

Equipment

At the DM's discretion, this page can be printed out and given to the players so that they can do their shopping on their own, without slowing down the game. Player's options are limited by settlement size (town, village, or city). Items can be sold or repaired for half the listed price. Magic items are hard to sell and nearly impossible to buy.

Villages (V) are tiny farming communities. No blacksmith, church, or tavern. You'll probably sleep in a hayloft.

Towns (T) are large enough that merchants actually visit. They have a church and a tavern.

Cities are large enough that everything on this page is available there.

Adventuring Gear

acid, vial	10s	
alcohol, rousing	1s	VT
bottle, empty	3s	
caltrops, bag	5s	T
clothing, common	4s	VT
clothing, noble's	50s	
crowbar	5s	T
chalk	1s	T
flint + steel	5s	T
garlic, bundle	3s	T
grappling hook	10s	
grease, sack	1s	VT
hammer	2s	VT
holy symbol, wood	2s	VT
holy symbol, silver	25s	
holy water, vial	25s	T
lantern	10s	T
lockpick, set	30s	
mirror	10s	
oil, flask	5s	T
pole, 10'	1s	VT
ration	1s	VT
rope, 50'	5s	VT
shovel	5s	VT
soap	1s	T
spellbook, blank	50s	
spikes, iron	1s	T
stake, wooden	1s	VT
torch	1s	VT
waterskin	1s	VT

Animals and Transportation (including inventory slots)

canoe	75s	T	20 slots
cart	100s	VT	100 slots, req donkey
chicken	3s	VT	
dog	8s	VT	
donkey	20s	VT	20 slots
horse	50s	VT	30 slots
passage on a ship	50s		
wagon	200s	T	300 slots, req 2 horses
warhorse	100s		40 slots
wardog	50s		

Weapons and Armor

armor, +1 Defense	2s	VT
armor, +2 Defense	6s	T
armor, +3 Defense	12s	T
armor, +4 Defense	24s	T
armor, +5 Defense	50s	T
armor, +6 Defense	100s	
weapon, heavy	10s	T
weapon, light	6s	T
weapon, medium	6s	VT
weapon, ranged	10s	T
quiver / 10 arrows	4s	T
pouch / 3 stones	1s	VT
silver weapon*	x10	

*Silver is soft: Silver weapons are always shoddy quality.

Hirelings (per week)

alchemist	200s	
animal trainer	100s	
assassin	500s	???
blacksmith	20s	T
local guide	5s	
servant	1s	VT
sage	200s	
soldier, Lvl 0	3s	T
soldier, Lvl 1	20s	
soldier, Lvl 2	80s	

*These are peacetime rates. Double salary if hazards are expected. Soldiers are the only ones willing to fight beside you. Soldiers and servants expect you to also pay for their food and lodging.

Cost of Living (per week)

starving hobo	10s	VT
taverns and beer	100s*	VT
like a prince	1000s	

*If the party all wants to cram into the same room at the inn, this may be as low as 50s/week. All listed prices are the usual "charge the weird, foreign adventurer's lots" prices.