

# Simpler Systems Options: Coins of the Realm, Standards of Living, Wages, & Price Lists

Version 1.0



© Simpler Systems Options

## Index:

	Page:		Page:
Index	2	Buildings	19
Coins of the realm & Standards of Living	3	Building or Enhancing Fortifications	19 - 22
Character Levels by Population & Income	4	Statuary, Arches, & Obelisks	22
Professions by Category & Standard of Living They Provide	5	Roads	23
Mercenary Company Costs	5	Traps	23 - 24
Equipment Availability & Probability	6-7	Trap Enhancements	24
Item Costs	7	Trade Goods	25 - 26
Tools & Gear	8	Gems & Gem Size	27
Light Sources	8 - 10	Jewelry & Art	28
Armor	10	Base Value of Items, Craftsmanship, Materials & Ornamentation, & Items	28
Melee Weapons	11	Artificing and Alchemical Resources	29
Ranged Weapons	12	Cost for Casting a Single Spell	29
Clothing & Inns	13	Divine Spells	30
Food & Drink	14	Arcane Spells	31
Animals	15	Learning New Spells	32
Land Transport & Ships	16	Temples, Cults, or Colleges	32
Siege Weaponry	17	Spell Research	32
	18	License	33-34
		Change Log	35

## Coins of the Realm:

Currency comes in gold, silver, and copper pieces. The Sovereign, Pence, and Penny are dime sized. And the Solar and Shilling are a bit larger than a quarter.

Their value in this realm they are:

Solar (Large Gold Piece) = 5 GP. Sovereign (Gold Piece) = 20 SP. Shillings (Large Silver Piece) = 5 SP. Pence (Silver Piece) = 4 CP. Penny (Copper Piece) = 1 CP.

250 Sovereign, Pence, and Penny coins weigh one pound. 50 Solar and Shilling coins weigh one pound.

## Standards of Living:

### Standard of Living Table:

	Quarterly Cost:	Common Status:	Living Style:	Adventurer Level:
Meager	3 GP	Serfs, Peasants, Unskilled Manual Laborers	Huts, Long Houses, and Servants Quarters	1
Adequate	9 to 36 GP	Skilled Laborers, Journeyman Crafters, and Yeoman Farmers	Small Houses and Servants Quarters	2 – 3
Comfortable	36 to 120 GP	Master Craftsman and Yeoman Farmers with larger grants	Medium Houses	4 – 5
Prosperous	120 to 300 GP	Master Professionals or Landed Gentry	Large Houses or Manors and Keeps	6 – 7
Affluent	300 to 1,350 GP	Barons and Wealthy Gentry	Manors, Keeps, Castles	8 – 10
Sumptuous	1,350 to 6,000 GP	Marquis and Counts	Castles and Palaces	11 – 12
Luxurious	6,000 to 36,000 GP	Dukes and Princes	Fine Castles and Palaces	13
Opulent	36,000+	Kings and Emperors	Exquisite Castles and Palaces	14+

Character Levels by Population:

Level	Frequency	Realm	Level	Frequency	Realm
1	1 in 20	Extended Family	8	1 in 20,000	Large County/City
2	1 in 50	Hamlet	9	1 in 60,000	Duchy/Large City
3	1 in 150	Small Village	10	1 in 160,000	Metropolis
4	1 in 375	Large Village	11	1 in 450,000	Principality
5	1 in 1,000	Barony	12	1 in 1,200,000	Small Kingdom
6	1 in 3,000	March/Small Town	13	1 in 3,250,000	Kingdom
7	1 in 8,000	County/Large Town	14	1 in 10,000,000	Empire

Income:

For guilded occupations wages are for masters. Room and board for a family of five is usually provided. Journeymen earn 30 – 60% of monthly surplus income depending on skill level. Apprentices get a cheap set of clothes, room and board, and a few, 1d10, CP a month. Non guilded professions earn 20 – 80% of monthly surplus income.

Status, Housing, & Surplus Income Table:

	Common Status:	Housing:	Monthly Surplus Income:
Meager	Serfs, Peasants, Unskilled Manual Laborers	Huts, Long Houses, and Servants Quarters	5 SP – 20 SP
Adequate	Skilled Laborers, Journeyman Crafters, and Yeoman Farmers	Small Houses and Servants Quarters	15 – 30 SP
Comfortable	Master Craftsman and Yeoman Farmers with larger grants	Medium Houses	50 – 300 SP
Prosperous	Master Professionals	Large Houses	100 – 400 SP

An individual typically has cash up to three times his daily income on him. They will have up to three weeks cash at home. They will have up to three months of income in the bank, buried in the floor of their house, or hidden from looters elsewhere.

Professions by Category and Typical Standard of Living They Provide Table:

	Guided	Non Guided	Military
Meager		Tenant Farmer, Horse Handler, Herder, Shepherd, Servant, Day Laborer	Militia
Adequate	Miller, Entertainers, Artists, Specialty Craftsmen, Specialty Metal Workers, Armorers, Ships Crews Weaponsmith, Mason, Carpenter, Weaver, Tanner, Dyer, Tailor, Glass Worker, Potter, Paper Maker, Ink Maker, Harold, Innkeeper, Legal Counsel, Locksmith, Salter	Blacksmith, Falconer, Mason, Carpenter, Fisherman, Forester, Tinker, Peddler, Cook, Teamster, Thatcher, Miner, Tavernkeeper, Shopkeeper	Liveried Yeoman, Longbowman, Crossbowman, Footman
Comfortable	Ship Officers, Miller Apothecary, Jewler, Ostler, Physician, Shipwright,	Scribe, Sage, Tutor,	Cavalry, Horse Archers
Prosperous			Warband Leader, Military Engineer

Mercenary Company Costs: These costs reflect peacetime patrolling and guarding. Double these costs during wartime, monster incursions, or other hazardous duties.

Type:	Human	Dwarf	Elf	Gnome	Halfling	Beastman	Wretches
Archer, Foot	15 GP per Season	NA	30 GP per Season	NA	10 GP per Season	9 GP per Season	6 GP per Season
Horse Archer	45 GP per Season	NA	90 GP per Season	NA	NA	NA	NA
Longbow	30 GP per Season	NA	60 GP per Season	NA	NA	NA	NA
Crossbow	12 GP per Season	18 GP per Season	NA	14 GP per Season	NA	6 GP per Season	NA
Crossbow, Pony	NA	45 GP per Season	NA	40 GP per Season	NA	NA	NA
Cavalry, Light	30 GP per Season	NA	60 GP per Season	NA	15 GP per Season	20 GP per Season	NA
Cavalry, Medium	45 GP per Season	NA	NA	NA	NA	NA	NA
Cavalry, Heavy	60 GP per Season	NA	NA	NA	NA	40 GP per Season	NA
Cavalry, Medium - Lance/Bow	55 GP per Season	NA	80 GP per Season	NA	NA	30 GP per Season	NA
Footman, Light	6 GP per Season	NA	12 GP per Season	6 GP per Season	4 GP per Season	3 GP per Season	2 GP per Season
Footman, Light - Pole Arm	8 GP per Season	NA	16 GP per Season	NA	NA	5 GP per Season	4 GP per Season
Footman, Heavy	9 GP per Season	15 GP per Season	18 GP per Season	9 GP per Season	NA	5 GP per Season	NA
Footman, Heavy - Pole Arm	12 GP per Season	20 GP per Season	NA	NA	NA	8 GP per Season	NA

Type:	Human	Dwarf	Elf	Gnome	Halfling	Beastman	Wretches
Militia	3 GP per Season	NA	NA	NA	NA	NA	NA
Wolf Rider	NA	NA	NA	NA	NA	NA	15 GP per Season

### Equipment Availability:

#### Equipment Availability Table:

Price	Farm	Village	Town	City	Capitol	Trade Center
1 GP or Less	10	30	65	260	585	1,700
2 – 10 GP	1	1	5	15	30	100
11 – 100 GP	10%	25%	1	2	5	15
101 – 1,000 GP	5%	10%	25%	1	2	7
1,001 – 10,000 GP	1%	5%	10%	25%	1	2
10,001 GP+	NA	NA	NA	1%	5%	10%

#### Availability probability:

Rarity	Farm	Village	Town	City	Capital	Trade Center
Very common	50%	100%	100%	100%	100%	100%
Common	10%	50%	80%	100%	100%	100%
Uncommon	0%	10%	50%	80%	100%	100%
Rare	0%	0%	10%	20%	50%	80%
Very rare	0%	0%	0%	10%	30%	50%
Legendary	0%	0%	0%	0%	10%	20%

#### Note:

- Availability only means it is there if you know how to find it.
- Items that have a low availability probability at a certain location, will also have a nonstandard cost. Probably higher, but could also be lower, for example, if the item's value is not understood.
- Retail sale of used items is typically 50-70% of new item.
- Sale of used items to a wholesaler or merchant will be 20-50% of retail cost.

## Item Costs:

### Tools & Gear:

	Slots:	Price:
Air Bladder	0	5 SP
Backpack: Holds 8 slots.	NA	40 SP
Bear Trap: Immobilizes and does 1d8 damage.	1	60 SP
Bedroll	1	25 SP
Bellows, Small	1	35 SP
Black Grease	0	2 SP
Blanket, Heavy	1	50 SP+
Blanket, Light	0	25 SP+
Block and Tackle: Small (2:1)	1	50 SP
Block and Tackle: Medium (4:1)	2	125 SP
Block and Tackle: Large (6:1)	3	200 SP
Board Game	0	30 SP – 5 GP+
Book, Normal (Blank)	0 – 1	5 GP
Book, Normal (Reading)	0 – 1	10 GP+
Book, for Spells (Blank)	0 – 1	20 GP
Book, Sorcerous Knowledge	1 – 2	1,000 GP+
Bottle/Vial	0	1 SP
Bucket, Metal	2	10 SP
Bucket, Wood	0	1 SP
Caltrops (1 bag. Covers 10 sq feet.) Dexterity save or d6 damage. On 4+ damage, Constitution save or 1/2 speed.	0	10 SP
Cards with an extra Ace	0	40 SP
Cauldron, Small to Large	10-50	200 – 1,000 SP+
Chain, Heavy (10 feet)	10	30 GP
Chain Light (10 feet)	2	10 GP
Chalk (10 pieces)	0	1 SP
Chisel	0	10 SP
Cook Pots, Clay	1 – 2	10 – 90 SP+
Cook Pots, Metal	1 – 2	20 – 200 SP+
Crowbar	1	20 SP
Craftsman's Tools (Any)	1 – 6	25 GP
Craftsman's Workshop (Any)	NA	350 GP
Crutch	0	20 SP



	Slots:	Price:
Dice	0	5 SP+
Drill	1	20 – 50 SP+
Face Paint/Makeup	0	10 SP – GP+
Fake Jewels	0	50 SP
Fishing Rod/Tackle	1	1 SP+
Fishing Net: Large	2	25 SP
Fishing Net: Small	1	5 SP
Glass Marbles (bag)	0	5 SP
Glue (bottle)	0	10 SP
Grappling Hook	1	10 GP
Hammer, small	0	3 SP
Hammer, Medium	1	7 SP
Hammer, Large	2	12 SP
Healing Potion (d6)	0	15 – 25 SP
Holy Symbol	0	2 – 25 GP+
Holy Water (d8 damage vs undead and highly evil.)	0	1 – 3 SP
Hourglass	0	350 SP
Incense (packet)	0	10 – 250 GP+
Iron Tongs: Small	1	10 SP
Iron Tongs: Large	2	20 SP
Instrument – Cheap (drum, flute, horn, lap harp, etc.)	0 – 1	10 SP – 20 GP
Instrument – Expensive (Lute, dulcimer, lyre, viol, etc.)	0 – 2	10 – 2,000+ GP
Ladder (10 ft)	1	10 SP
Large Sponge	0	5 SP
Lens, Magnifying	0	100 SP
Lockpicks	0	100 SP
Manacles	1	80 SP
Marbles (1 bag. Covers 10 sq feet. Dexterity save or fall.)	0	4 SP
Metal File	0	30 SP
Mirror (small, silver)	0	100 SP
Nails (12)	0	5 SP
Net, Game	1	20 SP
Padlock and Key	0	400 SP
Paper 10 sheets 8.5”x11”	0	15 SP
Paper 10 sheets 34”x44”	0	25 SP
Perfume	0	50+ SP – GP

	Slots:	Price:
Pick	1	50 SP
Pole (10 feet)	1	1 SP
Quill and Ink	0	5 SP
Rope (50 feet)	1	30 SP+
Sack	0	2 SP
Saw, Iron Blade	0	25 SP
Saw, Steel Blade	0	75 SP
Scale, Small	0	50 SP
Set of Loaded Dice	0	10 SP+
Shovel	1	15 SP
Small Bell	0	20 SP
Soap	0	1 – 30 SP
Spike, Iron (10)	1	20 SP
Spike, Wood (10)	1	1 SP
Spyglass	1	1000 SP
Tar (Small Pot)	1	10 SP
Tent (3 man)	2	100 SP
Tent (personal)	1	50 SP
Twine (300 ft)	0	5 SP
Waterskin (1 Gallon)	0	10 SP
Whistle	0	5 SP

Light Sources:

	Slots:	Price:
Candle – 1d4+2 turns	0	1 SP
Lamp, Common – 10+1d6 turns/pint	0	15 SP
Lantern, Hooded – 18+1d6 turns/pint	1	30 SP
Lamp Oil, 1 pint	0	5 SP
Oil Damage: d6 (Normal Success d3 rounds. Special Success d6+1 rounds.)		
Tinderbox	0	6 SP
Torch (5 Torches) – 1d4+4 turns	1	5-7 SP
Torch Damage: d3. Each attack has a 1 in 6 chance of the torch being extinguished.		

Armor:

	Quality:	Slots:	Price:
Shield, Small	1	1	20 SP+
Shield, Medium	2	1	40 SP+
Shield, Large	3	1	60 SP+
Helmet, Non Metal – Light Helm	1	0	30 SP+
Helmet, Metal – Light Helm	2	1	75 SP+
Helmet, Metal – Heavy Helm	3	1	100 – 270 SP+
Torso - Leather, Fur, Quilted, Wood/Bone Scale/Rings, Linen, & Hide	2	1	15 – 50 SP+
Torso & Arms or Torso & Legs - Leather, Fur, Quilted, Wood/Bone Scale/Rings, Linen, & Hide	3	1	45 – 80 SP+
Torso, Arms, & Legs - Leather, Fur, Quilted, Wood/Bone Scale/Rings, Linen, & Hide	4	3	75 – 110 SP+
Torso - Banded, Brigandine & Metal Scale/Rings	3	2	280 SP+
Torso & Arms or Torso & Legs - Banded, Brigandine & Metal Scale/Rings	5	2	440 SP+
Torso, Arms, & Legs - Banded, Brigandine & Metal Scale/Rings	5	3	660 SP+
Torso - Chain	5	3	660 SP+
Torso & Arms or Torso & Legs - Chain	6	3	825 SP+
Torso, Arms, & Legs - Chain	7	4	990 SP+
Torso - Platemail	5	3	750 SP+
Torso & Arms or Torso & Legs - Platemail	6	4	1,100 SP+
Torso, Arms, & Legs - Platemail	7	5	1,500 SP+

Each point of quality costs 10-20% of the item's cost to repair. At 0 quality, the item is ruined.

Melee Weapons:

Weapon:	Reach:	Quality:	Slots:	Price:
Axe, battle	Medium	3	2	150 SP+
Axe, hand	Short	2	1	50 – 75 SP+
Club	Short	2	1	10 SP
Dagger	Close & Short	2	1	15 SP+
Knife	Close	1	0	10 SP
Flail	Medium	3	2	90 SP+
Flail, heavy	Medium	4	3	135 SP+
Great Hammer/Halberd	Medium & Long	3	3	100 – 150 SP+
Hammer, light	Short	2	2	125 SP+
Hammer, war	Medium	4	3	200 SP+
Javelin	Medium	1	1	35 SP
Lance	Long	1	2	40 SP
Mace	Medium	3	2	60 SP+
Morningstar	Medium	3	2	100 SP+
Pick, heavy	Medium	3	3	150 SP
Pick, light	Medium	2	2	50 SP
Pike	Long & Long +1	2	3	50 SP
Pole arm	Medium & Long	3	3	50 – 100 SP+
Quarterstaff	Medium & Long	2	1	5 SP+
Scimitar	Medium	3	2	125 SP+
Spear	Medium & Long	2	2	30 – 50 SP+
Sword, long or arming	Medium	3	2	100 SP+
Sword, bastard	Medium	3	3	200 SP+
Sword, short	Short	3	2	75 SP+
Sword, Great	Medium & Long	3	3	225 SP+
Trident	Medium & Long	2	3	35 SP

Ranged Weapons:

Weapon:	Quality:	Slots:	Price:
Arbalast – Man Portable	3	5	300 SP+
Heavy Crossbow	3	3	250 SP+
Light Crossbow	3	2	125 SP+
Longbow/Composite Bow	3	2	100 – 200 SP+
Shortbow/Horsebow	3	2	50 – 100 SP+
Axe, thrown	3	0	65 SP+
Knife/Dagger, thrown	3	0	15 SP+
Dart	3	0	
Hammer, light	3	2	125 SP+
Holy Water	3	0	1 – 3 SP
Javelin	2	1	35 SP
Oil	NA	0	5 SP
Rock (thrown)	NA	0	Free for collecting.
Sling	3	1	5 SP
Spear, thrown	3	2	30 – 50 SP+
Arrows (20)	NA	0.5	5 SP+
Quiver (capacity 20)	NA	0.5	8 SP+
Bolts (30)	NA	0.5	10 SP+
Quiver (capacity 30)	NA	0.5	8 SP+

Each point of quality costs 10-20% of the item's cost to repair. At 0 quality, the item is ruined.

Clothing:

	Slots:	Price:
Set of Farmer Clothes	0	10 – 20 SP
Set of Merchant Clothes	0	50 – 150 SP
Set of Crafter Clothes	0	30 – 80 SP
Set of Clergy Clothes	0	200 – 400 SP
Set of Noble Clothes	0	300 – 500 SP
In category by quality. – Low, Average, High	NA	x0.7, x1, x1d6
Furs	+1 – 3	500 – 5,000 SP
Winter	+1	+10 – 100 SP
Cloak, Short	0	4 – 150 SP+
Cloak, Long	1	4 – 200 SP+
Hat, Poor	0	1 – 3 SP+
Hat, Commoner	0	5 – 10 SP+
Hat, Fancy	0	20 – 100 SP+
Boots, Plain	0	10 – 20 SP+
Boots, Fancy	0	50 – 125 SP+

Inns, Nightly Rental Rates:

Room, Poor ( Many people per bed or on floor.)	5 – 10 CP
Room, Average (2 – 6 People per bed.)	2 – 4 SP
Room, Good (1 – 2 People)	5 – 10 SP
Room, Single Person	15 SP+
Basin and Cloth	2 CP – 5 SP+
Hot Bath	1 – 5 SP+
Stabling, Feed, & Grooming for Ponies and Mules	3 – 10 CP
Stabling, Feed, & Grooming for Draft and Riding Horses	1 – 10 SP
Stabling, Feed, & Grooming for War Horses	3 SP – 2 GP

Food and Drink:

	Price:
Meal, Meager (Porridge, gruel, and soup.)	1 – 4 CP
Meal, Adequate (Mostly vegetable, little meat or fat.)	6 – 16 CP
Meal, Comfortable (Mostly vegetable, some meats fruits, and cheese.)	5 – 7 SP
Meal, Prosperous (Goodly portions and selections. Some rare items present.)	10 – 15 SP
Meal, Affluent (Goodly portions and selections. Rare items become more common. Feasts are occasional.)	20 – 60 SP
Meal, Sumptuous (Goodly portions and selections. Rare exotic and items become more common. Feasts are regular.)	100 – 200 SP
Meal, Luxurious (Goodly portions and selections. Exotic items become are common. Feasts are common.)	300 – 500 SP
Meal, Opulent (Feasts and banquets are the order of the day. The more exotic the better)	600 SP+
Ale/Beer, Cheap (1 Pint)	1 CP
Ale/Beer, Poor (1 Pint)	2 CP
Ale/Beer, Average (1 Pint)	3 CP
Ale/Beer, Good (1 Pint)	4 CP
Ale/Beer, Excellent (1 Pint)	5 CP
Cider, Raw	1 CP
Cider, Fermented	3 CP
Wine, Cheap (1/2 Pint)	1 CP
Wine, Poor (1/2 Pint)	2 CP
Wine, Average (1/2 Pint)	3 CP
Wine, Good (1/2 Pint)	4 CP
Wine, Excellent (1/2 Pint)	5 CP
Liquor (1/2 Pint)	1 – 3 SP+
Travel Rations, Meager Quality (3 days. Weighs 1 slot.) Price for a daily ration.	5 – 20 CP+
Travel Rations, Adequate Quality (3 days. Weighs 1 slot.) Price for a daily ration.	5 – 10 SP+
Travel Rations, Comfortable Quality (3 days. Weighs 1 slot.) Price for a daily ration.	20 – 30 SP+
Travel Rations, Prosperous Quality (3 days. Weighs 1 slot.) Price for a daily ration.	40 – 60 SP+

Animals:

	Price:
Camel (Can carry 300 pounds.)	100 SP
Chicken	2 SP
Cow	100 SP
Dog, hunting	10 – 50 SP+
Dog, small but vicious	5 – 15 SP
Dog, War	75 SP+
Donkey (Can carry 200 pounds.)	25 SP
Goat	10 SP
Raptor (Hawk/Eagle)	3 – 400 SP+
Horse, Riding (Can carry 300 pounds.)	40 – 600 SP
Horse, Draft (Can carry 450 pounds.)	150 – 450 SP
Horse, War Trained, Light (Can carry 300 pounds.)	150 – 500 SP
Horse, War Trained, Medium (Can carry 400 pounds.)	250 – 750 SP
Horse, War Trained, Heavy (Can carry 500 pounds.)	600 – 2,000 SP
Mule (Can carry 300 pounds.)	30 SP
Ox (Can carry 400 pounds.)	120 SP
Pig	30 SP
Pony (Can carry 200 pounds.)	5 – 100 SP
Sheep	15 SP
Fodder (Low Quality. 1 Day. 10 Pounds) Grasses & Straw	3 CP – 7 SP
Fodder (Average Quality. 1 Day. 15 Pounds) Hay, Straw, & Some Grain	1 – 5 SP
Fodder (High Quality. 1 Day. 20 Pounds) Hay & Mostly Grain	8 – 25 SP
Bit & Bridle	15 – 25 SP
Saddle: Plain, Fancy, War, & Knights	15, 50, 200, & 400 SP
Spurs: Plain, Fancy, War, & Knights	10, 25, 50, & 100 SP
Saddle Blanket: Plain & Fancy	15 & 50 SP
Saddle Bag (10 & 20 Pounds)	2 & 5 SP
Pack Saddle (100, 200, 300 & 400 Pounds)	50, 75, 100, & 150 SP
Riding Crop	10 SP
Driving Whip	20 SP



Land Transport:

	Price:
Carriage	75 GP+
Cart, Small (Can carry 400 pounds. 1 Horse or 2 Ponies/Mules.)	50 GP
Cart, Large (Can carry 800 pounds. 2 Horses or 4 Ponies/Mules.)	75 GP
Wagon (Can carry 1,500 pounds. 2 Horses.)	150 GP
Wagon (Can carry 2,500 pounds. 4 Horses.)	250 GP
Cart, Hand (Can carry 250 lbs. 1 Human.)	7 GP

Tolls: \*\*2 CP per Standard of Living Level

Camel/Ox	1 CP	Horse, Pack	3 CP	War Horse, Light	1 SP	Person Walking	1 CP
Cart	2 CP	Horse, Rider	**	War Horse, Medium	2 SP	Wagon	1 SP
Goat/Sheep	1 CP	Horse, Riding	1 SP	War Horse, Heavy	4 SP	Cart	2 CP

Ships:

	Minimum Crew:	Capacity:	Miles per Day:	Price:
Barge, River	2 Crew, 8 Rowers	4,000 lb	36	4,00 GP
Boat, River	3 Crew	2,000	72	4,000 GP
Canoe	1 Crew	600 lb	18	50 GP
Fishing boat	1 – 5 Crew	1,500 lb	20	5,000 GP
Longship	75 Crew	1,500 lb	90	15,000 GP
Raft	2 Crew	1,000 lb	12	50 GP
Rowed Ship (Large)	20 Crew, 250 Row	10,000 lb	72	30,000 GP
Rowed Ship (Small)	20 Crew, 180 Row	3,000 lb	72	10,000 GP
Rowed Ship (War)	30 Crew, 300 Row	6,000 lb	72	40,000 GP
Sailing Ship (Large)	20 Crew	10,000 lb	90	20,000 GP
Sailing Ship (Small)	10 Crew	2,000 lb	90	8,000 GP
Sailing Ship (War)	30 Crew	4,000 lb	90	30,000 GP
Troop Transport (Large)	20 Crew	3,000 lb	50	30,000 GP
Troop Transport (Small)	10 Crew	15,000 lb	54	15,000 GP
Ship, high quality				x 4+
Ship, good quality				x 1 – 3
Ship, used quality				x 1
Ship, poor quality				x 0.5
Passage, Basic		150 lb		1 SP per 20 Miles
Passage, Average		600 lb		1 SP per Mile
Passage, Luxury		1,500 lb		1 GP per Mile

Siege Weaponry Table 1:

	Weight	Artillerists	Other Crew	Range
Ballista	600 lb	NA	4	100/200/300
Battering Ram**	300 lb	NA	10	NA
Belfry (Mobile Tower – 30' High)	25,000 lb	NA	4 Horses or 20 Men	NA
Bore (Siege Drill)	300 lb	NA	10	NA
Cannon	1,000 lb	2	3	250/350/450
Catapult, Heavy* (Towed by 2 horses)	1,800 lb	1	7	250/325/400
Catapult, Light* (Towed by 1 horse)	1,200 lb	1	5	200/250/300
Galley Shed	800 lb	NA	8	NA
Hoist (30' High. Lifts 4 Men)	1,200 lb	NA	6	NA
Ladder (30' High)	90 lb	NA	2	NA
Mantlet (Shelters 5 Men)	480 lb	NA	NA	NA
Light Ship's Ram	NA	NA	NA	NA
Heavy Ship's Ram	NA	NA	NA	NA
Timber Fort (8' High, 5' Long)	720 lb	NA	NA	NA
Trebuchet	2,400 lb	1	11	250/400/500

\* Minimum range of 150'. \*\* Half crew when mounted in a Belfry or Mantlet.

Siege Weaponry Table 2:

	Damage	Rate of Fire	Ammo Costs	Price
Ballista	d10+6	1 per 2 rounds	2,000 GP per week	75 GP
Battering Ram	d6+8	1 per 2 rounds	NA	100 GP
Belfry (Mobile Tower)	NA	NA	NA	750 GP
Bore	d6+14	1 per 2 rounds	NA	150 GP
Cannon	d10+10	1 per 3 rounds	12,000 GP per week	1,000 GP
Catapult, Heavy	d10+10	1 per 6 rounds	6,000 GP per week	250 GP
Catapult, Light	d8+8	1 per 5 rounds	4,000 GP per week	150 GP
Galley Shed	NA	NA	NA	300 GP
Hoist	NA	NA	NA	150 GP
Ladder	NA	NA	NA	3 GP
Mantlet	NA	NA	NA	16 GP
Light Ship's Ram	3d8***	NA	NA	3,000 GP
Heavy Ship's Ram	6d8***	NA	NA	10,000 GP
Timber Fort	NA	NA	NA	32 GP
Trebuchet	d12+13	1 per 6 rounds	8,000 GP per week	400 GP

\*\*\* Against other ships.

Buildings:

	Price: GP's
Hovel: 8' wide, 8' long, 8' high	15
Row House, Wattle and Daub: 10' wide, 10' long, 10' high	25
Row House, Wattle and Daub: 20' wide, 20' long, 20' high	50
Craftsman's House or Cottage, Wood: 30' wide, 30' long, 20' high	300
Merchant's House or Townhouse, Stone: 30' wide, 30' long, 20' high	1,750
House with Courtyard or Villa, Stone: 75' wide, 75' long, 10' high	4,000
Guildhall: 30' wide, 30' long, 20' high	8,000
Theater: 170' wide, 170' long, 20' high. 170' Stage.	16,000
Temple: 75' wide, 75' long, 20' high	10,000
Cathedral, Small: 75' wide, 150' long, 20' high	150,000
Cathedral, Medium: 125' wide, 300' long, 50' high	300,000
Cathedral, Large: 350' wide, 750' long, 80' high	750,000
Imperial Palace: 1 – 10 Acres	1 – 3 Million
Roman Baths: 55' wide, 90' long, 15' high with 15' basement. Hot, tepid, and cold pools. Sauna	13,250

Building or Enhancing Fortifications:

Stronghold Structure Costs, Expanded:	Price: GP's
Arrow Slit:	10
Barbican, Small: gatehouse, 2 small towers, and a drawbridge	38,000
Barbican, Medium: gatehouse, 2 medium towers, and a drawbridge	58,000
Barbican, Large: gatehouse, 2 large towers, and a drawbridge	110,000
Bastion: ½ tower open in the back, reinforces wall in vulnerable places	½ of tower
Battlement: 100' long, crenelated stone parapets. Wood lowers cost by 50%.	500
Building, Stone, Small: 15' high, 20' square, wood doors, floors, roof, stairs	2000
Building, Stone, Medium: 20' high, 30' square, wood doors, floors, roof, stairs	3000
Building, Stone, Large: 30' high, 60' square, wood doors, floors, roof, stairs	4500
Building, Stone, Very Large: 30' high, 80' square, wood doors, floors, roof, stairs	10,000
Building, Stone, Huge: 40' high, 100' square, wood doors, floors, roof, stairs	20,000
Building, Wood, Small: 15' high, 20' square, wood doors, floors, roof, stairs	1,000
Building, Wood, Medium: 20' high, 30' square, wood doors, floors, roof, stairs	1,500

Stronghold Structure Costs, Expanded:	Price: GP's
Building, Wood, Large: 30' high, 60' square, wood doors, floors, roof, stairs	2,000
Building, Wood, Very Large: 30' high, 80' square, wood doors, floors, roof, stairs	3,000
Building, Wood, Huge: 40' high, 100' square, wood doors, floors, roof, stairs	5,000
Corridor, dungeon: 10'x10'x10', hewn stone walls, flagstone floor	500
Ditch: 100' x 20' x 10'	150
Door, Secret: A door that is disguised and hidden. It must be found by searching.	Cost x5
Door, Exterior (iron/stone): A heavy exterior double door, 7' tall by 6' wide.	100
Door, Interior (iron/stone): A heavy internal door, 7' tall and 3' wide.	50
Door, Interior (reinforced): A wooden internal door reinforced with iron bands, 7' tall and 3' wide.	20
Door, Interior (wood): A standard wooden internal door, 7' tall and 3' wide.	10
Door, Trap: 5'x5' false floor for dropping someone into a hole.	Cost x2
Drawbridge, Wood: 10' x 20'	250
Dungeon Corridor: 10'x10'x10'. Below 150' costs triple	500
Dungeon Canal: 10' long, 10' wide, 5' deep	520
Dungeon Chamber Unfinished: 30' long, 30' wide, 30' high	1,350
Dungeon Chamber Unfinished: 100' long, 50' wide, 40' high	10,000
Dungeon Chamber Finished: 100' long, 50' wide, 40' high	100,000
Dungeon, Mine Shaft: 3' round, 60' deep	25
Dungeon, Mine Shaft: 10' round, 60' deep	300
Dungeon, Tunnel: 10' long, 5' wide, 6' high	15
Dungeon, Tunnel: 10' long, 15' wide, 15' high	115
Floor, Flagstone: 10' x 10'	100
Floor, Tile: 10' x 10'	100
Floor, Wood: 10' x 10'	40
Gate, Wooden: 20' tall by 10' wide wooden gate, reinforced and barred, suitable for putting in a stockade wall.	1,000

Stronghold Structure Costs, Expanded:	Price: GP's
Gatehouse: 20' high, 30' x 20', metal portcullis, wood doors, floors, stairs	6,500
Keep, Small: 40' high, 30' square, wood doors, floors, stairs	50,000
Keep, Medium: 60' high, 40' square, wood doors, floors, stairs	60,000
Keep, Large: 80' high, 60' square, wood doors, floors, stairs	75,000
Laboratory: Laboratories are very personal things, and a spell caster can only use a laboratory they created and stock themselves.	100,000
Longhouse, Wood: 30' long, 15' wide, 15' high	150
Moat, Unfilled: 100' x 20' x 10'	400
Moat, Filled: 100' x 20' x 10'	800
Motte: 10' high, 40' long, 40' wide = 16,000 cu feet	3,000
Palisade: 10' high, 100' long, 1' thick. Walkway on top.	450
Palisade: 20' high, 100' long, 5' thick. Walkway on top.	1,000
Postern: 5' x 3' Metal discrete exit door	1,000
Rampart: 10' high, 100' long, 15' thick	2,500
Stairs, Stone: 3' wide, 10' high	60
Stairs, Wood: 3' wide, 10' high	20
Tower, Round: May combine towers up 160'. Use largest first.	
Tower, Round, Small: 30' high, 20' diameter, wood doors, floors, stairs	15,000
Tower, Round, Medium: 40' high, 20' diameter, wood doors, floors, stairs	22,500
Tower, Round, Large: 50' high, 20' diameter, wood doors, floors, stairs	30,000
Tower, Round, Huge: 60' high, 30' diameter, wood doors, floors, roof, stairs	54,000
Tower, Square: May combine towers up 130'. Use largest first.	
Tower, Square, Small: 30' high, 30' square, wood doors, floors, stairs	18,000
Tower, Square, Medium: 40' high, 40' square, wood doors, floors, stairs	25,000
Tower, Square, Large: 50' high, 50' square, wood doors, floors, stairs	35,000
Tower, Square, Huge: 60' high, 60' square, wood doors, floors, stairs	60,000
Tunnel: 10'x10'x10', hewn stone walls add + 1/2 to cost	300

Stronghold Structure Costs, Expanded:

Price: GP's

Wall: May combine walls up 100'. Use highest first.

Wall, Stone Castle: 20' high, 100' long, 5' thick along top 5,000

Wall, Stone Castle: 30' high, 100' long, 10' thick along top 7,500

Wall, Stone Castle: 40' high, 100' long, 10' thick along top 12,500

Wall, Stone Castle: 50' high, 100' long, 15' thick along top 17,500

Wall, Stone Castle: 60' high, 100' long, 20' thick along top 22,500

Window, Barred 20

Window, Open 10

Medium Building suitable for housing a troop of 120 Footmen, 4 section leaders and unit commander or 60 Cavalry, 4 section leaders and unit commander.

The prices for buildings all include the cost of the unskilled and semi-skilled labor that does the building, but do not include the cost of skilled architects and engineers. Buildings take one day per 500gp (or part of 500gp) total cost, and need one engineer on site to oversee the building process per 100,000gp (or part of 100,000gp) total cost. The listed costs assume that the building is being built as an outpost in a remote but not inaccessible region. If a building is being built in an inaccessible region, double the costs. If a building is being built in a heavily settled region halve the costs. Often a building, particularly one with an unusual purpose such as a temple, will require features of custom size, for example larger doors than normal. The prices of these features should be based on the standard prices for similar features and increased or decreased proportionally.

Statuary, Arches, & Obelisks:

Price: GP's

10' High 200

25' High 3,125

50' High 25,000

100' High 200,000

250' High 3,125,000

Arches x 2

Quality Decoration x 1.25 – 7

Roads:

Per 1 Mile:	Price: GP's
Leveled Earth: 8' wide	100
Leveled Earth: 10' wide	125
Gravel: 8' wide	200
Gravel: 10' wide	250
Paved: 8' wide	400
Paved: 10' wide	500

Traps:

	Complexity	Damage	Price in GP's
Dropped or Fallen weight	Simple	d6 per 100 lb	750
10'x10' area	Medium	d6 per 100 lb	900
	Complex	d8 per 100 lb	1,200
Pit	Simple	d6 per 10'	20
10'x10'x10'	Medium	d6 per 10'	30
	Complex	d6 per 10'	45
Projectiles	Simple	d4 each	200
Individual	Medium	d6 each	400
	Complex	d8 each	600
Poison	Simple	Sickened	200
Individual	Medium	Incapacitated	400
	Complex	Death	600
Fire	Simple	d3 per round	350
10'x10' area	Medium	d6 per round	500
	Complex	d10 per round	750
Acid	Simple	d3 per round for 2d6 rounds	400
Individual	Medium	d6 per round for 2d12 rounds	600
	Complex	d8 per round for 2d12 rounds	800

	Complexity	Damage	Price in GP's
Swinging Blades	Simple	d6	400
Individual	Medium	d8	600
	Complex	d10	800

	Complexity	Damage	Price in GP's
Gas	Simple	Sickened	800
10'x10' area	Medium	Incapacitated	1,200
	Complex	Death	1,600
Net or Rope	Simple	Grappled	50
10'x10' area	Medium	Arms/Legs Pinned	100
	Complex	Restrained	150

#### Trap Enhancements:

Simple: Base model.

Medium: Improved. May add up to 2 enhancements.

Complex: Best available. May add up to 4 enhancements.

	1 Enhancement	2 Enhancements	3 Enhancements	4 Enhancements
Reset	x1	xd3	xd6+2	xd10+4
Damage Die	+1	+2	+3	+4
Hard to Find	-2	Disadvantage		
Hard to Disarm		-2	Disadvantage	
Hard to Resist (Save vs)	-2	-4	Disadvantage	



Trade Goods:

	Price:
1 lb of Barley	10 SP
1 lb of Oats	9 SP
1 lb of Rye	7 SP
1 lb of Wheat	12 SP
1 lb of Flour (+5 – 15% of grain.)	
1 lb of Salt	6 – 15 SP
1 lb of Common Spice	1 SP
1 lb of Rare Spice	10 – 50 SP
1 lb of Exotic Spice	200 – 1500 SP
1 lb of Iron	75 SP
1 lb of Steel	140 SP
1 lb of Dwarvish Steel	250 SP
1 lb of Copper	62 1/2 SP
1 lb of Lead	25 SP
1 lb of Tin	125 SP
1 lb of Silver	250 SP
1 lb of Gold	250 GP
1 lb of Platinum	500 GP
1 lb of Mithral	300 GP
Canvas (4' wide, 20' long. Weighs 35 lb.)	20 SP
Cotton Cloth (4' wide, 20' long. Weighs 25 lb.)	30 SP
Linen (4' wide, 20' long. Weighs 25 lb.)	25 SP
Silk (4' wide, 20' long. Weighs 50 lb.)	200 SP
Wool (4' wide, 20' long. Weighs 40 lb.)	100 SP
Canvas (6' wide, 50' long. Weighs 132 lb.)	75 SP
Cotton Cloth (6' wide, 50' long. Weighs 94 lb.)	110 SP

	Price:
Linen (6' wide, 50' long. Weighs 94 lb.)	94 SP
Silk (6' wide, 50' long. Weighs 185 lb.)	750 SP
Wool (6' wide, 50' long. Weighs 150 lb.)	375 SP
Common or Muted Dyes	+10 – 20%
Bright or Rare Dyes	+25 – 50%
Exotic Dyes	+75%+
Pelt, Small: Common, Rare, & Exotic	1 CP, 5 SP & 25 SP
Pelt, Medium: Common, Rare, & Exotic	2 CP, 10 SP & 40 SP
Pelt, Large: Common, Rare, & Exotic	1, 20 SP & 70 SP

Gems:

Price is for finished, non attached gems. Uncut, raw gems are half the cost.

d12	Price in SP:	Examples: Gem colors are listed in the Treasure Module.
1 – 2	2 – 5	Glass Gems
3 – 4	10	Agate, Quartz, Turquoise, Citrine, Zircon
5 – 6	15	Jasper, Onyx, Alexandrite, Lapis Lazuli
7	25	Amber, Amethyst, Garnet, Jade
8	50	Aquamarine, Pearl, Topaz, Moonstone
9	75	Carbuncle, Opal, Morganite, Peridot
10	100	Emerald, Ruby, Sapphire
11	130	Diamond, Jacinth, Tanzanite
12	x2 value. Roll again for type.	Flawless or masterfully cut.

Gem Size Factor:

d12	Size:	Price Multiplier:
1 – 3	1/8"	x 1
4 – 7	1/4"	x 2
8	1/2"	x 3
9	1"	x 6
10	3"	x 12
11	6"	x 24
12	12"	x 48

Jewelry and Art:

Find the base value of item. Assess value of each Gems price by type and size. Then assess Craftsmanship, Material & Ornamentation: Add multipliers and apply to the base value of the item.

Base value of Items:

Common:	Uncommon:	Rare:	Small:	Medium:	Large:
2 – 10 SP	20 – 80 SP	100 – 400 SP	x1	x3	x5-10

Craftsmanship, Materials & Ornamentation

Craftsmanship	Price Multiplier	Material	Price Multiplier	Ornamentation	Price Multiplier
Poor	x 0.5	Iron	x 0.5	Simple	x 2
Excellent	x 2	Copper	x 1	Complex	x 4
Superior	x 4	Bronze	x 1.5	Elaborate	x 8
Exquisite	x 8	Silver	x 2	Intricate	x 12
		Gold	x 5		
		Platinum	x 7		

Items:

d12	Common:	Uncommon:	Rare:
1	Anklet	Armband	Amulet
2	Beads	Belt	Crown
3	Bracelet	Collar	Diadem
4	Brooch	Earring	Medallion
5	Buckle	Heart	Orb
6	Cameo	Leaf	Ring
7	Chain	Necklace	Scarab
8	Clasp	Pendant	Scepter
9	Locket	Mask	Talisman
10	Pin	Mask	Tiara
11	Headband	Seal	Coronet
12	Medal	Chalice	Crown

## Magic Enchantments:

### Artificing and Alchemical Resources:

	Base Price	Charms	Minor	Moderate	Major
<b>Major Resources</b>					
Jewels	Above	x3	x4	x6	x8
Monster Parts	10 SP	x 3	x4	x6	x8
Herbs, Plants, and Woods	3 SP	x4	x5	x7	x9
Intangibles	Special	Special	Special	Special	Special
<b>Medium Resources</b>					
			Minor	Medium	Major
Jewels	Above	x2	x3	x5	x6
Monster Parts	10 SP	x 2	x3	x5	x6
Herbs, Plants, and Woods	3 SP	x3	x4	x6	x7
<b>Minor Resources</b>					
			Minor	Medium	Major
Alchemist Metals & Metalloids	10 SP	x1	x2	x3	x4
Minerals, Stones, & Pigments	4 SP	x1	x2	x3	x4
Oils & Spirits	8 SP	x1	x2	x3	x4
Salts	6 SP	x1	x2	x3	x4
Waters	10 SP	x1	x2	x3	x4
Herbs, Plants, and Woods	3 SP	x1	x2	x2	x3

## Costs for Casting a Single Spell:

### Divine Spells:

Sometimes a character doesn't need to employ a spellcaster over a long term. They simply need a single spell cast, whether it is to identify a magic item or to raise a dead companion back to life.

The issues involved in this vary depending on the type of caster. Priests vary from religion to religion. While some secretive cults will simply refuse to cast spells for outsiders (or will only do so if paid in a similar manner to mages), the priests of most mainstream religions are dedicated to good works and spreading the popularity of their religion.

However, the problem is availability rather than cost, particularly for healing (and raising) divine spells or others that would compete for the same spell slots. There may be a waiting list for such spells, as locals also need them. Few priests may accept a bribe to push adventurers to the front of the queue, but most will not since their own lay members and followers come first.

Most of the time, the size of the temple or chapel will not affect the roll, since larger temples have more (and higher level) priests but also serve greater numbers of lay worshipers. However, if there is a particular reason for a high level priest to be in a small temple, the roll should get a +1 bonus; and if there is a particular reason for a large temple to have a shortage of high level priests then the roll should get a -1 penalty. Similarly, if the desired spell is 2nd level or lower the roll should get a +1 bonus and if the desired spell is 5th level or higher the roll should get a -1 penalty with an additional -1 penalty if the spell is 7th level.

When trying to get a spell cast by a mainstream priest, roll 1d8 and consult the list below:

- 0 or Less = there is no cleric who can (or is willing to) cast the spell at this time.
- 1-2 = there is a long queue of people wanting the spell. It will be available after 3d6 days.
- 3-4 = there is a queue of people wanting the spell. It will be available after 1d6 days.
- 5-6 = spell is used up or not learned, but will be available the following day.
- 7 or More = spell is available immediately.

Arcane Spells:

Mages, on the other hand, tend to set artificially high prices in order to not be constantly disturbed with petty requests.

Availability probability:

Rarity	Farm	Village	Town	City	Capital	Trade center
Very common 0 – 1st Level	25%	50%	50%	100%	100%	100%
Common 2nd Level	05%	25%	40%	50%	100%	100%
Uncommon 3rd Level	0%	05%	25%	40%	50%	100%
Rare 4th Level	0%	0%	05%	25%	40%	40%
Very rare 5th Level	0%	0%	0%	05%	25%	25%
Legendary 6th Level	0%	0%	0%	0%	05%	10%

Cost in GP:

Level	Farm		Village		Town		City		Capital		Trade center	
	D	A	D	A	D	A	D	A	D	A	D	A
0 Level	7	7	5	5	5	5	5	5	3	4	3	4
1st Level	15	20	10	20	10	15	10	12	7	10	6	8
2nd Level	45	50	40	45	40	45	40	45	35	40	30	35
3rd Level	NA	NA	150	175	150	175	150	175	130	160	120	145
4th Level	NA	NA	NA	NA	325	350	325	340	300	325	275	300
5th Level	NA	NA	NA	NA	NA	NA	500	1,250	500	1,250	450	1,100
6th Level	NA	NA	NA	NA	NA	NA	NA	NA	1,000	5,000	800	4,500

D = Divine Spells

A = Arcane Spells

## Learning New Spells:

### Temples, Cults, or Colleges – Taught Spells:

		Level of Teacher					
Spell Level	Time Needed	1 5 GP/week	2 – 3 10 GP/week	4 – 5 15 GP/week	6 – 7 25 GP/week	8 – 9 40 GP/week	10+ 60 GP/week
0	1 week	10 %	70 %	90 %	95 %	99 %	99 %
1 – 2	2 weeks	1 %	60 %	80 %	95 %	99 %	99 %
3 – 4	4 weeks	NA	1 %	50 %	70 %	90 %	95 %
5 – 6	8 weeks	NA	NA	1 %	40 %	60 %	80 %
7 – 8	12 weeks	NA	NA	NA	1 %	30 %	50 %
9	16 weeks	NA	NA	NA	NA	1 %	20 %

% = Chance to learn spell. The teacher must know, and be able to cast, the spell that the student is trying to learn. The spell level can not exceed the form perk level known by the student. If the student fails to learn the spell, add +10% for each additional study period.

### Spell Research:

Typically, the character must have access to either a scroll of the spell or someone else's spell book that contains the spell in order to do spell research. The chance of success is based on the amount of money that the researcher is prepared to spend per week on research materials and laboratory usage. However, the maximum that a researcher can spend is the equivalent of a teacher of one level group lower than the researcher's actual level. If their research fails they still get the +10% cumulative bonus on future research or study of the same spell. If access to a scroll of the spell or a spell book containing the spell are unavailable, the character may do independent research. The maximum that a researcher can spend is the equivalent of a teacher of two level groups lower than the researcher's actual level and costs twice as much.



Licensing: This document released under the Creative Commons 4.0 By Attribution License.

With thanks for inspiration. Especially the authors of:

- Adventures, Conquerors, and Kings © Autarch Games
- © Robert S. Conley for very educational blog and forum posts.
- Dark Dungeons X © Gurbintrol Games
- Heroes of Adventure © The Nameless Designer
- Chivalry and Sorcery 1E & 2E © Ed Simbalist & Wilf Backhaus
- Knave © Ben Milton
- Harn © Columbia Games

Knave by Ben Milton Creative Commons 4.0 By Attribution

Dark Dungeons X by Gurbintrol Games Licensed under Public Domain.

Fantasy Demographics Version 1 by Robert S. Conley Licensed under Creative Commons 3.0 By Attribution

Heroes of Adventure – Referees Guide Licensed under the Creative Commons 4.0 By Attribution License. If you find this useful; please support:

<https://nameless-designer.itch.io/heroes-of-adventure>

SRD 5.1 by Wizards of the Coast Creative Commons 4.0 By Attribution

OSR Logo created and released into the Public Domain by MSJX.

Yrsa: Designed by Rosetta, Anna Giedryś, David Březina From Rosetta Type Foundry.

This Font Software is licensed under the SIL Open Font License, Version 1.1.

SIL OPEN FONT LICENSE Version 1.1 - 26 February 2007

PREAMBLE: The goals of the Open Font License (OFL) are to stimulate worldwide development

of collaborative font projects, to support the font creation efforts of academic and linguistic communities, and to provide a free and open framework in which fonts may be shared and improved in partnership with others. The OFL allows the licensed fonts to be used, studied, modified and redistributed freely as long as they are not sold by themselves. The fonts, including any derivative works, can be bundled, embedded, redistributed and/or sold with any

software provided that any reserved names are not used by derivative works. The fonts and derivatives, however, cannot be released under any other type of license. The requirement for fonts to remain under this license does not apply to any document created using the fonts or their derivatives.

**PERMISSION & CONDITIONS:** Permission is hereby granted, free of charge, to any person obtaining a copy of the Font Software, to use, study, copy, merge, embed, modify, redistribute, and sell modified and unmodified copies of the Font Software, subject to the following conditions:

- 1) Neither the Font Software nor any of its individual components, in Original or Modified Versions, may be sold by itself.
- 2) Original or Modified Versions of the Font Software may be bundled, redistributed and/or sold with any software, provided that each copy contains the above copyright notice and this license. These can be included either as stand-alone text files, human-readable headers or in the appropriate machine-readable metadata fields within text or binary files as long as those fields can be easily viewed by the user.
- 3) No Modified Version of the Font Software may use the Reserved Font Name(s) unless explicit written permission is granted by the corresponding Copyright Holder. This

restriction only applies to the primary font name as presented to the users.

4) The name(s) of the Copyright Holder(s) or the Author(s) of the Font Software shall not be used to promote, endorse or advertise any Modified Version, except to acknowledge the contribution(s) of the Copyright Holder(s) and the Author(s) or with their explicit written permission.

5) The Font Software, modified or unmodified, in part or in whole, must be distributed entirely under this license, and must not be distributed under any other license. The requirement for fonts to remain under this license does not apply to any document created using the Font Software.

**TERMINATION:** This license becomes null and void if any of the above conditions are not met.

**DISCLAIMER:** The font software is provided "as is", without warranty of any kind, express or implied, including but not limited to any warranties of merchantability, fitness for a particular purpose and noninfringement of copyright, patent, trademark, or other right. In no event shall the copyright holder be liable for any claim, damages or other liability, including any general, special, indirect, incidental, or consequential damages, whether in an action of contract, tort or otherwise, arising from, out of the use or inability to use the font software or from other dealings in the font software.

## Change Log:

December 23, 2023: Updated fodder, riding equipment, and travel rations.

January 10, 2024: Add animal pelts, healing potions, and adjusted prices on artificing and alchemical resources.

January 13, 2024: Added torch and oil damage. Added additional hammers.