay goods or cash worth 20-100% of their annual revenue. Heriot is negotiable and large payments may be spread over several years.

26 A tax paid by a feudal vassal when he or she wishes to marry off a daughter. There is no legal limit to merchet, but it is the custom in most places that it should not be so high that the marriage cannot be made. Merchet is generally 5-10% percent of the holding's annual revenue, but is negotiable.

27 Money paid by an enfeoffed vassal to his liege in lieu of military service and sufficient to hire a mercenary replacement. There are many reasons why scutage might be paid, such as the age or infirmity of the vassal. Scutage may even be preferred by a liege who has no need of military service at that time.



LOCKSMITH

Fetters & key (C1)	1.5	23d
Key	0.1	2+d
Locks (price includes one key)		
Complexity		
1	1.0	12d
2	1.0	18d
3	1.0	24d
4	1.0	36d
5	1.0	72d
6	1.0	144d
7	1.0	216d
8	1.0	360d
9	1.0	720d

Lockbox (price includes one key)		
Complexity		
1	2.6	24d
2	2.6	36d
3	2.6	48d
4	2.6	72d
5	2.6	144d
6	2.6	216d
7	2.6	360d
8	2.6	720d
9	2.6	1,440d

Padlock (price includes one key)		
Complexity		
1	1.5	17d
2	1.5	23d
3	1.5	29d
4	1.5	41d
5	1.5	77d
6	1.5	149d
7	1.5	221d
8	1.5	365d
9	1.5	725d



LONGSHOREMAN

Loading/offloading, per tun	1-2d
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MARKET

Livestock

Calf	60d
Chicken	6d
Duck	6d
Goat	10d
Goose	9d
Lamb	6d
Ox/cow	96d
Pig	24d
Sheep	12d
Swan	12d

Working Animals

Bovine (oxen, cow)	96d
Elephant	1,440d
Reindeer	135d

Meat

Beef	6f/lb
Chicken	1d/lb
Duck	5f/lb
Goose	6f/lb
Ham/Bacon	2d/lb
Horsemeat	1d/lb
Lamb	3d/lb
Lard	6f/lb
Mutton	3f/lb
Pheasant	2d/lb
Pigeon	1d/lb
Pork	7f/lb
Rabbit	5f/lb
Swan	10f/lb
Veal	3d/lb
Venison	2d/lb

Miller

Bread, rye	1f/lf
Bread, wheat	2f/lf
Flour, rye	1f/lb
Flour, wheat	2f/lb
Oatcakes	1f/dz
Oatmeal	1f/lb
Rye flour	1f/lb
Scones/buns	2f/dz

Dairy

Butter	2f/lb
Cheese	3f/lb
Cream	6d/gl
Curds	2f/lb
Eggs	2d/dz
Milk, cow ²⁸	6f-3d/gl
Milk, goat ²⁸	1d-2d/gl
Milk, sheep ²⁸	1d-2d/gl

28 Seasonal; prices and availability vary considerably.

Fishmonger

Cod	3f-5f/lb
Crab	3f-5f/lb
Eels	2f-4f/lb
Fish, dried	+50%-100%
Fish, smoked	+50%-100%
Herring	1f-3f/lb
Mackerel	1f-2f/lb
Oysters	2f/lb
Pike	3f-5f/lb
Salmon	7f-9f/lb
Seaweed, dolce	4d-6d/lb
Sturgeon	5f7f+/lb
Trout	4f-6f/lb

Farm/Other

Acorns	1f/lb
Apples	1f/lb
Barley	5d/bl
Beans	1f/lb
Beeswax	1f/oz
Berries	3f/lb
Cabbage	2f/lb
Cherries	2f/lb
Down	1f/lb
Fleece	4d/lb
Hay	6d/bl
Honey	12d/gl
Lemon juice	10d/pt
Lentils	2f/lb
Olives	8d/lb
Pears	2f/lb
Peas	1f/lb
Plums	3f/lb
Rye	6d/bl
Vetches	4d/bl
Vinegar	2f-1d/qt
Wheat	8d/bl
Wool, raw	4d/lb



MASON

Grindstone	12d
Limestone, per 2' x 2' x 2'	2f
Marble, per 2' x 2' x 2'	12+d
Mica	1f/sf
Millstone	200d-300+d
Stone, building, fine, per 2' x 2' x 2'	1d
Stone, building, per 2' x 2' x 2'	2f
Castle, large	£9,400
Castle, medium	£2,800
Castle, small	£1,000
Keep, large	£2,100
Keep, medium	£410
Keep, small	£175

Manor House, large	£88
Manor House, small	£50
Mill, large	£8
Mill, small	£4
Townhouse, exclusive	£50
Wall, stone, per 10' x 11' x 5'	£5

Urban dwellings (inside city walls)

Slum/hovel	£3
Poor/middle class house	£7
Average/middle class	£12
Wealthy/middle class	£20
Upper class house	£30
Upper class w/garden	£50

Real estate data table (per sf)

Neighbourhood	Lot	Building
Slum	2f-1d	1f-2f
Poor quarter	1d-2d	2f-1d
Middle class	2d-4d	1d-2d
Good area	4d-6d	2d-3d
Best area	6d-8d	3d-4d

The high price range applies when property is scarce, the low end when there is surplus. Home prices are determined by adding lot and building prices. When calculating building square footage add all floors. For rural dwellings: 30-80% of these prices, depending on the proximity to the nearest town.



MERCANTYLER

Agent for non-guild transaction	5-10%
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Freight

By land, per tun per 5 leagues	20d
By sea per tun per 5 leagues	4d

Freight retail price increase

By land, per 5 leagues	5%
By sea, per 5 leagues	1%

Usury

Secured loan, per month	Interest rate	1%
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Unsecured loan

Local trade, per month	5%
Overland trade, per month	10%
Sea trade, per month	20%

Currency exchange

Cost	10-20%
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Promissory notes

Credit rating->	A	B	C	D	E
Cashing note in:					
Same Kingdom	5%	7%	10%	20%	50%
Same Region	10%	15%	25%	50%	—
Other Region	25%	35%	50%	—	—

A =	★★★★★
B =	★★★★
C =	★★★
D =	★★
E =	★

Credit rating corresponds to star quality ratings. Cross-index the credit rating of the one issuing the note and the location of the usurer cashing the note. Percentage is the portion of the note not refunded by an usurer other than the one who wrote the note.

Trade

Note that mercantylers will buy items for as little as 10% of the prices given in these tables, and sell them for roughly 50% to the various guilds.

Taxes

See *Bondmaster*.

Caravan fees

	Wagon	Cart	Horse	Man
Per 5 leagues	12d	6d	4d	2d

Fees given are for mercantylers that provides their own transportation, food, etc. Mercantylers leasing transportation will pay double or triple fees, but these include the fees to join the caravan. Non-mercantylers may be allowed to join for double the mercantylers fees, perhaps for free if the traveller agree to "work for his passage" with mercenary assistance.

Cart: typically used with one ox pulling 2,500 lb, or one cart horse pulling 2,000 lb. Oxen induce one inherent Slow Mode in step 4 of the Trekking Routine (page 145).

Pack harness: allows pack animals to carry up to 20% of their body weight in properly stowed gear. See *Ostler*.

Sled: typically used with one cart horse pulling 2,000 lb, or two cart horses pulling 3,000 lb, both at the Cart rate over snow (page 146).

Wagon: typically used with two oxen pulling 8,000 lb, or two cart horses pulling 6,400 lb. Oxen induce one inherent Slow Mode in step 4 of the Trekking Routine (page 145).

Standard tolls

Per person, afoot	1f
Per horse/mule/etc	1d
Per cart ²⁹ (2-wheels)	1f
Per wagon ²⁹ (4-wheels)	1d
Per sheep/goat/etc.	1f
Per camel/ox/cow/etc	2f



METALSMITH

Adze	4.0	12d
Axle, wagon	12.0	12d
Bell, small	1.0	1d
Bowl, pewter	1.0	6d

²⁹ Draft animal extra, one teamster free.

Branding iron	3.0	9d
Brazier, bronze, small	5.0	4d
Brazier, bronze, tripod	25.0	25d
Brazier, iron, small	5.0	2d
Brazier, iron, tripod	25.0	12d
Cauldron, 10 gallon	10.0	30d
Censer, chain	2.0	24d
Chain	1.0	5d/yd
Chandelier, pewter	2.5	50d
Chest, large	300.0+	92d
Chest, medium	80.0+	36d
Chest, small	15.0+	12d
Chisel, stone	2.0	6d
Chisel, wood	1.0	4d
Copper wire, fine	0.1	1f/fa
Crowbar	4.0	9d
Crowbar, light	2.0	5d
Cutlery, pewter	0.2	4d/pc
Flagon, pewter	3.0	15d
Goblet, pewter	0.375	3d
Grainflail	4.0	12d
Grappling hook	4.0	18d
Hammer	2.0	5d
Harpoon	6.0	40d
Hoe	3.0	3d
Mirror, small	0.5	85d
Pan, copper	2.0	18d
Pitons, iron, 6	2.0	6d
Plate, pewter	0.5	5d
Plate, tin	0.5	6d
Ploughshare	12.0	36d
Razor	0.5	7d
Scissors	1.0	12d
Scythe	6.0	16d
Sickle	2.0	10d
Spade/shovel	7.0	8d
Spikes, nails, 24	1.0	3d
Spyglass	2.0	60d
Surgery tools ³⁰	6.0	96d
Tankard, pewter	0.8	5d
Wedge	1.0	1d



MILLER

Milling, flour 10%
All other items sold by millers are found under Market.

³⁰ Required for the extraction and surgery treatments; includes needles and thread, knives and saw, cautery, and two arrow spoons (metal tools for extracting arrows), but not bandages (see *Tentmaker*).



MINER

Brass	3d/lb
Bronze	4d/lb
Chalk	— see <i>Chandler</i>
Copper	4d/lb
Gold	400d/oz
Gold ingot	6,400d/lb
Iron	1d/lb
Lead	1d/lb
Pewter	6d/lb
Salt	— see <i>Salter</i>
Silver	20d/oz
Silver ingot	320d/lb
Steel	2d/lb
Tin	4d/lb
Zinc	16d/lb

Gems, uncut, per carat

Agate	2d
Amber	2f
Diamond	160d
Emerald	140d
Opal	16d
Pearl	2d
Quartz	1d
Ruby	200d
Sapphire	180d
Topaz	2d

Mixtures (exotic concoctions)

Miner Rating	1 ★	2 ★	3 ★	4 ★	5 ★
TN	5	6	7	8	9
<i>Fire Pot (2 lb)</i>	12d	14d	16d	22d	30d
<i>Quicklime Pot (8 lb)</i>	15d	17d	19d	25d	33d



OSTLER

Animals

Camel	144d
Donkey	120d
Mule	180d
Palfrey, cart horse	180d
Palfrey, plough horse	240d
Palfrey, riding horse	360d
Pony, war	480d
Warhorse, charger	540d
Warhorse, courser	480d
Warhorse, destrier	960d

Services

Fodder	2f/dy
Grooming	1f-3f/dy
Shoeing	2d/shoe
Stabling	1d-2d/dy
Tack repair	14f-6d/dy
Teamster w/wagon	1f/mile
Veterinary services	5d-9d/dy

Accessories

Bit & Bridle	1.0	12d
Bit & Bridle, fine	1.0	19d
Blanket, horse	3.0	36d
Blanket, horse, fine	3.0	48d
Collar, horse	15.0	20d
Comb, horse	0.1	3d
Feedbag, horse	0.5	2f
Harness, horse	8.0	20d
Horseshoes, 4	2.0	6d
Pack harness	10.0	24d
Saddle bags, 15 lb	3.0	36d
Saddle bags, 25 lb	5.0	60d
Saddle, riding	10.0	80d
Saddle, war	20.0	240d
Spurs	0.5	12d
Spurs, gilded	0.5	120d



PERFUMER

Incense	8d/lb
Oil, cinnamon	60d/oz
Oil, myrtle	25d/oz
Oil, rose	20d/oz
Perfume	48d/oz
Perfume, cheap	12d/oz
Perfume, nice	120d/oz
Soap	2d/oz



PHYSICIAN

Hospitalisation	12d/dy
Medicines (from apothecary)	+20%

Treatment

Blunt, minor	3d
Blunt, serious	18d
Blunt, grievous	120d
Edge, minor	9d
Edge, serious	36d
Edge, grievous	144d

Fire, minor	5d
Fire, serious	18d
Fire, grievous	82d
Frost, minor	9d
Frost, serious	36d
Frost, grievous	82d
Point, minor	6d
Point, serious	18d
Point, grievous	96d
Projectile, minor	9d
Projectile, serious S2	12d
Projectile, serious S3	22d
Projectile, grievous	144d



PILOT

Astrolabe	9.0	300d
Compass	0.6	1,000d
Cross-staff	1.0	200+d
Cross-staff, fancy	1.0	1,500+d
Quadrant	2.0	75d
Ship's pilot wages ³¹	3-6%	of gross



POTTER

Amphorae, 15 gallon	28.0	28d
Beads, ceramic	2.0	6d/dz
Bottle, ceramic, 2 pints	1.0	2d
Bowl, 8" x 4"	3.0	6d
Box, 12" x 8" x 6", lid	2.0	3d
Brick, 8" x 3 1/4" x 2 1/4"	3.0	6d
Cup, 1 pint	1.0	3d
Flagon, 1 quart	2.0	9d
Icon, religious, 4"	1.0	2d
Jar, lidded, 1 quart	3.0	5d
Jug, 1 gallon	5.0	9d
Mortar & Pestle	0.5	2d
Pipe, ceramic, smoking	0.2	6d
Plate, ceramic, 8"	2.0	3d
Pot, ceramic, 2 quarts	3.0	4d
Tile, 4" x 4" x 1"	2.0	1d
Urn, 5 gallon	9.0	12d
Vase	2.0	4d



SALTER

Bromine salts	0.0625	5d/oz
Rations, iron ³²	3.0	3d/dy
Rations, standard ³³	3.0	2d/dy
Salt	1.0	1f/lb

Salted Meat

Beef	10f/lb
Chicken	6f/lb
Duck	2d/lb
Goose	10f/lb
Ham/Bacon	13f/lb
Horsemeat	6f/lb
Lamb	5d/lb
Lard	6f/lb
Mutton	5f/lb
Pheasant	13f/lb
Pigeon	6f/lb
Pork	11f/lb
Rabbit	2d/lb
Swan	4d/lb
Veal	19f/lb
Venison	13f/lb

Salted Fish

Cod	6f/lb
Crab	6f/lb
Eels	5f/lb
Herring	3f/lb
Mackerel	2f/lb
Oysters	3f/lb
Pike	6f/lb
Salmon	13f/lb
Sturgeon	10f/lb
Trout	2d/lb



SHIPWRIGHT

Anchor	12d
Mast	6d/ft
Net	60d/fa
Oar	5d
Rope, hemp, 1", 50'	12.0
Rope, hemp, 1/2", 50'	4.0
Rope, silk, 1/2", 50'	1440d

Vessels

Dak, 48'	Shorka cog	£88
Kárúnè, 60'	Trierzi carrack	£156
Kárvik, 54'	Arlantan pirate ship	£79
Larú, 60'	Azeryani war galley	£98
Larúmar, 90'	Karejian merchant galley	£264
Nívik, 36'	Ivinian coastal trader	£36
Pínda, 15'	Small fishing boat	£4
Raém, 48'	Karejian merchant	£62
Tálbar, 24'	River or canal boat	£13
Vasérskáb, 60'	Ivinian warboat	£117



SLAVER

Slave, gladiator	480+d
Slave, labourer	240+d
Slave, pleasure	300+d



TEMPLE

Holy symbol, iron	0.5	15d
Holy symbol, silver	0.5	64d
Holy symbol, wooden	0.1	1d
Holy water flask	1.5	30d



TENTMAKER

Arrow bag (24)	4.0	48d
Awnings		18d
Bandages, 32	3.0	24d
Bedroll	4.0	96d
Bedroll, heavy	10.0	144d
Canvas	1.0	3d/sy
Canvas stall		24d
Carpet, wool, 3' x 3'	3.0	60d
Curtains	0.5	5d/sy
Cushion	1.5	7d
Pavillon (roof with supports)		3d/sy
Pouch, buckram, 10 lb	0.25	7d
Sack, canvas, 20 lb	0.5	12d
Sack, canvas, 50 lb	1.0	24d
Tarpaulin, 4' x 6'	10.0	108d

³¹ Pilots can be paid around 8-12d or more per day, but most forgo this for a share in the cargo.

³² Hard biscuits and jerky; remains edible for 30 days.

³³ Hard biscuits and salted meat or fish; remains edible for 10 days.

Tent, 1-person	25.0	360d
Tent, 2-person	35.0	504d
Tent, 3-person	50.0	648d
Tent, pavillon ³⁴	100.0	£6



THATCHER

Baskets	1.0	2d
Broom	2.0	1d



THESPIAN

Makeup kit	0.5	17d
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TIMBERWRIGHT

Bark chips	1f/lb
Log (12" diameter)	
Ash	6f/ft
Birch	2f/ft
Cedar	1d/ft
Elm	5f/ft
Fir	6f/ft
Larch	3f/ft
Maple	7f/ft
Oak	2d/ft
Pine	1d/ft
Spruce	3f/ft
Log (other diameters)	multiply above prices by
6"	50%
9"	75%
12"	100%
15"	125%
18"	150%
21"	175%
24"	200%
27"	225%
30"	250%
33"	275%
36"	300%
39"	325%

³⁴ Sleeps up to 6 people.

42"	350%
45"	375%
48"	400%
<i>Example: a 6" spruce log of 14 ft is (3f×14) × 50% = 21f.</i>	
Lumber (beams, planks, etc.)	
12" × 12"	× 12
12" × 9"	× 9
12" × 6"	× 6
12" × 3"	× 3
6" × 6"	× 3
6" × 3"	× 1.5
6" × 2"	× 1
6" × 1"	× 0.5

Multiply the number above by the price per foot on the first table. Lumber over 12 feet in length cost 50% more. Lumber over 18 feet in length cost 100% more. Lumber over 24 feet in length is generally unavailable.



WEAPONCRAFTER

Weapons with a † mark are chivalric weapons. Weapons marked with (r) are limited to a particular region, race or culture and are generally unavailable elsewhere. Weaponcrafter includes armourer. For ease of reference, all weapons and armour articles are listed here, even if made by another craftsman.

Melee Weapons

Axes	
Battleaxe †	6.0 108d
Handaxe	4.0 84d
Hatchet (metalsmith)	3.0 6d
Pickaxe (metalsmith)	5.0 18d
Shörkána	2.0 48d
Sickle (metalsmith)	2.0 10d
Warhammer †	4.0 84d
Wood axe (metalsmith)	5.0 12d
Clubs	
Club (woodcrafter)	3.0 12d
Mace †	4.0 108d
Maul	7.0 96d
Morningstar	5.0 48d
Stick (woodcrafter)	1.0 6d
Wooden Maul (woodcrafter)	9.0 24d
Flails	
Ball & Chain †	4.0 72d
Drover's Whip (hideworker)	1.0 6d
Grainflail (woodcrafter)	3.0 16d
Isagara (r) (hideworker)	3.0 24d
Net (hideworker)	4.0 48d
Warflail	5.0 60d
Whip (hideworker)	2.0 12d
Knives	
Dagger	1.0 24d

Kéltan	2.0 36d
Knife (metalsmith)	1.0 6d
Longknife (Ælrlhin)	2.0 96d
Tabûri	1.0 20d

Polearms

Falcastra	6.0 42d
Glaive	6.0 60d
Javelin	3.0 36d
Jousting pole †	6.0 40d
Lance †	7.0 120d
Pike	10.0 96d
Pitchfork (metalsmith)	4.0 9d
Poleaxe †	7.0 96d
Spear	4.0 60d
Staff (woodcrafter)	3.0 24d
Trident	6.0 72d

Shields

Buckler	3.0 30d
Kite shield †	7.0 72d
Knight's shield †	5.0 60d
Roundshield	6.0 48d
Tower shield	8.0 96d

Swords

Bastard sword †	5.0 184d
Battlesword †	7.0 240d
Broadsword †	3.0 156d
Estoc †	3.0 168d
Falchion †	3.0 120d
Scimitar	3.0 184d
Shortsword	2.0 96d

Swords, Gàrgún

Máng (r)	3.0 108d
Mankar (r)	2.0 84d

Missile Weapons

Bows source: fletcher

Composite Bow (40)	2.0 72d
Composite Bow (60)	2.0 78d
Composite Bow (80)	3.0 84d
Composite Bow (100)	3.0 90d
Composite Bow (120)	4.0 96d
Composite Bow (140)	4.0 102d
Longbow (50)	2.0 36d
Longbow (75)	2.0 45d
Longbow (100)	3.0 54d
Longbow (125)	3.0 63d
Longbow (150)	4.0 72d
Longbow (175)	4.0 81d

Crossbows source: fletcher

Composite Crossbow (200)	7.0 144d
Composite Crossbow (300)	9.0 204d
Kúzhan Steelbow (500)	12.0 288d
Spanner, belt & claw	2.0 10d
Spanner, lever (Kúzhan)	3.0 25d
Spanner, windlass (Kúzhan)	5.0 60d
Wooden Crossbow (80)	3.0 60d
Wooden Crossbow (120)	4.0 84d
Wooden Crossbow (160)	5.0 96d

Projectiles source: *fletcher*

Arrows, heavy, blunt	2.6	15d/dz
Arrows, heavy, bodkin	2.6	15d/dz
Arrows, heavy, broad	2.6	15d/dz
Arrows, light, blunt	1.5	12d/dz
Arrows, light, bodkin	1.5	12d/dz
Arrows, light, broad	1.5	12d/dz
Bolts, heavy, blunt	2.6	15d/dz
Bolts, heavy, bodkin	2.6	15d/dz
Bolts, heavy, broad	2.6	15d/dz
Bolts, light, blunt	1.5	12d/dz
Bolts, light, bodkin	1.5	12d/dz
Bolts, light, broad	1.5	12d/dz
Bullets, lead (<i>metalsmith</i>)	2.0	9d/dz

Projectile containers

Arrow bag (24) (<i>tentmaker</i>)	4.0	48d
Quiver (12) (<i>hideworker</i>)	2.0	8d
Quiver (24) (<i>hideworker</i>)	3.0	12d

Slings

Hand sling (<i>hideworker</i>)	0.2	6d
Staff sling (<i>woodcrafter</i>)	3.0	18d

Armour / Clothing**Armour Suits**

Clothing (c)	5.0	100d
Clothing, Heavy (c)	10.0	240d
Quilted Coat	20.0	400d
Kûrbúl Cuirass	20.0	500d
Scale Byrnie	30.0	700d
Mail Byrnie	20.0	800d
Gambeson (c)	30.0	800d
Scale Habergeon	40.0	950d
Mail Habergeon	30.0	1,100d
Mail Hauberk	60.0	2,000d
Kûrbúl & Mail	80.0	2,500d
Plate & Mail	90.0	3,200d

Armour Articles**Cloth (C)** source: *clothier*

Cap [sk]	0.2	4d
Cowl [sk, nk]	0.3	6d
Mantle [sh, ua, tx]	1.1	21d
Gauntlets [ha]	0.3	5d
Vest [tx, ab]	1.2	24d
Shirt [sh, ua, tx, ab]	1.7	33d
Tunic [sh, ua, el, tx, ab, pv]	2.3	45d
Tunic, <i>sleeved</i> [sh, ua, el, fo, tx, ab, pv]	2.5	50d
Coat [sh, ua, el, fo, tx, ab, pv, th]	3.2	64d
Surcoat [sh, tx, ab, pv, th, kn]	2.7	54d
Cloak [sh, /tx, /ab, /pv, /th, /kn, /ca]	3.3	66d
Robe [sh, ua, el, fo, tx, ab, pv, th, kn, ca]	4.0	79d
Breeches [pv, th, kn]	0.9	17d
Trousers [pv, th, kn, ca]	2.0	39d
Leggings [th, kn, ca, ft]	1.8	36d
Swaddle [ca, ft]	1.0	19d

Leather (L) source: *hideworker*

Cap [sk]	0.6	16d
Bracers [fo]	0.8	20d
Gauntlets [ha]	0.8	20d
Vest [tx, ab]	3.6	96d

Long vest [tx, ab, pv]	6.8	148d
Boots [ca, ft]	2.9	76d
Shoes [ft]	1.1	28d

Padded (D) source: *clothier*

Cap [sk]	0.3	8d
Cowl [sk, nk]	0.5	12d
Mantle [sh, ua, tx]	1.7	42d
Mittens [ha]	0.4	10d
Vest [tx, ab]	1.9	48d
Shirt [sh, ua, tx, ab]	2.6	66d
Tunic [sh, ua, el, tx, ab, pv]	3.6	90d
Tunic, <i>sleeved</i> [sh, ua, el, fo, tx, ab, pv]	4.0	100d
Coat [sh, ua, el, fo, tx, ab, pv, th]	5.1	128d
Surcoat [sh, tx, ab, pv, th, kn]	4.3	108d
Cloak [sh, /tx, /ab, /pv, /th, /kn, /ca]	5.3	132d
Cuisses [th, kn]	1.4	34d
Trousers [pv, th, kn, ca]	3.1	78d
Leggings [th, kn, ca, ft]	2.9	72d

Quilted (Q) source: *clothier*

Cap [sk]	0.7	16d
Cowl [sk, nk]	1.1	24d
Mantle [sh, ua, tx]	3.8	84d
Vest [tx, ab]	4.3	96d
Shirt [sh, ua, tx, ab]	5.9	132d
Tunic [sh, ua, el, tx, ab, pv]	8.1	180d
Tunic, <i>sleeved</i> [sh, ua, el, fo, tx, ab, pv]	9.0	200d
Coat [sh, ua, el, fo, tx, ab, pv, th]	11.5	256d
Surcoat [sh, tx, ab, pv, th, kn]	9.7	216d
Cuisses [th, kn]	3.1	68d

Gambeson (G) source: *clothier*

Vest [nk, tx, ab]	7.3	208d
Shirt [nk, sh, ua, tx, ab]	9.8	280d
Long Vest [nk, tx, ab, pv]	10.9	312d
Tunic [nk, sh, ua, el, tx, ab, pv]	13.2	376d
Tunic, <i>sleeved</i> [nk, sh, ua, el, fo, tx, ab, pv]	14.6	416d
Coat [nk, sh, ua, el, fo, tx, ab, pv, th]	18.5	528d

Kûrbúl (K)

Helm [sk]	3.0	20d
¾-Helm [sk, fa]	5.3	35d
Spaulders [sh]	1.1	15d
Rerebraces [ua]	3.0	40d
Coudes [el]	0.8	10d
Vambraces [fo]	1.9	25d
Cuirass [tx, ab]	9.1	120d
Breastplate [tx/, ab/]	4.6	60d
Kneecops [kn]	1.1	15d
Greaves [ca]	4.6	60d

Scale (S)

Cowl [sk, nk]	3.3	60d
Gauntlets [ha]	2.8	50d
Vest [tx, ab]	13.2	240d
Byrnie [sh, ua, tx, ab]	18.2	330d
Byrnie, <i>sleeved</i> [sh, ua, el, fo, tx, ab]	22.0	400d
Habergeon [sh, ua, el, tx, ab, pv]	24.8	450d
Hauberk [sh, ua, el, fo, tx, ab, pv, th]	35.2	640d
Cuisses [th, kn]	9.4	170d
Leggings [th, kn, ca, ft]	19.8	360d

Mail (M)

Cowl [sk, nk]	2.7	90d
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Mittens [ha]	2.3	75d
Vest [tx, ab]	10.8	360d
Byrnie [sh, ua, tx, ab]	14.9	495d
Byrnie, <i>sleeved</i> [sh, ua, el, fo, tx, ab]	18.0	600d
Habergeon [sh, ua, el, tx, ab, pv]	20.3	675d
Hauberk [sh, ua, el, fo, tx, ab, pv, th]	28.8	960d
Cuisses [th, kn]	7.7	255d
Leggings [th, kn, ca, ft]	16.2	540d

Plate (P)

Helm [sk]	3.0	80d
¾-Helm [sk, fa]	5.3	140d
Great Helm [sk, fa, nk]	6.8	180d
Spaulders [sh]	1.1	60d
Rerebraces [ua]	3.0	160d
Coudes [el]	0.8	40d
Vambraces [fo]	1.9	100d
Cuirass [tx, ab]	9.1	480d
Breastplate [tx/, ab/]	4.6	240d
Kneecops [kn]	1.1	60d
Greaves [ca]	4.6	240d

Armour Value

Material	B	E	P	F
[C] Cloth	0	1	0	1
[L] Leather	1	2	1	3
[D] Padded	2	2	1	2
[Q] Quilted	4	3	2	3
[G] Gambeson	6	[5]	[4]	5
[K] Kûrbúl	4	[6]	[5]	4
[S] Scale	4	[8]	[5]	5
[M] Mail	2	[8]	[7]	3
[P] Plate	6	[11]	[9]	5

**WHALER**

Ambergris	0.0625	180d/oz
Horn, narwhale	1.0	60d/lb
Oil, whale	15.0	20+d/gl
Runestones set	0.5	60+d
Scroll Case, bone	1.0	40d
Whalebone	1.0	6d-10d/lb

**WOODCRAFTER**

Armchair	30.0	15d
Armchair, padded	40.0	25d
Barrel, 10 gallon	30.0	12d
Barrel, 50 gallon	90.0	36d
Bed, double	150.0	85d

Bed, single	85.0	48d	Backpack	Hideworker	5	Comb, horse	Ostler	11
Bench	22.0	18d	Bag, canvas	Tentmaker	12	Contract	Litigant	9
Bookcase	100.0	50d	Bag, leather	Hideworker	5	Court appearance	Litigant	9
Box, 12" × 8" × 6", lid	1.0	2d	Bandages	Tentmaker	12	Cream	Market	9
Bucket, 3 gallon	10.0	8d	Bandolier belt	Hideworker	5	Crossbow	Weaponcrafter	13
Cabinet	60.0	144d	Barrel	Woodcrafter	13	Crowbar, large	Metalsmith	10
Cage, 1 cubic foot	4.0	7d	Basket	Thatcher	13	Crowbar, small	Lia-Kaváir	8
Cage, 27 cubic feet	40.0	15d	Bath	Innkeeper	5	Cup	Potter	12
Cart, 2-wheel	200.0	84d	Bed	Woodcrafter	14	Dagger	Weaponcrafter	13
Chair	7.0	12d	Bedroll	Tentmaker	12	Deed	Litigant	9
Chair, padded	10.0	15d	Beer	Innkeeper	5	Dog	Animal trainer	2
Chest, 1' × 2' × 2'	24.0	18d	Bell	Metalsmith	10	Donkey	Ostler	11
Chest, 2' × 4' × 2'	96.0	72d	Belt	Hideworker	5	Drill, hand	Lia-Kaváir	8
Coffin	80.0	16d	Belt pouch	Hideworker	5	Dwelling	Mason	10
Cup	1.0	3d	Belt, bandolier	Hideworker	5	Dye	Clothier	4
Ladder, 8'	19.0	6d	Blanket, saddle	Ostler	11	Eggs	Market	9
Palanquin	100.0	100+d	Blanket, wool	Clothier	4	Elixir	Alchemist	2
Plough	42.0	48d	Boat	Shipwright	12	Exchange rates	Mercantylor	10
Skis	14.0	48d/pr	Boots	Weaponcrafter	13	Fetters	Locksmith	9
Sled	200.0	80d	Bottle	Glassworker	4	Files, metal	Lia-Kaváir	8
Snowshoes	5.3	40d/pr	Bow	Weaponcrafter	13	Firewood	Charcoaler	4
Stool	12.0	7d	Bow Case	Hideworker	5	Fish	Market	9
Table 4' × 2' × 6'	47.0	36d	Bowl	Potter	12	Flagon	Potter	12
Trunk, 1½' × 2' × 3½'	40	12d	Brandy (<i>spirits</i>)	Innkeeper	5	Flask	Glassworker	4
Wagon, 4-wheel	800.0	220d	Brazier	Metalsmith	10	Flour	Market	9
Wheel	20.0	18d	Bread	Market	9	Fodder, horse	Ostler	11
Wheel, iron rim	25.0	36d	Bridle, horse	Ostler	11	Fruits	Market	9
Wheelbarrow	24.0	10d	Broom	Thatcher	13	Gems	Jeweller	7
Yoke, Ox	2.0	3d	Brush	Chandler	3	Gems, uncut	Miner	11

Wooden Structures

Cottage, small	£6
Cottage, large	£12
Fence, 4" × 4' × 120'	£1
Hovel	£3
Palisade, 1' × 10' × 24'	£1
Siege Weapon, large	£12
Siege Weapon, small	£5
Stockade tower	£20
Townhouse, modest	£20



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