

Markets & Merchandise



By David Caffee



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Markets and Merchandise

By David Caffee

“Two high-priced courtesans, a fine meal, a jug of ale, and a tattoo. The best ten gold pieces you ever spent!”

an excellent resource for players who have a little gold to spend. The goods and services in here can make life easier for a character or help give your equipment list its own unique flair.

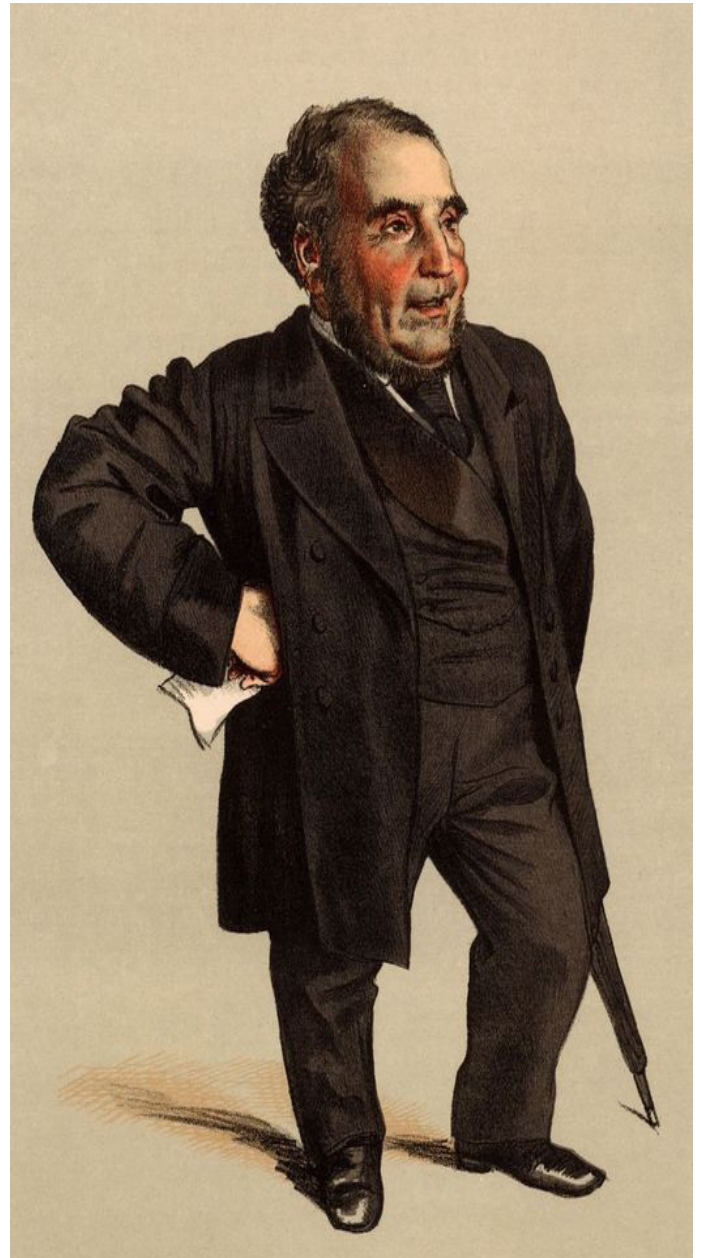
Introduction

Markets and Merchandise is the ultimate guide to buying and selling in a fantasy setting. More than just a bunch of expanded equipment lists, this book contains almost anything that your newly wealthy adventurers might ever want to purchase. It doesn't matter if your characters are interested in building a fortress, establishing a business, or just hitting the town for supplies, they will find everything they could possibly want right here. This book covers all sorts of goods from the magical to the mundane and everything in between.

How to Use This Book

This book serves as a guideline for DMs when they are deciding what goods and services will be available in a given area. It also serves as a tool for establishing currency systems, handling large scale trade, and dealing with financial transactions. The idea is to make purchasing things quick and easy for the players, without creating the impression that a merchant's shelves magically stock themselves with everything that the characters would ever need (though there may be a shop where the shelves do just that.) Use this book to build treasures, flesh out NPCs, and fill in the details of your campaign world. This book is more than a list of things that characters can buy; it is a comprehensive look at the marketplace as an adventure setting and a crucial component of any fantasy world.

Markets and Merchandise is a supplement for DM's who want to present realistic economic systems in their fantasy worlds. This book is also



Chapter One: Currency and Wealth

In any economic system, the most important facet of trade is currency. Even in a purely barter driven society, there will be certain items whose perceived value makes them indispensable as symbols of wealth and standards by which the value of other things is measured. The type of things people value tells you a lot about them. By the same token, the way the characters deal with money and wealth is going to strongly influence the way they view the campaign world. Consider the following scenes where the characters are approached by a shady looking merchant;

“I have a job for you,” he says. “If you do this thing for me, I will pay you one hundred pieces of gold.” To illustrate his point, the merchant tosses a bag of coins on the table.

“I have a job for you,” he says. “If you do this thing for me, I will pay you ten thousand drachmas.” To illustrate his point, the merchant pounds the table with two small bars of gold.

“I have a job for you,” he says. “If you do this thing for me, I will shower you with silver.” To illustrate his point, the merchant motions to his servant who presents you with a chest filled with twenty pounds worth of silver trinkets.

“I have a job for you,” he says. “If you do this thing for me, I will give you three fine ponies or ten of my fattest cows.” To illustrate his point, the merchant points out the window to a nearby herd of cattle and the mounted drovers attending them.

“I have a job for you,” he says. “Do this thing for me and you can have the woman.” To illustrate his point, the merchant shoves a frightened looking woman onto your lap.

In all of the above scenes, the monetary amount being offered to the characters is roughly the same. The only differences between them are differences of style. Neither is better than the other, they each have their own distinct flavor. A DM can use situations like these to introduce his or her own special twist to a setting, storyline, or NPC.

Currency

One of the easiest ways to give your campaign world a unique flavor is to create your own coins of the realm. By moving away from generic “gold piece, silver piece” descriptions, you can add atmosphere and local character to your kingdoms. Playing with currency and barter also adds an extra dimension to situations where the player characters have to deal with wealth (which is a lot). It is fine if you just want to stick with the conventional gold, silver, copper approach. If you do decide to create your own monetary system, it is advised that you stay with the standard exchange rates for gold and silver coins. Focus instead on the naming of the coins and their physical appearances.

Copper Piece

Copper coins hold little inherent value and may not be widely accepted outside of the region where they were minted. Treasury coins are backed by the wealth of an individual kingdom or city and may have to be exchanged for local currency before they can be spent in another region. These lesser coins are usually minted from bronze or brass, though some are made from reddish copper or a mixture of copper and lead. These coins are often pressed with crude images of animals, monsters or historical and political figures. The name of the mint is often displayed and sometimes the coins are stamped with the name of the monarch and the year of his rule in which the coins were minted. The quality of these coins varies greatly from one type of coin to another. Older copper coins are often turned into crude trinkets after their official markings wear off.

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Some common names for copper coins include the following.

As

Kruger

Drachma

Sestertius

You find two thousand sestertii in a pair of worn leather satchels. The irregular brass coins are marked with the head of a dragon on one side and the olive branch heraldry of the Free States on the other.

Silver Piece

The smallest coins of any real value, silver coins must be pure in order to be worth anything. These coins are often pressed with the images of lesser gods or figures from myth and legend. These coins always have the name of the mint displayed proudly on their surface, along with the name of the local monarch and the year of his rule in which the coins were minted. Silver coins are often crafted with great care, though some mints stamp them with cruder methods that result in oddly shaped coins.

Some common names for silver coins include the following.

Danarius

Farthing

Hekte

Nomos

Obol

Shekel

Stater

Talent

Ten-coin

You find two hundred danarii in a fine silk purse. The worn silver disks are stamped with image of a grand temple on one side, while the other bears the sword-and-star motif of the kingdom of E'non.

Gold Piece

Gold is gold no matter how it is minted or by whom. Naturally gold coins have to be minted from the purest metal in order to represent an honest exchange value. These coins are almost always pressed with images of important gods, sacred places or holy symbols. Gold coins are always marked with the name of the mint where they were pressed, along with the name of the monarch who was ruling at the time and the year of his rule. Gold coins are pressed with the finest methods available and only rarely will you find coins that are irregular or misshapen. Many gold coins have security features such as raised ridges around the edge that prevent coin shaving. Some gold coins are even marked with individual serial numbers that allow the treasury to track their movements and slow the movement of coins that are leaving the country. Other mints will change their molds frequently and remold older coins in order to hamper counterfeiters. These criminals will melt a gold piece down in order to create ten false coins that are made of base metals and then plated with gold.

Sometimes people will split a gold coin in half in order to make change during a transaction. Generally speaking though, it is illegal to shave, split, melt or otherwise deface a gold coin. There are exceptions to this rule, of course, such as in the case of coins that are extremely old or worn down. Once a gold coin has been dilapidated to the point that the images and symbols become hard to read, the coin is no longer considered currency and is merely a chunk of gold.

Markets and Merchandise

Some common names for gold coins include the following.

Aureus

Crown

Guinea

Solidus

Sovereign

Stater

Hundred-coin

You find twenty aureii clutched in the palm of some poor dead soul. The glittering golden coins bear the image of a six-armed goddess on one side and the bull's head symbol of the Kordyan Empire on the other. The local people don't like the Kordyans much, but gold is gold.

Other Coins

Platinum coins are actually quite rare, though some dwarven kingdoms make a habit out of minting platinum coins, if only for the challenge of crafting money out of the rare metal. Platinum is an expensive metal, usually found in jewelry. Platinum is also smelted into bar form and stored in the treasuries of wealthy kingdoms. This metal is sometimes favored by merchants and nobles as a status symbol.

Electrum coins have been used by different nations at different times, often favored in situations where pure gold is hard to find. Electrum is a naturally occurring mix of gold and silver. Typically speaking, an electrum coin is worth five silver pieces or one half of a gold coin. However, the mixture of gold and silver varies greatly from one coin to another, producing coins that differ greatly in appearance. Crafty swindlers and opportunists take advantage of this fact and will spend coins that have a low ratio of gold to silver, while keeping the coins with a higher percentage of gold. These gold-heavy coins are then melted down and the gold separated from

the silver. Hence it is possible that ten electrum coins can be smelted to yield six coins worth of gold and four coins worth of silver. The normal exchange value of ten electrum coins would be five gold pieces.

There are coins in existence that are worth less than a copper piece. These base coins are usually minted from iron or tin, though some of them are just smaller versions of standard copper coins. The value of a base coin is of little significance, usually one half, one quarter, or even one eighth of a copper coin. Such coins rarely get wide circulation, as nobles and traders have no use for them. Common folk tend to do business with each other by bartering goods and labor, so they have little use for coin to begin with. A base coin of this type will usually buy a handful of vegetables, a dry biscuit, or a swig of sour beer.

Building a Currency System

The first task that needs to be completed when putting together a currency system for a kingdom or city is to choose the types of coins that are being used. The next step is to name these different types of currency and decide what is pressed onto their surfaces. Finally, one should consider what type of foreign money might be honored in this land. These descriptions can tell a lot about the kingdom that you are creating. A kingdom that only uses copper and silver coins is obviously an impoverished nation while a kingdom that does business in platinum and gems must be quite wealthy. Currency can tell you a lot about a people; their gods, their kings, their calendar.

There are many ways for a GM to put a fantastic twist on the coin of the realm. Suppose a kingdom is governed by an evil theocracy, one devoted to a cult of death. What would the currency look like? Perhaps the coins would be gold skulls, complete with eye holes. Or maybe the coins are decorated with detailed reliefs that portray gruesome acts of torture. Whatever the DM decides on, the resulting coins would be an accurate reflection of the culture

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that uses it. A more primitive culture may trade in decorative seashells, beads, and semi-precious gemstones. Furs and pelts may also be used as a type of currency.

You should feel free to toy around with the conventions of the fantasy genre. A GM may want to create a kingdom that trades in paper money, with each note equal in worth to a copper piece. Silver and gold pieces would logically be minted as ten and hundred-note coins. This simple change in the currency system brings an atmosphere of advanced culture to the setting without actually altering the currency values.

Example One

The GM decides that the kingdom of Fallsbright uses three primary types of currency; bronze krugers, silver talents, and gold crowns. He then decides that a kruger is pressed with the image of the sitting king along with his name and the year of his rule. The other side of the coin is blank. When creating the design for a silver talent, the GM decides that the kingdom honors the goddess of the harvest on one side and the goddess of love on the other. Gold crowns are pressed with the visage of the sea god on one side and a picture of the royal lighthouse on the opposing surface. The edges of the coins are slightly irregular, leading to rampant coin shaving. Some coins get chiseled away to nothing over time. This defacement is mostly the work of shady merchants, greedy coin changers, and crooked tax collectors.

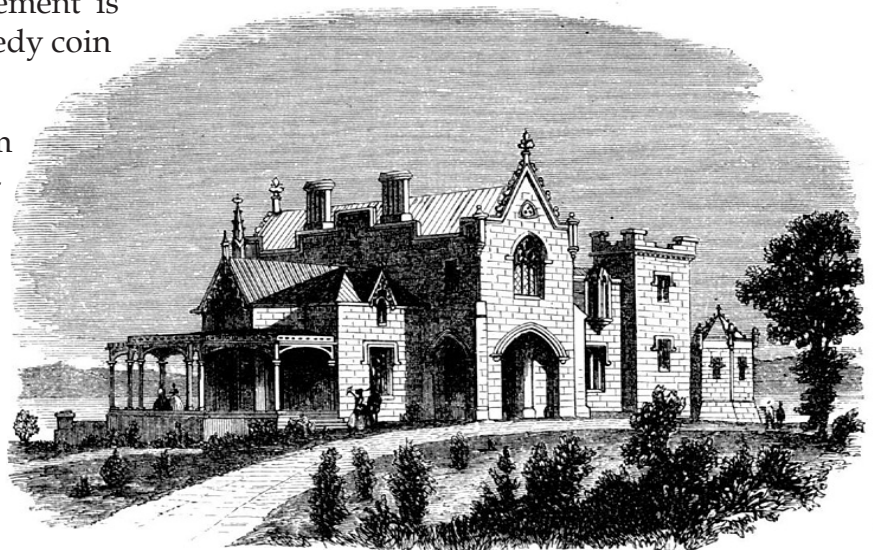
The kingdom also honors a platinum coin that is minted by a dwarven city-state with whom the people of Fallsbright trade. This platinum piece is nicknamed the "axe head" due to the urgoth stamped on its surface. The edges of the axe head platinum are perfectly formed and rimmed by a raised border. The border is a uniform thickness all the way around, making any attempt at coin shaving easily noticeable. These coins are fairly rare and are sometimes made into earrings

or pendants.

Example Two

The GM decides that the kingdom of Bright Falls bases its currency around a reddish copper coin called the dulcer. A silver coin is referred to as a ten-coin or simply ten dulcarii. A gold coin is a one hundred dulcarii piece or hundred-coin. A dulcer is stamped with the image of a hawk on one side and the royal crest on the other. When creating the look of a ten dulcarii coin, the GM decides that these silver pieces are pressed with the image of a great battle, while the other side honors the date of the historic victory. Golden hundred-coins are stamped with the visage of the god-king Yeshua, who founded the royal line and established the sacred temple at Bright Falls. All of these coins are minted using superior methods and gold pieces have raised ridges along the edges to foil coin shavers.

The people of Bright Falls are wary of outlanders and by law any foreign coin brought into the kingdom must be exchanged for dulcarii. Merchants will not accept foreign copper at all but they will take gold or silver from foreign lands, as long as no one is looking.



PAULDING MANOR.

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Alternate Currency Standards (Primitive)

In a less advanced setting, the local people might not have developed the use of coins. Any currency system that exists is going to have to be based around other standards. Anything that is both intrinsically valuable and easy to carry can be used as a standard of currency. Primitive cultures tend to have less emphasis on industry and generally trade in items at the copper and silver level more than the gold and platinum level.

Copper Piece

Small shell
Glass bead
Animal tooth
Silver Piece
String of beads
Large shell
Chunk of turquoise
Gold Piece
Small monster tusk
Large animal hide
Small of jade

Platinum Piece

Large pearl
Large chunk of jade
Astral Diamond
Set of dragon's teeth
Other
Small pelt (5 cp)
Iron bar(5 sp)

Alternate Currency Standard (Trade Glyphs)

This currency system is favored by people who live in remote areas or kingdoms with developing economies. A trade glyph is a clay disk, wooden plaque, or other small object that bears two seals. One of these seals is the crest of the person, family, or trade house that is issuing the glyph. The other symbol represents an item that is to be traded. The bearer of a trade glyph needs to simply find the person who issued it to exchange the glyph for physical property. In a manner of speaking, issuing glyphs allows a wealthy person to print their own money. These glyphs are backed by the

issuer's personal holdings the same way that coins are backed by treasury gold. As long as the bearer's name and reputation are in good standing, the trade glyphs can be exchanged just like currency.

Copper Piece

Grain
Firewood
Silver Piece

Rabbit
Iron bar

Gold Piece

Goat
Knife

Platinum Piece

Horse
10 cows
4 oxen
Astral Diamond
200 acres of land
Other
Chicken (2 cp)
Cow (10 gp)
Ox (25 gp)
Acre of land (50 gp)

Transporting Wealth

Typically speaking, you can carry forty or fifty coins in your bare hands if you are careful. However, most people don't walk around with big handfuls of gold and silver. You could hold several hundred coins in a pocket, though it would cause a terrible jingling when you walked. Also, clothing that is worn or made of inferior materials might rip under the weight. A small pouch or purse can hold as many as five hundred coins, though a filled bag of coins would weigh ten pounds. This heavy bag can be used as an improvised weapon. A character that is equipped with sturdy sacks, a backpack or saddle bags can carry as much currency as he wants, limited only by his maximum weight load.

Of course the noise produced by the jingling of several hundred coins is very noticeable by thieves and the like. Clever merchants in days past developed the trick of wrapping coins in stacks of fifty. These stacks are then parceled in cloth or cheap paper and bound by cords and glue. Wrapping coins prevents them from jingling and makes them much easier to store, carry, and count. A stack of coins held in the fist acts as a "fist pack" and grants a character a +1 bonus to all damage rolls made on his unarmed attacks.

When a character has truly large amounts of wealth that need to be transported then currency can be impractical. Gold or platinum bars are much easier to manage and precious stones are easier still. Magical items, mystical gemstones and certain luxury items are both portable and valuable. Remember that wealth isn't always measured in precious metal and gems. Horses, livestock and slaves are all highly portable too.

Trade goods like grain, timber, and salt must be transported by ship or wagon but their universal appeal and inherent value can make them worth investing in. A ton of salt, for example, is worth one million copper pieces. That is equivalent to 200 pounds of gold. While the gold might be more a more compact form of wealth, a cargo of salt has

its own advantages when sailing to a foreign land. Not everyone needs gold, while almost every culture uses salt in some form.

Barter

Many times a character may be forced to barter instead of purchasing goods with coin. Barter occurs in situations where people need things that are immediately useful to them. This is especially true in impoverished regions and uncivilized territories. Some sentient creatures and tribal cultures do not value gold or silver at all and will only trade in tangible goods such as weapons, slaves, or livestock.

Trade Standards

Goods

- 1 carved pipe.....5 rabbits
- 1 carved pipe.....1 winter blanket
- 1 small pelt.....1 mug of ale
- 1 cow.....2 pigs
- 1 goose.....7 chickens
- 1 ox.....5 pigs
- 1 cow.....1 warhammer
- 12 oxen.....+1 Magical Longsword
- Potion of healing...Plate armor

Slaves

- 1 male slave.....2 cows
- 1 female slave...5 cows
- 1 female slave...2 oxen
- 1 child slave.....2 pigs
- 3 child slaves...1 pony
- 5 male slaves...4 oxen
- 5 male slaves...2 female slaves
- 6 female slaves...+1 Magical

Longsword

15 male slaves....+1 Magical

Longsword

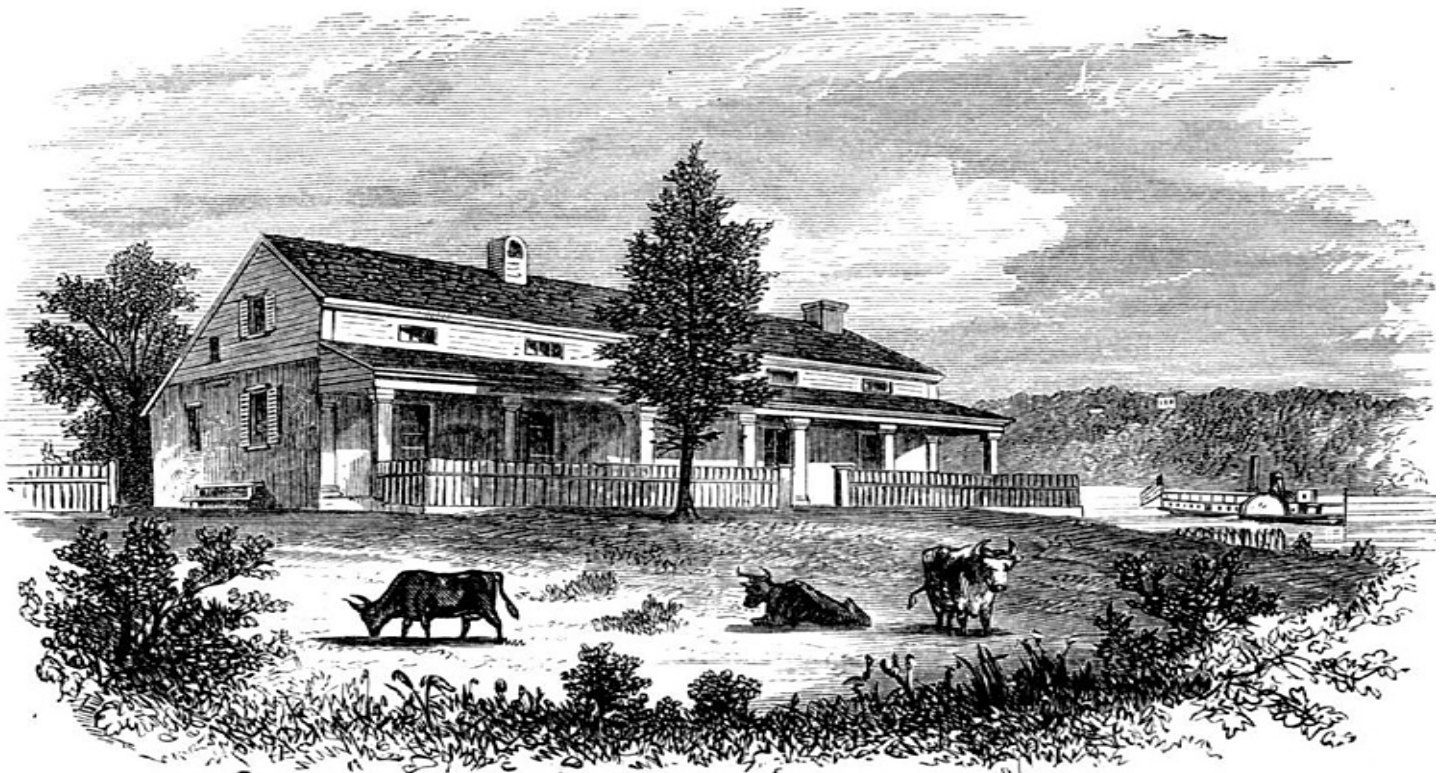
Fabulous Riches

In a fantasy setting a prosperous character may eventually gain access to wealth that goes far beyond the scope of a mere mortal's dreams. Such amazing purchasing power might require that the ultra-affluent to build massive storehouses that hold tons gold and platinum bars, magical safes for diamonds the size of fists, and other safeguards for their assets. When a character has achieved this kind of opulence, almost anything can be purchased on credit, by virtue of name alone. A character blessed with such a mega fortune can easily spend hundreds of thousands of gold coins at a time, with nothing more than the stamp of his signet ring.

Extraordinary treasure of this nature may take the form of powerful magical artifacts, contracts of service from jinn or ancient dragons

and other items that most characters will not easily part with. Other common expressions of extreme wealth include vast estates, lavish palaces, hundreds of horses and tens of thousands of slaves. A character's wealth could come in the form of rights to collect taxes, tariffs, and/or gate fees. The character may also have access to rare spell components and long lost scrolls containing forgotten rituals. The souls of sentient beings and other metaphysical possessions can also be a measure of wealth in certain circles.

A character this rich can afford to support the arts, hire court magicians, fund massive public spectacles and treat his guests to the finest luxuries imaginable. Such wealth can stock zoos with dangerous monsters and the rarest of animals. This character can construct dungeons and gladiatorial arenas, build fleets of ships and create breathtaking monuments. Political loyalties, military alliances, and even the favor of the gods can be bought if one knows the proper bribe. The services of experienced adventurers can likewise be obtained with the right offer.



THE CENTURY HOUSE.

Chapter Two: Places to Buy Things

Trade happens everywhere, from forgotten little hamlets and tribal camps to the great markets of the big cities. This chapter details some of the places that adventures might look for supplies, recreation, gear, and assorted other goods. Each entry details the type of marketplace being described, along with a good idea of the type of goods that might be offered. Each entry also includes a discussion on prices and discounts. Many marketplaces may sell weapons, armor, slaves, and other potentially restricted products. These entries contain tables with the relevant goods and the chances of finding specific items at any given location.

Local Trader

This type of trade center is usually located in a small village, near an isolated manor house, or on the property of a local warlord. Most transactions are done through barter and traders usually have no use for copper coins. Gold and silver are welcomed as always but other than that a character will have to negotiate a medium of exchange if he wants to do business with the trader. Local traders are notorious for offering to buy things that people didn't come to sell. To them everything is a trade. They are especially appreciative of weapons, fine clothes and jewelry. A trader is nothing without a reputation for honesty; someone who is known for cheating people will soon starve. At the same token, they know that not everyone will deal straight with them in return. A local trader doesn't need anymore than a spit and a hand slap before reaching an agreement with someone he knows and trusts. Outsiders are treated with a bit more

suspicion.

Local traders keep a modest stock of things that local people need. They act as brokers between the various farmers and craftsmen, trading pigs for iron tools and apples for chickens, etc. As an economic center, the local trader attracts other kinds of commerce, such as breweries and kitchen houses. Examples of some of the more commonly found items are listed below.

Ale, jug

Bedroll

Winter blanket

Common clothing

Torches

Rope

Pot, iron

Axe

Pick

Sickle

Scythe

Dagger

Short bow

Discounts

Because of his rural location, one can often purchase livestock and crops from a local trader at a considerable discount. Generally speaking, the trader only acts as a broker and does not own the goods himself. The DM should use common sense to decide which types of produce are plentiful, and therefore, cheap. For example, an area covered with thick sod might make for poor farming but will provide excellent feed for livestock. In order to negotiate a reduced price, a character must make a Diplomacy check. The amount of the discount is determined by the check result as shown on the

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table below.

Diplomacy Check Result *Discount*

15 or less 0%

16-20 10%

21-25 20%

26-30 30%

Trading Post

These centers of commerce are usually located in areas where the civilized world meets the world of nomadic tribes and barbarian villages. Almost all transactions are handled through barter, with animal skins, weapons and luxury items being the most sought after commodities. Gold and silver are traded both as coins and in raw form. Base metals such as iron, tin, and copper are also highly prized. Horses, livestock and slaves are common commodities here.

Trading posts stock their storehouses with things that can be bartered easily. They do most of their business with local tribesmen and travelers. Sometimes a small settlement will spring up near a trading post, complete with inns, craftsmen and farmers. Examples of some of the more commonly found items are listed below.

Animal products

Bedroll

Winter blanket

Common clothes

Traveler's clothes

Cold weather gear (if appropriate)

Waterskin

Torches

Lantern

Rope

Pot, iron

Pipe, carved smoking

Pipe, crude smoking

Riding gear and barding

Tools

Riding horse

Warhorse

Trail rations

Weapons and Armor

Trading posts often deal in weapons and armor, which are usually spoils brought back from a successful raid. The trading posts buy these treasures from the locals and sell them in civilized lands. Likewise, masterwork items are brought in from more advanced areas and traded to tribal chieftains, clan leaders, and other affluent individuals. To determine if a trader has a particular item on hand, roll percentile dice and consult the chart below.

*Armor and Shields Availability**

Light 30%

Heavy 10%

Shields 50%

*Weapon Availability **

Simple melee 100%

Simple ranged 100%

Military melee 50%

Military ranged 70%

Superior melee 40%

Superior ranged 30%

*There is a 5% chance that the available item a +1 magic item.

Slaves

Intertribal raiding results in a steady supply of slaves that make their way to the frontier trading posts. These slaves are then shipped long distances to the flesh markets of the civilized world. Slaves taken from many races can be found here. To determine if a trader has a particular type of slave on hand, roll percentile dice and consult the chart below.

Slaves Availability

Slave, child 15%

Slave, male 20%

Slave, female 15%

Slave, male (trained) 10%

Discounts

A trading post on the far frontier is a place where one can often purchase skins, pelts, and live animals at a considerable discount. The GM should use common sense to decide which types of goods are plentiful, and therefore, cheap. If a local tribe has had a successful raid recently then a character may be able to buy the spoils from them on the cheap. In order to negotiate a reduced price, a character must make a Diplomacy check. The amount of the discount is determined by the check result as shown on the table below.

Diplomacy Check Result Discount

10 or less 0%

11-15 10%

16-20 20%

20-25 30%

26-30 40%

Military Camp

An army camp is a maelstrom of economic activity. Camp followers move behind the army, trading goods and services with the soldiers. A military camp is an excellent place to unload loot or pick up weapons and supplies. Indeed, most of the camp followers trail after the army for just that purpose. Doing business at a follower's camp is not without risks. Those who ask too many questions may be mistaken for spies. Soldiers who are drunk or in poor spirits may try to pick a fight with any stranger they come across. Trouble is sure to follow if it seems like the adventurers are monopolizing the supply of women or spirits.

All sorts of people can be found trailing an army camp or gathering near a newly constructed fortification. The friends and family of the soldiers might be camped here to stay close to their loved ones. Since most soldiers have to provide their own equipment, armories and weapon smithies will always do booming business at an army camp. People who sell food and rations can also make a decent living by following an armed force. Sometimes a single merchant will pay a fee to the army in exchange for the right to serve as the camp's quartermaster and sole supplier. Scavengers and body-looters scrounge through battlefields to gather valuables from the dead. Traders and caravan masters trade wine and smoke for the spoils of war. Desperate local women and professional prostitutes serve to satiate the soldiers' lusts.

Typically, the residents of a follower's camp don't keep large stockpiles of anything. They have to be ready to pick up and move at a moment's notice, since the army commanders might march the troops out at any time. Most of the goods available are spoils of war or staples that are carted in over long distances. Anything from livestock and crops to precious gems might be taken as loot when the army conquers a town or raids a small village. Examples of some of the more commonly found items are listed below.

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Bedroll	<i>WeaponAvailability</i> *
Winter blanket	Simple melee100%
Traveler's clothes	Simple ranged100%
Cold weather gear (if appropriate)	Military melee80%
Waterskin	Military ranged 100%
Torches	Superior melee60%
Lantern	Superior ranged50%
Rope	
Pot, iron	
Pipe, carved smoking	
Horses and mounts	
Riding gear and barding	
Tools	
Luxury items	
Food and drinks	
Slaves	
Temple services and religious artifacts	
Prostitute, common	

Weapons and Armor

A military camp deals in weapons and armor as the core of its business. Such gear is often made in the camp or stripped from the enemy dead. Sometimes soldiers will sell their own gear when they grow short on coin. To determine if a particular item can be bought at a camp, roll percentile dice and consult the chart below.

*Armor and ShieldsAvailability**

Light	100%
Heavy	50%
Shields	100%

WeaponAvailability *

Simple melee	100%
Simple ranged	100%
Military melee	80%
Military ranged	100%
Superior melee	60%
Superior ranged	50%

*There is a 20% chance that the available item is a +1 magic item.

Slaves

War and slavery go hand in hand. Captured prisoners and enemy civilians make up a significant chunk of an army's loot. Selling captives to the slavers provides many soldiers with a source of steady income. To determine if a trader has a particular type of slave on hand, roll percentile dice and consult the chart below.

SlavesAvailability

Slave, child	15%
Slave, male	20%
Slave, female	15%
Slave, male (trained)	10%

Pricing

A military camp may seem like an adventurer's dream come true at first glance. However, the people who do business near an army camp always inflate their prices dramatically, as the soldiers have no where else to buy things. These opportunists also buy valuables at a greatly reduced price, as the army provides a steady supply of loot for them to choose from.

Nomads

Nomadic traders, caravan drivers, and boat cultures can be found across the world, though they are most common in uncivilized areas and open wilderness. Nomads barter as a way of life and one can never tell what odd assortment of goods and services one can pick up from a nomad camp. Examples of some of the more commonly found items are listed below.

Luxury items

Bedroll

Winter blanket

Traveler's clothes

Cold weather gear (if appropriate)

Waterskin

Pipe, carved smoking

Riding gear and barding

Horses and mounts

Trail rations

Weapons and Armor

Nomads occasionally deal in weapons and armor, mostly spare items they have on hand or odd things they've picked up along their travels. To determine if a nomad camp has a particular item on hand, roll percentile dice and consult the chart below.

*Armor and Shields Availability**

Light 30%

Heavy 05%

Shields 30%

*Weapon Availability **

Simple melee 80%

Simple ranged 70%

Military melee 30%

Military ranged 40%

Superior melee 20%

Superior ranged 10%

*There is a 10% chance that the available item is a +1 magic item.

Discounts

A nomad camp is a place where one can pick up luxury items and rare goods at a considerable discount. The GM should use common sense to decide which types of goods are plentiful, and therefore, cheap. Nomads are a driving force behind the trade of spices and other high priced goods. The trade roads were worn into the earth by nomadic bands hauling fine cloth and spices across the world. In order to negotiate a reduced price, a character must make a Diplomacy check. The amount of the discount is determined by the check result as shown on the table below.

Diplomacy Check Result Discount

10 or less 0%

11-15 10%

16-20 20%

20-25 30%

26-30 40%

Fairs and Festivals

An infrequent but welcome event in the lives of the common folk, fairs and festivals serve as places to have a good time as well as a place to do business. A major religious festival or a celebration of games can attract visitors and merchants from many miles around. A county fair may not have the same draw or huge crowds but is more likely to catch the interest of sellers and tradesmen,

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since fairs are annual events that can be planned for ahead of time. Some examples of the more commonly found items are listed below.

Livestock and animals
Crops
Pipes, all
Riding gear and barding
Tools
Horses and mounts
Food and drink
Temple services and religious artifacts
Entertainment

Weapons and Armor

Fairs and festivals do not overtly sell weapons but many types of “farming implements,” “hunting bows,” and “heavy clothing” can be found if you know where to look. To determine if a fair or festival has a particular item on hand, roll percentile dice and consult the chart below.

Armor and Shields Availability

Light 15%

Heavy 00%

Shields 20%

Weapon Availability

Simple melee 80%

Simple ranged 60%

Military melee 20%

Military ranged 15%

Superior melee 10%

Superior ranged 00%

Discounts

A local fair or festival is a great place to acquire food, drinks, and entertainment on the cheap. While other business may go on during the course of the event, the real purpose is to have a good time. The vendors who keep the ale and meat flowing are always open to a deal. In order to negotiate a reduced price, a character must make a Diplomacy check. The amount of the discount is determined by the check result as shown on the table below.

Diplomacy Check Result Discount

10 or less 0%

11-15 25%

16-20 50%

Town Market

A town market is a public square where townsfolk gather to shop and socialize. This kind of economic center includes all manner of shops and stalls and is likely to attract other businesses as well. Few town markets are without an inn or hostel and most have taverns and eateries as well. Stockyards, slaughterhouses, grocers and warehouses surround the market as do factories, studios, and guild houses.

A single merchant or aristocrat could easily dominate the economic life of a town market. Often times the trade halls and guild houses will balance out the power of the merchant class. Other times a marketplace might be controlled by a local thug and his gang of rioters. The town market is the hub of commerce in rural areas, attracting local traders, nomads, and many farmers. This regional influence makes the town market an important legal and political center as well as a place of business.

Town markets offer goods that have been made in local shops, factories, and private homes. A wide variety of agricultural products are offered as well. Food, drink, entertainment and lodging of many types are available to people of various

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financial means. Examples of some of the more commonly found items are listed below.

Food and drink
Manufactured items
Prostitute, common
Prostitute, concubine
Temple services and religious artifacts
Common jewelry

Discounts

A town market is a great place to acquire tools, trinkets, clothing and other basic goods. Local artisans and trades people may be convinced to offer their surplus goods for wholesale prices. In order to negotiate a reduced price, a character must make a Diplomacy check. The amount of the discount is determined by the check result as shown on the table below.

Diplomacy Check Result *Discount*

15 or less 0%
16-20 10%
21-25 20%
26-30 30%

Civic Marketplace

A fairly large and well organized market found in small cities and towns near busy ports. A civic marketplace offers a wide variety of goods and services. Both imported goods and locally produced items are found in the marketplace. Wealthy travelers and resident aristocrats head to the civic marketplace to acquire the finer things. Caravan drivers, drifters, and traveling adventurers stop here to get a night out of the rain. Civic marketplaces are also a hot bed of crime as thieves and vice peddlers of all kinds ply their trade from the shadows and alleyways.

All sorts of goods are available for sale at a civic market place. Everything from imported luxury goods to masterwork armor can be found among the shops and market stalls. Food and lodging is plentiful but the crowded conditions make many country folk nervous. Examples of some of the more commonly found items are listed below.

Luxury items
Food and drink
Manufactured items
Horses and mounts
Barding and riding gear
Prostitute, common
Prostitute, concubine
Temple services and religious artifacts
Jewelry

Weapons and Armor

A civic marketplace supplies weapons and military gear to the local garrison and to ambitious men who desire their own armies. Professional soldiers, mercenaries and hired guards all travel to these busy markets to acquire weapons and armor. To determine if a particular item can be bought at a marketplace, roll percentile dice and consult the chart below.

*Armor and Shields Availability**

Light 100%

Heavy 70%

Shields 100%

*Weapon Availability **

Simple melee 100%

Simple ranged 100%

Military melee 80%

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Military ranged 100%

Superior melee 60%

Superior ranged 50%

*There is a 15% chance that the available item is a +1 magic item.

Slaves

Civic marketplaces will often contain a large slave market with auctions almost every other day. Captives, prisoners of war, criminals, and children sold by their parents make their way to the selling block. Holding pens and chaining posts can be found throughout the market to accommodate the slave trade.

1. *Slaves Availability*
2. Slave, child 30%
3. Slave, male 20%
4. Slave, female 15%
5. Slave, male (trained) 10%

Discounts

A civic marketplace is a good place to purchase any type of manufactured item. Competition between local artisan shops and importers creates a price war where each side tries to undercut the competition. In order to negotiate a reduced price, a character must make a Diplomacy check. The amount of the discount is determined by the check result as shown on the table below.

Diplomacy Check Result Discount

10 or less 0%

11-15 10%

16-20 20%

20-25 30%

26-30 40%

Grand Bazaar

Also known as a soak or an agora, these vast outdoor markets are found in most large cities and some small towns that lie along major trade routes. Often sprawling and chaotic, navigating a grand bazaar can be difficult for those who did not grow up in the area. Blanket peddlers, merchant stalls, magical shops, wandering minstrels; all sorts of tradesmen ply their craft at the bazaar. Merchants, ship's captains, and caravan masters travel great distances to browse the labyrinth that is the grand bazaar. Rare and delightful things can be found here. Examples of some of the more commonly found items are listed below.

Luxury items

Food and drink

Manufactured items

Horses and mounts

Barding and riding gear

Services

Financial services

Temple services and religious artifacts

Jewelry

Weapons and Armor

A grand bazaar is a place where hard to find items are easy to find. This holds true for weapons and armor as well. The traders of the bazaar will swap and barter for anything, filling the markets with weapons, armors, and shields of every make and description. Items of masterwork quality can be had for the asking.

Slaves

A grand bazaar almost certainly has a slave

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market and auctions are held daily. Slaves from every race and land are sold at these flesh markets, possessing every type of skill and training. Large slave pens and walled enclosures keep unbroken slaves from mixing with the local citizens.

Discounts

A good negotiator can get his hands on gemstones and jewelry for a sizable discount at the grand bazaar. Stone cutters and goldsmiths of the highest caliber ply their craft in the midst of this sprawling and chaotic agora. In order to negotiate a reduced price, a character must make a Diplomacy check. The amount of the discount is determined by the check result as shown on the table below.

Diplomacy Check Result *Discount*

15 or less 0%

16-20 10%

21-25 20%

26-30 30%

Forum

A truly amazing spectacle to behold, a mercantile forum is an enormous tract of land dedicated to the exchange of goods and services. Only a very large city can support a marketplace of this size. The sheer scale of a forum is frightening and confusing to those who are not accustomed to it. A forum operates day and night, though not every stall and shop remains open over night.

A forum engages in every type of common trade. Agricultural products, manufactured goods, services, luxury items, ritual components, and almost anything else you can imagine is sold in the great expanse that is the forum. Examples of some of the more commonly found items are listed below.

Livestock and animals

Crops and wild plants

Luxury items

Food and drink

Manufactured items

Weapons and armor

Horses and mounts

Barding and riding gear

Slaves

Monsters and rare animals

Services

Financial services

Temple services and religious artifacts

Art objects

Jewelry

Discounts

Slaves, monsters, and rare animals can be bought from the forum's auction block for much less than their true value. A constant influx of flesh and feather keeps the holding pens full and the auctioneers busy. In order to negotiate a reduced price, a character must make a Diplomacy check. The amount of the discount is determined by the check result as shown on the table below.

Diplomacy Check Result *Discount*

10 or less 0%

11-15 10%

16-20 20%

20-25 30%

26-30 40%

Curia

A curia will only spring up in places with vast access to trade, whether this access comes from military conquest, an accident of geography or magical prowess. Anything that can be bought or sold can be bought or sold here. Truly it is said that if you cannot find it in the curia, then it does not exist at all. Rare magical items and objects from every plane of existence can be found here, for the right price.

The curia is a city unto itself, existing entirely apart from the city that hosts it. Visitors to this world within a world must brace themselves for sights beyond their wildest dreams. Powerful spell casters and fierce monsters circle the skies above the great curia. Fabulously wealthy merchants lavish themselves with every pleasure that money can buy. Travelers from every part of existence seek out the curia and its unparalleled wonders.

For a list of available goods and services, see **Chapter Three: Item Listings**

Discounts

Haggling is a way of life in the world of the curia. Negotiation is the favored tongue of this nation of mercantilists. Almost anything can be bought at a reduced price if one has the time and silvery tongue. In order to negotiate a reduced price, a character must make a Diplomacy check. The amount of the discount is determined by the check result as shown on the table below.

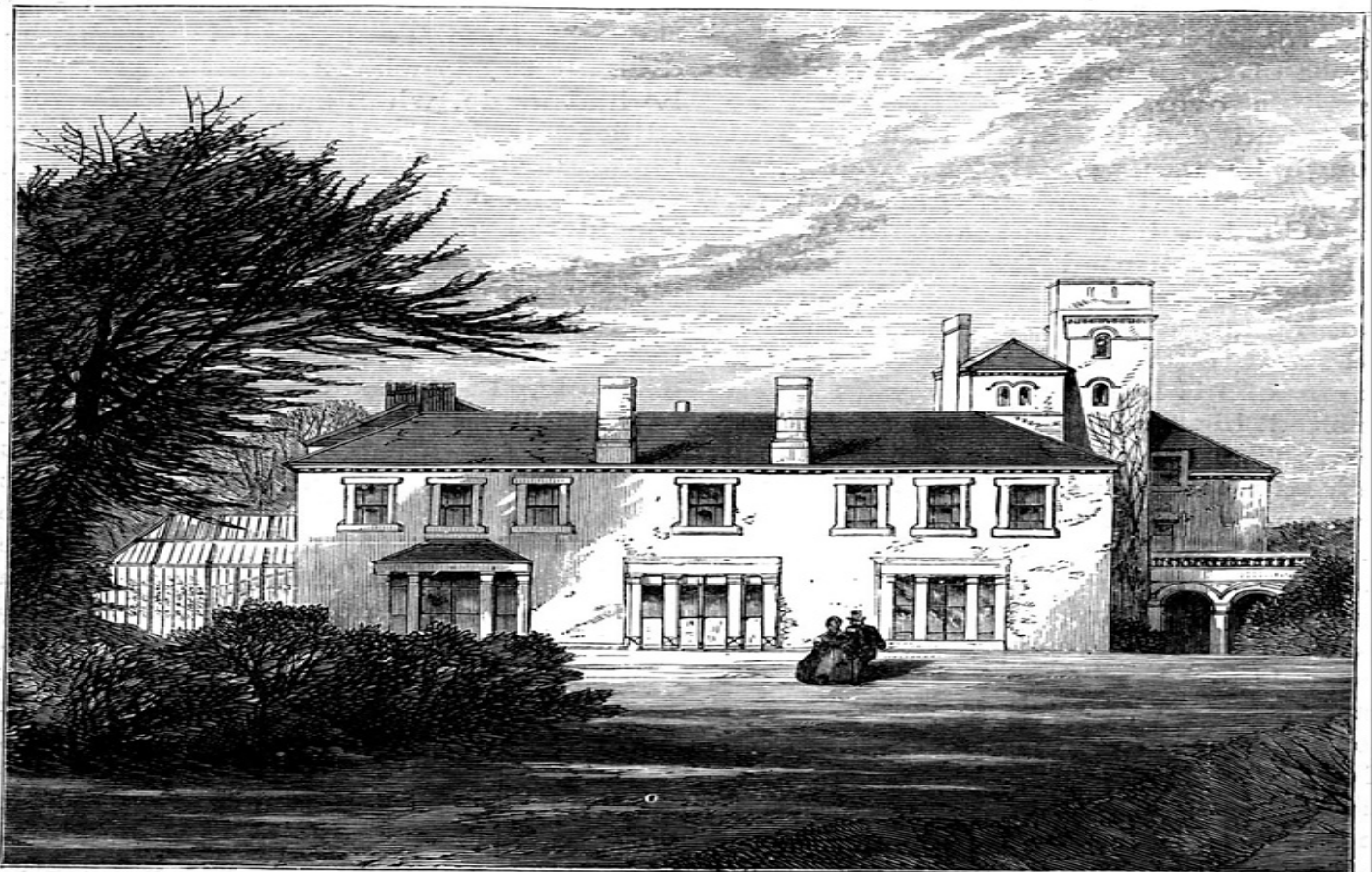
Diplomacy Check Result *Discount*

20 or less 0%

21-25 10%

26-30 20%

26-30 30%



DUNFORD HOUSE, MIDHURST, BIRTHPLACE AND RESIDENCE OF RICHARD COBDEN.

Chapter Three: Item Listings

This chapter contains listings for hundreds of items that one might find for sale in a fantasy world. The goods, gear, and services listed here should be enough for a GM to stock the shelves of any type of business, from a tiny market stall to a magic shop run by a powerful wizard.

Pricing

All items are listed in copper pieces to make it easier for players to subtract what they spend from their characters' total wealth. Simply figure out how much your character's various currencies are worth in common coin (copper pieces). After you are done at the marketplace, it's easy to convert your remaining wealth back into a more compact form. Keep in mind, this doesn't mean that your characters are actually carrying around thousands of copper coins; it is simply easier to do the math if all transactions are made in the same denomination. If someone has one hundred gold coins and he wishes to purchase something that is valued in copper pieces, then he will have to convert a gold piece to ten silver coins, then convert a silver piece to ten coppers, and then subtract the price. It is quicker to simply take 10,000 and subtract 3 than it is to take 100 gold and subtract 3 copper. This is especially true if the character plans on making multiple purchases.

All of the entries in this chapter use the following format:

Category

Descriptive text about the category and the types of items that are included under this section.

Item One: Description of the item that is for sale.

ItemCost

Item One 100

Item Two 1,000,000 (10,000 gp) (100 pp)

Legality and Availability

The entries in this chapter are written with the assumption that the item being described is legal and commonly available in the place that it is being purchased. Prices are doubled in situations where the characters are attempting to purchase an item that is illegal in the kingdom or territory where they currently reside. Low supplies and/or high demand can drive the price of common goods up dramatically, often three or four times the normal price. Droughts and food shortages are severely hard on the lower classes as the price of staple foods soars out of their price range.

MASTER INVENTORY LISTINGS

*See the **D&D 4E PLAYER'S HANDBOOK** for game rules and information about these items.

See the **D&D 4E MONSTERS MANUAL for game rules and information about these creatures.

Armor

Armor smiths can be found near anyplace where warriors congregate. From big cities to remote wilderness garrisons, blacksmiths and leatherworkers churn out armor for soldiers, militia members, and hired guards. Often times the armor trade will be closely watched by local authorities. These people have legitimate reason to fear that some of this armor might be sold to rebels, bandits, or roving mercenaries.

Rope Armor: This type of armor is formed from interlocking lengths of knotted rope. Even strong rope doesn't make the best armor but these layers of knotted cord offer low cost protection for citizen soldiers and tribal warriors.

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Gothic Armor: Similar to plate, gothic armor is covered with grooves and folds that greatly increase the strength of the armor. These finely crafted plates fit together much more snugly than normal plate armor, decreasing the number of vulnerable points.

Great Helm: This heavy helmet is made from thick steel plates and completely covers the wearer's head. A heavy helm can be added to any type of armor (except plate) and increases the armor bonus by +1. A great helm is considered heavy armor for the purpose of deciding whether or not a character is proficient with it.

Jointed Gauntlets: Jointed gauntlets are heavy leather gloves that are covered by interlocking steel plates. These gauntlets can be added to any type of armor and increases the armor bonus by +1. Jointed gauntlets are considered heavy armor for the purpose of determining whether or not a character is proficient in it.

Armor

ItemCost

Light

Cloth*100

Rope1200

Leather*2500

Hide*3000

Heavy

Chain*4000

Scale*4500

Plate Armor*5000

Gothic Armor15,000 (150 gp)

Piece Armor

Great Helm500

Jointed Gauntlets750

Armor Table

Armor bonusCheck SpeedWeight

Rope Armor+1----10 lb.

Gothic Armor+10-3-260 lb.

Great Helm+1-1--5 lb.

Jointed Gauntlets+1-1--5 lb.

Shields

Shield factories and specialized blacksmiths can be found in any big city or anywhere else that houses large numbers of warriors. Some craftsmen make shields one at a time in simple shops. Others employ dozens of workers who produce shields by the hundreds.

Buckler: This small metal shield straps to the wearer's forearm. A person who is equipped with a buckler has free use of his shield hand and can even shoot a bow or wield an off hand weapon.

Hide Shield: This sturdy shield is made from stiffened animal hides that are stretched over a wooden lattice. A person who is equipped with a hide shield can use his shield hand for climbing and grabbing things. A hide shield shatters and becomes useless if the wearer is struck by a critical hit.

Steel Shield: A heavy shield formed from a single steel plate. A large steel shield offers significantly better protection than a light shield. A person equipped with a steel shield loses the use of his shield hand.

Tortoise Shell Shield: This type of shield is made from a large animal shell and a short pole is used to grip the shield and control it. A tortoise shell shield is favored by warriors who do not have ready access to wood and steel.

Tower Shield: A very large shield that protects the bearer's entire body. A tower shield can be used to grant cover to an adjacent ally by using a minor action. A person equipped with a tower

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shield loses the use of his shield hand and also suffers from reduced mobility.

Wooden Shield: A light shield made from several wooden planks that have been nailed to braces. This kind of shield is often reinforced with leather and metal studs. A person who is equipped with a wooden shield can use his shield hand for climbing and grabbing things.

Shields

Item	Cost
<i>Light</i>	
Buckler	1000
Hide	250
Wooden	500
Tortoise Shell	50
<i>Heavy</i>	
Steel	1000
Tower	1500

Shield Table

Armor bonus Check Speed Weight

Buckler+1-0--10 lb.

Hide+1-0--5 lb.

Steel+2-2--15 lb.

Tortoise Shell Shield+1-1--8 lb.

Tower+4-4-130 lb.

Wooden+1-0--10 lb.

Weapons

Weapon smiths can be found near anyplace where warriors congregate. Skilled blacksmiths and wood carvers work to create objects of deadly beauty.

Arrows, Specialty: These projectiles have been outfitted with a variety of unusual or hard to make arrow heads. Specialty arrows come in a number of different forms.

Broad head: These arrows are less accurate but they inflict nasty wounds. (-1 attack, +2 damage).

Glass head: Glass tipped arrows can be filled with any type of liquid poison. (-2 attack and damage).

Armor piercing: These arrows have a simple point that does not break easily. (+2 attack, -1 damage)

Batana: This short club is edged with pieces of flint. It is as deadly when thrown as it is as a melee weapon.

Blowgun: A hollow tube that allows the wielder to fire darts with amazing accuracy.

Great Spear: A fearsome weapon that was designed for monster hunting, the great spear has a massive barbed point affixed to a stout pole. If a character equipped with a great spear scores a critical hit against an enemy of Large size or larger, the spear becomes lodged in the target. A lodged great spear deals 10 continuous damage. A saving throw ends this damage and removes the spear.

Katana Blade: An exquisitely forged blade of exceptional quality, this curved sword is one of the most highly prized weapons in the world.

Lance: This weapon can only be used while mounted on the back of a war horse or other steed. The wielder must make a mounted charge attack to strike with this weapon. The long, thick pole is tipped with a metal point that can devastate even a heavily armored opponent.

Obsidian Club: This two handed club is formed from a flat piece of wood. The outside edge of the club is lined with chunks of razor sharp obsidian. This weapon is sometimes referred to as an obsidian sword.

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Shark Sword: This two handed weapon is made from a thick pole, upon which are mounted hundreds of razor sharp shark's teeth. This multitude of teeth forms a single serrated blade that runs the length of the supporting pole. If the person wielding this weapon scores a critical hit against an enemy, several teeth will break loose from the sword and lodge themselves in the target's body. The target of this attack takes 5 continuous damage from the errant teeth (save ends).

Shield Spikes, Heavy: These sharp blades are mounted on a heavy shield, allowing the wielder to inflict greater damage with a shield bash. Mounting spikes on a shield effectively converts it into an off-hand weapon. A heavy spiked shield is considered a superior weapon because it takes great skill to attack with the shield while simultaneously using it for defense.

Shield Spikes, Light: A series of small spikes are driven through a light shield, allowing the wielder to inflict greater damage with a shield bash. Mounting spikes on a shield effectively converts it into an off-hand weapon.

Weapons

Item	Cost
Simple*	
Club	100
Crossbow	2500
Dagger	100
Hand crossbow	2500
Javelin	500
Mace	500
Morningstar	1000
Quarterstaff	500
Scythe	500
Sickle	200
Sling	100
Spear	500

Warclub	100
Military	
Batana	200
Battleaxe*	1500
Blowgun	100
Falchion*	2500
Flail*	1000
Glaive*	2500
Greataxe*	3000
Greatsword*	3000
Halberd*	2500
Handaxe*	500
Heavy flail*	2500
Longbow*	3000
Longspear*	1000
Longsword*	1500
Maul*	3000
Scimitar*	1000
Shield spikes, light	700
Shortbow*	2500
Shortsword *	1000
Throwing hammer*	500
Warhammer*	1500
Warpick*	1500
Superior	
Bastard sword*	3000
Greatspear	7500
Katanablade	40,000 (400 gp)
Katar*	300
Obsidian club	2000
Rapier*	2500
Shark sword	4000
Shield spikes, heavy	1500
Shuriken (5)*	100
Spiked chain*	3000
Lance	5000

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Item	Cost
<i>Ammunition</i>	
Arrows (30)*	100
Arrows, specialty(30)	300
Crossbow bolts (20)*	100
Sling bullets (20)*	100

Weapon Table

Prof. (proficiency bonus)
DamageRangeWeightGroupProperties

Batana+21d65/105 lb.MaceOff -hand, heavy thrown

Blowgun+3215/301 lb.--Load free, small

Great spear+32d8--20 lbSpearTwo-Handed, reach, (special)

Katana blade+41d10--10 lb.Heavy bladeVersatile, high critical

Lance+32d10--15 lb.SpearTwo-handed, high critical

Obsidian club+31d12--15 lb.Heavy bladeTwo-handed

Shark sword+22d6--20 lb.Heavy bladeTwo-handed, (special)

Shield spikes, heavy+21d6--5 lb.Light bladeOff-hand

Shield spikes, light+11d4--3 lb.Light bladeOff-hand

Adventuring Gear

Tools and implements favored by adventurers and other fortune hunters. These items can be found in the shops of specialty craftsmen, alchemists, and users of ritual magic.

Backpack: A sturdy leather pack that can keep your belongings dry and secured safely to you. The straps are designed so that a person can fight,

climb, or even swim with the pack on.

Bedroll: A bundle of blankets and ground cloths that makes sleeping in the outdoors much more comfortable. A bedroll is usually strapped to the outside of a backpack or wrapped around other possessions.

Blanket, Winter: A heavy quilted blanket made from layers of material. This type of blanket is both waterproof and very warm.

Fishhook: A metal fishing hook used by anglers to snatch up a quick lunch. Just attach a reed and a short piece of twine and you are ready to fish.

Fishing Net: This item is a barbed net made from thatched rope. Dragging this net across a river provides enough food for four people with a successful Nature check (DC 15).

Ladder: A wooden ladder is a helpful device when one needs to reach high places. The sturdy wooden frame of this small ladder collapses for easy carrying.

Mirror: A small steel mirror that fits in a pocket. Can be used for signaling, looking around corners, and also comes in handy while shaving.

Pole: This wooden pole is ten feet long when fully assembled. When not in use, the pole breaks down into three smaller segments for easy carrying. A long pole can be used to reach for objects in tricky circumstances. The pole can also provide a +2 bonus to Athletics or Thievery checks in certain situations.

Rope: Fifty feet of strong hemp rope. Ropes are needed on sailing ships and few land travelers can do without it.

Tent: Oiled canvas and other materials make a tent stand against wind and rain while also keeping out most of the wild creatures. A tent provides a comfortable place to rest for the night.

Waterskin: A leather skin that is carefully crafted to be water tight. This item may also be

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formed from a hollowed out gourd. A waterskin holds 1 gallon of water.

Whetstone: A stone used for keeping the edge on a weapon, tool, or razor.

Adventuring Gear

ItemCost

Backpack100

Bedroll10

Blanket, winter50

Everburning torch*5000

Fishhook 10

Fishing net400

Grappling hook*100

Journeybread*5000

Ladder5

Mirror50

Pole2

Rope, 50 ft.100

Sunrod*200

Tent500

Torch*10

Waterskin*100

Whetstone2

Tools

Hammer*50

Pitons*50

Thieves Tools*2000

Horses and Mounts

Equines of various stripes are valuable animals and usually reserved for military purposes or used

as steeds for the very wealthy. Primitive cultures trade in horses more than any other commodity and owning a fine horse is a symbol of status. Other mounts are described here as well.

Camel: Native to deserts and very hot regions, camels are hardy beasts that can travel vast distances without food or water. A camel cannot run as fast as a light horse but can keep pace with the slower, heavier breeds. A camel makes an excellent mount or pack animal and does not require a saddle to ride.

Dire Hound: These powerful and brave canines can be trained for a variety of purposes. They may be trained to carry a rider and serve as guard dogs, sled dogs and rescue dogs as well. These unusually big dogs come in a variety of breeds and may even be mutts. A strong, well trained dog of this size is a valuable commodity and an important status symbol as well.

Donkey: A smaller cousin of the horse. A donkey may be a little hard to handle but it is brave and sure footed. It makes an excellent pack animal but a donkey is slow and ungainly when used as a mount.

Elephant: A huge pachyderm with enormous strength. Elephants are usually found in warm savannas and jungles. They can also cross short swathes of desert if necessary. A trained elephant is extremely useful as a pack animal or beast of burden. As a mount it is slow but tireless and can carry several riders. On the other hand, a panicked elephant is an engine of destruction that few want to contend with.

Elephant, War: An elephant that has been trained to carry riders in battle. A war elephant may be equipped with a walled booth to protect archers. A war elephant can also trample enemy soldiers with ease and can even attack with tusks, feet, or a trunk-sword. Even an elephant that has been bred and reared for battle is capable of panicking and running amok.

Horse, Heavy: A stocky, muscular breed of

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horse, usually a mare or gelding. A heavy horse can be used to pull light loads but cannot drag anything heavy or pull a plow. Stocks and oxbows will break a horse's collar bone. This type of horse is likely to panic in battle and is difficult to control.

Horse, Riding:** A sleek riding horse, usually a mare or gelding. This type of horse is likely to panic in battle and is difficult to control.

Mule: A hybrid born from a horse and a donkey, all mules are sterile males. Mules are stubborn but strong. Mules can be easily ridden and do not tire quickly. Used as pack animals, mules can haul heavy loads over vast distances. A good mule train could move an entire town if you had enough men and animals. It also makes a good farm animal and can pull a small plow. A hardy beast and hard to panic, a mule will enter dangerous areas that spook the most stalwart of warhorses.

Pony: A young horse or an adult horse of a very small breed. A good choice for young or inexperienced riders. This type of horse is likely to panic in battle and is difficult to control.

War dog: A dire hound that has been trained to carry a rider in battle. War dogs can also be used as stand alone combatants, often used to chase after routing enemies.

Warhorse:** A powerful stallion selected for its great size and aggressive tendencies. Can be used to attack in combat and will not panic in battle. Trained to serve as a superior mount and easily to control.**

Riding Gear

Bit and Bridle: Necessary gear for keeping a keep restrained and under control. The bit also helps to prevent biting.

Cart: A small two wheeled cart that is light enough to be pulled by a horse, donkey, or most any beast of burden.

Elephant Stand: A walled wooden platform

that can be mounted on an elephant's back, usually complete with arrow slits.

Feed: A day's worth of horse feed, comprised of 10 lbs. of grain, grass, and hay.

Saddle, Military: A saddle meant for a warhorse. A saddle designed for combat keeps the rider stable while mounted, granting him a +2 bonus to AC and Reflex Defense while mounted. Straps and braces keep a rider mounted even when he is knocked unconscious.

Saddle, Pack: An efficient method for loading supplies and gear. A saddle pack can be loaded with as much weight as the mount can carry.

Saddle, Riding: A simple leather saddle used to keep a rider on his mount.

Saddle, Exotic/Military: A military saddle that is custom made for an unusual mount such as a flying creature or magical beast.

Saddle, Exotic/Pack: A pack designed to load gear and supplies onto an unusual beast of burden.

Saddle, Exotic/Riding: Riding straps, saddle, or other harnesses needed to keep a rider on the back of an exotic mount.

Saddlebags: Large leather bags that strap to a saddle. Saddlebags allow a rider to store additional gear without burdening himself with extra weight.

Sled: A large wooden sled for transporting goods across ice and snow. A sled is usually pulled by a large dog or a team of small dogs.

Stabling/Livery: The cost of putting a horse or other mount up for the night. A night in the livery includes food, water, and stabling. Most liveries offer light grooming as well.

Wagon: A four wheeled carriage or farm cart used to transport people and goods. A wagon is usually pulled by a team of oxen, though a pair of horses or mules can shoulder the load as well.

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Barding

Elephant, Chain: A massive suit of chain mail strapped around the body of an elephant or other huge mount protects the animal while still being light and flexible.

Elephant, Plate: A great multitude of fitted metal plates are interlocked around the elephant's entire body in a grueling process that lasts several hours. An elephant thus armored is a dreadful and intimidating sight in battle.

Elephant, Scale: This armor for elephants is made of large metal plates connected with hinges. Strips of studded leather and chain mail protect the elephant's limbs without reducing maneuverability.

Horse, Breastplate: A solid metal plate protects the horse's torso, while a special helmet covers its head. The neck and sides are protected by leather and chain mail.

Horse, Chain: A light suit of chain mail protects the horse's flanks and neck. A specially fitted helmet covers its head.

Horse, Full Plate: A series of fitted plates that are riveted together to completely cover the horse's body. Full plate armor is uncomfortable for the animal if it is worn for long. This heavy armor is reinforced by chain mail and leather.

Horse, Scale Mail: Layered metal "scales" backed by leather. Covers the horse's head, neck, and flanks.

Pony or Dog, Breastplate: Metal armor made for a smaller mount such as a war dog. This type of armor comes with a fitted helmet.

Dog, Chain: A single piece of chain mail that wraps around a mount's body, protecting its vital organs. This type of armor comes with a simple metal helm of the appropriate size and shape.

Dog, Full Plate: Intricately linked plates of armor that are designed to suit a canine frame. The

dog's helmet is composed of many overlapping pieces that does not restrict the movement of its jaws.

Mount Weapons

Horned Helm: Metal spikes or animal horns are mounted on this helmet. A horned helm allows a warhorse to deliver a head butt in place of its kick attack. This attack deals 1d8+6 points of damage, plus the horse's Strength modifier.

Trunk Sword: A large sword with a hilt made to fit an elephant's trunk. The long blade gives the elephant quite a reach as it swings the blade wildly back and forth.

Horses and Mounts

Item	Cost
Camel	5000
Dire Hound	15,000 (150 gp)
Donkey	800
Elephant	40,000 (400 gp)
Elephant, war	80,000 (800 gp)
Horse, heavy	20,000 (200 gp)
Horse, riding**	7500
Mule	600
Pony	3000
War dog	150,000 (1500 gp)
Warhorse**	68,000 (680 gp)
Riding Gear	
Bit and bridle	200
Cart	2000
Elephant stand	10,000 (100 gp)
Feed, per day	5
Saddle, military	2000
Saddle, pack	500
Saddle, riding	1000
Saddle, exotic/military	6000
Saddle, exotic/pack	1500

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Item	Cost
Saddle, exotic/riding	3000
Saddlebags	400
Sled	2000
Stabling/livery, per night	50
Wagon	3500
Barding	
Elephant, chain ³	80,000 (800 gp)
Elephant, plate	1,200,000 (12,000 gp)
Elephant, scale ³	160,000 (1600 gp)
Horse, chain ³	16,000 (160 gp)
Horse, plate	20,000 (200 gp)
Horse, scale	18,000 (180 gp)
Pony or dog, chain ³	15,000 (150 gp)
Pony or dog, plate	18,000 (180 gp)
Pony or dog, scale	16,000 (160 gp)
Mount Weapons	
Horned helm	2500 (25 gp)
Trunk sword	15,000 (150 gp)
³ Does not reduce the speed of a mount.	

Mount Weapon Table

Prof. (proficiency bonus)
DamageRangeWeightGroupProperties

Horned Helm+01d6--5 lb.Mace

Trunk sword+02d8--25 lbHeavy blade

Dire Hound Level 3 Brute

Large natural beast (mount)XP 150

Initiative +3 **Senses** Perception +8; low-light vision

HP 42; **Bloodied** 21;

AC 15; **Fortitude** 13, **Reflex** 14, **Will** 11

Speed 6

Bite (standard; at-will)

+6 vs. AC; 1d6+3 damage.

Alignment Unaligned **Languages** --

Skills Endurance +8, Perception +8, Stealth +9

Str 17 (+4) **Dex** 16 (+4) **Wis** 10 (+1)

Con 15 (+3) **Int** 2 (-3) **Cha** 15 (+4)

Dire Hound Tactics

These massive canines will snap and bark at strangers but they only fight if cornered or occasionally to defend its master. They flee if the battle turns against them.

War DogLevel 5 Brute

Large natural beast (mount)XP 200

Initiative +3 **Senses** Perception +9; low-light vision

HP 62; **Bloodied** 31;

AC 20; **Fortitude** 14, **Reflex** 15, **Will** 14

Speed 5

Bite (standard; at-will)

+8 vs. AC; 1d6+4 damage.

Trample (standard; at-will)

The war dog can move up to its speed and enter enemies' spaces. The movement provokes opportunity attacks, and the war dog must end its move in an unoccupied space. When it enters an enemy's space, the war dog makes a trample attack:

+6 vs. Reflex; 1d6+4 damage and the target is knocked prone.

Defend Rider (while mounted by a friendly rider of 3rd level or higher; at will) **Mount**

The war dog grants its rider a +4 bonus

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to AC and Reflex defenses until the end of his next turn.

Alignment Unaligned **Languages** --

Skills Endurance +9, Perception +9, Stealth +8

Str 18 (+6) **Dex** 16 (+5) **Wis** 14 (+4)

Con 15 (+4) **Int** 3 (-2) **Cha** 15 (+4)

Equipment plate barding

War Dog Tactics

Breed and trained for battle, these fierce and loyal beasts will charge headlong into certain death if their rider commands it. Sometimes unpredictable, war dogs may initiate battle without provocation. It may end up dragging its rider along to chase after rabbits and other small creatures.

Elephant Level 6 Brute

Large natural beast (mount)XP 250

Initiative +3 **Senses** Perception +4;

HP 72; **Bloodied** 36;

AC 16; **Fortitude** 15, **Reflex** 16, **Will** 14

Speed 5

Gore (standard; at-will)

+9 vs. AC; 1d10+4 damage.

Trample (standard; at-will)

The elephant can move up to its speed and enter enemies' spaces. The movement provokes opportunity attacks, and the elephant must end its move in an unoccupied space. When it enters an enemy's space, the elephant makes a trample attack:

+7 vs. Reflex; 3d6+4 damage and the target is knocked prone.

Alignment Unaligned **Languages** --

Str 21 (+8) **Dex** 16 (+6) **Wis** 12 (+4)

Con 15 (+5) **Int** 2 (-1) **Cha** 15 (+5)

Elephant Tactics

Elephants only fight to defend themselves or their herd. They panic easily and pose a great danger to all around them when frightened. An elephant that has been bloodied will flee from danger as soon as possible, making trample attacks at anyone or anything in its way.

War Elephant Level 8 Brute

Large natural beast (mount)XP 250

Initiative +3 **Senses** Perception +5;

HP 93; **Bloodied** 46;

AC 22; **Fortitude** 17, **Reflex** 17, **Will** 15

Speed 4

Trunk Sword (standard; at-will)

+11 vs. AC; 2d8+5 damage.

Trample (standard; at-will)

The war elephant can move up to its speed and enter enemies' spaces. The movement provokes opportunity attacks, and the war elephant must end its move in an unoccupied space. When it enters an enemy's space, the war elephant makes a trample attack:

+9 vs. Reflex; 1d8+5 damage and the target is knocked prone.

High Ground (while mounted by a friendly rider of 3rd level or higher; at will) **Mount**

The war elephant grants its rider a +2 bonus to attack and damage on all ranged attacks.

Alignment Unaligned **Languages** --

Str 21 (+8) **Dex** 16 (+7) **Wis** 12 (+5)

Con 16 (+7) **Int** 2 (+0) **Cha** 15 (+6)

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Equipment plate barding, trunk sword

War Elephant Tactics

Even an elephant that has been trained for battle is an unpredictable brute. They generally wade into the ranks of enemy fighters, making trample attacks as they move.

Transport

Everything from ships and fishing boats to flying carriages can be had if one knows the right place and the right price. These prices listed are for purchasing a craft in good repair. A character with the right connections can commission a carriage or ship to be built but this could take several months to complete. Building a transport craft costs half as much as buying one but the contractor must be paid up front.

Canoe/Kayak: A sturdy craft made from a hollowed tree or stretched hides over a wooden frame. This type of craft is most often found in lakes and rivers, though a skilled hand can take short forays onto the open sea. Paddling this craft through dangerous waters is a skill challenge that usually involves Athletics and Nature. This type of vessel works best when paddling downstream as a strong current can all but stop progress up river.

Carriage, Flying: A sturdy but light carriage frame that have been built to accommodate a winged animal. A flying carriage can also be held aloft by a spell, a hot air balloon or a large flock of mundane birds.

Rowboat*: A relatively simple rowboat, good for crossing calm waters.

Sailing Ship*: A seaworthy craft that is powered by a complicated host of sails, this vessel is the favorite of merchants and pirates. A sailing ship keeps close to land, following the coast and avoiding the treacherous waters of the open water.

Warship: A stout vessel made from thick

timbers, a warship is driven by a combination of oars and sails. The oarsman help the warship maintain ramming speed, though the ship is reduced to wind power after the oarsmen tire. Few people volunteer to row a warship and the oarsmen are usually conscripts or slaves. A warship is built for battle and vessel has accommodations on deck to house soldiers and war mages. This vessel has a hull that sits deep in the water and nimbly traverses rough seas.

Transport

Item	Cost
Canoe / Kayak	3000
Carriage, flying	500,000 (5,000 gp)
Rowboat*	5000
Sailing ship*	1,000,000 (10,000 gp) (100 pp)
Warship	5,000,000 (50,000 gp) (500 pp)
<i>Passage</i>	
Carriage, flying	2500
Coach / Stage	5 per mile
Ferry	20
Ship	5000
Teleportation circle*	10,000 (100 gp)
Planar gate*	250,000 (2500 gp)

Transport (miles / day) Carrying Capacity Range (in miles)

Canoe / Kayak (5) 2 passengers plus 200 lb. 300

Carriage, flying (75) 4 passengers plus 100 lb. 75

Coach or Stage (25) 6 plus 1 ton 500

Sailing Ship (85) 50 plus 150 tons 10,000

Warship (60) 25 plus 15 tons --

Livestock and Animals

Live animals are the key to an agricultural economy and a commodity that almost everyone trades in at some point or another. Every big city

Markets and Merchandise

and little hamlet has a place to trade livestock and many trading centers are built on the business of cattle drovers and shepherds. Trading of this kind usually takes place at a stockyard or meat market.

Cat: A small feline that is useful for controlling the local rodent population. Well bred cats are favored pets among the wealthy and influential. Cats are eaten in some cultures and catgut (tendons) are used for the strings of fine musical instruments. Cats that are raised for this purpose cost only 1/100th of the normal price for a purebred pet.

Chicken: A common domestic bird that provides both eggs and meat. This entry can be modified to suit any animal of similar size in a world with more exotic flora and fauna.

Cow: A large bovine female. It provides milk and potentially a large hide combined with several hundred pounds of meat. A live cow requires a regular supply of grass or grain to feed on. These animals are often raised in the countryside and moved to market in large herds. This entry can be modified to suit any animal of similar size in a world with more exotic flora and fauna.

Dog, Small: A well bred terrier, hound or other small canine. This type of dog is useful for hunting and can wake its owner in case of danger. Mutts (mixed breeds) can be found on farms and sometimes as pets for poor city dwellers. These types of dogs are eaten in some cultures. Dogs that are raised for this purpose cost only 1/100th of the normal price for a purebred pet.

Duck: A water fowl raised by farmers in wet areas. It provides eggs and meat. Duck is a delicacy in many areas. This entry can be modified to suit any animal of similar size in a world with more exotic flora and fauna.

Goat: A common domestic animal. Goats are hardy creatures and they provide both meat and milk. Goats are usually raised in herds. This entry can be modified to suit any animal of similar size in a world with more exotic flora and fauna.

Goose: A large domestic bird that is usually raised near water. These fat birds provide both meat and eggs. Goose down is also used in clothing and furniture. This entry can be modified to suit any animal of similar size in a world with more exotic flora and fauna.

Hide: The thick leathery skin of a wild beast or domestic animal. Most hides come from hunters who track deer, bison, and antelopes.

Horns, Antlers, and Tusks: The natural weapons of wild beasts are often formed from fine ivory and are valued by carvers. Teeth, claws, horns and other frightful implements make excellent trophies and decorations.

Ox: A muscular brute of an animal that can be used to pull a plow, cart or other heavy loads. Teams of oxen work well together. An ox is invaluable in farm work and can provide hundreds of pounds of meat if nothing else. This entry can be modified to suit any animal of similar size in a world with more exotic flora and fauna.

Pelt: The skin and fur of a silky haired animal such as a rabbit or minx.

Pig: A pig is a common domestic animal that will eat anything and serves as a living garbage disposal. Pigs are smart creatures that can be trained to find truffles and perform other tricks as well. A good size pig can provide hundreds of pounds of meat as well as a useable skin. This entry can be modified to suit any animal of similar size in a world with more exotic flora and fauna.

Rabbit: Caught wild or bred in a wooden warren, a rabbit makes a fine dinner. They also provide tiny pelts of high quality fur.

Sheep: A common domestic animal that provides both meat and wool. Sheep are raised in herds and require little watching after. Often dogs will be used to round up stragglers and get the sheep moving but usually an experienced shepherd has little trouble keeping them together.

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Wool: The fleece that is sheared from a sheep. Wool is used to make heavy cloth.

arrive at the price of a monster skin or horn.

Livestock and Animals

Item	Cost
Cat	2000
Chicken	2
Cow	1000
Dog, small	2500
Duck	5
Goat	75
Goose	15
Ox	2500
Pig	500
Rabbit	10
Sheep	200
Animal Products*	
<i>Pelt</i>	
Tiny	2
Small	5
Medium-size	30
Large	200
<i>Hide</i>	
Tiny	1
Small	3
Medium-size	15
Large	100
Horns, Antlers, and Tusks	
Small	50
Medium-size	300
Large	2000
Huge	10,000 (100 gp)
Wool	1 lb.4

*The prices listed are for the skins and horns of common animals. The skins, horns, etc of exotic animals and monsters fetch much higher prices. Multiply the given price by a monster's level to

Crops and Wild Plants

Everyone who eats has to do business with a farmer in one way or another. Grain and vegetables from the farmer's fields flood the trade roads on their way to the cities. Many small hamlets and manor houses hold farm markets to sell their wares locally. Crops come from independent farmers known as "freeholders," as well as aristocratic land owners who maintain tenant farms or slave-run plantations.

Beans: Beans are a type of dried seed that can be cooked and eaten a number of different ways. Beans are valued because they store well and fill the belly nicely.

Barley or Oats: These crops can be turned into porridge, bread, or alcohol. Both grains are favored by brewers of lager, ale, and beer.

Corn: A common crop renowned for its hardiness, it can be cooked as is or turned into coarse flour. Corn is also used as animal feed or made into liquor. Cultivating corn is very labor intensive.

Cotton: A very demanding crop that is extremely labor intensive and difficult to cultivate. The thorny plants must be picked by hand and picking individual seeds from the cotton is extremely difficult. Cotton is usually made into cloth, though the seed is useful for making oil. Cotton grows mainly in regions that are hot and wet.

Firewood: A cord of split logs and kindling. This is enough wood to keep a small fire burning for a day.

Flax: Reeds that are beaten for their fibers and made into linen. Flax is a precious commodity that will not grow in many areas since the plants are native to wet regions and river banks.

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Flour: Milled flour is made from grinding wheat flat with a heavy stone. A city of any decent size needs tons of flour to keep its bakeries running. Many households include a small stockpile of flour as it is used often in home cooking.

Flowers (Wild): A bouquet of freshly cut wild flowers. Often collected by country maidens and sold to traders who cart them into the city in bunches. These flowers are sold as presents and decoration. Some of these flowers can be used in cooking or making scents.

Lumber (Common): A log of pine or oak. Used for carpentry and common furniture.

Lumber (Good): A log of cedar, cherry, or redwood. Used to make fine furniture and exquisite wooden structures.

Millet: A common grain that grows almost anywhere and it extremely resilient. Millet is often made into a thick porridge or used as animal feed.

Rice: A domestic crop that grows in patties. It is extremely hard to cultivate and requires much hand labor. However, rice can be planted on land that is too wet for other crops. Variants of this grain grow wild in lakes and marshes where it is harvested by tribal cultures and primitive humanoids. Rice can be cooked as is or made into flour. Rice can also be used to make a strong wine called *sake*.

Vegetables: Assorted mixed vegetables grown by local farmers. May include tomatoes, potatoes, onions, beets, carrots, cabbage, or anything else the GM can imagine. Some climates might favor hot peppers or other exotic fare. Traders often buy the vegetables in bulk and let customers fill up a basket full for a copper coin. Pickles and olives are popular because they keep for long periods of time. Olives and pickled vegetables are usually sold in twenty pound jugs. Potatoes can be used to brew liquor.

These plants do not have to be common or ordinary, a creative GM might add to the local flora by inventing new edible plants. Perhaps one

village is famous for growing a spicy tuber known as dragon's root, while another is known for its purple tomatoes.

Wheat: A grain that is favored for its ease of cultivation. Unmilled wheat can be cooked as is, but is often sold to a miller who processes it into flour. Primitive cultures usually grind wheat into flour by hand.

Seed Grain: Unbroken seeds ready for planting. Most farmers save enough grain back from each harvest to plant the next crop, making it unnecessary to buy seed. However, someone who is establishing new farms has to buy seed grain to get started. Also, farmers might eat their seed in times of drought, famine, or heavy taxes and that forces them to buy seed grain in order to get a new crop started.

Crops and Wild Plants

Item	Cost
Beans 1 lb.	5
Barley or oats 1lb.	2
Cotton 1 lb.	8
Corn 1 lb.	3
Firewood, cord	1
Flax 1 lb.	40
Flour 1 lb.	2
Flowers (wild), bouquet	1
Lumber (common), log	5
Lumber (good), log	10
Millet 1 lb.	1
Rice 1 lb.	1
Vegetables 1 lb.	1
Wheat 1 lb. (not milled)	1
Seed grain, 1 lb.	10

Metals

The product of mines and miners, bars of metal make valuable trade goods. Refined ores of various sorts are necessary for the creation of a great many items and whole districts of smiths and related craftsmen would be left idle without a steady supply of metal and ore.

Copper: A relatively valuable metal that is mixed with other ores to create a great many items. Brass, bronze and copper can be shaped easily and used for a large number of common items. Copper is also used to mint common coins. Copper is traded in bars weighing one, five, or ten lbs.

Gold: The most valuable of the commonly traded metals. Gold can be shaped into jewelry or made into fine cups, plates and utensils. This precious metal is also preferred when minting coins. Gold is most often found in bar form and bars may weigh one, five or ten lbs.

Iron: Used for many tools and farm implements, as well as arms and armor, iron is a useful metal. Blacksmithing is an important trade and few cities could do well without a supply of this metal. Everyday items from horseshoes to nails and plowshares are made from iron or steel. Iron is traded in bar form and bars may weigh one, five, or ten lbs.

Platinum: A rare and valuable metal, used almost exclusively for jewelry. Platinum is occasionally molded into bars or minted into coins. Platinum is traded in bar form and bars may weigh one, five, or ten lbs.

Silver: A valuable metal that is easily shaped, silver is used for everything from jewelry to dinnerware and even buckles for boots and belts. Silver is often used in the minting of coins. Silver is traded in bar form and bars may weigh one, five, or ten lbs.

Tin: A useful metal that is mixed with copper to form bronze. Tinsmiths, also known as tinkers,

make an eclectic assortment of items from pots and pans to wind up toys.

Metals

Item	Cost
Copper 1 lb.	50
Gold 1 lb.	5000
Iron 1 lb.	10
Platinum 1 lb.	500,000 (5000 gp)
Silver 1 lb.	500
Tin 1 lb.	25

Gemstones

The product of specialized miners and panners, precious gems are valuable indeed. Stones of varying qualities and sizes can be found in any area where there is extensive trade and/or mining.

Common: This class of stone includes easily found bits of common turquoise, natural crystal, or volcanic glass. Freshwater pearls are usually considered to be common gems. Aside from stones, this description can serve to represent ornamental shells, rare feathers, monsters' teeth, and other natural decorations.

Semi-precious: This class of stone includes everything from tiger eye turquoise and obsidian to amber, garnet and jade, as well as many types of pearls. The exact cost of a gem is based on size and quality.

Precious: Precious gems make up the backbone of the gemstone trade. This class of stone includes everything from black pearls and aquamarines to emeralds, opals, and sapphires. The exact cost of a gem is based on size and quality. A small ruby or flawed diamond might also fit into this category.

Rare: This category of gems is reserved for rubies and emeralds of exceptional size, most diamonds and some rare pearls. The exact cost of a gem is based on size and clarity.

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Unique: This class of gemstone includes only the largest and most flawless of diamonds. A ruby, emerald, opal or sapphire of unparalleled size and quality could also be considered a unique gem, as might the world's largest pearl. Unique gemstones may also be wondrous and magical objects from beyond the material world. Stones of this class include crystals that sing enchanting melodies or produce marvelous light shows. Mystical stones include such rarities as dream stones, chaos rubies and volcanic pearls. Also included in this category are fantastic treasures such as raw stardust, a few drops of bottled moonlight, or a full set of dragon's teeth. This category of stone could also be used to describe such horrors as a vial of demon's blood or crystal that houses a trapped soul.

Legendary: Legendary gems are priceless artifacts that are truly beyond belief. Gigantic stones such as huge emeralds, rubies, and diamonds are considered legendary gems. Also included in this category are gems formed from pure magic or bound elemental forces.

Gemstones

Item	Cost
Common	5-20
Semi-precious	5000-10,000 (50-100 gp)
Precious	50,000-100,000 (500-1000 gp)
Rare	500,000 (5000 gp)
Unique	1,000,000 (10,000 gp) (100 pp)
Legendary	1,500,000-5,000,000 (15,000-50,000 gp) (150-500 pp)

Gemstones as Jewelry

A gemstone or ornament might be purchased as the center piece of a ring, bracelet, or necklace. An adventurer may also choose to mount gems on a weapon or piece of armor. To determine the price of such a bauble, simply add the price of the gemstone to the price of the item to which it is attached. A jeweler or smith will always create items whose components are matched in value. A large seashell (common gem) will only be found attached to a common necklace (beads and natural materials). The resulting trinket would have a combined price of 55-220 cp, depending on the quality of the two components.

Luxury Items¹

The specialty of importers, grocers and specialized craftsmen, luxury goods cater to the tastes of the affluent and well traveled. For some, purchasing luxury items is a rare treat, such as the peasant who skips a meal in order to buy his child a piece of candy. For others, these items are considered staple goods that no decent person could ever live without. For many, indulging in these luxuries is simply a way of displaying their wealth to others.

Betel Quid: A combination of betel leaves and areca nut that is chewed for its stimulating effect. This practice produces a feeling of alertness and increased activity while turning the saliva bright red. Some cultures view the use of areca and



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betel as an aphrodisiac. Betel is also used as a breath freshener, a pain killer, and way to prevent common diseases of the mouth. Betel quid is used in religious ceremonies and offered to guests at weddings and other social events.

Candies, Assorted: A selection of hard candies, caramels, or gumdrops, essentially dissolved sugar mixed with color and flavor.

Candy, 1 piece: A single sugar ball, cinnamon stick, or a bit of honeycomb.

Cane Sugar: A sweet luxury that is used to make candy, desserts and baked goods. Raw sugar cane is a staple among bakers and wealthy householders.

Chocolate: Made from cocoa beans, milk, and sugar; chocolate is a popular indulgence among the wealthy. This product may be sold as powder for making hot drinks which are sometimes mixed with pepper and spices. Usually it is sold as large bricks of solid chocolate.

Chocolate, 1 piece: A single hunk of chocolate that is wrapped in decorative paper. This sweet confection is often mixed with nuts, fruit, or other candies.

Cinnamon: Made from the bark of a tree, this strongly flavored substance is hot and sweet. Used in cooking as well as scents and oils, cinnamon is traditionally given as a gift to kings and important people.

Cloves: This strong spice is used sparingly in cooking but may also be smoked or burnt in a censor. In high concentrations it has mildly hallucinogenic properties. Cloves are made from a flowering tree.

Coca Leaf: The leaves of this tropical plant are chewed by people who have to travel high into the mountains. The people who follow this practice use the leaves to avoid becoming light headed as they climb into the clouds. Low land peoples and city dwellers chew the unpleasant tasting leaf to experience a mild sense of alertness and energy.

Coca leaf can also be brewed into tea.

Cocoa Beans: These beans are the key ingredient for making chocolate. They are very bitter in their raw form. These beans are mostly found in tropical climates.

Coffee: Grown in hot climates and mountainous areas, coffee beans are ground up to make a strong, hot drink. Coffee is more robust than tea and is enjoyed by many commoners as well as aristocrats and merchants.

Cotton: A fine cloth made from the product of the cotton plant. Cotton is sold by the square yard.

Flowers (Cultivated): Domesticated flowering plants that have been grown through refined horticultural techniques. These flowers are prized for their beauty and fragrance, as well as their importance in making perfumes and other products. Examples include jasmine, rose, and lilac.

Fruit (Unusual): A piece of uncommon or imported fruit that is a luxury reserved for the rich. Examples of unusual fruit include tropical fruit that is imported to temperate areas or apples and other temperate fare that is sold in warmer climates. In very cold climates almost all of the fruit that is available would be considered unusual. Grapes are grown almost exclusively for making wine, making a bunch of fresh grapes a rare delicacy even in places where grapes are grown.

Ginger: Fresh or dried ginger root. These roots can be eaten whole, made into tea or ground into spice. Used in many dishes and candies.

Ginseng: A root that is prized for its strong flavor and invigorating properties. The root can be eaten raw or cooked into tea. Used in many home remedies.

Hashish: The concentrated essence of the hemp plant, collected by harvesting a residue from the surface. Hashish is smoked for its calming and intoxicating effects.

Honeycomb: Cut sections of a bee hive, the

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honey stored in the beeswax will keep for a long time. Honeycomb can be chewed as a sweet candy.

Ice, Barrel: A wooden barrel filled with large blocks of ice. The blocks themselves are frozen during the winter and then saved in vast icehouses until the weather gets warm. Alternately, ice can be imported from the mountains or created by magical means.

Ice, Block: A single large block of ice weighing about 20 lbs.

Incense: A dozen cones of fragrant incense. Incense is made from a wide variety of aromatic substances and comes in a plethora of scents. Incense is often used in religious ceremonies.

Jam or Jelly: Fruit preserves made by cooking mashed fruit with sugar. This thick concoction stores very well. A staple in many households and often made from scratch in less affluent homes.

Khat: This shrub grows in tropical areas and certain arid regions. The leaves of the plants are harvested and bundled into sticks for sale in the cities. Fresh leaves must be kept moist or they will lose their potency. Because the plants spoil quickly they are often wrapped in banana leaves or packed on ice.

Chewing and sucking on the fresh leaves produces a mild sense of euphoria combined with increased energy. Khat leaves can also be dried and made into a less potent tea. Chewing the sour leaves can leave green stains on a person's teeth. Khat is a popular vice among people who perform physical labor and guards who have to stay awake for long periods. It is also commonly found in social settings and at parties. Certain mystic traditions encourage the use of khat for religious purposes and meditation. Habitual users must eat honey to keep themselves from becoming ill from too much khat. This plant has several medicinal purposes and is used by many tribal healers. Khat can help people cope with extreme heat, hunger, or the effects of a drinking binge.

Kola Nut: Chewing the pods and seeds of this

tropical nut produces a stimulating effect along with feelings of euphoria and increased sense of well being. The bitter tasting nut can ease hunger pangs and help a person stay awake for long periods of time. In certain tribal cultures the kola nut is seen as an important gift, offered only to significant visitors and respected chieftains.

Linen: A fine cloth made from the fibers of the flax plant. These reeds are harvested along the banks of rivers and then beaten flat for their fibers.

Maple Syrup: The sweet sap of the maple tree. Collecting the sap can be accomplished with crude tools and a large landowner can produce high volumes of syrup per year.

Smoking Herbs: A small cloth pouch filled with a mixture of cloves, hemp, sprigs of mint and other aromatic herbs and spices. Flavored tobacco is sometimes added to the mix.

Pepper: Peppercorns are a commonly used spice that compliments any dish.

Perfume: Precious ambergris combined with alcohol and the extracts or various plants and flowers. Perfume is sold in small glass bottles.

Poppies: Heads of the poppy flower can be cooked down to produce opium, which is smoked for its strong intoxicating effect. Those who smoke the poppy become sleepy and lethargic as well as euphoric. Poppy is highly addictive and many well to do people find themselves dependant on it after only a short time. Common workers may indulge in "chasing the dragon" but most peasants cannot afford more than one trip to a smoking den. The poppy plant can also be used to make painkillers such as laudanum.

Saffron: A flower that is dried and made into a ground seasoning. Cultivating the flowers is a complicated process, hence the bitter spice's hefty price. This spice also has medicinal uses and is an ingredient in the cures for dozens of diseases.

Salt: A popular seasoning that is essential for preserving meats and fish. Salt is a valuable trade

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commodity that few households can do without. Salt is mined from the ground in a dangerous process that costs many miners their sight. Salt can also be obtained by evaporating sea water.

Scented Bath Oil: Fine fragrances mixed with clear oil. Used on the skin after bathing.

Seafood (Fresh): This luxury ingredient includes swordfish and other large saltwater fish, lampreys, mollusks, oysters and shellfish of all kinds including lobster and crab. Fresh catch is brought in from the sea daily, though some cultures have developed a knack for raising seafood in artificial lagoons. Seafood must be stored in barrels of seawater or kept packed in ice in order to stay edible. Fresh catch spoils quickly and can make someone very sick if it goes bad. In coastal areas, seafood is sold the same day it is caught. Further from the sea it must be transported in wagons loaded down with ice.

Silk: A highly prized cloth renowned for its fineness. This cloth is made from the silk of moths and butterflies. The exact secret to producing and weaving silk is known only by a few wealthy merchant houses. Bolts of silk are valuable trade commodities.

Tea Leaves: The leaves of the tea plant are used to brew drinks, usually served hot. Tea is favored by the leisure classes and is a popular item among the common workers as well. Few peasants start their day without a cup of strong tea. Tea is sold in bricks of pressed leaves.

Tobacco: The leaves of the tobacco plant are dried and sold in pouches or plugs. Tobacco may be chewed, snorted or smoked. It is most often smoked in pipes but some cultures practice the trick of wrapping dry tobacco in a flat green leaf to form a cigar or cigarillo. Small pieces of parchment may be used to roll a cigarette. Addiction to tobacco is a common vice in areas where the plant is grown.

Truffles: An underground mushroom that is hard to find. Trained pigs are used to uncover this

wild fungus. They are considered to be a supreme delicacy.

Vanilla Beans: The beans of the vanilla tree are used to make sweets and baked goods as well as vanilla extract. Vanilla is often used in the creation of chocolate.

Luxury Items¹

Item	Cost
Betel Quid 1 lb.	65
Candies, assorted 1 lb.	200
Candy, 1 piece	10
Cane sugar 1 lb.	60
Chocolate 1 lb.	800
Chocolate, 1 piece	100
Cinnamon 1 lb.	75
Cloves 1 lb.	100
Coca leaf, 1 lb.	90
Cocoa beans 1 lb.	70
Coffee 1 lb.	75
Cotton (per square yard)	80
Flowers (cultivated), spray	150
Fruit (unusual), 1 piece	100
Ginger 1 lb.	200
Ginseng 1 lb.	200
Hashish (small brick)	500
Honeycomb 1 lb.	30
Ice, barrel	500
Ice, block	50
Incense (12 cones)	20
Jam or jelly, small jar	10
Khat (12 sticks)	110
Kola nut 1 lb.	40
Linen (per sq. yard)	400
Maple syrup, 1 gallon	20
Smoking herbs, pouch	75
Pepper 1 lb.	150

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Item	Cost
Perfume, vial	300
Poppies ¼ lb.	1000
Saffron 1 lb.	250
Salt 1 lb.	500
Scented bath oil, 1 pint	220
Seafood (fresh) 1 lb.	350
Silk (per sq. yard)	2000
Tea leaves 1 lb.	60
Tobacco 1 lb.	50
Truffles 1 lb.	250
Vanilla beans 1 lb.	80

¹Any of these items can be purchased with the label *exotic*, *rare*, or *world's best*. Exotic items are ones that have been imported over long distances and cost double the normal price. Rare items are made from unique or hard to find components or specially cultivated plants and cost triple the normal price. An item with the label *world's best* is one that is only produced at a single location by growers or craftsmen of high regard. These items are crafted from the finest ingredients imaginable and cost four times the normal price.

Jewelry and Artwork

Highly skilled artists and famous craftsmen create a vast array of beautiful objects for the enjoyment of those who can afford to pay. Jewelry and trinkets adorned the bodies of people from all classes. Prized works of art are displayed in the halls of kings and on the alters of great temples.

Bracelet (Common): A bit of rope, thin chain, or leather cord that fastens around the wrist. This bracelet is either decorated with bronze trinkets and beads, or teeth and claws. The exact price of each band varies according to the skill in with it was crafted.

Bracelet (Silver): Links of silver chain or a rope of connected charms. Silver bracelets are often

decorated with small bits of common or semi-precious stones. The exact price of each bracelet varies according to the intricacy of its design and the value of any decorative stones.

Bracelet (Gold): A wrist circlet of solid gold or a small chain of golden links. Gold bracelets are usually decorated with chips of precious stones such as emeralds or rubies. The exact price of each bracelet varies according to the intricacy of its design and the value of any decorative stones.

Bust (Custom): A hand carved statuette featuring the face of yourself or a family member. This listed price includes the cost of the materials as well as the sculptor's fee. The artist may require several long sittings before the bust is complete.

Bust (Standard): A ready made sculpture that displays the face of a historical figure or commonly worshipped god. These busts are often carved by an apprentice or lesser known sculptor.

Chalice (Copper): A decorative goblet, often given out as a prize to champions and war heroes. These large cups are made from brass, copper or bronze. They are crafted with intricate designs and inlaid with common or semi-precious gems such as amber, garnet, or jade.

Chalice (Silver): A large, silver goblet, traditionally given out as a prize to famous heroes and victorious generals. These cups are made from purest silver and fashioned with masterful patterns. The chalice is usually inlaid with semi-precious or precious gems, often obsidian, opals, or sapphires.

Chalice (Gold): A decorative goblet intricately wrought from pure gold. This cup is given out as a prize to conquering generals and the most honored of heroes. These chalices are often inlaid with precious gems such as rubies, emeralds or diamond chips.

Chalice (Platinum): A rare treasure to behold, this type of chalice is offered as prize to a truly distinguished champion, a hero whose deeds have single-handedly saved an entire city from

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ruin. These large cups are made from precious platinum and inlaid with rare gems, usually large rubies and sapphires or small diamonds.

Comb (Bone): A large animal bone carved into an instrument for untangling and styling hair. Combs are often used to pin a noble woman's hair in place.

Comb (Ivory): A comb carved from horn or tusk. Such a trinket is a status symbol among well born women.

Comb (Silver): An ornate silver comb for taming a mop of long hair. A comb of this quality is often meant to be a wedding gift or family heirloom.

Comb (Gold): A finely wrought gold comb, the achievement of a master goldsmith.

Glass (Colored): Containers and decanters of colored glass, the favored serving ware of the moderately wealthy. Goblets, pitchers, and vases of blown glass can be purchased in a variety of colors.

Glass (Crystal): A rare and precious treasure, crystal goblets and pitchers are a sign of distinction among the elite. The process for making glass clear is a carefully guarded secret, known only by a few specialized guild houses.

Golden Drinking Horn: A large vessel for quaffing mead or wine, a drinking horn of pure gold is a priceless work of art. Often set with precious or rare gems, the horn itself is often crafted in the image of an animal, monster, or god.

Golden Idol: A large statue of a god or demi god. This idol is formed of solid gold and set with diamonds and rubies.

Ivory Statuette: A large bit of horn or tusk that has been carved into a statue or idol. A token such as this often has religious or symbolic value.

Necklace (Common): A necklace made of leather cord, beads and other natural decorations. May be adorned with small shells, animal teeth, or

bits of turquoise

Necklace (Silver): A neck circlet or chain made from pure silver. The necklace may be set with semi-precious stones such as jade or pearl. Alternately the necklace may feature a large silver medallion.

Necklace (Gold): A neck torque or a chain of golden links, often set with precious gems like black pearl. This necklace may also support a large pendant or medallion.

Necklace (Pearl): A string of lustrous pearls.

Ring (Signet): A custom made ring that bears the symbol of a single person or family. When pressed in wax or ink, the ring leaves a unique impression that verifies the identity of the owner. Can be used to validate your identity or certify that a document was written by your own hand.

Ring (Silver): A simple band of silver, possibly adorned with small gemstones. Rings of this sort are a popular item among tradesman, clerks and merchants.

Ring (Gold): Many young nobles identify their status by wearing a single ring of gold. This ring is a plain band of varying thickness.

Rug, Finely Crafted: An exquisite rug, woven by a master craftsman. Often a rug of this quality will display complex patterns or perhaps a pictorial inspired by events from history. The price of a finely crafted rug varies according to its size.

Statue, Animated: A sculpture of "living" stonework. An animated sculpture may take the form of a monster that growls at passers by, a lovely young girl who plays music on a stone harp, or a warrior whose implacable gaze follows you across the room.

Tapestry: A thick wall covering used to keep out the draft, as well as a decorative item. Tapestries are usually woven with scenes of battle, monsters, or similar designs.

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Tapestry, Enchanted: This woven tapestry is imbued with magical properties. The tapestry may shift from one design to another at random intervals. It may shift through scenes in sequence to tell a story or the tapestry may even feature moving pictures as life sized warriors clash again and again.

Vase, Fine Ceramic: A delicate ceramic vase that is made by expert sculptors and decorated with beautiful paintings.

Jewelry and Artwork

Item	Cost
Bracelet (common)	25-100
Bracelet (silver)	1000-10,000 (10-100 gp)
Bracelet (gold)	10,000-100,000 (100-1000 gp)
Bust (custom)	10,000 (100 gp)
Bust (standard)	2500
Chalice (copper)	1000-6000
Chalice (silver)	3000-18,000 (30-180 gp)
Chalice (gold)	10,000-60,000 (100-600 gp)
Chalice (platinum)	1,500,000 (15,000gp) (150 pp)
Comb (bone)	500
Comb (ivory)	2000
Comb (silver)	3000
Comb (gold)	30,000 (300 gp)
Glass (colored)	
Goblet	200
Pitcher	400
Vase	1000
Glass (crystal)	
Goblet	2000
Pitcher	4000
Vase	10,000 (100 gp)
Golden Drinking Horn	1,200,000 (12,000 gp) (120 pp)
Golden Idol	1,500,000 (15,000 gp) (150 pp)
Ivory Statuette	10,000-25,000 (100-250 gp)
Necklace (common)	50-200

Necklace (silver)	2000-25,000 (20-250 gp)
Necklace (gold)	20,000-200,000 (2000-20,000 gp) (20-200 pp)
Necklace (pearl)	10,000-60,000 (100-600 gp)
Ring (signet)	2000
Ring (silver)	500-5000
Ring (gold)	10,000-50,000 (100-500 gp)
Rug, finely crafted	
Small	10,000-20,000 (100-200 gp)
Medium	30,000-80,000 (300-800 gp)
Large	100,000-150,000 (1000-1500 gp)
Huge	200,000 (2000 gp) (20 pp)
Statute, animated	7,500,000 (75,000 gp) (750 pp)
Tapestry	10,000-60,000 (100-600 gp)
Tapestry, enchanted	200,000 (2000 gp)
Vase, fine ceramic	15,000 (150 gp)

Slaves

The wealthy matron on the prowl for new studs, the gladiatorial trainer in need of a few good sword arms, the plantation master searching for cheap labor, many different sorts of people can be found at a slave market. Slave markets are often run as auctions, with each slave offered up for bidding in turn. Before an auction begins, potential buyers are allowed a brief period of time to examine the people who are being sold.

Slavery is legal and accepted in many places across the world. Evil kingdoms almost always practice slavery in some form or another. Unaligned kingdoms often have some version of the flesh trade and even some good lands are tainted by trafficking in sentient beings. This horrific practice robs people of their dignity and self respect. Even the kindest of masters treats his or her slaves like trained animals, favorite pets who are rewarded when they behave. The laws governing the slave trade vary from one civilization to another. In some places a slave has certain rights, such as freedom from cruel punishments and execution or a law that says a slave must be set free when he

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turns a certain age. In some kingdoms the children of slaves are born free. In other kingdoms it is written that the child of any slave is the property of that slave's master.

Child: A child under twelve is only useful for minor household chores and some brute labor. Generally slave children are purchased as a type of investment by a slaver who hopes to get a better price out of the fully grown and trained slave. Other times a child slave is preferred simply because they are cheap and can be trained to suit the temperament and tastes of his or her new owner. In some places, young male slaves are castrated to make them less aggressive and less likely to associate with the master's daughters. Also, some people find the higher tones of a castrato's voice to be more appealing, especially for singing

Female: Female slaves are purchased for labor, domestic tasks, and occasionally, sexual exploitation. Females are more valuable than males because they can serve as breeding stock to produce baby slaves.

Female (Very Attractive): A female slave whose good looks mean she will fetch a hefty price. This type of slave is normally bought to serve as someone's concubine or to stock a brothel. The very wealthy will purchase attractive slaves simply for the joy of having good looking servants.

Male: An untrained male slave is not valuable for much other than use as a servant or grunt laborer. A slave of this variety may be put to work on a plantation or in a mine. Alternately, the slave may face slaughter in the arena or on a sacrificial table.

Male (Tradesman): A skilled worker with a deep knowledge of his craft. A slave of this stripe is an experienced hunter, blacksmith, or carpenter. His skilled hands make this slave a valuable asset and much sought after servant.

Male (Very Attractive): A male slave whose physical shape and good looks set him apart from the others. This type of slave is normally bought to

serve as a stud or minion. The very wealthy will purchase attractive slaves simply for the joy of having good looking servants.

Educated: This type of slave is trained as a clerk, scholar, historian, or scribe. He or she can read, write, perform calculations, and remember facts with unerring accuracy. An educated slave may have a specialized profession such as architect, mathematician, or philosopher. He or she may also be purchased to serve as a tutor to young children. Skilled gladiators are considered to be educated slaves.

Master Chef: The most valuable slave a person could own is a chef of exceptional skill. Having the best cook in the city means many people will want to dine at your house. Turning your dining hall into the social hub of a city can have immeasurable value, especially where politics and economics are concerned. A master chef is an important status symbol and a welcome addition to any household.

Performer: A musician, poet, dancer, or other performer is an expensive but worthwhile investment. This kind of slave has spent many years perfecting his or her art under the stern tutelage of an exacting master trainer.

Slaves

Item	Cost
Child (under 12)	1000
Female	5000
Female (very attractive)	6000-20,000 (60-200gp)
Male	2000
Male (tradesman)	4000-6000
Male (very attractive)	6500-12,000 (65-120 gp)
Trained Slaves	
Educated	12,000-35,000 (120-350 gp)
Master Chef	50,000 + (500+ gp)
Performer	12,000-24,000 (120-240 gp)

Age and Slavery

Older slaves tend to be less valuable than younger ones. The price of a slave is reduced after age thirty. Trained slaves are exempt from this rule, as these slaves often grow more valuable as they get older.

Age Value Adjustment

Middle aged $\frac{3}{4}$ value

Old $\frac{1}{2}$ value

Venerable $\frac{1}{4}$ value.

Race and Slavery

Many other races deal in flesh and anyone can be captured by slavers or enemy war parties. Just about any sentient being can find itself on the auction block if they run into a stretch of bad luck. In many slave markets there is a large difference in the price of a human slave and one from another race. The listings that follow give the average price adjustment for slaves of other races and discuss that race's role in the slave trade.

Bugbear (x4 price): Bugbear slaves are almost always meant for gladiatorial combat, though they are sometimes purchased as unwilling guardians for a fortress, wizard's tower or subterranean complex. Bugbears used this way are generally treated like attack dogs. They are given a crude weapon and chained to a fixed location. Usually they will be anchored near a gate or doorway. The bugbears are kept half starving and go mad from hunger. Anything brave enough to get close to the frenzied bugbear is potential food.

Dragonborn (x3 price): Dragonborn slaves are prized as gladiatorial combatants. Many wealthy masters will seek out Dragonborn children, to raise as slave soldiers or personal guards.

Dwarf (x3 price): Dwarven craftsmen are among the most highly prized and sought after

beings on the world's slave markets. Only a famous chef could possibly fetch a higher price. Dwarven fighters that are captured in battle are also valuable as grunt laborers and sometimes as gladiators or slave soldiers. Because dwarves live so long, they are highly prized as personal servants and retainers, since they can be passed down through a family line like an heirloom.

Eladrin (x10 price): Eladrin are almost impossible to imprison or enslave. A lot of magic and effort is used to keep an Eladrin in shackles. The rarity of such an unheard of specimen is enough to guarantee that this slave will fetch a hefty price.

Elf (x2 price): Elves are great lovers of freedom and most of them detest slavery in any form. Some elven societies accept slavery, though usually this form of bondage is meant as punishment for a crime or a way to pay off debts. Elven slaves are often educated as tutors, performers, or courtesans, though they also make fine gladiators. Elven knowledge of weaponry makes them easy to train and their fighting style often has a crowd pleasing flair. The most expensive slaves ever offered for sale have been elven chefs whose centuries of expertise made them highly sought after. Elven slaves are valued for their long life span and ownership of an aged elven retainer is a status symbol of immense importance.

Half elves are treated as humans for the purpose of determining prices. They do not live nearly as long as their elven siblings so are worth less. Half elven slaves who are meant for sexual exploitation are treated as elves and are subject to the x2 price modifier, due to their exotic looks.

Goblin ($\frac{1}{2}$ price): Goblins are often sold into slavery by their larger kin, other monsters and human barbarians. They are small and can be broken easily, however goblins are rarely trusted inside homes. Since they are not ascetically pleasing enough to be house servants and lack the strength for manual labor, goblins are usually assigned to odd jobs such as emptying refuse bins, fixing small items and catching rats. The goblins generally get the jobs that other slaves don't want

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to do. Other slaves often use intimidation to get their goblin brethren to do more work. Goblins sent to a gladiatorial arena are poorly armed lambs for the slaughter.

A few goblin bands deal in slaves and specialize in creatures that are of Small size or smaller. Other goblins are their primary stock though a great number of other creatures are captured and sold by goblin slave merchants.

Halfling (x2 price): These wandering boat people are great lovers of freedom and they know a trick or two when it comes to escaping. Halfling slaves, while rare, are prized as servants and household laborers.

Kobold (¼ price): Many people dislike keeping kobolds as slaves due to the unpleasant sound they make, which is reminiscent of a yapping dog. They are favored as fodder for the most violent gladiatorial games and are sometimes fed to monsters or forced to battle starving beasts. Kobolds are not the best choice for physical labor, though some kobolds are master trap makers and are considered craftsmen.

Kobolds generally work on the supply side of the slave trade and they run extensive flesh markets of their own. Kobold slavers fight each other viciously for control of certain key trade routes and even access to buyers. Kobolds generally hunt for slaves in areas near their lairs, though sometimes they will go on long distance to attack a settlement occupied by goblins or other small creatures. Many kobold war parties are motivated by the chance for taking captives and they consider slaves to be valuable treasure as well as a status symbol.

Orc (1.5 x price): Orc slaves are always in short supply. Since many orcs fight to the death, few are left alive to capture and sell. The orc's natural combination of great strength and endurance makes them ideally suited for physical labor. However, their fearsome temperament makes them hard to break. Many people buy orcs to perform tasks that the slaves can perform while

shackled, such as chaining them to millstones, etc. Those who supply gladiatorial arenas with flesh often buy orcs in large numbers when they are available. Orc warriors need little training and no motivation before they can effectively spill blood in the arena. Orcs are also useful as sacrificial lambs that are offered up for the butchering at the hands of experienced gladiators. Orc slaves are almost never trained, though a few are educated as gladiators or, even more rarely, as slave soldiers.

Many orcs own slaves and are quick to sell or trade them. Roaming orcs bands generally sell their slave stock to allied monsters, though human traders sometimes go to great length to acquire slaves from orc traders. The primary source of orcish slaves come from human conquerors and a few clans of evil dwarves.

Tiefling (x1 price): These plane touched slaves are often on the supply side of the slave trade. But like anyone else, a tiefling can end up in bondage if the circumstances line against him. Tieflings are hard to break and can not be trusted to work unsupervised.

Monsters and Rare Animals

Zoos, gladiatorial arenas, underground labyrinths, and private collections need a steady supply of wild beasts and fearsome monsters to keep them stocked. Wealthy patrons will often purchase strange beasts as pets or guardians. The beast trade is extremely profitable, though it does come with obvious risks. Trappers, hunters, trainers, and traveling merchants provide live animal markets with a steady supply of creatures for sale. Sick animals, rampant demand, and unpredictable supplies take their toll on the merchants' stocks and one can never tell what creatures will be available from one day to the next.

Monsters: Most of the creatures listed here are detailed in the **Dungeons and Dragons 4th Edition Monsters Manual**. Unless otherwise noted, the prices listed are for a healthy adult specimen.

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Many monsters can be trained and a few can even be used as mounts.

Rare Animals: These creatures are purchased as pets and show pieces and their value comes from their natural beauty.

Monsters and Rare Animals

Item	Cost
Monsters**	
Behemoth	150,000 (1500 gp)
Carrion crawler	150,000 (1500 gp)
Celestial charger	1,000,000 (10,000 gp) (100 pp)
Chimera	2,500,000 (25,000 gp) (250 pp)
Dire bear	250,000 (2500 gp)
Dire boar	125,000 (1250 gp)
Displacer beast	200,000 (2000 gp)
Drake	100,000 (1000 gp)
Fey panther	87,500 (875 gp)
Griffon, egg	100,000 (1000 gp)
Griffon, young	300,000 (7000 gp)
Hippogriff, egg	100,000 (1000 gp)
Hippogriff, young	300,000 (3000 gp)
Homunculus (any)	80,000 (800 gp)
Monstrous snake	250,000 (2500 gp)
Nightmare	1,600,000 (16,000 gp) (160 pp)
Owlbear, egg	350,000 (3500 gp)
Owlbear, young	700,000 (7000 gp)
Pseudodragon, egg	150,000 (1500 gp)
Pseudodragon	300,000 (3000 gp)
Roc, egg	1,000,000 (10,000 gp) (100 pp)
Spectral panther	200,000 (2000 gp)
Visejaw crocodile	87,500 (875 gp)
Warthorn Battlebriar	500,000 (5000 gp)
Wolf	100,000 (100 gp)
Wyvern	800,000 (8000 gp)
Rare Animals	
Bird, exotic	1500

Item	Cost
Eel	3000
Fish, exotic	100
Lizard, exotic	800
Monkey	1200

Manufactured Goods

These items are the product of factory workers, skilled craftsmen, and their apprentices. Members of the impoverished masses cannot usually afford these goods, so must either learn to make these items themselves or do without. In smaller markets, most manufactured goods are produced in private homes by people who sell their surpluses to local merchants. It makes more sense for a small trader to purchase homemade goods from several sources than to buy manufactured goods from the big cities.

Barrel: A sturdy barrel constructed from wood and iron bands.

Basket: A hand woven basket made from reeds or vines.

Bell: A simple metal bell made from brass or copper.

Block and Tackle: Useful item used for pulling heavy loads and moving cargo. The rig includes a pulley, harnesses and ropes.

Bottle, Glass: A small glass bottle for storing precious liquids. This item is made from thick colored glass of the most common variety.

Bucket: A wooden pail that is used for moving water, feeding animals, or storing refuse.

Candle: A simple candle formed of tallow and wax. Candles are a common feature in many homes and candle makers dip them by the dozens to meet the demand.

Candle, Scented: These specialty candles have incense and/or scented oil infused in the wax. A

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favorite among the upper class, these candles are also used in temples and shrines.

Canvas: A square yard of sturdy canvas cloth. Canvas is used to make tents, heavy clothing, and travel bags. It can also be stretched across a frame for painting.

Cards, Playing: These brightly decorated rectangles of stiff paper are used to play games of chance. A waxy coating protects the cards from the elements.

Case, Map or Scroll: A long cylinder made from leather, bone, or stiffened cloth.

Chalk: A single piece of natural chalk that is used to mark on stone and brickwork. Chalk powder can be used in a number of dyes and decorations. Rain and other sources of water will wash away chalk marks in a very short time.

Chest: A sturdy wooden chest with metal reinforcement. A chest or strongbox is a locked storage device that helps keep other people from nosing through your valuables or personal papers.

Dice: Carved knucklebones that have been shaped into cubes and painted with numbers. Dice are used in games of chance.

Earthenware: Cups, pitchers and other containers are commonly made from common clay. Sculptors and potters form these raw materials into useful items and then fire them in kilns.

Flask, Tin: A small tin flask is a handy way to store water, oil, or spirits. This commonly found item is made by tinkers and self taught metal benders.

Furniture: Sturdy wooden furniture produced from master carpenters and cabinet makers.

Game Board and Pieces: A wooden board and stone pieces that can be used to play a popular game of strategy such as chess, backgammon, mancala, or go.

Ink, Vial: A small vial of ink for writing on parchment. Made from indigo, this ink is used by some tattoo artists.

Lamp: A lamp is a brass container that channels oil into a small dish where it can be burned.

Oil: A pint of flammable oil that can be burnt in a lamp or used to start a fire.

Paper, Sheet: A square of fine paper made from wood, hemp or cotton fibers.

Papyrus, Sheet: A thick sheet of papyrus. This paper-like material is made from the stem of the papyrus plant, which grows in wet regions. Strips of papyrus are hammered and smashed together. This material keeps well in dry regions but is prone to rot in more humid areas.

Parchment, Sheet: A large sheet of parchment, made from the skin of a goat or sheep.

Pipe, Carved Smoking: This ornately decorated pipe is carved from fine wood or stone and often bears the likeness of animals or gods.

Pipe, Crude Smoking: A simple pipe made from wood or corncob.

Pipe, Glass: A blown glass pipe of the kind favored by aristocrats and wealthy merchants.

Pipe, Hookah: A large pipe with several flexible hoses. A hookah allows several people to smoke from the same pipe without getting up to pass it around.

Sack: A heavy sack made from coarse cloth. This item olds about fifty pounds worth of material without tearing.

Soap: Soap is a mixture of ash and animal fat that is useful for washing things. Soap is sold in one pound cakes.

Soap, Perfumed: Common variety soap that is infused with perfume, scented oil, or spice.

Toothpaste, Jar: A paste or powder that is good for cleaning teeth. This concoction is applied

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with a finger or rag. Toothpaste is made from a combination of ingredients that may include ash, salt, pepper, herbs, crushed eggshells, burnt sea shells, and/or powdered flint.

Toy, Simple: A rag doll, wooden top, or toy sword. A simple toy could also be a ball or any inexpensive plaything.

Toy, Tinker's: A complex toy made from wood and tin. Tinkers and inventors know the secrets of springs and gears, secrets that give these toys a life of their own.

Toy, Kaleidoscope: This wondrous toy is made from stiff paper or wooden tubes that are set with glass plates of differing colors. Twisting the toy creates a unique display of color.

Vial, Glass: A small container that is made from cheap colored glass. A vial is ideal for holding perfumes, inks, and potions.

Manufactured Goods

Item	Cost
Barrel	200
Basket	40
Bell	100
Block and tackle	50
Bottle, glass	20
Bucket	50
Candle	1
Candle, scented	10
Canvas, sq. yd.	10
Cards, playing	40
Case, map or scroll	100
Chalk, 1 piece	1
Chest	200
Dice, set of four	10
Earthenware	
Jug	3
Mug	2

Item	Cost
Pitcher	2
Flask, tin	3
Furniture	
Cabinet	300
Chair	100
Shelf	50
Table	200
Game board and pieces	120
Ink, vial	800
Lamp	10
Oil, 1 pint	10
Paper, sheet	40
Papyrus, sheet	10
Parchment, sheet	20
Pipe, carved smoking	50
Pipe, crude smoking	3
Pipe, glass	150
Pipe, hookah	300
Sack	10
Soap	30
Soap, perfumed	50
Toothpaste, jar	15
Toy, simple	5
Toy, tinker's	50
Toy, kaleidoscope	200
Vial, ink or potion	100

Clothing

Everyone needs clothing to keep them safe from the weather. In many societies, the clothing one wears is an important indicator of social rank.

Cold Weather Gear: Oilskins, fur, and tanned hide combine to create a suit of clothing that is waterproof and very warm.

Common Clothing: The wardrobe of poor

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farmers and peasant laborers. Common clothing may include a simple tunic made from homespun or a shirt and breeches.

Courtier's Outfit: The uniform of a nobleman in service to the court. A courtier is expected to be a warrior, scholar, and artist all in one and his choice of clothing reflects all three pursuits. This tailor made uniform is often brightly colored and heavily adorned.

Entertainer's Costume: Brightly dyed cloth and costume jewelry make an eye catching costume for entertainers all of stripes.

Fine Suit/Dress: Well crafted clothing made from quality cloth. This outfit is embroidered and tailor made for the wearer. This type of outfit is a favorite among artisans and lesser nobles. For men this means trousers with a shirt and vest or a fine tunic and cloak. For women this type of outfit includes an elegant gown or a wrap of delicate cloth strips.

Priestly Robes: A set of clerical vestments that reflect upon the stature and dignity of the priest's office. These robes are elegant and refined, never gaudy. The craftsmanship and attention to detail are usually remarkable in this type of outfit.

Noble's Outfit: An expensive set of clothing that usually includes furs, feathers, and/or semi-precious gems such as jade.

Royal Outfit: A gaudy display of wealth of wealth and power, a royal outfit is designed by kings and queens to intimidate their rivals with the might of the royal treasury. A royal outfit includes the finest cloth, furs, and craftsmanship available.

Rugged Clothing: A set of the most rugged clothing available. This outfit includes a good set of high, hard boots, waterproof cloak, heavy outer clothes and a large number of belts and pouches.

Scholarly Robes: A comfortable robe worn by academics, philosophers, tutors and astronomers. A set of scholarly robes is a mark of status and

respect.

Silk Robe: A luxury of the very wealthy. A finely made silk robe is both a treasure and a work of art.

Traveling Clothes: Good sturdy clothing for the outdoors. A traveling outfit consists of either a fine tunic or breeches and a warm shirt for men. For women it could also be either a wool skirt and blouse or leggings and a leather tunic. Traveling clothes comes with high soft boots and a waterproof cloak.

Clothing

Item	Cost
Cold weather gear	800
Common clothing	10
Entertainer's costume	300
Fine suit	100
Priestly robes	500
Rugged clothing	1000
Scholarly robes	500
Traveling clothes	100
Courtly Attire	
Courtier's outfit	3000 (30 gp)
Noble's outfit	7500 (75 gp)
Royal outfit	20,000 (200 gp)
Silk robe	25,000 (250 gp)

Musical Instruments

Generations of skilled craftsmen have spent their days perfecting the art of making fine musical instruments. The artisans who produce these treasures are renowned the world over.

Harp: A large stringed instrument that is played while sitting. Harps are made by an arduous process of wood bending. Lighter "bow harps" greatly resemble a hunter's bow with multiple strings stretched across it.

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Lute: A family of stringed instruments with a neck and a deep round back. A lute is made by a master woodworker from a variety of fine hardwoods.

Drum: A simple wooden or metal drum. This instrument is used as a signaling method by military forces and primitive cultures.

Wind: A wind instrument is a long tube made from wood or metal. Blowing through a reed is a common method of producing sound. The notes are altered by covering and uncovering holes on the tube's surface.

Musical Instruments

Item	Cost
Harp	5000
Lute	1000
Drum	2000
Wind	500

Enchanted Instrument Level 1+

A magical instrument that increases your musical talent.

Lvl 1 +136,000 (360 gp)

Lvl 6 +2180,000 (1800 gp)

Lvl 11 +3900,000 (9000 gp)

Lvl 16 +44,500,000 (45,000 gp) (450 pp)

Lvl 21 +522,500,000 (225,000 gp) (2250 pp)

Implement (Musical Instrument)

Property: Gain the item's enhancement bonus as a power bonus to Perform checks.

Spell Singer Level 6+

An enchanted instrument that befuddles the mind of your opponents.

Lvl 6 180,000 (1800 gp)

Lvl 164,500,000 (45,000 gp) (450 pp)

Implement (Musical Instrument)

Property: Gain a +1 item bonus to Perform checks.

Power (Daily * Zone): Standard Action. Close burst (6). The instrument begins to play on its own accord. Any target that is in range at the start of the instrument's turn gets attacked: +9 vs. Will; 1d10 psychic damage and the target is immobilized (save ends).

Level 16: 2d10 damage

Food and Drink

Everyone needs to stop by the market every once in a while to restock a pantry or grab some quick supplies. Street vendors and market stalls sell all sorts of ready to eat food. Spirits flow from all sorts of drinking establishments from high class wine works to outdoor liquor stands.

Winery: A place where wine is sold, sometimes built near the vineyard where the grapes are grown and pressed. Wine is sold in jugs that contain a thick liquid. This wine must be mixed with an equal amount of water before being consumed. Many a celebration has taken a wild turn because a host forgot to add water to the wine. By the same token, shady bartenders will sometimes cheat their customers by over watering the wine. Wine is sold by the bowl, pitcher or jug and comes in a wide variety of styles. The quality of the wine may be common, good, or fine.

Alehouse: A brewery where lager, ale, stout and similar drinks are made and sold. Ale is sold by the mug or jug. In addition to the more palatable fare, many alehouses also sell jugs of sour beer to those who cannot afford to get drunk on the good stuff.

Mead Hall: Often built by a wealthy patron or barbarian war chief, a mead hall is an establishment where mead is brewed and served. The family

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and friends of the patrons drink for free while everyone else stands in line to pay for their honey-wine. Mead is sold by the stein or by the jug.

Other Spirits: Hard liquor is a potent strain of alcohol made from grain or potatoes. Spirits come in a variety of forms such as, whiskey, rum, vodka, and saki. Outdoor stalls, taverns, inns, and eateries sell the stuff by the pint or by the jug.

Smoking Den: A smoking den is a quiet and shady place where one can lie down and purchase a pinch of something to puff on. The accommodations include a small mat, a table, and a crude wooden pipe. A smoking den may offer any combination of cloves, tobacco, hashish, opium, or mixed smoking herbs.

Biscuits, Dry: Hard, durable biscuits made from water and flour that is dried in the sun. Also known as "tooth rounders", these biscuits are almost impossible to eat without softening them with water and cooking them again.

Bread, Loaf: A single loaf of common bread made from coarsely ground grains. Even a bakery equipped with a primitive oven can produce several loaves of bread at a time.

Butter: The churned milk of a cow or goat coagulates into butter and cream. Yellowish lumps of butter are sold as a common food staple. Butter is the flavoring of the commoners and working class and it is used on everything from bread and vegetables to tea.

Cakes and Pastries: Sweet baked goods that are flavored with cane sugar, honey, or maple syrup. Pastries are sometimes made with dry fruit or nuts.

Cheese: A hunk of cured cheese that comes in a variety of flavors and varieties.

Eggs: A dozen eggs from a chicken, duck, or wild bird. A single egg from an ostrich or other large creature may be sold in place of a dozen small eggs.

Fruit: A single apple, pear, fig, or citrus fruit.

This same price applies to a bunch of berries or a slice of melon. Fruit is usually sold by street corner vendors.

Jerky: A pound of smoked and dried meat. This is the preferred food of travelers, sailors, and soldiers.

Meat, chunk (½ lb.): A big slab of raw beef or pork that comes wrapped in cheap cloth and twine. This haunch of meat is roasted on a spit.

Meat, Fine Beef (½ lb.): Half a pound of choice cut steak, fresh from the slaughter house and grilled on an open flame.

Meat, Sheep Steak (½ lb.): Delicate cuts of lamb that are grilled up and sold by the half pound.

Pie (fruit): A large, fresh baked pastry that is stuffed with sugared fruit and spices.

Pie (meat): A delicious pastry stuffed full of meats and vegetables.

Rat or Lizard on a Stick: A favorite among goblins and street urchins. A rat or lizard is caught wild and roasted over a small flame.

Roast Chicken: A fat young hen that has been turned on a spit.

Roast Goose: A plump and delicious goose that has been roasted to perfection. This bird will fill the bellies of up to five people.

Sausage 1 lb.: A string of sausage links, sold by the pound. Spicy and long lasting, sausage is a favorite among cooks.

Salted Fish 1 lb.: Fresh caught fish that has been packed in salt and dried in the sun. A long last food that transports well.

Salted Pork 1 lb.: Strips of hog flesh are cured in salt and then smoked. Salted pork is often sold as a standard provision to soldiers and explorers.

Stuffed Dormouse: Common household mice are trapped in cages and fattened up on kitchen

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scraps. A plump mouse is stuffed with spices and meat and roasted on grill. A delicacy among the well heeled.

Sweetbread, Loaf: Baked from dough that has been sweetened with cinnamon or honey, sweetbread is often eaten during holidays.

Iron Rations: An iron ration is a day's worth of "food." It is enough to keep your stomach from rumbling at the very lest. This type of ration mostly consists of dry biscuits and jerky.

Trail Rations: Trail rations are hardy food that doesn't spoil quickly; they are a true lifesaver for any world traveler. A days worth of food typically includes some combination of sausage, salted fish, dried fruit, nuts, and cheese. Different cultures prepare their rations differently, some combine dried berries and animal fat into a thick paste while others survive on rice cakes and honey.

Food and Drink

Item	Cost
Winery	
Bowl (common)	4
Pitcher (common)	20
Jug (common)	40
Bowl (good)	16
Jug (good)	160
Jug (fine)	1000+ (10+ gp)
Alehouse	
Mug	4
Jug	20
Jug (sour beer)	8
Mead Hall	
Stein	8
Jug	40
Other Spirits	
Liquor, 1 pint	15
Liquor, jug	75

Item	Cost
Smoking Den (per pinch)	
Cloves	2
Hashish	10
Opium	50
Mixed herbs	2
Tobacco	1
Biscuits, dry	10
Bread, loaf	2
Butter, 1 lb.	4
Cakes and pastries	6-10
Cheese, hunk	10
Eggs, 12	15
Fruit, piece of	1
Jerky, 1 lb.	10
Meat, chunk (½ lb.)	30
Meat, fine beef (½ lb.)	60
Meat, sheep steak (½ lb.)	40
Pie (fruit)	10
Pie (meat)	30
Rat or lizard on a stick	5
Roast chicken1	5
Roast goose	100
Sausage 1 lb.	30
Salted fish 1 lb.	25
Salted pork 1 lb.	50
Stuffed dormouse	2
Sweetbread, loaf	3
Rations	
Iron rations, per day	10
Trail rations, per day	50

Eateries and Restaurants

There are all manner of places for a person to fill his or her belly, from tiny market stalls to fine restaurants and everything in between. The

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fare varies widely from place to place. Generally speaking, the larger a marketplace is, the more varieties of food it offers. Access to cultural exchange and rare ingredients turns a large city market or agora into a kaleidoscope of flavors and smells. Remember the prices listed are for a whole day's worth of cooked meals. Those who purchase poor or common meals may only eat once or twice a day, while those who eat good and fine meals probably eat several small meals.

Meals, Poor: The type of food sold by street vendors, kitchen houses, and open air canteens. The food is simple and the ingredients might include just about anything that is cheap and easy to find. Meat is almost unheard of in a poor meal; instead the fare will likely consist of common grains and vegetables. Water is likely to be the only available beverage. If any seating is provided, it is likely to be a rough wooden bench or a straw mat on the ground.

Breakfast may consist of;

*Fried bread and weak tea

*Pickles and soup

*Porridge or gruel

*Sawmill gravy and biscuits

Lunch or dinner may consist of;

*Jerky and a dry roll

*Rice and cabbage

*Vegetable stew

*Baked potatoes and turnips

Meals, Common: The kind of fare offered at dining halls, taverns and most inns. Some street vendors also supply food of this quality. The cook is usually a skilled hand and the menu often includes meat, eggs, and fruit. The drinks available include water, sour beer and very thin wine. Seating is provided in the form of benches and long tables.

Breakfast may consist of;

*Eggs

*Bread, jam, and coffee

*Sausage, cheese, and wine

*Fried cakes with butter

Lunch or dinner may consist of;

*Broth, bread, and beer

*Meat and potatoes

*Spicy soup with noodles

*Stewed chicken and tomatoes over
couscous (cooked wheat)

Meals, Good: The meals of this type are served at fine inns, cafés, and decent restaurants. The cook is usually an accomplished professional with years of experience. Meats, baked goods, and the best produce are used in the cooking. Beverages include all types of ale and wine, in addition to strong coffee and tea. A complimentary pipe full of tobacco, cloves or mixed smoking herbs may be offered to patrons while they wait. The seating at this type of eatery takes the form of individual tables or couches.

Breakfast may consist of;

*Fried cakes with butter and syrup

*Poached eggs and fruit

*Salted fish and spirits

*Cold soup and baked ham

Lunch or dinner may consist of;

*Rabbit Stew

*Roast beef with potatoes and
vegetables

*Rotisserie chicken and rolls

*Sausage dumplings and stuffed
peppers

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Meals, Fine: The kind of fare offered at fancy restaurants and the very best inns. The chef in charge is always a highly trained master with a retinue of scurrying assistants. The best ingredients make their way into these meals. Entertainment, spirits, and fine tobacco are provided to the guests while they wait. Seating is provided in the form of floor cushions, pillows, and low tables.

Breakfast may consist of;

- *Oysters
- *Unusual fruit
- *Pudding with nuts and dried fruit
- *Seasoned pork, eggs, and fruit pie

Lunch or dinner may consist of;

- *Suckling pig
- *Pastries stuffed with lamb and peas
- *Fine cut beef steak and potatoes (heavily seasoned)
- *Fried chicken and broccoli in spicy sauce
- *Roast duck and honey cakes
- *Lobster tails

Eateries and Restaurants

Item	Cost
Meals, poor (per day)	10
Meals, common (per day)	30
Meals, good (per day)	50
Meals, fine (per day)	70

Lodging per Night

This entry covers the cost of a single night's stay at an inn, public house, lodge or hostel. Accommodations include a place to stay and possibly a bath or wash sink. Meals are not

included in the cost of a stay.

Lodging (Poor): One can find this sort of housing at a dilapidated old inn. However, it most likely it represents the chance to sleep on the floor of a tavern, eatery or other business. A space in a stable, barn, or storehouse can be purchased for the same price. Accommodations such as these are safer than sleeping out of doors but only slightly more comfortable.

Lodging (Common): A decent, if not fancy, hostel or public house. Well kept and warm, this type of lodging includes a bed made of straw or at least a sturdy bench to sleep on. The company is usually in good spirits, though a bit rough around the edges.

Lodging (Good): An established inn or lodge with individual rooms and beds with mattresses. This sort of establishment caters to travelers who want more than a chance to get out of the rain. Comfort is available in many forms as the place may double as a tavern, eatery, or brothel. Hot baths are available upon request.

Lodging per Night

Item	Cost
Poor	20
Common	50
Good	200

Apartments

Those who are taking up long term residence in a city may prefer to acquire proper housing instead of buying their room by the night. In addition to the reduced cost, an apartment offers a degree of privacy that isn't possible in a crowded inn or hostel.

Apartment (Poor): This kind of living space may be a basement, attic or unused building on someone's property. It may also take the form of a block of small, one room apartments set around

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a courtyard. These apartments are almost always in slum areas and landlords are notoriously brutal when it comes to dealing with absent rent payments. These apartments also tend towards overcrowding as it takes several working people to pay the rent on one apartment.

Apartment (Common): A long wooden building divided into individual residences or a large brick apartment complex. A residence of this quality might also be found in the spare room above a shop or business. This type of housing is favored by the families of artisans, clerks and common soldiers.

Apartment (Good): This type of apartment might be found in a series of stone flats set within a walled courtyard. Each flat is a large space with multiple rooms. An apartment of this sort is very cozy and often well decorated, with painted walls and carved wooden accents.

Apartments (Rent per Month)

Item	Cost
Poor	500
Common	1500 (15 gp)
Good	5000 (50 gp)

Shops

Anyone who wants to start a business must be able to cover the cost of renting a working space. Each shop comes furnished with basic furniture and implements that are needed for this type of work being done. A blacksmith's shop, for example, will always have a working forge, sturdy tables and walls that are lined with hooks.

Booth: A tiny outdoor stand that's just big enough to cook a meal or display a few trinkets.

Small: A ten by ten shack with work benches and plenty of rafters to hang things on. This type of shop might house a leather worker or a small bakery.

Medium: A long building with plenty of room to work. This type of shop may have a basement or second story. A medium shop could house a blacksmith shop or a small tavern.

Large: A multi-story shop space with work rooms and store houses. This kind of shop might house a grocer or butcher shop.

Huge: A space this size usually houses an inn, laboratory, or a very large kitchen house. The rent includes the surrounding yard and any outbuildings on the property.

Shops (Rent per Month)

Item	Cost
Booth	300
Small (100 sq ft.)	750
Medium (200 sq ft.)	2000 (20 gp)
Large (400 sq ft.)	6000 (60 gp)
Huge (1000 sq ft.)	15,000 (150 gp)

Entertainment

Everyone likes to have a good time and there are a great deal of amusements available in a fantasy world.

Boxing or Wrestling: Athletic competitions are always popular and the fighting arts are the most popular of all. The rules vary from venue to venue but generally things are set up to last a long time and give the crowd their money's worth. Outrageous planned spectacles, cheating, and brutality are not uncommon events in these contests.

Gladiatorial Combat: A gladiatorial arena is a place where creatures of every description do battle in an entertaining fashion. The spectacle of the day could include battle reenactments, one on one matches between famous champions, and gross slaughters where defenseless creatures are torn apart by monsters or seasoned gladiators.

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The spectacle of the arena is only limited by the resources and imagination of its sponsors. Magical effects, exotic landscapes, and dramatic music add a theatrical atmosphere to the circus of blood.

Martial Tournament: An honorable contest where champions and heroes come together in a fair test of military skill. Jousting, mock battles, archery, and other tests of skill and valor make up most of the days' activities. Unlike an arena, the participants are noble warriors and honored soldiers, people who are given great respect. Injuries are common but they are rarely permanent.

Races, Chariot: Chariot races are an exciting and often violent event. War chariots pulled by powerful beasts are raced around the oval track while the drivers battle for position. Whips, fists, and the chariots themselves are used as weapons in this no-holds-barred competition.

Races, Foot: A spirited affair when champion runners gather together to find out who is the fastest. Aside from races, the day's activities may include tests of swimming, contests of strength, throwing, etc.

Theatre: A public performance that may include any combination of drama, music, poetry, and buffoonery,

World Games: A rare and illustrious event, wealthy patrons put up fabulous prizes in order to attract the world's greatest talents for a single festival of games. This event takes place over multiple days and features martial contests, athletics, boxing, wrestling, and all sorts of races. The more physical competition is offset with contests for poets, playwrights, musicians, and illusionists. Tests of magical skill may also be offered for the crowd's amazement. Each day is ended on a religious note, with sacrifices and feasts dedicated to a different patron deity every night.

Entertainment

Item	Cost
Boxing or Wrestling	20
Gladiatorial Combat	50 ³
Martial Tournament	200 ³
Races, Chariot	100 ³
Races, Foot	10
Wandering Musician	1 ⁴
Theatre	1000
World Games	5000 ³

³May be offered free to the public at the expense of a local nobleman, military commander, or guildhall. In addition to free admission to the games, prizes are offered to the crowd. Typical prizes include loaves of bread and pieces of fruit. A few lucky winners may receive a chicken or even a goose.

⁴This type of musician may be playing on the street or, if he's lucky, playing in an inn for tips. Sometimes a decently talented musician or troupe will play a concert and charge admission.

Services

Aside from tangible goods, adventurers will often have need of the services of other people. From brute laborers to skilled craftsmen, hired hands of all type can be found wherever there is commerce and trade.

Assassin: A man's life is not for sale, but the price of his death is open to negotiation. Standard fee for an assassin's knife is a pound of gold or ten pounds of silver. However, the price may vary according to the skill of the assassin and the nature of the target. Multiply the level of the target by the level of the assassin, this number is equal to the number of pounds of gold that must be offered to the assassin when he completes his mission.

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Barber: This skilled professional will shave a man's beard or cut his hair for a silver piece or two. The charge depends on the finicky nature of the customer's demands.

Bath: A tub of hot water and the use of soap and scrub brushes. The tub may be a wooden trough or a deep pool large enough for several people to bath in at once. Bathhouses are often built on top of hot springs to take advantage of the ready supply of hot, fresh water.

Blacksmith: A skilled artisan who works with iron.

Library: A person can pay a daily fee in order to gain access to a formal library that houses hundreds or thousands of scrolls and ancient tomes.

Messenger: A paid messenger makes his living by walking the long roads between towns to deliver official papers, letters and small packages. A messenger is nothing without a good memory and most can memorize and recite a spoken communication of up to thirty words.

Prostitute (Common): A typical harlot who sells her body on street corners and underneath archways. Many working women ply their trade at a brothel or from the inside of a small apartment in the red light district. Most prostitutes of this type are female. The few male prostitutes of the common variety have an exclusively male clientele. Few enter this vocation by their own choice; most are forced to work the streets by a pimp, or worse a husband or father. Though they are not legally slaves, prostitutes are often bought and sold as if they were. Some whores are driven to this life by desperate poverty or because they were forced from their father's homes. Others are motivated by a love of wine or dope. Common prostitutes will often accept barter for their services and some will lift their skirts for a poor meal or a bowl of good wine. Harlotry is much less common in rural areas and a wandering whore can earn much more in the countryside, exchanging sex for valuable goods such as a sheep or a silver ring.

In order to regulate the sex trade, local law usually mandates that prostitutes can only accept payment in the form of special coins minted for that purpose. These copper coins are usually pressed with nude figures and pornographic images. Pimps and madams will sell these coins for common currency but they charge a 10% fee in order to ensure that they get their cut. The government collects its share when the prostitutes exchange their coins for regular money. Untaxed prostitutes are common and are often found near other illegal activities, working in underground gambling halls or thieves' dens.

Common prostitutes may be restricted by law to live and work only certain districts of a city. They may identify themselves by wearing a certain color or by exposing their bodies to passers-by. Sometimes a prostitute will cover herself with scarves and veils, so that she will not be recognized as a harlot when she is not working.

Prostitute (Concubine): This sort of prostitute is may be a highly trained slave, a disenfranchised noble, or a poppy-addled merchant's wife. Usually such a person operates out of a well kept brothel or a comfortable room in a private residence. One may be able to arrange for visits at one's home or at a discreet inn. Concubines may be male or female, though females are much more common. A prostitute of this stripe may offer services in exchange for barter, but only if the goods being offered are very valuable. "Gifts" such as common gemstones, spices, or fine clothing are an acceptable trade for an hour's time, as are a few pinches of poppy or a pound of exotic tobacco.

Prostitute (Courtesan): A courtesan (sometimes called an *oni*) is a person of refinement and high social station, nearly the equal of an aristocrat. Training in art, performance, and courtly etiquette are an important part of a courtesan's repertoire. Because she caters to the wealthiest and most influential members of society, a courtesan must be well versed in politics, business and other topics of conversation. She must be as skilled in the ballroom as she is in the bedroom. A prostitute of

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this type is usually trained from childhood. Males and females are equally common. A courtesan may be a temple priestess from a religion that practices divine prostitution. Alternately, she may be a famous performer who dabbles in flesh or a commoner who entered formal training in order to rise in social rank.

Tattoo Artist: An expert with needles, ink and the arts of body modification. The price for this artist's service depends on the design and complexity of the tattoo.

Trainer, Animal: The fee paid to an animal trainer to raise, domesticate and train an animal over a period of time.

Trainer, Monster: Training deadly monsters, even baby ones, is a tough and dangerous task. Expert monster trainers charge hefty fees for their services.

Turn Pikes and Gate Tolls: Landowners raise money for roads and walls by charging a fee to those who use them. Paying a toll gives one the right to enter a city gate, walk a certain stretch of road or cross a bridge.

Services

Item	Cost
Assassin varies ⁵	
Barber	10-20
Bath	50 ⁶
Blacksmith, per job	50
Library, per day	200
Messenger	2 per mile
Prostitute (common)	4-16
Prostitute (concubine)	75-100
Prostitute (courtesan)	200+
Tattoo artist	50-500
Trainer, animal	10,000 (100 gp)
Trainer, monster	100,000-300,000 (1000-3000 gp)
Turn pikes and gate tolls	1

⁵A hired killer's fee is calculated differently for each job. See description.

⁶Some cities provide heated bath houses to the public free of charge. These public baths contain several large tanks of water. The main bath is a heated pool big enough for several people to swim in without crowding each other.

Financial Services

Many cities and crossroads are home to financial professionals who are skilled in the art of moving currency around. Such businesses are often looked down upon but they are tolerated because they serve a necessary service. Commerce and industry would move much slower if it were not for the financial agents that keep currency and capitol flowing in the right direction.

Coin Changers: These moneyed individuals specialize in exchanging foreign coin for local currency. A coin changer can help you get rid of ancient coins or rare jewels. Generally speaking, a coin changer charges a fee for each exchange. This fee is equal to 10% of the transaction amount. Exchanging 100 copper pieces for a gold piece will incur a fee of 10 copper pieces. Some coin changers waive the fee for changing coins "downward" exchanging gold for silver or silver for copper.

Money Lenders: Money lenders supply customers with loans of various sizes. The customer must then repay the loan amount plus 20%. The loan is repaid in ten installments, on a schedule that is agreed upon by the two parties. A late payment can result in the loss of property or a serious threat to your health.

Bankers: Most bankers are also gold smiths or diamond merchants. People sometimes pay to keep their gold in the smith's vault along side of his own. The smith can then issue letters of credit to the depositor based on the value of the gold. Most bankers accept deposits of gold and precious gems as a type of loan, the deposit stays in the banks safe but they pay the depositor 10% interest

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for every year that the character leaves the despot untouched. Some people deposit their wealth because it is easier to carry paper slips than huge bags of coins. Bearer bonds and notes of credit issued by established banks are literally as good as gold and can be spent anywhere.

Pawn Brokers: When a person needs a loan but doesn't have a reputation or landed backer to secure it with, he or she has no choice but to contact a pawn broker. A pawn shop provides high-interest loans to people based on some sort of collateral. Examples of collateral include family heirlooms, art pieces, jewelry, etc. A pawnbroker will lend you money equaling as much as half the market value of the collateral that is offered. In order to retrieve your property, you must repay the full amount of the loan plus 10%. Loans are due within a month of the date it is taken out. A character that cannot pay his loan off in full by the promised date must pay a holding fee to get his loan extended. The holding fee is usually equal to 1 copper coin per day. If a character defaults on this loan and doesn't pay, the property reverts back to the pawnbroker permanently.

Financial Services

Item	Cost
Bankers	+10% gained on deposit
Coin changers	see description
Money lenders	20% of money loaned
Pawn brokers	10% of money loaned

Bounties

With little to offer in the way of formal law enforcement, many kingdoms find it difficult to track down wanted men and fleeing fugitives, hence the need to issue bounties. These monetary rewards are paid out upon the capture or death of the suspect in question. Bounties were originally meant to encourage betrayal among a criminal's family and associates. However, professional trackers and bounty killers have sprung up to

cash in on the lucrative business.

Brigand or Raider: An outlaw or barbarian who leads his band on attacks against small towns, looting and burning as he goes. The price of the bounty varies according to the infamy of the brigand in question. A particularly vile or hard to catch brigand will have a much higher price on his head than a common raider.

Highwayman or Bandit: A criminal who operates alone or as part of a small gang. A highwayman ambushes travelers on busy roads and robs them of all they have.

Murderer: Someone who has taken a life and then fled like a coward. Bringing a murderer to justice is a celebrated act.

Renegade Spell Caster: An evil Cleric, power mad Warlock, or greedy Wizard who uses his powers to hurt others. This foe is potential dangerous and the bounty reflects that.

Rebel: A foot soldier who fights in a civil war, peasant rebellion, or religious uprising. A rebel soldier is usually worth more alive than dead.

Rebel Leader: A general or war chief who leads a rebellious army. Rebel leaders are hated enemies and capturing one is a huge symbolic victory.

Bounties

Item	Cost
Brigand or raider	5000-50,000 (50-500 gp)
Highwayman or bandit	2500-5000 (25-50 gp)
Murderer	5000-25,000 (50-250 gp)
Renegade spell caster	750,000+ (7500 gp)
Rebel	5000-10,000 (50-100 gp)
Rebel leader	1,000,000 (10,000 gp) (100 pp)

Temple Services and Religious Artifacts

While most people worship at small shrines and alters in their own home, there are occasions when one must acquire the services of a priest, cleric, ecclesiastic, or spiritualist. The priests build great temples and idols to honor the gods and daily sacrifices and offerings show further proof of their devotion. Such acts of piety and godliness are expensive and all of the faithful, from kings to beggars, are expected to share this burden.

Blessed oils, sanctified incense, holy water and other useful items are offered for sale by temple priests, shamans, and other purveyors of holy artifacts. Religious practitioners of ritual magic can find the needed supplies from these people as well as the appropriate books and scrolls.

Donation, Poor: A common person may wish to impress the gods or ask for their favor, but cannot afford to impress the gods much. Sometimes small shrines will have a prayer box with a slit in the top. A passerby can drop a few coins through this slit and utter a prayer in the hopes that their offering will catch the gods' attention. Shrines to lesser gods may have an offering bowl where one can leave a small donation in the form of goods. Donations to larger temples do not need to be made in currency either and most temples accept offerings in the form of livestock and goods. Each religion has its own customs and rites, some temples prefer specific items for specific prayers while others traditionally accept donations of all kinds.

Typical donations of this stripe might include the following.

- 6 cones of incense
- A scented candle
- A cigar and a shot of liquor
- A cigarette and a bowl of wine

A pinch of cloves and a mug of ale

A small chunk of hashish

A rabbit

5 chickens

2 lbs. of fleece (wool)

1 lb. of cotton

Donation, Common: A man with a little more coin in his pockets can express his piety and devotion a bit more freely when the offering plate comes around. This type of donation may catch the attention of a lesser priest or a member of the lay clergy. Donations do not need to be made in currency and most temples expect offerings in the form of livestock and goods. Each religion has its own customs and rites, some temples prefer specific items for specific prayers while others traditionally accept donations of all kinds.

Typical donations of this stripe might include the following.

A goat

A jug of good wine

2 lbs. of flax

1 lb. of cloves

2 pinches of cooked poppies

10 scented candles

Donation, Generous: Those who have been blessed with great wealth are expected to share that wealth with the gods. This type of donation is sure to catch the attention of the senior clergy. Donations do not need to be made in currency and most temples expect offerings in the form of livestock and goods. Each religion has its own customs and rites, some temples prefer specific items for specific prayers while others traditionally accept donations of all kinds. Typical donations of this stripe might include the following.

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A cow

2 pigs

5 sheep

A child (as slave or sacrifice)

Holy Water: Blessed water that has been infused with the spiritual magic of good hearted clerics. This liquid is harmful to undead. When used as a thrown weapon, a vial of holy water inflicts 2d4 points of damage against an undead or evil creature. Any undead or evil creature standing in an adjacent square automatically takes 1 point of damage.

Marriage Annulment: Often times a religious authority is granted the ability to dissolve the marriage of a couple that have recently become wed. If the couple has been together for less than thirty days and the wife is not pregnant, a priest or shaman can annul the marriage. The union is dissolved without the mess and embarrassment of divorce.

Marriage Ceremony: This is the fee charged by a temple that hosts a wedding and performs the marriage rites.

Ritual, Raise Dead: One of the most jealously guarded secrets among the clergy is the ritual process by which a person can be raised from the dead.

Ritual Cleansing: Before entering a sacred place, one must wash his hands and/or feet with blessed water.

Ritual Supplies: The supplies needed for any ritual that is based on the Heal or Religion skills can be acquired from the priests and mystics that staff the local temple.

Temple Services and Religious Artifacts

Item	Cost
Donation, poor	10
Donation, common	100
Donation, generous	1000
Holy water	2500
Marriage annulment	2000
Marriage ceremony	200-500
Ritual, Raise Dead	
Heroic	100,000 (1000 gp)
Paragon	1,000,000 (10,000 gp) (100 pp)
Epic	10,000,000 (100,000 gp) (1000 pp)
Ritual cleansing	1
Ritual supplies*	

*Varies by ritual.

Medical Services and Apothecary

Apothecaries, surgeons, and other healers ply their trades in all manner of environments, from the biggest cities to the most isolated wilderness stockades. The goods and services listed here can be purchased from a rural herbalist, a professional apothecary or local monastery.

Midwife: A learned woman (sometimes a man) who has aided in the deliveries of many babies. A skilled midwife makes childbirth a much safer process for both mother and child.

Ritual Supplies: The supplies needed for any ritual that is based on the Heal skill can be acquired from the herbalists and apothecaries who specialize in these matters.

Smelling Salts: The strong odor of this specially treated cloth awakens and arouses those who are unconscious, stunned, or asleep. The patient awakens one round after the smelling

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salts are applied. This chemical solution is even effective against magical sleep and similar attacks. If the victim's incoherent state is the result of an attack vs. Fortitude or Will, then an application of smelling salts allows the character a saving throw with a +5 bonus to his roll.

Surgeon: A highly trained expert who knows how to cut and saw on the human body while inflicting the least amount of harm. A surgeon can perform Heal checks on the patient as needed. A typical surgeon makes Heal checks with a +10 bonus.

Medical Services and Apothecary

Item	Cost
Midwife	200
Ritual Supplies	varies by ritual
Smelling Salts	500
Surgeon	1000

Antitoxin Level 1

This liquid is made from the venom of poisonous snakes, it boosts your heartiness and protects your health.

Potion1800 (18 gp)

Power (Consumable): Minor Action. Drink this potion to gain a +2 defense bonus to Fortitude defense for the duration of an encounter.

Burn Salve Level 1

This medicinal paste can be applied to burns. This salve can speed a person's recovery from normal or magical fire, acid, or electricity. The thick white goo requires a Heal check (DC 10) to apply. A failed check results in a wasted use of the salve.

Potion1800 (18 gp)

Power (Consumable): Full Round Action. You heal 5 points of damage.

Healing Salve Level 3

This foul smelling paste requires a Heal check (DC 15) to apply. A failed check results in a wasted use of the salve.

Potion4200 (42 gp)

Power (Consumable): Full Round Action. You recover an additional 2d4 hit points the next time you spend a healing surge. Applying healing salve to a disease-ridden wound prevents typical infections and keeps the area clean. If the patient has become infected with a non-magical disease as the result of an attack vs. Fortitude, then an application of healing paste forces the attacking disease to make a new attack roll vs. Fortitude. The healing salve grants a character a +5 bonus to his Fortitude defense during the attack.

Slow Poison Elixir Level 2

This alchemical elixir prevents poison from affecting the body.

Potion2600 (26 gp)

Power (Consumable): If the patient has become afflicted with poison as the result of an attack vs. Fortitude, then a dose of slow poison elixir allows forces the attacking poison to make a new attack roll vs. Fortitude. The elixir grants a character a +5 bonus to his Fortitude defense against this attack.

Potions and Alchemical Items

Learned battle mages and potion brewers ply their trade in isolated towers and wilderness fortresses. These experts in the art of crafting magic rely on third party traders to bring their wares to market. The related craft of alchemy lies at the intersection of magic and philosophy. As a philosophical (scientific) discipline, alchemy is the domain of learned scholars as well as students of the arcane. An alchemist often apprentices with a master for years before striking out on his own.

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Lunar Ink: This special ink dries clear and can only be read by the light of a full moon.

Ritual Supplies: Those people who deal in alchemy and potion brewing also do business in ritual supplies. These businesses can be used to acquire ritual components for any ritual that makes use of the either the Arcana or Nature skills.

Smoke Stick: This tightly wrapped bundle of sticks has been dipped in a mixture of pitch and chemicals. When lit, the smoke stick fills a single square with thick black smoke. The smoke grants concealment to characters standing in or next to it. This column of smoke lasts for 10 rounds and can be seen from a long distance away.

Alchemical Items

Item	Cost
Lunar Ink	2000
Ritual Supplies	varies by ritual
Smoke Stick	100

Acid Level 1

A small vial of acid makes a nasty weapon when thrown.

Potion1800 (18 gp)

Power (Consumable):Standard Action. Ranged attack vs. Reflexes; 1d6 damage.

Special: All creatures adjacent to the target take 1 point of damage.

Ever Burning Fire Level 3

A bottle of this sticky substance can burn for quite some time.

Potion4200 (42 gp)

Power (Consumable):Standard Action. Area burst (1) within 6 squares; Ranged attack vs. Reflexes; 5 continuous fire damage (save ends).

Deadly Venom Level 2

Raw venom that is carefully extracted from poisonous beasts, it must be applied to a blade or arrowhead in order to be effective.

Potion2600 (26 gp)

Power (Consumable):Standard Action. Ranged or melee attack vs. AC; 1[w] plus 5 continuous poison damage (save ends).

Flash Pellet Level 1

These small pellets explode in a burst of bright light.

Potion1800 (18) gp

Power (Consumable):Standard Action. Area burst (2) within 6 squares; +4 vs. Reflexes; target is blinded and stunned until the end of your next turn.

Healthful Elixir Level 4

Drinking this elixir provides you with a full day's worth of nutrients and water.

Potion4200 (42 gp)

Property: After an extended rest, drink this elixir instead of eating or drinking.

Power (Consumable): Gain a +2 bonus to Endurance checks for the duration of the day.

Knockout Drops Level 1

These pills dissolve easily in liquid.

Potion1800 (18 gp)

Power (Consumable):Minor Action. +4 vs. Fortitude; Hit: target is unconscious for 1d4 minutes. Miss: target is stunned (save ends).

Pest Killer Level 1

This noxious fluid turns to vapor when exposed to air. The resulting gas cloud causes nausea and eye irritation

Potion 1800 (18 gp)

Power (Consumable): Minor Action. Area burst (1) within 6 squares; +6 vs. Fortitude; target is blinded until the end of your next turn.

Special: Pest killer inflicts 10 points of continuous damage to any creature with the swarm keyword (save ends).

Potion of Dynamism Level 1

This potion invigorates the body and provides a burst of strength and agility.

Potion 1800 (18 gp)

Power (Consumable): Gain a +2 bonus to Athletics checks and a +1 bonus to your speed for the duration of an encounter.

Land

Owning property is an important measure of a person's success and wealth. Owning your own land means being responsible for defending it as well. Land may be purchased with buildings, fields, and infra structure already constructed. Sometimes land is sold in undeveloped parcels that are overgrown and wild.

Acre, Developed: This is one acre of land that may have a small house or working farm already built on it. Wells, crude roads, and walls may also be included on the property.

Acre, Undeveloped: This parcel is one acre of land that is covered with forest, scrub brush, or sod. Much physical labor is needed to cultivate untamed land.

Hill Fort: A wooden palisade surrounding a

natural defensive position. The hill is topped by a small fort complete with barracks, drilling fields, etc.

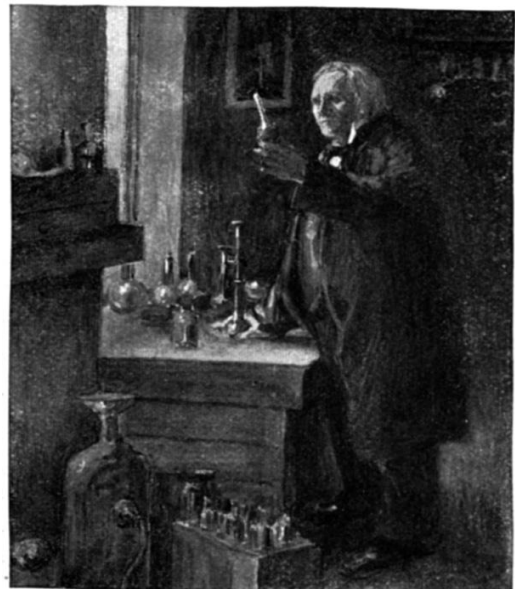
Manor House: This large house is meant to be the center of a working estate. Luxury living quarters are combined with a series of sheds and outbuildings that service the farmstead.

Keep, Small: A small stone fortress surrounded by an outer wall. The redoubt is somewhat spartan but not lacking in amenities. A keep or castle serves as the military, economic, and political center of a region.

Keep, Large: A large stone walled fortification that is protected by an outer wall as well as a series of moats. A large keep is an impressive military structure and it also serves as a comfortable living quarters.

Land

Item	Cost
1 acre (developed)	2500
1 acre (undeveloped)	1000
Hill fort	1,000,000 (10,000 gp) (100 pp)
Manor house	10,000,000 (100,000 gp) (1000 pp)
Keep, small	20,000,000 (200,000 gp) (2000 pp)
Keep, large	50,000,000 (500,000 gp) (5000 pp)



Appendix: Treasure Parcels

Listed below are a number of treasure parcels that are appropriate for heroic tier characters. These parcels feature alternate forms of wealth that a GM can use to reward a party of player characters. Included with each set of parcels is one or more “prizes”. Each prize is an inclusive reward, a one-shot treasure that can be used to replace the all of monetary treasure included at a given level. One shot rewards can be expressed as large treasure hoards or payments that are offered to the characters for completing quests for an employer or patron.

Party Level One

Magic Items

Four items of levels 2, 3, 4, and 5.

Treasure Parcels

1. 200 gp, or 5 lbs. of poppies, or 10 yards of silk.
2. 180 gp, or a silver chalice, or 100 gp + 2 healthful elixirs.
3. 120 gp, or huge rack of horns + 20 gp, or healing salve + 78 gp.
4. 120 gp, or 1200 sp, or one large chunk of jade + 20 gp.
5. 60 gp, or one healing salve + 18 gp, or one garnet gem.
6. 40 gp, or 10 yards of linen, or a crystal pitcher

Prizes

- 72,000 cp (7200sp) (720 gp)
- 30 acres of developed land.
- A warhorse and saddle.
- A small ruby.

Party Level Two

Magic Items

Four items of levels 3, 4, 5, and 6.

Treasure Parcels

1. 290 gp, or a silk robe + 400 sp, or 2 pearls + 40 gp.
2. 260 gp, or a royal outfit + 60 gp, or a copper chalice +200 gp.
3. 170 gp, or 2 healing salves + 86 gp, or a fine ceramic vase + 200 sp
4. 170 gp, or one silver bracelet set with an amber gem, or a finely crafted rug (small).
5. 90 gp, or 10 yards of linen + 50 gp, or a silver comb set with an obsidian gem.
6. 60 gp, or gold bar (1 lb) + 100 sp, or a healthful elixir + a potion of dynamism

Prizes

- 104,000 cp (10,400 sp) (1040 gp)
- 40 acres of developed land
- a large black pearl

Party Level Three

Magic Items

Four items of levels 4, 5, 6 and 7.

Treasure Parcels

1. 380 gp, or one gold comb set with emerald, or one ivory statuette + 130 gp.
2. 340 gp, or 300 gp + one healing salve, or one silver necklace + 900 sp.
3. 225 gp, or 2000 sp + one slow poison elixir, or 10 yards of silk + one silver bar (5 lbs.)

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4. 225 gp, or royal outfit + 25 gp, or 2 large pearls + 250 sp.

5. 110 gp, or 10 yards of silk + 100 sp, or 1000 sp + 2 bone combs.

6. 75 gp, or a riding horse, or a crystal pitcher + 350 sp.

Prizes

-135,500 cp (13,550 sp) (1355 gp)

-55 acres of developed land

-10 attractive female slaves

Party Level Four

Magic Items

Four items of levels 5, 6, 7, and 8.

Treasure Parcels

1. 470 gp, one silver necklace + 3 healthful elixirs + 100 gp, or 4 tiger eye turquoise gems + 70 gp.

2. 420 gp, or one gold chalice + 120 gp, or 4 garnet gems + 200 sp.

3. 280 gp, or two healing salves + 200 gp, or two pearls + 80 gp.

4. 280 gp, or one silver necklace + 30 gp, or one fine ceramic vase + 130 gp.

5. 140 gp, or 10 yards of linen + 100 gp, or one amber gem + one healing salve, or one huge rack of horns + 40 gp.

6. 90 gp, or a crystal pitcher +50 gp, or one copper chalice + 30 gp.

Prizes

-168,000 cp (16800 sp) (1680 gp)

-70 acres of developed land

Party Level Five

Magic Items

Four items of levels 6, 7, 8, and 9.

Treasure Parcels

1. 550 gp, one large emerald + 50 gp, or one gold chalice.

2. 500 gp, or one gold bar (10 lbs.), or one pearl necklace.

3. 340 gp, or 10 yards of silk + 100 gp + one healing salve, or one silver necklace + 90 gp.

4. 340 gp, or one gold comb + 400 sp, or one silk robe + 90 gp.

5. 160 gp, or one healing salve + 120 gp, or one aquamarine + 60 gp.

6. 110 gp, or 10 yards of silk + 10 gp, or 2 healing salves + 260 sp.

Prizes

-200,000 cp (20,000 sp) (2000 gp) (20 pp)

-80 acres of developed land

-An enchanted tapestry

-A finely crafted rug (huge)

-2 large emeralds