

**price**

**COLLABORATORS**

	<i>TITLE :</i> price		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 23, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>price</b>	<b>1</b>
1.1	price.guide	1
1.2	price.guide/Generalities	3
1.3	price.guide/Arcane Lore-Alchemist	3
1.4	price.guide/Arcane Lore-Apothecary	4
1.5	price.guide/Arcane Lore-Chantry	5
1.6	price.guide/Magical items	5
1.7	price.guide/Arcane Lore-Shek-Pvar	6
1.8	price.guide/Farm-Market	6
1.9	price.guide/Incomes	6
1.10	price.guide/Innkeeper	7
1.11	price.guide/Lia-Kavair	7
1.12	price.guide/Mercantylor	7
1.13	price.guide/Ostler	8
1.14	price.guide/Weaponcrafter	8
1.15	price.guide/Introduction	9
1.16	price.guide/Price rating	10
1.17	price.guide/Abbreviations	10
1.18	price.guide/Measures	10
1.19	price.guide/Animal Trainer	11
1.20	price.guide/Spell components	12
1.21	price.guide/Elixirs	13
1.22	price.guide/Alchemical dusts	14
1.23	price.guide/Compounds	15
1.24	price.guide/Gases	15
1.25	price.guide/Poison-ingestive	15
1.26	price.guide/Poison-insinuating	16
1.27	price.guide/Poison-contact	16
1.28	price.guide/Poisonous gases	16
1.29	price.guide/Monster venom	16

---

---

1.30 price.guide/Antidote-ingestive . . . . .	17
1.31 price.guide/Antidote-gas . . . . .	17
1.32 price.guide/Antidote-insinuate . . . . .	18
1.33 price.guide/Antidote-contact . . . . .	18
1.34 price.guide/Potions \& Oils . . . . .	18
1.35 price.guide/Herb prices . . . . .	20
1.36 price.guide/Common herbs . . . . .	20
1.37 price.guide/Rare herbs . . . . .	21
1.38 price.guide/Herbal concoctions . . . . .	21
1.39 price.guide/Spices . . . . .	22
1.40 price.guide/Spell components availability . . . . .	22
1.41 price.guide/Material spell components . . . . .	23
1.42 price.guide/Alchemical . . . . .	24
1.43 price.guide/Scrolls . . . . .	24
1.44 price.guide/Armor . . . . .	25
1.45 price.guide/Clothing . . . . .	26
1.46 price.guide/Jewelry . . . . .	27
1.47 price.guide/Miscellaneous . . . . .	29
1.48 price.guide/Musical instruments . . . . .	30
1.49 price.guide/Religious . . . . .	30
1.50 price.guide/Ring . . . . .	30
1.51 price.guide/Rod . . . . .	31
1.52 price.guide/Staff . . . . .	32
1.53 price.guide/Transportation . . . . .	33
1.54 price.guide/Wand . . . . .	33
1.55 price.guide/Weapon . . . . .	34
1.56 price.guide/Level 1 . . . . .	36
1.57 price.guide/Level 2 . . . . .	36
1.58 price.guide/Level 3 . . . . .	37
1.59 price.guide/Level 4 . . . . .	37
1.60 price.guide/Level 5 . . . . .	37
1.61 price.guide/Level 6 . . . . .	38
1.62 price.guide/Level 7 . . . . .	38
1.63 price.guide/Level 8 . . . . .	38
1.64 price.guide/Level 9 . . . . .	38
1.65 price.guide/Chandler . . . . .	39
1.66 price.guide/Shop . . . . .	39
1.67 price.guide/Charcoaler . . . . .	41
1.68 price.guide/Clothier . . . . .	41

---

---

1.69 price.guide/Courtesan . . . . .	44
1.70 price.guide/Embalmer . . . . .	44
1.71 price.guide/Livestock . . . . .	44
1.72 price.guide/Meat . . . . .	44
1.73 price.guide/Bakery . . . . .	45
1.74 price.guide/Dairy . . . . .	45
1.75 price.guide/Fisher . . . . .	45
1.76 price.guide/Farm . . . . .	46
1.77 price.guide/Imports . . . . .	46
1.78 price.guide/Fletcher-bowyer . . . . .	46
1.79 price.guide/Glassworker . . . . .	47
1.80 price.guide/Harper . . . . .	47
1.81 price.guide/Herald . . . . .	48
1.82 price.guide/Hideworker . . . . .	48
1.83 price.guide/Guilded professions . . . . .	49
1.84 price.guide/Unguilded professions . . . . .	50
1.85 price.guide/Food \& drinks . . . . .	50
1.86 price.guide/Special menu . . . . .	51
1.87 price.guide/Wineskin refills . . . . .	52
1.88 price.guide/Innkeeper-Services . . . . .	52
1.89 price.guide/Accomodations . . . . .	52
1.90 price.guide/Generic Inn . . . . .	52
1.91 price.guide/Brewery . . . . .	53
1.92 price.guide/Jeweller . . . . .	53
1.93 price.guide/Lexigrapher . . . . .	55
1.94 price.guide/Thieves' tools . . . . .	55
1.95 price.guide/Guild dues and resources . . . . .	55
1.96 price.guide/Litigant . . . . .	56
1.97 price.guide/Locksmith . . . . .	57
1.98 price.guide/Mason . . . . .	57
1.99 price.guide/Foreign exchange rates . . . . .	58
1.100price.guide/Caravan fees . . . . .	58
1.101price.guide/Standard tolls . . . . .	59
1.102price.guide/Metalsmith . . . . .	59
1.103price.guide/Miller . . . . .	60
1.104price.guide/Miner . . . . .	61
1.105price.guide/Ostler-Animals . . . . .	61
1.106price.guide/Ostler-Services . . . . .	61
1.107price.guide/Ostler-Accessories . . . . .	62

---

---

1.108price.guide/Perfumer . . . . .	62
1.109price.guide/Physician . . . . .	62
1.110price.guide/Pilot . . . . .	63
1.111price.guide/Potter . . . . .	63
1.112price.guide/Salter . . . . .	64
1.113price.guide/Shipwright . . . . .	64
1.114price.guide/Slaver . . . . .	66
1.115price.guide/Temple . . . . .	66
1.116price.guide/Priest Level 1 . . . . .	67
1.117price.guide/Priest Level 2 . . . . .	67
1.118price.guide/Priest Level 3 . . . . .	67
1.119price.guide/Priest Level 4 . . . . .	67
1.120price.guide/Priest Level 5 . . . . .	68
1.121price.guide/Priest Level 6 . . . . .	68
1.122price.guide/Priest Level 7 . . . . .	68
1.123price.guide/Tentmaker . . . . .	69
1.124price.guide/Thatcher . . . . .	69
1.125price.guide/Thespian . . . . .	69
1.126price.guide/Timberwright . . . . .	69
1.127price.guide/Tutoring . . . . .	70
1.128price.guide/Weaponcrafter-Weapons . . . . .	72
1.129price.guide/Weaponcrafter-Armor . . . . .	73
1.130price.guide/Weaponcrafter-Armor sizes and modifiers . . . . .	74
1.131price.guide/Weaponcrafter-Barding . . . . .	74
1.132price.guide/Whaler . . . . .	74
1.133price.guide/Woodcrafter . . . . .	74
1.134price.guide/Index by item's name . . . . .	75
1.135price.guide/Concept Index . . . . .	91

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# Chapter 1

## price

### 1.1 price.guide

Prices

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Introduction

Generalities

Animal Trainer

Arcane Lore-Alchemist

Arcane Lore-Apothecary

Arcane Lore-Chantry

Arcane Lore-Shek-Pvar

Chandler

candles, lanterns, general store

Charcoaler

Clothier

Courtesan

Embalmer

Farm-Market

Fletcher-bowyer

Glassworker

Harper

musical instruments

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Herald

Hideworker  
Raw hides

Incomes

Innkeeper  
tavern

Jeweller  
silver/goldsmith, gems

Lexigrapher  
ink, paper, maps

Lia-Kavair  
Thieves' guild

Litigant

Locksmith

Mason  
Buildings and lot prices

Mercantylet

Metalsmith

Miller  
bakery

Miner

Ostler

Perfumer

Physician

Pilot

Potter

Salter  
iron rations

Shipwright

Shop

Slaver

Temple

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Tentmaker  
Thatcher  
Thespian  
Timberwright  
Tutoring  
    level advancement costs  
Weaponcrafter  
Whaler  
Woodcrafter  
Index by item's name  
Concept Index

## 1.2 price.guide/Generalities

Generalities  
\*\*\*\*\*  
  
Price rating  
  
Abbreviations  
  
Measures  
    units

## 1.3 price.guide/Arcane Lore-Alchemist

Arcane Lore/Alchemist  
\*\*\*\*\*  
  
Analyze mixture 5d/lv or 10\% of value Miscibility  
analysis 10\% of total value  
  
Spell components  
  
Elixirs  
    (all elixirs weight 1.0)

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Alchemical dusts  
(all weight 0.4)

Compounds  
(all weight 0.4)

Gases  
(all weight 2.0)

Poison-ingestive

Poison-insinulative

Poison-contact

Poisonous gases

Monster venom

Antidote-ingestive

Antidote-gas

Antidote-insinulative

Antidote-contact

Potions \& Oils  
(all weight 2.5)

## 1.4 price.guide/Arcane Lore-Apothecary

Arcane Lore/Apothecary

\*\*\*\*\*

General

Sponges 45d/ea

Sugar 60d/lb

Tea 35d/oz

Herb prices

Common herbs

Rare herbs

Herbal concoctions  
(all weight 0.8)

Spices

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## 1.5 price.guide/Arcane Lore-Chantry

Arcane Lore/Chantry

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Spell components availability

Material spell components

Magical items

## 1.6 price.guide/Magical items

Magical items

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Alchemical

Scrolls

Armor

Clothing

Jewelry

Miscellaneous

Musical instruments

Religious

Ring

Rod

Staff

Transportation

Wand

Weapon

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## 1.7 price.guide/Arcane Lore-Shek-Pvar

Arcane Lore/Shek-Pvar

\*\*\*\*\*

Magic-user spells

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6

Level 7

Level 8

Level 9

## 1.8 price.guide/Farm-Market

Farm/Market

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Livestock

Meat

Bakery

Dairy

Fisher

Farm

Imports

## 1.9 price.guide/Incomes

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Incomes

\*\*\*\*\*

    Guilded professions

    Unguilded professions

## 1.10 price.guide/Innkeeper

Innkeeper

\*\*\*\*\*

    Food \& drinks

    Special menu

    Wineskin refills

    Innkeeper-Services

    Accomodations

    Generic Inn

    Brewery

## 1.11 price.guide/Lia-Kavair

Lia-Kavair

\*\*\*\*\*

    Thieves' tools

    Guild dues and resources

## 1.12 price.guide/Mercantylar

Mercantylar

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Agent for non-guild transaction 5-10\%

Freight retail price increase

By land 5\%/hex(5 leagues)

By water 1\%/hex(5 leagues)

Usury Interest rate, monthly

Secured loan 2\%

Unsecured loan:

Local trade 5\%

Caravan trade 10\%

Sea trade 20\%

Foreign exchange rates

Caravan fees

Standard tolls

(on roads/fords/bridges/etc.)

## 1.13 price.guide/Ostler

Ostler

\*\*\*\*\*

Ostler-Animals

Ostler-Services

Ostler-Accessories

## 1.14 price.guide/Weaponcrafter

Weaponcrafter

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Weaponcrafter-Weapons

Weaponcrafter-Armor

Weaponcrafter-Armor sizes and modifiers

Weaponcrafter-Barding

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(horse armor)

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## 1.15 price.guide/Introduction

Introduction

\*\*\*\*\*

By Denis Ricard, 1994

Send comments, additions or suggestions to ricard cam.org This is version 1.0 of this list.

The following is a comprehensive price list for use in any medieval role-playing game. It comes from many sources but the basis is from the Harnmater rules. Other sources include the Dungeon Master Guide, some Dragon magazines, the Complete Bard's Handbook, The Arcanum and the Complete Alchemist from Bards Games and probably some I don't remember anymore. Some of the prices in this list come from my good friend (and very experienced DM) Alain Fafard. I use this price list in my highly modified AD&D game setting. The list is organized by occupations rather than by items. This makes it easier for the GM to determine what is available at a particular location in a town. It also prevents items to be overlooked because they are listed under a different name. The prices given are base prices: that is they assume normal availability combined with reasonable transportation cost. Prices also assume local tolerance. Black market items will add 100-1000% to the stated price (poison is an obvious example in most kingdom).

The basic coin in this system is the silver penny which weighs 1 dram and which is abbreviated 1d (for its weight). This coin is divided in four quarters called farthings.

1d = 1 silver penny  
1d = 4 farthings (4f)

Coins contain about 75% of metal value, the difference being due to the cost of minting and the addition of 10% tin for strength. Although not used in this pricelist, shillings are 12 pence (12d) and pounds are 20 shillings (240d). Most of these prices are based on 13th century medieval Britain (those from the Harnmater rules anyway). They reflect relative availability of base materials in that period. Weight when given are presented between item name and price and are given in pounds. ('T' means trace item: these don't add weight unless a very large quantity is carried). If you find it difficult to figure where an item is sold consult the index at the end of this list. The table of content follows and should be sufficient most of the time. Some professions have been regrouped under a common name: Metalsmith for instance include coppersmiths, tinkers and blacksmiths (but not silversmiths and goldsmiths which are under Jeweller). Other examples are Weaponcrafter which includes armorers as well as weaponsmiths and Woodcrafter which includes cabinet makers and carpenters.

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## 1.16 price.guide/Price rating

Price rating

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Low 80-90\  
Average 90-110\  
High 110-130\  
High+ 130-150\  
%

## 1.17 price.guide/Abbreviations

Abbreviations

\*\*\*\*\*

bl bushel  
cf cubic foot  
ct carat  
d penny  
dr dram  
ds dose  
dy day  
dz dozen  
ea each  
ev evening  
f farthing  
fa fathom  
ft foot  
gl gallon  
gs glass  
hw hundredweight  
lb pound  
oz once  
pc piece  
pr pair  
ps person  
pt pint  
qt quart  
sf square foot  
sy square yard  
wk week  
yd yard

## 1.18 price.guide/Measures

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## Measures

\*\*\*\*\*

## Linear

12 inches 1 foot  
3 feet 1 yard  
4400 yards 1 league  
2 yards 1 fathom  
1 league 2.5 miles  
1 league 4 kilometers

## Area

4900 sy 1 acre  
30 acres 1 yardland  
120 acres 1 hide  
1 acre 210' x 210'

## Weight

142 carats 1 ounce  
16 drams 1 ounce  
16 oz 1 pound  
100 lb 1 hundredweight  
2000 lb 1 ton

## Liquid Volume

1 pint 500 ml  
1 pint 16 fl. oz  
2 pints 1 quart  
4 quarts 1 gallon  
50 gallons 1 hogshead  
100 gl 1 pipe  
200 gl 1 tun

## Dry Volume

1 peck equivalent 2 quarts  
4 pecks 1 bushel  
8 bushels 1 quarter  
4 quarters 1 tun

## Time

60 minutes 1 hour  
24 hr 1 day  
6 days 1 week  
5 weeks 1 month  
30 days 1 month  
12 months 1 year  
4 hours 1 watch  
30 days 1 moon  
15 days 1 half moon

**1.19 price.guide/Animal Trainer**

Animal Trainer

\*\*\*\*\*

Bear/trained 300d+  
 Dog/sled 30d  
 Dog/trained/guard 35d  
 Dog/trained/hunting 24d  
 Falcon/trained 100d+

## 1.20 price.guide/Spell components

Spell components

\*\*\*\*\*

Bottle/1 pt 2.0 7d  
 Test kit/10 mixtures 11.0 500d  
 Test kit/refill/10 mixtures 1.0 250d  
 Vial/4 fl oz 0.5 2d

Spell components

Acid/ strong U 10d/fl oz  
 Alcohol/grain C 10d/qt  
 Alkaline salts S 50d/oz  
 Alum U 16d/oz  
 Animal hoof/powdered U 10d/oz  
 Bitumen U 50d/oz  
 Blood/black dragon VR 5000d/oz  
 Blood/human R 1000d/oz  
 Blood/mammal U 10d/oz  
 Bone/powder or shard C 100d/oz  
 Bone/undead R 500d/ea  
 Bromine salts S 10d/oz  
 Castor beans R 100d/oz  
 Caterpillar cocoon U 5f/ea  
 Corn extract C 2d/lb  
 Demon Ichor/type I VR 5000d/oz  
 Demon Ichor/type II VR 7500d/oz  
 Demon Ichor/type III VR 10000d/oz  
 Dirt/graveyard C 100d/oz  
 Eye/eagle R 200d/ea  
 Eye/hawk S 150d/ea  
 Eye/roc VR 5000d/ea  
 Eyelash/basilisk VR 1000d/ea  
 Eyelash/ki-rin VR 1000d/ea  
 Eyelash/ogre mage VR 1000d/ea  
 Elixir of castor bean and plum R 500d/oz  
 Flesh/human R 500d/bit  
 Gum arabic U 20d/oz  
 Herring scales/powdered U 20d/oz  
 Ink/special S 1000-5000d/oz  
 Inks/special R 6000-10000d/oz  
 Iron pyrite (fool's gold) U 50d/lb  
 Licorice root/shaving S 15d/oz  
 Lime/powdered or crushed U 10d/lb  
 Mercury-nitric crystals R 250d/oz

Mercury S 500d/oz  
 Mushroom spores R 500d/oz  
 Mushroom, saffron \& fat/oint. VR 5000d/oz  
 Oil, poppy dust\& pink orchid/o R 1500d/oz  
 Phosphorus U 50d/oz  
 Pine tar C 5d/pt  
 Resin/camphor tree U 50d/oz  
 Sinew from strong animal U 10d/ea  
 Slug digestive juice/giant R 500d/flask  
 Snake tongue S 120d/ea  
 Snake scales S 60d/oz  
 Snake skin S 100d/ea  
 Spectre/essence VR 7500d/oz  
 Spider web E 10d/ea  
 Squid secretion R 500d/flask  
 Sulphur U 10d/oz  
 Talc U 10d/oz  
 Treacle C 5d/qt  
 Umber hulk blood VR 7500d/flask  
 Vampire dust VR 10000d/oz  
 Vermillion U 100d/oz

## 1.21 price.guide/Elixirs

### Elixirs

\*\*\*\*\*

Amnesia 200d/ds  
 Aphrodisiac 250d/ds  
 Aphrodisiac antidote 215d/ds  
 Augury 280d/ds  
 Charisma 210d/ds  
 Climbing 300d/ds  
 Cold resistance 300d/ds  
 Cure blindness 280d/ds  
 Cure disease type A 255d/ds  
 Cure disease type B 270d/ds  
 Cure disease type C 280d/ds  
 Cure insanity 285d/ds  
 Cure paralysis 300d/ds  
 Detect illusions 255d/ds  
 Diminution 280d/ds  
 Dreams 280d/ds  
 ESP 300d/ds  
 Fire resistance 300d/ds  
 Flying 275d/ds  
 Friendship 235d/ds  
 Growth 300d/ds  
 Heroism 455d/ds  
 Invisibility 285d/ds  
 Lock-picking 215d/ds  
 Luck 215d/ds  
 Magic resistance 225d/ds  
 Minor healing 285d/ds

Necromancy resistance 225d/ds  
Premonition 260d/ds  
Prot. from evil 245d/ds  
Prot. from lightning 225d/ds  
Prot. from lycanthropes 215d/ds  
Prot. from spirits 295d/ds  
Prot. from sprites 220d/ds  
Prot. from vampires 285d/ds  
Strength 260d/ds  
Truth 210d/ds  
Witchcraft resistance 270d/ds

## 1.22 price.guide/Alchemical dusts

Alchemical dusts

\*\*\*\*\*

Amnesia 785d/ds  
Appearance 550d/ds  
Blindness 680d/ds  
Confusion 750d/ds  
Contrariness 800d/ds  
Control 1000d/ds  
Desire 605d/ds  
Detect illusion 655d/ds  
Disappearance 775d/ds  
Half-weight 535d/ds  
Hallucination 750d/ds  
Incendiary powder 220d/ds  
Instant ice 590d/ds  
Madness 1000d/ds  
Magic detection 530d/ds  
Nausea 660d/ds  
Non-detection 1500d/ds  
Panic 800d/ds  
Paralysis 710d/ds  
Passive action 540d/ds  
Powder of contrariness 260d/ds  
Powder of hallucination 350d/ds  
Powder of madness 650d/ds  
Powder of nausea 230d/ds  
Powder of paralysis 240d/ds  
Powder of temp. blindness 220d/ds  
Powder of vertigo 215d/ds  
Rage 740d/ds  
Sleep 580d/ds  
Smoking powder 150d/ds  
Sneezing powder 235d/ds  
Trail-erasure 530d/ds  
Vertigo 600d/ds  
Water evaporation 580d/ds

## 1.23 price.guide/Compounds

Compounds

\*\*\*\*\*

Alchemist's glue 160d/fl oz  
 Fragrance of aphrodisia 255d/fl oz  
 Invisible ink 160d/ds  
 Oil of slipperiness 200d/fl oz  
 Salve of sharpening 380d/oz

## 1.24 price.guide/Gases

Gases

\*\*\*\*\*

Amnesia 1180d/ds  
 Blindness 1020d/ds  
 Confusion 1130d/ds  
 Contrariness 1200d/ds  
 Control 1500d/ds  
 Desire 910d/ds  
 Hallucination 1130d/ds  
 Madness 1500d/ds  
 Nausea 1000d/ds  
 Panic 1200d/ds  
 Paralysis 1070d/ds  
 Passive action 890d/ds  
 Rage 1200d/ds  
 Sleep 880d/ds  
 Vertigo 900d/ds

## 1.25 price.guide/Poison-ingestive

Poison/ingestive

\*\*\*\*\*

AAA/1/2/3 5d/10d/25d  
 AA/1/2/3 10d/25d/50d  
 A/1/2/3 10d/25d/50d  
 B/1/2/3 50d/100d/250d  
 C/1/2/3 100d/250d/500d  
 D/1/2/3 500d/1000d/2500d  
 E/1/2/3 1000d/2500d/5000d  
 S/1/2/3 100d/250d/500d  
 R/1/2/3 500d/1000d/2500d

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## 1.26 price.guide/Poison-insinuate

Poison/insinuate

\*\*\*\*\*

AAA/1/2/3 10d/25d/50d  
AA/1/2/3 25d/50d/100d  
A/1/2/3 25d/50d/100d  
B/1/2/3 100d/250d/500d  
C/1/2/3 250d/500d/1000d  
D/1/2/3 1000d/2500d/5000d  
E/1/2/3 2500d/5000d/7500d  
F/1/2/3 2500d/2000d/7500d  
G/1/2/3 5000d/7500d/10000d  
S/1/2/3 250d/500d/1000d

## 1.27 price.guide/Poison-contact

Poison/contact

\*\*\*\*\*

A/1/2/3 25d/50d/100d  
B/1/2/3 100d/250d/500d  
C/1/2/3 250d/500d/1000d  
D/1/2/3 1000d/2500d/5000d

## 1.28 price.guide/Poisonous gases

Poisonous gases

\*\*\*\*\*

A/1/2/3 100d/250d/500d  
B/1/2/3 250d/500d/1000d  
C/1/2/3 1000d/2500d/5000d  
D/1/2/3 5000d/7500d/10000d  
E/1/2/3 5000d/7500d/10000d  
S/1/2/3 1000d/2500d/5000d

## 1.29 price.guide/Monster venom

Monster venom

\*\*\*\*\*

Ant, gt 250d  
Centipede, gt 1000d  
Coualtl 6000d

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Eel, weed 3000d  
Frog, poisonous 1000d  
Imp 5000d  
Masher 6000d  
Medusa 4000d  
Naga, guardian 5000d  
Pseudo-dragon 5000d  
Purple Worm 5000d  
Ray, pungl 5000d  
Scorpion, gt 10000d  
Snake, amphis. 7000d  
Snake, poisonous 7000d  
Snake, spitting 4000d  
Spider, gt 5000d  
Spider, huge 3000d  
Spider, large 2000d  
Spider, phase 10000d  
Spider, gt water 4000d  
Toad, poisonous 5000d  
Wasp, gt 6000d  
Wyvern 5000d

### 1.30 price.guide/Antidote-ingestive

Antidote/ingestive  
\*\*\*\*\*

AAA 5d  
AA 10d  
A 10d  
B 50d  
C 100d  
D 500d  
E 1000d  
S 100d  
R 500d

### 1.31 price.guide/Antidote-gas

Antidote/gas  
\*\*\*\*\*

A 50d  
B 100d  
C 500d  
D 2500d  
E 2500d  
S 500d

---

### 1.32 price.guide/Antidote-insinuating

Antidote/insinuating

\*\*\*\*\*

AAA	10d
AA	25d
A	25d
B	100d
C	250d
D	1000d
E	2500d
F	2500d
S	250d

### 1.33 price.guide/Antidote-contact

Antidote/contact

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A	25d
B	100d
C	250d
D	1000d

### 1.34 price.guide/Potions \& Oils

Potions \& Oils

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Animal Control/avian	2500d
Animal Control/fish	2500d
Animal Control/mammal/marsupial	2500d
Animal Control/mam./mars./avian	2500d
Animal Control/reptile/amphib.	2500d
Animal Control/reptile/amphib/fish	2500d
Clairaudience	2500d
Clairvoyance	3000d
Climbing	3000d
Delusion	3000d
Diminution	3000d
Dragon Control/black	5000d
Dragon Control/blue	5000d
Dragon Control/brass	7500d
Dragon Control/bronze	7500d
Dragon Control/copper	7500d
Dragon Control/gold	9000d
Dragon Control/green	5000d
Dragon Control/red	6000d
Dragon Control/silver	8000d



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Dragon Control/white	5000d
Elixir Of Health	3500d
Elixir Of Madness	3500d
Elixir Of Youth	5000d
ESP	5000d
Extra-Healing	4000d
Fire Breath	4000d
Fire Resistance	2500d
Flying	5000d
Gaseous Form	3000d
Giant Control/cloud	5000d
Giant Control/fire	4000d
Giant Control/frost	3000d
Giant Control/hill	3000d
Giant Control/stone	2000d
Giant Control/storm	6000d
Giant Strength/cloud	5500d
Giant Strength/fire	5000d
Giant Strength/frost	4000d
Giant Strength/hill	2000d
Giant Strength/stone	3000d
Giant Strength/storm	5500d
Growth	500d
Healing	900d
Heroism (warrior)	3000d
Human Control	5000d
Invisibility	2500d
Invulnerability (warrior)	3500d
Levitation	2500d
Longevity	5000d
Oil/Acid Resistance	5000d
Oil/Disenchantment	7500d
Oil/Elem. Invulnerability	7500d
Oil/Etherealness	6000d
Oil/Fiery Burning	5000d
Oil/Fumbling	N.A.
Oil/Impact	7500d
Oil/Slipperiness	4000d
Oil/Timelessness	5000d
Philter Of Glibness	5000d
Philter Of Love	2000d
Philter Of Persuasiveness	4000d
Philter Of Stammering	N.A.
Plant Control	2500d
Poison	See Seperate Tables
Polymorph Self	2000d
Rainbow Hues	2000d
Speed	2000d
Super-Heroism (warrior)	4500d
Sweet Water	2000d
Treasure Finding	6000d
Undead Control	7000d
Ventriloquism	2000d
Vitality	3000d
Water Breathing	4000d

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### 1.35 price.guide/Herb prices

Herb prices

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Very common 3d/oz  
 Common 6d/oz  
 Uncommon 12d/oz  
 Rare 60d/oz  
 Very rare 120d/oz

### 1.36 price.guide/Common herbs

Common herbs

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Absinthe 60d/oz  
 Agrimony 3d/oz  
 Amaranth 5d/oz  
 Amaryllis stalks 2d/stalk  
 Anemone 3d/oz  
 Angelica 3d/oz  
 Ash 5d/oz  
 Asparagus 1d/oz  
 Basil 2d/oz  
 Belladonna 1d/oz  
 Betony 5d/oz  
 Bindwood 1d/oz  
 Bryony 5d/oz  
 Caraway 2d/oz  
 Carrot/dried \& powdered 1f/oz  
 Celandine 4d/oz  
 Chicory 1d/oz  
 Cinquefoil 5d/oz  
 Coriander 4d/oz  
 Cyclamen 5d/oz  
 Daffodil 3d/oz  
 Dill 2d/oz  
 Elder 5d/oz  
 Euphorbia 7d/oz  
 Fennel 5d/oz  
 Fern 5d/oz  
 Garlic 1d/oz  
 Hellebore 2d/oz  
 Hemlock 5d/oz  
 Henbane 6d/oz  
 Jasmin 60d/oz  
 Laurel 2d/oz  
 Licorice 15d/oz  
 Liverwort 5d/oz  
 Lotus 2d/oz  
 Mandrake 15d/oz  
 Mistletoe 1d/oz

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Mistletoe/greater	170d/oz
Monkshood	5d/oz
Mugwort	10d/oz
Myrtle	4d/oz
Nettle	1d/oz
Nightshade	5d/oz
Peony	2d/oz
Purslane	5d/oz
Rowan	7d/oz
Rhubarb	5d/oz
Saffron	10d/oz
Sage	3d/oz
Sunflower	2d/oz
Thyme	4d/oz
Vervain	6d/oz
Wolfshane	7d/oz
Yellow Melilot	7d/oz

### 1.37 price.guide/Rare herbs

Rare herbs

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Black Lotus	500d/oz
Black Mushroom	150d/oz
Cleric's Cowl	120d/oz
Contrary Vine	150d/oz
Deadman	300d/oz
Fire Lilly	175d/oz
Kargele	60d/oz
K'Tallah Plant	500d/oz
Opiates	100d+/oz
Prophet Tree	125d/oz
Shrinking Violet	120d/oz
Skullcap	150d/oz
Snow Lilly	175d/oz
Spider Plant	125d/oz
Sprite Bane	120d/oz

### 1.38 price.guide/Herbal concoctions

Herbal concoctions

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Alanal/hallucinogen	6d/ds
Arva/strength	120d/ds
Belladonna	60d/oz
Berilik/anesthetic	30d/ds
Doshenkana/poison	15d/ds
Elprequir/aphrodisiac	12d/ds

Fanosel/narcotic 30d/ds  
 Fletharane/hallucinogen 20d/ds  
 Gaethipa/poison 60d/ds  
 Habsulara/Intelligence 6d/ds  
 Hreyochor/fertility 30d/ds  
 Joldraiven/equine stimulant 150d/ds  
 Kargele/healing 150d/ds  
 Lavarictia/soporific 30d/ds  
 Leortevald/poison 8d/ds  
 Metyssso/invisible ink 40d/ds  
 Olrui/stimulant 26d/ds  
 Perigwar/aphrodisiac 30d/ds  
 Quessel/antibiotic 30d/ds  
 Rasakile/contraceptive 6d/ds  
 Stiltrassa/emetic 60d/ds  
 Tasparth/ordeal drug 3d/ds  
 Teranya/eye cure 30d/ds  
 Tirageyth/narcotic 15d/ds  
 Wylorafina/poison 30d/ds  
 Yulpris/universal antidote 600d/ds

### 1.39 price.guide/Spices

Spices

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Alum 16d/oz  
 Camphor 50d/oz  
 Cinnamon 40d/oz  
 Ginger 30d/oz  
 Ginseng 170d/oz  
 Lashu powder 180d/oz  
 Nutmeg 50d/oz  
 Pepper 36d/oz

### 1.40 price.guide/Spell components availability

Spell components availability

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Chance of having a spell component

Base chance 100\%

Each spell level over 2nd -10\%

Each level of chantry (1 to 5) +10\%

Spell from another convocation -30\%

Level of rarity see table

Size of town see table

Level of rarity

Everyday +30\%

Common 0\%

Uncommon -10\%  
 Scarce -20\%  
 Rare -40\%  
 Very Rare -60\%

#### Size of city/town

Major city (20 000+) +30\%  
 Large city (10k-20k) +20\%  
 Medium city (5k-10k) +10\%  
 Large town (3k-5k) 0\%  
 Medium town (2k-3k) -10\%  
 Small town (1000-1999) -20\%  
 Village (500-999) -30\%  
 Hamlet (100-499) -40\%  
 Crossroads (less than 100) -50\%

## 1.41 price.guide/Material spell components

### Material spell components

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Adder stomach S 50d/ea  
 Bat fur S 100d/oz  
 Bat guano S 100d/oz  
 Bat hair S 100d/oz  
 Blood/black dragon VR 5000d/oz  
 Blood/human R 1000d/oz  
 Blood/mammal U 10d/oz  
 Bone/powder or shard C 100d/oz  
 Bone/undead R 500d/ea  
 Bones/dragon, set R 5000d/set  
 Cricket/live R 1d/ea  
 Demon Ichor/type I VR 5000d/oz  
 Demon Ichor/type II VR 7500d/oz  
 Demon Ichor/type III VR 10000d/oz  
 Dirt/graveyard C 100d/oz  
 Eye/eagle R 200d/ea  
 Eye/hawk S 150d/ea  
 Eye/roc VR 5000d/ea  
 Eyelash/basilisk VR 1000d/ea  
 Eyelash/ki-rin VR 1000d/ea  
 Eyelash/ogre mage VR 1000d/ea  
 Feather/white owl C 12d/ea  
 Feather/exotique S 100-200d  
 Firefly/live U 4d/ea  
 Firefly/tail U 2d/ea  
 Flesh/human R 500d/bit  
 Grasshopper/hind legs U 2d/ea  
 Iron pyrite U 50d/lb  
 Lodestone R 250d/ea  
 Snake tongue S 120d/ea  
 Snake scales S 60d/oz  
 Snake skin S 100d/ea  
 Spectre/essence VR 7500d/oz

Spider web        E 10d/ea  
Spider/live      U 10d/ea  
Vampire dust    VR 10000d/oz

## 1.42 price.guide/Alchemical

Alchemical

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Alchemy jug            25000d  
Beaker of plentiful potions 50000d  
Bowl command. water elementals 250000d  
Brazier command. fire elementals 250000d  
Censer controlling air elementals 250000d  
Crucible of melting    40000d  
Decanter of endless water 30000d  
Dust of appaerance    4000d  
Dust of disappearance 8000d  
Dust of dryness        8000d  
Dust of forgetfulness 4000d  
Eversmoking bottle    25000d  
Eyes of charming      240000d  
Eyes of minute seeing 125000d  
Eyes of the eagle      180000d  
Hourglass of fire and ice 125000d  
Iron flask            10000d  
Jar of preserving     50000d  
Keotung's ointment    6000d  
Lens of detection     15000d  
Lens of speed reading 30000d  
Lens of ultravision   50000d  
Murlynd's spoon      40000d  
Oil/aroma of dreams   5000d  
Oil/curdled death     9000d  
Oil/Murdock's insect ward 4000d  
Powder of coagulation 5000d  
Powder of magic detection 8000d  
Powder of the black veil 8000d  
Powder of the hero's heart 7500d  
Quaal's feather token 50000d  
Rust dust            5000d  
Spoon of stirring     50000d  
Time bomb            15000d  
Ultimate solution     70000d  
Zazyg's flowing flagon 35000d  
Zwann's watering can 35000d

## 1.43 price.guide/Scrolls

## Scrolls

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Prot. from acid 7500d  
 Prot. from all shapechanger 3000d  
 Prot. from cold 6000d  
 Prot. from demons 7500d  
 Prot. from devils 7500d  
 Prot. from dragons breath weapons 6000d  
 Prot. from electricity 4500d  
 Prot. from elementals/air 4500d  
 Prot. from elementals/earth 4000d  
 Prot. from elementals/fire 4000d  
 Prot. from elementals/water 4000d  
 Prot. from fire 6000d  
 Prot. from gas 6000d  
 Prot. from illusions 4500d  
 Prot. from lycanthropes/werebears 3000d  
 Prot. from lycanthropes/wereboars 3000d  
 Prot. from lycanthropes/wererats 3000d  
 Prot. from lycanthropes/weretigers 3000d  
 Prot. from lycanthropes/werewolves 3000d  
 Prot. from magic 4500d  
 Prot. fr. non-dragons breath weap. 6000d  
 Prot. from paralysation 4500d  
 Prot. from petrification 6000d  
 Prot. from plants 3000d  
 Prot. from poison 3000d  
 Prot. from possession 6000d  
 Prot. from traps/any 6000d  
 Prot. from traps/magical 5000d  
 Prot. from traps/mechanical 5000d  
 Prot. from undead/wights 4500d  
 Prot. from undead/ghasts 4000d  
 Prot. from undead/ghosts 4500d  
 Prot. from undead/ghouls 4500d  
 Prot. from undead/shadows 4500d  
 Prot. from undead/skeletons 3000d  
 Prot. from undead/spectres 4500d  
 Prot. from undead/vampires 4500d  
 Prot. from undead/wraiths 4500d  
 Prot. from undead/zombies 3000d  
 Prot. from water 4500d  
 Prot. from weapons/magical, blunt 3000d  
 Prot. from weapons/magical, edged 3000d  
 Prot. from weapons/mag., missiles 3000d  
 Prot. from weap./non-mag., blunt 3000d  
 Prot. fr. weap./non-mag., edged 3000d  
 Prot. fr. weap./non-mag., missiles 3000d

**1.44 price.guide/Armor**

Armor

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Bronze plate +1	30000d
Bronze plate +2	75000d
Bronze plate +3	100000d
Buckler +1	15000d
Buckler +2	35000d
Buckler +3	100000d
Mail +1	35000d
Mail +2	75000d
Mail +3	125000d
Dragonhelm	250000d
Elfin mail +1	75000d
Elfin mail +2	125000d
Elfin mail +3	200000d
Goblin shield	75000d
Helm of compreh. languages	125000d
Helm of telepathy	350000d
Helm of teleportation	300000d
Helm of underwater action	100000d
Leather +1	20000d
Leather +2	75000d
Leather +3	125000d
Plate +1	50000d
Plate +2	105000d
Plate +3	155000d
Plate +4	205000d
Ring +1	25000d
Ring +2	60000d
Ring +3	90000d
Scale +1	30000d
Scale +2	67500d
Scale +3	125000d
Shield +1	30000d
Shield +2	50000d
Shield +1, +4 vs missiles	40000d
Shield +3	80000d
Kurbul +1	25000d
Kurbul +2	65000d
Kurbul +3	100000d

## 1.45 price.guide/Clothing

Clothing

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Boots of elvenkind	135000d
Boots of levitation	160000d
Boots of speed	200000d
Boots of striding and springing	200000d
Boots of the north	75000d
Boots of varied tracks	75000d
Boots/winged	200000d
Cloak of arachnidia	250000d



Cloak of displacement	175000d
Cloak of elvenkind	60000d
Cloak of manta ray	125000d
Cloak of protection +1	100000d
Cloak of protection +2	200000d
Cloak of protection +3	300000d
Cloak of the bat	150000d
Cloak of the bear	175000d
Cloak of the cheetah	150000d
Cloak of the tiger	125000d
Cloak of the wolf	150000d
Cyclocone	150000d
Fur of warmth	250000d
Gauntlets of dexterity	100000d
Gauntlets of ogre power	100000d
Girdle of dwarvenkind	200000d
Girdle of giant strength	250000d
Girdle of many pouches	100000d
Gloves of freedom	175000d
Gloves of missile snaring	100000d
Gloves of thievery	50000d
Hat of difference	80000d
Hat of disguise	75000d
Healing cap	225000d
Mantle of Celestian	150000d
Robe of blending	350000d
Robe of eyes	500000d
Robe of repetition	300000d
Robe of scintillating colors	250000d
Robe of stars	120000d
Robe of useful items	150000d
Robe of Veluna	100000d
School cap	125000d
Shoe of Fharlanghn	200000d
Slippers of spider climbing	100000d
Turban of Tusmit/black	20000d
Turban of Tusmit/brown	20000d
Turban of Tusmit/grey	30000d
Turban of Tusmit/red	25000d
Turban of Tusmit/white	30000d
Wings of flying	75000d

## 1.46 price.guide/Jewelry

### Jewelry

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Amulet of extension	50000d
Amulet of far reaching	50000d
Amulet of leadership	150000d
Amulet of life protection	150000d
Amulet of magic resistance	150000d
Amulet of proof against detection	75000d
Amulet of the planes	200000d

Amulet of prot. from curses 50000d  
Amulet of prot. from death magic 50000d  
Amulet of prot. from diseases 50000d  
Amulet of prot. from drowning 50000d  
Amulet of prot. from drunkenness 50000d  
Amulet of prot. fr. mag. influence 50000d  
Amulet of prot. from possession 50000d  
Amulet vs undead: lvl 5 50000d  
Amulet vs undead: lvl 6 60000d  
Amulet vs undead: lvl 7 70000d  
Amulet vs undead: lvl 8 80000d  
Amulet vs undead: lvl 9 90000d  
Beads of force 10000d  
Bracer of archery 100000d  
Bracer of brachiation 100000d  
Bracer of defense AC 2 240000d  
Bracer of defense AC 3 210000d  
Bracer of defense AC 4 180000d  
Bracer of defense AC 5 150000d  
Bracer of defense AC 6 120000d  
Bracer of defense AC 7 90000d  
Bracer of defense AC 8 60000d  
Bracer of defense AC 9 30000d  
Bracers of deflection 270000d  
Brooch of shielding 100000d  
Cube of frost resistance 140000d  
Cubic gate 175000d  
Figurine: ebony fly 50000d  
Figurine: golden lions 50000d  
Figurine: ivory goats 50000d  
Figurine: marble elephants 100000d  
Figurine: obsidian steed 70000d  
Figurine: onyx dog 20000d  
Figurine: serpentine owl 40000d  
Gem of brightness 175000d  
Gem of insight 300000d  
Gem of scroll reading 170000d  
Gem of seeing 250000d  
Gem of shielding 500000d  
Ioun stones 50000d  
Medaillion of ESP/3" 100000d  
Medaillion of ESP/3" with empathy 150000d  
Medaillion of ESP/6" 200000d  
Medaillion of ESP/9" 300000d  
Medaillion of spell exchange 200000d  
Necklace of adaptation 100000d  
Necklace of alteration 50000d  
Necklace of memory enhanc. 50000d  
Pearl of power (1) 20000d  
Pearl of power (2) 40000d  
Pearl of power (2x1-6) 200000d  
Pearl of power (3) 60000d  
Pearl of power (4) 80000d  
Pearl of power (5) 100000d  
Pearl of power (6) 120000d  
Pearl of power (7) 140000d  
Pearl of power (8) 160000d

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Pearl of power (9)	180000d
Pearl of Sirines	45000d
Pearl of wisdom	50000d
Periapt of health	100000d
Periapt of proof against poison	125000d
Periapt of wound closure	100000d
Phylactery of long years	250000d
Psionic reflection	100000d
Scarab of insanity	110000d
Scarab of protection	250000d
Scarab vs golem/all	125000d
Scarab vs golem/clay	35000d
Scarab vs golem/flesh	32000d
Scarab vs gol./flesh, clay \& wood	60000d
Scarab vs golem/iron	50000d
Scarab vs golem/stone	40000d
Stone of controll.earth elementals	12500d
Stone of good luck	250000d
Talisman of memorization	50000d
Talisman of the sphere	100000d
Talisman of Zagy	100000d

## 1.47 price.guide/Miscellaneous

### Miscellaneous

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Arrow of direction	150000d
Bag of beans	25000d
Bag of holding	150000d
Bag of tricks	50000d
Claw of magic stealing	200000d
Crystal ball	50000d
Crystal parrot	50000d
Daern's instant fortress	275000d
Deck of illusions	150000d
Egg of desire/black	50000d
Egg of desire/bone	100000d
Egg of desire/crystal	90000d
Egg of desire/golden	40000d
Egg of desire/scarlet	35000d
Egg of reason	25000d
Globe of serenity	25000d
Heward's handy haversack	300000d
Iron bands of Bilarro	50000d
Pick of earth parting	175000d
Portable hole	500000d
Pouch of accessibility	125000d
Prison of Zazyg	250000d
Rope of climbing	100000d
Rope of entanglement	120000d
Rug of welcome	450000d
Saw of mighty cutting	125000d
Sheet of smallness	125000d

Skie's locks \& bolts 50000d  
Spade of colossal excavation 65000d  
Timeglass of the mage 50000d  
Wind fan 25000d

## 1.48 price.guide/Musical instruments

Musical instruments

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Anstruth harp 300000d  
Canaith mandolin 200000d  
Chime of interruption 200000d  
Chime of opening 200000d  
Cli lyre 250000d  
Doss lute 150000d  
Drums of panic 350000d  
Fochlucan bandore 50000d  
Harp of charming 150000d  
Horn of collapsing 250000d  
Horn of fog 40000d  
Horn of goodness/evil 32500d  
Horn of tritons 175000d  
Horn of Valhalla/brass 150000d  
Horn of Valhalla/bronze 300000d  
Horn of Valhalla/iron 450000d  
Horn of Valhalla/silver 150000d  
Lyre of building 300000d  
Mac-Fuirmidh cittern 100000d  
Ollamh harp 350000d  
Pipes of sounding 50000d  
Pipes of the sewers 85000d

## 1.49 price.guide/Religious

Religious

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Candle of invocation 50000d  
Candle of propitiousness 15000d  
Chalice of the Shield Lands 250000d  
Dicerion of light \& darkness 250000d  
Incense of meditation 750000d

## 1.50 price.guide/Ring

Ring

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Animal friendship 50000d  
Blinking 50000d  
Boccob 25000d  
Chameleon power 50000d  
Djinni summoning 100000d  
Energy 60000d  
Faerie 75000d  
Feather falling 25000d  
Fire resistance 40000d  
Fortitude 50000d  
Free action 25000d  
Human influence 100000d  
Invisibility 50000d  
Jumping 50000d  
Leadership 85000d  
Mammal control 50000d  
Mind shielding 50000d  
Protection +1 100000d  
Protection +2 150000d  
Protection +3 250000d  
Ram 75000d  
Resistance 50000d  
Shocking grasp 50000d  
Shooting stars 100000d  
Spell storing (2) 100000d  
Spell storing (3) 150000d  
Spell storing (4) 200000d  
Spell storing (5) 250000d  
Spell turning 175000d  
Sustenance 35000d  
Swimming 25000d  
Telekinesis 150000d  
Three wishes 250000d  
Truth 50000d  
Warmth 40000d  
Water walking 25000d  
X-Ray vision 125000d

## 1.51 price.guide/Rod

Rod

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Absorption 200000d  
Alertness 300000d  
Analysis 200000d  
Animal control 200000d  
Beguiling 200000d  
Cancellation 175000d  
Detection 200000d

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Distortion 200000d  
 Divine protection 200000d  
 Evil revelations 200000d  
 Exorcism 200000d  
 Flailing 150000d  
 Identification 200000d  
 Lordly might 150000d  
 Melting 120000d  
 Passage 300000d  
 Perception 200000d  
 Plant control 200000d  
 Revelations 200000d  
 Rulership 200000d  
 Scepter of defense 40000d  
 Security 120000d  
 Smiting 150000d  
 Spell storing 200000d  
 Spirit realms 200000d  
 Splendor 200000d  
 Terror 120000d  
 Woodland location 200000d

## 1.52 price.guide/Staff

Staff

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Black magic 300000d  
 Catstaff 130000d  
 Command 125000d  
 Couatl 200000d  
 Curing 150000d  
 Divination 300000d  
 Divine magic 300000d  
 Elemental magic 300000d  
 Enchantment 300000d  
 Gnatmarsh 200000d  
 High magic 300000d  
 Low magic 300000d  
 Mysticism 300000d  
 Necromancy 300000d  
 Serpent 200000d  
 Skull-staff 200000d  
 Slinging 100000d  
 Sorcery 300000d  
 Spell storing 300000d  
 Staff-mace 100000d  
 Staff-spear +1 50000d  
 Staff-spear +2 75000d  
 Staff-spear +3 100000d  
 Striking 100000d  
 Swarming insects 250000d  
 Thunder \& lightning 100000d  
 Withering 300000d

Woodlands +1	300000d
Woodlands +2	300000d
Woodlands +3	300000d
Zodiac	300000d

## 1.53 price.guide/Transportation

Transportation

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Apparatus of Kwalish	250000d
Boat/folding	100000d
Broom of flying	100000d
Carpet of flying	250000d
Mouse cart	125000d
Portable canoe	100000d
Stone horse	120000d

## 1.54 price.guide/Wand

Wand

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Arcane power	200000d
Astral energy	200000d
Buckler	50000d
Conjuration	500000d
Defoliation	60000d
Divine light	200000d
Earth \& stone/greater	150000d
Earth \& stone/lesser	100000d
Earth control	200000d
Eloritch fire	200000d
Enemy detection	75000d
Fear	100000d
Fire	150000d
Fireballs	100000d
Flame extenguishing	100000d
Fog	200000d
Force	300000d
Frost	250000d
Gravitation	200000d
Ice storms	100000d
Illumination	100000d
Illusion	100000d
Lightning	150000d
Lightning bolts	100000d
Magic darts	200000d
Magic detection	50000d
Magic missiles	125000d

Magnetism	200000d	
Metal \& mineral detection	100000d	
Metal command	100000d	
Mystic power	200000d	
Negation	125000d	
Paralysation	150000d	
Polymorphing	175000d	
Power	200000d	
Purification	200000d	
Secret doors \& traps location	100000d	
Size alteration	100000d	
Sonic disruption	200000d	
Spell storing	200000d	
Steam \& vapor	150000d	
Sustenance	200000d	
Telekinesis	200000d	
Thunderbolt	200000d	
Trail erasure	200000d	
Water control	200000d	
Wind control	200000d	
Wonder	50000d	

## 1.55 price.guide/Weapon

Weapon

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Arrow +1	1200d
Arrow +2	3000d
Arrow +3	4500d
Axe of hurling +1	150000d
Axe of hurling +2	300000d
Axe of hurling +3	450000d
Battle axe +1	25000d
Bolt +1	1200d
Bolt +2	3000d
Bolt +3	4500d
Bow +1	35000d
Bullet +1	1200d
Bullet +2	3000d
Bullet +3	4500d
Crossbow of accuracy	120000d
Crossbow of distance	75000d
Crossbow of speed	75000d
Dagger +1	5000d
Dagger +1/+2 vs small	7500d
Dagger +2	15000d
Dagger +2/longtooth	25000d
Dagger +2/+3 vs larger	20000d
Dagger +3	25000d
Dagger of throwing +1	25000d
Dagger of throwing +2	35000d
Dagger of throwing +3	35000d
Dagger of venom	30000d



Dart +1 5000d  
Dart +2 12500d  
Dart +3 30000d  
Dart of homing 45000d  
Dart of hornet's nest 75000d  
Flail +1 40000d  
Flail +2 90000d  
Garotte +1 of Ekbir 45000d  
Hammer +1 25000d  
Hammer +2 60000d  
Hammer +3 75000d  
Hammer +3/dwarven thrower 150000d  
Hand axe +1 17500d  
Hand axe +2 37500d  
Hand axe +2/throwing 45000d  
Hand axe +3 70000d  
Javelin +1 20000d  
Javelin +2 50000d  
Javelin +3 75000d  
Javelin of lightning 30000d  
Javelin of piercing 30000d  
Knife +1 3500d  
Knife +2 10000d  
Knife/buckler +1 10000d  
Knife/buckler +2 20000d  
Knife/buckler +3 30000d  
Mace +1 30000d  
Mace +2 45000d  
Mace +3 100000d  
Mace of disruption 175000d  
Mattock of the Titans 70000d  
Maul of the Titans 120000d  
Morning star +1 30000d  
Morning star +2 70000d  
Net of entrapment 75000d  
Net of snaring 60000d  
Quiver of Ehlonna 10000d  
Scimitar of speed +1 90000d  
Scimitar of speed +2 120000d  
Scimitar of speed +3 150000d  
Sling of seeking 70000d  
Spear +1 30000d  
Spear +2 65000d  
Spear +3 150000d  
Staff +1 15000d  
Staff +2 30000d  
Staff +3 45000d  
Sword +1 20000d  
Sword +1/+2 vs magic-using 30000d  
Sword +1/+3 v.lycanthropes 35000d  
Sword +1/flametongues 45000d  
Sword +1/luck blade 50000d  
Sword +2 40000d  
Sword +2/dragon slayer 45000d  
Sword +2/giant slayer 45000d  
Sword +2/9 lives stealer 80000d  
Sword +2/quickness 80000d

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Sword +3           70000d  
 Sword +3/frost brand 80000d  
 Trident of fish command 40000d  
 Trident of submission 125000d  
 Trident of warning 100000d  
 Whip +3 of Zeif 50000d

## 1.56 price.guide/Level 1

Level 1

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Armor           20d/lv  
 Charm person 1000d  
 Comprehend Languages 50d  
 Detect Magic 100d  
 Detect undead 100d  
 Enlarge 20d/lv  
 Erase 500d  
 Identify 1000d/item or function  
 Light 20d/lv  
 Mending 20d or half cost of item  
 Mount 200d/category  
 Nystul's Magical Aura 500d  
 Protection from evil 20d/lv  
 Read Magic 200d  
 Wizard Mark 200d

## 1.57 price.guide/Level 2

Level 2

\*\*\*\*\*

Continual Light 1000d  
 Deeppockets 300d  
 Detect Evil (items only) 100d  
 Detect invisibility 100d  
 ESP 500d  
 Fools' Gold 500d/lv  
 Invisibility 500d  
 Knock (chests, etc.) 300d  
 Know Alignment 300d  
 Leomund's Trap 300d  
 Locate Object (only from home) 300d  
 Magic Mouth 300d  
 Misdirection 500d  
 Protection From Cantrips 40d/lv  
 Strength 100d/lv  
 Wizard lock 50d/lv

## 1.58 price.guide/Level 3

Level 3

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Clairaudience	50d/lv
Clairevoyance	50d/lv
Detect scrying	100d
Dispel Magic	100d/lv
Explosive Runes	1000d
Feign Death	500d
Fly	100d/lv
Illusionary Script	100d/lv
Infravision	100d/lv
Invisibility 10' rd	1000d
Item	500d
Non-detection	200d/lv
Phantom Steed	400d/category
Protection From Normal Missiles	100d/lv
Secret Page	500d
Sepia Snake Sigil	1000d
Suggestion	600d
Tongues	100d
Water Breathing	100d/lv

## 1.59 price.guide/Level 4

Level 4

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Fire Trap	500d
Minor Creation	100d/lv
Polymorph Other (willing only)	1500d
Remove Curse	100d/lv
Stoneskin	600d/2 lvs

## 1.60 price.guide/Level 5

Level 5

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Contact Other Plane	5000d+1000d/question
Dream (with subject)	1200d
Major Creation	100d/lv
Seeming	1500d
Stone Shape	1000d
Teleport	2000d/person

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## 1.61 price.guide/Level 6

Level 6

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Control Weather 20000d  
Enchant An Item 20000d plus other spells  
Geas 3000d  
Invisible stalker 5000d  
Legend Lore 1000d+  
Reincarnation variable  
Stone To Flesh 5000d  
True Seeing 5000d

## 1.62 price.guide/Level 7

Level 7

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Limited Wish 20000d

## 1.63 price.guide/Level 8

Level 8

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Glassteel 5000d+500d/lb  
Mass charm 5000d  
Mind Blank 5000d  
Permanency 20000d  
Polymorph Any Object 5000d  
Serten's Spell Immunity 300d/lv  
Symbol 1000d/lv

## 1.64 price.guide/Level 9

Level 9

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Gate Variable  
Succor Don't Ask  
Temporal Stasis 8000d  
Wish 50000d

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## 1.65 price.guide/Chandler

Chandler

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Brush	3d	
Candles/tallow	1f/ea	
(each=1 oz, 16 = 1 lb, 5' rd./5 hr)	3d/lb	
Candle/beewax	2d/ea	
(each=1 oz, 16 = 1 lb, 10' rd./9 hr)	24d/lb	
Chalk/1 circle of prot.	1f/ea	
Comb	2d	
Fan	2d	
Grease	2d/lb	
Lantern/hooded (30' rd./6 hr)	6.0	12d
Lantern/bulleye (60'x20'/6 hr)	6.0	21d
Net/fishing	4.0	40d
Oil/cooking	3d/gl	
Oil/lamp (dur. 6hr/pt)	12d/gl	
	2d/pt	
Oil/throwing	2.0	5d/pt
Paint	20d+/gl	
Tar	9d/gl	
Thinderbox	0.2	6d
Torch	2.5	1f/ea
Wax	1d/lb	

## 1.66 price.guide/Shop

Shop

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(\% in stock assumes no other source in village)  
 Item \ %stock wt.(lb) cost

Apothecary

Kargele/healing	10\%	0.8	188d/ds
Pepper	45\%	T	45d/oz
Quessel/antibiotic	10\%	0.8	38d/ds
Sugar	80\%		75d/lb
Tea	90\%	T	44d/oz
Yulpris/u.antidote	5\%	0.8	750d/ds

Clothier

Blanket/wool	90\%	5.0	60d
Cloak/leather	40\%	9.9	232d
Cloak/serge	60\%	4.6	98d
Gloves/leather	50\%	0.8	18d
Hat/leather	60\%	0.6	14d
Leggings/leather	30\%	6.9	162d
Leggings/serge	60\%	3.2	68d
Purse/buckram	75\%	0.2	12d
Robe/serge	30\%	5.5	117d

Shirt/leather 35\% 6.5 150d  
 Tunic/leather 50\% 8.6 200d  
 Tunic/serge 70\% 4.0 84d

## Fletcher

Arrows/12 80\% 2.4 19d  
 Longbow 45\% 3.0 45d  
 Shortbow 25\% 2.0 30d

## Harper

Balalaika (guitar) 10\% 5.0 213d  
 Fiddle 30\% 4.0 213d  
 Flute 50\% 1.0 23d  
 Lute 10\% 4.0 250d  
 Lyre 5\% 4.0 150d

## Hideworker

Belt 80\% 0.3 13d  
 Boots 75\% 6.0 75d  
 Wineskin (1 gl) 85\% 5.0 13d

## Metalsmith

Axe 50\% 3.0 15d  
 Bowl/pewter 80\% 1.5 8d  
 Chain 40\% 2.0 5f/ft  
 Chest/medium 20\% 80.0+ 45d  
 Chest/small 30\% 15.0+ 15d  
 Crowbar 20\% 10.0 12d  
 Cutlery/pewter 80\% 0.2 5d/pc  
 Goblet/pewter 85\% 0.5 4d  
 Grapple 25\% 10.0 13d  
 Hatchet 75\% 2.0 8d  
 Knife 95\% 1.0 8d  
 Mirror/small 30\% 0.5 5d  
 Plate/pewter 80\% 0.7 7d  
 Razor 75\% 8d  
 Spade 50\% 8d  
 Spike 60\% 1.0 3d  
 Tankard/pewter 80\% 5d

## Perfumer

Incense 60\% 15d/lb  
 Perfume/cheap 50\% 8d  
 Soap 80\% 2d/lb

## Salter

Iron ration/fish 80\% 8.0 5d/wk  
 Iron ration/meat 80\% 5.0 6d/wk

## Shipwright

Canvas 50\% 4d/sy  
 Rope 80\% 0.9 5d/fa

## Tentmaker

Bag/canvas 40\% 5d  
 Carpet/wool 20\% 50d/sy  
 Sack/buckram 30\% 5f

Tent/2 pers. 25\% 34d

#### Thatcher

Broom 80\% 5f

#### Weaponcrafter

Dagger 35\% 1.0 30d  
 Leather armor 20\% 14.0 220d  
 Shortsword 20\% 3.0 113d  
 Sling 35\% T 5d  
 Sling bullet/12 35\% 2.4 4d

#### Woodcarver

Bucket 80\% 5d  
 Chest/medium 25\% 20.0+ 15d  
 Chest/small 35\% 8.0+ 8d  
 Club 65\% 3.0 15d

## 1.67 price.guide/Charcoaler

### Charcoaler

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

## 1.68 price.guide/Clothier

### Clothier

\*\*\*\*\*

Clothing w.(lb) price

#### Linen (lin)

Cloak 2.6 67d  
 Hood 0.2 6d  
 Leggings 1.8 47d  
 Robe/gown 3.2 47d  
 Shirt 1.7 44d  
 Surcoat 2.2 55d  
 Tunic 2.3 58d  
 Vest 1.1 28d

#### Buckram (toile)

Cloak 3.3 99d  
 Hat/cap 0.2 6d  
 Hood 0.3 9d  
 Leggings 2.3 60d

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Robe/gown 4.0 119d  
Shirt 2.2 65d  
Surcoat 2.7 81d  
Tunic 2.9 86d  
Vest 1.4 41d  
Gloves 0.3 8d

Serge (laine low grade)

Cloak 4.6 78d  
Hat/cap 0.3 5d  
Hood 0.4 7d  
Leggings 3.2 54d  
Robe/gown 5.5 93d  
Shirt 3.0 51d  
Tunic 4.0 67d  
Vest 1.9 32d

Russet (laine medium grade)

Cloak 4.6 202d  
Hat/cap 0.3 12d  
Hood 0.4 18d  
Leggings 3.2 141d  
Robe/gown 5.5 242d  
Shirt 3.0 132d  
Tunic 4.0 174d  
Vest 1.9 83d  
Gloves 0.3 15d

Worsted (laine high grade)

Cloak 5.3 312d  
Hat/cap 0.3 19d  
Hood 0.5 28d  
Robe/gown 6.3 373d  
Shirt 3.4 203d  
Tunic 4.6 269d  
Vest 2.2 127d

Silk

Cloak 4.6 601d  
Hat/cap 0.3 36d  
Hood 0.4 55d  
Leggings 3.2 419d  
Robe/gown 5.5 719d  
Shirt 3.0 391d  
Surcoat 3.8 491d  
Tunic 4.0 519d  
Vest 1.9 246d  
Gloves 0.3 46d

Leather

Belt 0.3 10d  
Cloak 9.9 185d  
Hat/cap 0.6 11d  
Hood 0.9 17d  
Leggings 6.9 129d  
Shirt 6.5 120d  
Surcoat 8.1 151d

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Tunic 8.6 160d  
 Vest 4.1 76d  
 Gloves 0.8 14d

## Ermine

Cloak 8.6 657d  
 Hat/cap 0.5 40d  
 Hood 0.8 60d  
 Robe/gown 10.3 786d  
 Shirt 5.6 428d  
 Tunic 7.4 567d  
 Vest 3.5 269d

## Sealskin

Cloak 8.6 330d  
 Hat/cap 0.5 20d  
 Hood 0.8 30d  
 Leggings 6.0 230d  
 Robe/gown 10.3 395d  
 Shirt 5.6 215d  
 Tunic 7.4 285d  
 Vest 3.5 135d

## Beaver

Cloak 11.2 297d  
 Hat/cap 0.7 18d  
 Hood 1.0 27d  
 Leggings 7.8 207d  
 Robe/gown 13.4 356d  
 Shirt 7.3 194d  
 Tunic 9.7 257d  
 Vest 4.6 122d

## Special

Gloves/snakeskin 0.8 25d

## General

Apron (linen) 0.3 5d  
 Buckram (toile) 10d/sy  
 Blanket/wool 5.0 48d  
 Dye/Tazach purple 200d/oz  
 Dye/Dragon's blood 170d/oz  
 Dye/Indigo 40d/oz  
 Dye/Saffron (yellow) 160d/oz  
 Lace (dentelle) 50d/yd  
 Linen (Hrnic) 4d/sy  
 Linen (Emelrene) 28d/sy  
 Needle and thread 1f  
 Purse/buckram 9d  
 Purse/silk 60d  
 Russet (laine medium grade) 12d/sy  
 Serge (laine low grade) 6d/sy  
 Silk 72d/sy  
 Worsted (laine high grade) 24d/sy

## 1.69 price.guide/Courtesan

Courtesan

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Courtesan 12d-100d/visit  
Prostitute 1d/ev

## 1.70 price.guide/Embalmer

Embalmer

\*\*\*\*\*

Embalming 200d-5000d

## 1.71 price.guide/Livestock

Livestock

\*\*\*\*\*

Calf (veau) 60d  
Chicken 6d  
Duck 6d  
Goat (chvre) 10d  
Goose (oie) 9d  
Lamb (agneau) 6d  
Ox/cow 96d  
Pig 24d  
Sheep (mouton) 12d  
Swan 12d

## 1.72 price.guide/Meat

Meat

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Beef 6f/lb  
Chicken 1d/lb  
Duck 5f/lb  
Goose 6f/lb  
Ham/Bacon 2d/lb  
Horsemeat 1d/lb  
Lamb 3d/lb  
Lard 1d/lb  
Mutton 3f/lb  
Pheasant 2d/lb

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Pidgeon 1d/lb  
Pork 7f/lb  
Rabbit 5f/lb  
Swan 10f/lb  
Veal 3d/lb  
Venison 2d/lb

### 1.73 price.guide/Bakery

Bakery

\*\*\*\*\*

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

### 1.74 price.guide/Dairy

Dairy

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

### 1.75 price.guide/Fisher

Fisher

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Carp/live miniature 1f/dz  
Cod 1d/lb  
Crab 1d/lb  
Eels 3f/lb  
Herring 2f/lb  
Mackerel 1f/lb  
Oysters 2f/lb  
Pike 1d/lb

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Salmon 2d/lb  
Sturgeon 6f/lb  
Trout 5f/lb

## 1.76 price.guide/Farm

Farm

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Acorns 1f/lb  
Apples 1f/lb  
Barley 5d/bl  
Beans 1f/lb  
Beewax 1f/oz  
Berries 3f/lb  
Cabbage 2f/lb  
Cherries 2f/lb  
Down 1f/lb  
Fleece 4d/lb  
Hay 6d/bl  
Honey 12d/gl  
Lentils 2f/lb  
Pears 2f/lb  
Peas 1f/lb  
Plums 3f/lb  
Rye 6d/bl  
Vetches 4d/bl  
Wheat 8d/bl  
Wool/raw 4d/lb

## 1.77 price.guide/Imports

Imports

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Olives 8d/lb  
Lemon juice 10d/pt

## 1.78 price.guide/Fletcher-bowyer

Fletcher/bowyer

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Arrow/each 0.2 5f  
Arrow/silver 0.2 15d  
Arrows/12 2.4 15d  
Crossbow (f) 5.0 60d

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Longbow (f) 3.0 36d  
 Quarrel/12 2.4 15d  
 Quarrel/each 0.2 5f  
 Quarrel/silver 0.2 15d  
 Shortbow (f) 2.0 24d  
 String/crossbow T 3d  
 String/longbow T 6f  
 String/shortbow T 1d

## 1.79 price.guide/Glassworker

Glassworker

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Bead/crystal 0.1 2f  
 Bottle/1 pt 2.0 6d  
 Crystal piece/small T 1f  
 Cone/crystal 0.1 2d  
 Decanter/crystal 6.0 12d  
 Flagon/4 fl oz 0.5 2d  
 Glass/stained 12d/sf  
 Glass/windows 2d/sf  
 Hourglass 1.0 15d  
 Magnifying glass 0.1 60d  
 Pottery 12d-240d  
 Prism/crystal 0.5 6d  
 Spyglass 1.0 600d

## 1.80 price.guide/Harper

Harper

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Instrument	wt.(lb)	cost
Bagpipes	8.0	60d
Balalaika (guitar)	5.0	170d
Cymbals	4.0	114d
Drum	15.0	36d
Drum/tabor	10.0	42d
Drum/tambourine	2.0	5d
Fiddle	4.0	170d
Flute	1.0	18d
Flute/Double fipple	1.0	72d
Harp	8.0	300d
Horn/hunting	5.0	20d
Horn/musical	4.0	72d
Lute	4.0	200d
Lyre	4.0	120d
Mandoline	5.0	200d
Panpipes	3.0	29d

Triangle 1.0 10d  
 Composition 12-360d  
 Performance 3-24d  
 All prices are highly variable.

## 1.81 price.guide/Herald

Herald  
 \*\*\*\*\*

Grant of arms 5000d+

## 1.82 price.guide/Hideworker

Hideworker  
 \*\*\*\*\*

Backpack 2.5 60d  
 Bandolier belt/10 vials 5.4 (full) 15d  
 Belt 0.3 10d  
 Boots/high, hard 6.0 60d  
 Boots/high, soft 5.0 50d  
 Boots/low, hard 4.5 45d  
 Boots/low, soft 4.0 40d  
 Harness/ox 18d  
 Horn/hunting 5.0 20d  
 Pouch/lg 1.0 30d  
 Pouch/sm 0.5 23d  
 Purse 1.0 2d  
 Sack/lg 2.. 6d  
 Sack/sm 0.5 4d  
 Sandals 1.0 8d  
 Scrollcase 2.5 23d  
 Wineskin (1 gallon) 5.0 (full) 10d

### Weapons

Isagara (r, whip) 4.0 36d  
 Net 4.0 48d  
 Quiver/20 arrows 3.0 8d  
 Whip 2.0 12d  
 Sling T 4d

### Raw Hides (buying prices)

Bear 10.0 75d  
 Beaver 2.0 30d  
 Bobcat 3.5 35d  
 Calf 2.8 16d  
 Deer 7.0 6d  
 Ermine/sable 3.0 30d

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Exotic	120d+
Fox/red	2.0 25d
Fox/silver	2.0 30d
Horse	7.0 10d
Lamb	4.0 3d
Lynx	3.5 30d
Otter/weasel	2.5 24d
Ox	6.0 12d
Panther	6.0 60d
Pig	2.0 5d
Rabbit	1.0 1d
Reindeer	7.0 16d
Seal (phoque)	3.0 24d
Sheep	5.0 4d
Snow leopard	6.0 60d
Tiger	8.0 50d
Wolf	5.0 40d

### 1.83 price.guide/Guilded professions

Guilded professions

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Guild	Day	Month	Year
Apothecary	10f	60d	720d
Alchemist	variable		
Chandler	9f	54d	648d
Charcoaler	9f	54d	648d
Clothier	10f	60d	720d
Courtesan	variable		
Embalmer	8f	48d	576d
Glassworker	11f	66d	792d
Harper	7f	42d	504d
Herald	13f	78d	936d
Hideworker	10f	60d	720d
Innkeeper	10f	60d	720d
Jeweller	11f	66d	792d
Lexigrapher	9f	66d	792d
Lia-Kavair	variable		
Litigant	12f	72d	864d
Locksmith	10f	60d	720d
Mason	16f	96d	1152d
Mercantylor	variable		
Metalsmith	12f	72d	864d
Miller	14f	84d	1008d
Miner	14f	84d	1008d
Ostler	13f	78d	936d
Perfumer	11f	66d	792d
Physician	12f	72d	864d
Pilot	variable		
Potter	10f	60d	720d
Salter	8f	48d	576d
Seaman	8f	48d	576d
Shipwright	15f	90d	1080d

Tentmaker 12f 72d 864d  
 Thespian variable  
 Timberwright 13f 78d 936d  
 Weaponcrafter 11f 66d 792d

All monthly wages are for 24 days, the average number of days worked per month (one day off each week and a holiday a month on average). Wages are for bonded masters; room and board may also be provided. The employer would bear the cost of providing materials and supplies, but tools are generally owned by the master.

## 1.84 price.guide/Unguilded professions

Unguilded professions

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Unguilded	Day	Month	Year
Animal trainer	12f	72d	864d
Beggar	4f	24d	288d
Cartographer	14f	84d	1008d
Cook	5f	30d	360d
Farmhand	4f	24d	288d
Fisherman	8f	48d	576d
Herdsman	4f	24d	288d
Hunter	7f	42d	504d
Laborer	7f	42d	504d
Longshoreman	7f	42d	504d
Man-at-Arms	5f	30d	360d
Porter	7f	42d	504d
Prostitute	6f	36d	432d
Ratter	10f	60d	720d
Sage/tutor	14f	84d	1008d
Scribe	11f	66d	792d
Servant	4f	24d	288d
Teamster	12f	72d	864d
Thatcher	9f	66d	792d
Toymaker	8f	48d	576d
Trapper	6f	36d	432d

Wages are given for experienced workers; other might earn from 20-80% of these depending on skill. Men-at-Arms wages are for mercenaries of the lowest rank and are generally paid quarterly. Man-at-Arms may traditionally keep 2/3 of booty collected, giving 1/3 to the next highest rank, who gives 1/3 to the next highest rank, and so on.

## 1.85 price.guide/Food \& drinks

Food \& drinks

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Ale 1f/pt



Beer 1f/pt  
 Brandy 4d/gs  
 Cider 1f/pt  
 Mead (hydromel) 2f/pt  
 Wine 3f/gs

Milk/cow 3f/pt  
 Milk/goat 2f/pt  
 Milk/sheep 2f/pt

Cold meal [bread and cheese] 2f  
 Hot meal [beef and carrot broth] 1d

## 1.86 price.guide/Special menu

Special menu

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### Soups \& Broths

Cabbage soup 1f  
 Pea \& bean soup 1f  
 Mutton \& barley broth 2f  
 Chicken \& turnip broth 3f  
 Beef \& carrot broth 1d  
 Mussel \& oyster soup 2d

### Hot Pots

Liver \& giblet stew 1d  
 Kidney \& dumplings 2d  
 Baked eels \& lampreys 3d  
 Chicken \& pidgeon pie 4d  
 Poached monkfish \& dates 6d

### Spit-roasted Meats

Capon \& black sauce 4d  
 Pork loin \& apple sauce 5d  
 Ox tongue \& herb sauce 6d  
 Leonese duck \& chawdron sauce 9d  
 Salmon \& mustard cream 12d  
 Goose \& fruit sauce 18d  
 Black swan \& brandy sauce 24d

### Desserts

Fruits dumplings (each) 1f  
 Apple tarts (each) 2f  
 Bannoks \& honey (each) 3f  
 Plum duff \& custard (bowl) 1d  
 Rose petal pudding (bowl) 2d  
 Gooseberry pie (10") 4d  
 Pears \& honey wine (bowl) 6d  
 Elderflower cheese pie (10") 12d

## 1.87 price.guide/Wineskin refills

Wineskin refills

\*\*\*\*\*

Ale, beer, cider 6f  
Mead 3d  
Wine 9d  
Brandy 40d

## 1.88 price.guide/Innkeeper-Services

Innkeeper/Services

\*\*\*\*\*

Packed provisions 1d  
Bath 2f  
Laundry 1f/load  
Stabling w/fodder 1d/dy  
5d/wk

## 1.89 price.guide/Accomodations

Accomodations

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Dormitory 2f/ps  
Private room 6d/dy  
32d/wk  
Two-room suite 12d/dy  
65d/wk

## 1.90 price.guide/Generic Inn

Generic Inn

\*\*\*\*\*

Ground floor  
Party room 1 1d/ev  
Party room 2 6f/ev  
Both party rooms 2d/ev

Balcony  
1: dormitory 2f/ps  
2: 1 person (cot) 1d/dy  
5d/wk

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3,4: 2 persons 3d/dy  
 16d/wk  
 5: 2 persons (cots) 2d/dy  
 10d/wk

#### 2nd floor

1: 2-rooms, 3 persons, fireplace 15d/dy  
 80d/wk  
 2: 2-rooms, 4 persons, fireplace 12d/dy  
 64d/wk  
 3: large room, 3 persons 8d/dy  
 42d/wk  
 4: large room, 4 persons, fireplace 10d/dy  
 53d/wk  
 5: one room, 4 persons 6d/dy  
 32d/wk  
 6: one room, 2 persons (cots) 3d/dy  
 16d/wk  
 7: servant's room or dormitory 2f/ps  
 8: one person, fireplace 8d/dy  
 42d/wk

## 1.91 price.guide/Brewery

### Brewery

\*\*\*\*\*

	Brewery	Hogshead	Pipe	Tun
	(50 gl)	(100 gl)	(200 gl)	
Ale	72d	130d	235d	
Beer	75d	135d	244d	
Cider	80d	144d	260d	
Mead	140d	252d	274d	
Wine	400d	720d	N.A.	
Brandy	1800d	N.A.	N.A.	

## 1.92 price.guide/Jeweller

### Jeweller

\*\*\*\*\*

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

Bowl/silver	1.5	195d
Chandelier/silver	2.5	245d
Cutlery/silver	0.2	20d/pc
Flagon/silver	3.0	290d
Goblet/silver	0.5	50d

Mirror/small silver 0.5 100d  
 Plate/silver 0.7 65d  
 Scales 72d+

Adorn gives the chance the jewell has an adornment, typically 1d6 gemstones, an inlay or is carved/ingraved.

Typical jewellery weight adorn  
 Ring 1d6+4 dr 65\<%  
 Amulet/pendant 3d6+2 dr 50\<%  
 Necklace/chain 2d6+2 oz 75\<%  
 Bracelet 1d6+2 oz 30\<%  
 Broach 2d6+2 dr 65\<%  
 Comb 2d6+4 dr 35\<%  
 Earring 1d4+1 dr 70\<%  
 Anklet 1d6+6 oz 25\<%

Rare jewellery weight adorn  
 Tiara 2d6+2 oz 80\<%  
 Circlet 1d6+2 oz 90\<%  
 Sceptre/wand 8d6+2 oz 80\<%  
 Orb/etc. 4d6+2 oz 90\<%  
 Statuette 5d6+2 oz 10\<%  
 Crown/coronet 5d6+2 oz 85\<%

#### Base Material Value for Jewellery

Bone/horn 1d/oz  
 Pewter 1d/oz  
 Brass 1d/oz  
 Glass 6d/oz  
 Ivory 16d/oz  
 Amber 50d/oz  
 Silver 60d/oz  
 Jade 500d/oz  
 Gold 1200d/oz  
 Mythral 7500d/oz

Note on the following: actual value is \#carats squared time the given value. Ex.: a 3 carats diamond is worth (3x3) x 800d = 7200d. Raw gems will be worth 1/5 those given and weighth 2-3 times more.

Gems	Size(ct)	Value	Low	High
Agate	3d6	10d	90d	3240d
Amber	3d6	2d	18d	648d
Bloodstone	2d6	15d	60d	2160d
Carnelian	2d6	25d	100d	3600d
Jet	4d6	1d	16d	576d
Moonstone	2d6	30d	120d	4320d
Onyx	3d6	20d	180d	6480d
Opal	3d6	80d	720d	25920d
Pearl	3d6	10d	90d	3240d
Quartz	3d6	5d	45d	1620d
Spinel	2d6	40d	160d	5760d

Rare gems	Size(ct)	Value	Low	High
Chrysolite	1d6	500d	500d	18000d
Diamond	1d6	800d	800d	28800d

Emerald	1d6	700d	700d	25200d
Garnet	1d6	400d	400d	14400d
Jankorez	1d6	1200d	1200d	43200d
Ruby	1d6	1000d	1000d	36000d
Sapphire	1d6	900d	900d	32400d
Topaz	1d6	600d	600d	21600d

### 1.93 price.guide/Lexigrapher

Lexigrapher

\*\*\*\*\*

Clerk	2f/letter
Ink/black	3d/qt
Ink/blue	4d/qt
Ink/brown	5d/qt
Ink/green	4d/qt
Ink/red	6d/qt
Maps	12d+
Parchment/scroll	1d/sf
Pigments	40d/oz
Quill	1d
Seal/signature	36d
Vellum/scroll	2d/sf

### 1.94 price.guide/Thieves' tools

Thieves' tools

\*\*\*\*\*

Thieves' tools	wt.(lb)	cost
Lockcraft		
Set lockpicks	0.9	20d
Find Trap and/or Lockcraft		
Crowbar	5.0	5d
Hand drill (1/4", bow driven)	1.0	10d
Inspection mirror on rod	0.4	8d
Long probes	0.1	5d
Lubricating oil (small bottle)	0.3	2d
Metal saw	0.6	8d
Small files	1.0	4d
Small hammer	1.5	5d
Total	10.8	67d

### 1.95 price.guide/Guild dues and resources

## Guild dues and resources

\*\*\*\*\*

## Ranks

Apprentice [A] I  
 Regular member [R] II  
 Head Operative [HO] III  
 District Coordonator [DC] IV  
 Head Coordonator [HC] V  
 Special Branch [SB] VI  
 Special Branch Coordonator [SBC] VII  
 Guildmaster [G] VIII

## Guild dues

Initiation fee 20d

## Monthly dues

I 5d/month  
 II 15d/month  
 III 50d/month  
 IV 100d/month  
 V 200d/month  
 VI 400d/month  
 VII 600d/month

## Division of spoils

50% of the take is divided among those who actually participated in the operation. Each individual gets one share per rank. The other half of the take goes to the coordonators and the guild/guildmaster. This 50% is divided in 10 shares (5% each share). The District Coordonator gets one share, the Head Coordonator gets 2 shares, the Guildmaster gets 3 shares and the 4 remaining shares go in the guild operation funds.

In an operation, there is generally one head operative, some regulars and maybe an apprentice. There must always be a Head Operative in an operation. A Regular can do a job alone, but he will have to split the spoils as if a HO was actually present (he will get 20% of the total take at the most). If a HO does a job alone he gets 50% of the total take. If a District Coordinator did a job alone, he would get 55% (50% plus one share), although it is rather unfrequent for a coordonator to do a job. Note that most player character above 4th level of experience would most likely be HO if he/she had been a member of the guild long enough.

**1.96 price.guide/Litigant**

## Litigant

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Contract 12d+  
 Court appearance 12-48d/dy  
 Deed 18d  
 Will 24d

## 1.97 price.guide/Locksmith

Locksmith

\*\*\*\*\*

Fetters	6d
Key	2d+
Lock	4-12d+
Lockbox	12-36d+

## 1.98 price.guide/Mason

Mason

\*\*\*\*\*

Grindstone	12d/ea
Marble (2'x2'x2')	3d/8cf
Mica/sheet	1f/sf
Millstone	250d/ea
Stone	2f/8cf
Telen stone	1d/8cf
Mill	2000d+
Castle	250 000 to 2 500 000d
Keep	50 000 to 500 000d
Manorhouse	10 000 to 25 000d

Urban dwellings (inside city walls)

Slum/hovel	750d
Poor/middle class house	1500d
Average/middle class	3000d
Wealthy/middle class	5000d
Upper class house	7000d
Upper class w/garden	10000d

Real estate data table (per sf)

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

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

Some rural dwellings  
 Manor house 1 000d-10 000d  
 Keep 50 000d-500 000d  
 Castle 250 000d-2 500 000d

## 1.99 price.guide/Foreign exchange rates

Foreign exchange rates

\*\*\*\*\*

Usually 10-20\  
 Rethemi coins/outside 30-50\  
 %

Note: in Rethem, usurers will buy foreign coins, paying up to 120% of the value (in Rethemi coins). Ex.: 100d Aleathian will be exchanged for 80-90d in Tashal, but might be exchanged for 120d in Rethem. Whereas 100d Rethemi could be exchanged for only 50d in Chybisa.

Promissory notes

Credit rating-> A B C D E

Cashing note in:

Same Kingdom 5% 7% 10% 20% 50%  
 Same Region 10% 15% 25% 50% N.A.  
 Other Region 25% 35% 50% N.A. N.A.

[A]=5\*, [B]=4\*, [C]=3\*, [D]=2\*, and [E]=1\*, corresponding to quality ratings in EH modules.

Cross-index the credit rating of the one issuing the note and the location of the usurer cashing the note. Percentage is the portion of the note not refunded by an usurer other than the one who wrote the note. A region is defined as Hrn, Ivinia, or Trierzon.

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

Taxes: Hawking taxes are payable to the bondmaster for all goods brought into a city to be sold, including raw materials, but excluding foodstuffs. Bonding fees are paid for storage in a government bonding house when the goods are only passing through and not destined to be sold there, or if the mercantylers want to wait until he has found a buyer before paying the hawking tax.

## 1.100 price.guide/Caravan fees

Caravan fees

\*\*\*\*\*

fees given are for mercantylers that provides their own transportation, food, etc. Mercantylers leasing transportation will



pay double or triple fees, but these include the fees to join the caravan. Non-mercantylers may be allowed to join for double the normal fees, perhaps for free if the traveller agree to work for his passage with mercenary assistance. The table show standart fees (one-way). Fees charged for wagons/carts include oxen/horses to pull them.

Caravan	Wagon	Cart	Horse	Man
Golotha/Tormau	30d	15d	10d	5d
Coronan/Aleath	24d	12d	8d	4d
Coronan/Golotha	24d	12d	8d	4d
Coronan/Shiran	24d	12d	8d	4d
Coronan/Tashal	96d	48d	32d	16d
Tashal/Azadmere	48d	24d	16d	8d
Tashal/Burzyn	42d	21d	14d	7d
Burzyn/Thay	48d	24d	16d	8d
Tashal/Leriel	60d	30d	20d	10d
Leriel/Geldeheim	36d	18d	18d	9d
Per 10 leagues	6d	3d	2d	1d

### 1.101 price.guide/Standard tolls

Standard tolls

\*\*\*\*\*

Per person (afoot)	1f
Per horse	3f
Per cart (2-wheels)	2f
Per wagon (4-wheels)	1d
Per Ox/sheep/etc.	1f

### 1.102 price.guide/Metalsmith

Metalsmith

\*\*\*\*\*

Axe	12d
Axle	6d
Bells/small	1d
Bells/temple	200d
Bowl/pewter	1.5 6d
Branding iron	18d
Brazier/iron	2d
Cauldron/iron	10d
Chain	2.0 1d/ft
Chandelier/pewter	2.5 50d
Chest/large	300.0+ 92d
Chest/medium	80.0+ 36d
Chest/small	15.0+ 12d
Chisel	6d
Copper pieces (1dr ea)	0.2 1f/32

Copper wire/fine	0.1	1f/fa
Crowbar	10.0	9d
Cutlery/pewter	0.2	4d/pc
Disc/bronze	0.1	2f/ea
Flagon/pewter	3.0	15d
Goblet/pewter	0.5	3d
Grapple	10.0	10d
Hammer		6d
Harpoon		40d
Hoe	3d	
Horsecomb		3d
Horseshoe		1d
Mirror/small	0.5	5d
Nails	2d/lb	
Pan (copper)		12d
Pick	8d	
Pitchfork		6d
Plate/pewter	0.7	5d
Ploughshare		8d
Razor		6d
Scissors	1.0	12d
Scythe		24d
Spade		8d
Spikes	1.0	2d
Spurs		18d
Tankard		4d
Wedge (coin)		1d

#### Weapons

Hatchet	2.0	6d
Knife	1.0	6d
Sickle	1.0	10d

## 1.103 price.guide/Miller

Miller

\*\*\*\*\*

Bread/rye	1f/loaf
Bread/wheat	2f/loaf
Buns	2f/dz
Flour/rye	1f/lb
Flour/wheat	2f/lb
Grain grinding	5-10\%
Oatcake	1f/dz
Oatmeal	1f/lb
Pies/fruits	3f
Pies/meat	1d
Scones	2f/dz

## 1.104 price.guide/Miner

Miner

\*\*\*\*\*

Brass	3d/lb
Brass dust	5f/oz
Bronze (alloy)	4d/lb
Chalk	see chandler
Copper	2d/lb
Gold	6400d/lb
	400d/oz
Iron	1d/20 lb
Lead	1f/lb
Miner	2d/lb
Pewter	3d/lb
Salt	N.A. see Salters' Guild
Silver	320d/lb
	20d/oz
Steel	1d/lb
Tin	2d/lb
Zinc	10f/lb

## 1.105 price.guide/Ostler-Animals

Ostler/Animals

\*\*\*\*\*

Carthorse	180d
Donkey	120d
Mule	180d
Ploughhorse	240d
Riding horse (24")	360d
Warhorse/light (24")	600d
Warhorse/medium (18")	900d
Warhorse/heavy (12")	1600d

## 1.106 price.guide/Ostler-Services

Ostler/Services

\*\*\*\*\*

Fodder	1f/dy
Grooming	2f
Shoeing	2d/one
Stabling	3f/dy
Stabling/with fodder	1d/dy
Tack repair	4d/dy
Teamster w/wagon	1f/mile
Vet. service	6d/dy

## 1.107 price.guide/Ostler-Accessories

Ostler/Accessories

\*\*\*\*\*

Blanket/saddle	2.0	12d
Bridle		12d
Collar		18d
Harness		18d
Horse cloth		12d
Horse comb		3d
Saddle/riding	25.0	80d
Saddle/war	50.0	240d
Saddlebag/large	5.0	100d
Saddlebag/small	3.5	80d

## 1.108 price.guide/Perfumer

Perfumer

\*\*\*\*\*

Incense		12d+/lb
Oil/cinnamon		60d/oz
Oil/myrtle		25d/oz
Oil/rose		20d/oz
Perfume		6d+/oz
Soap		1d/lb
Spice/Bdellium		40d/oz
Spice/Frankincense		70d/oz
Spice/myrrh		150d/oz
Spice/nard		100d/oz

## 1.109 price.guide/Physician

Physician

\*\*\*\*\*

First aid kit/10 uses	8.0	300d
Gauze	0.1	1f/yd
Hospitalisation		6d/dy
Major surgery		240d+
Medecines (from apothecary)		x 1.20
Minor/first aid		3d

## 1.110 price.guide/Pilot

Pilot

\*\*\*\*\*

Ship's pilot wages 3-6\% of gross

Port almanach

Port	Pil	Wfg	Reg	CT	HW
Aleath	35d 1d	50d 5f	0330		
Burzyn	12d 3f	20d 1d	NT		
Cherafir	50d 2d	100d 6f	0300		
Coronan	25d 2f	30d 5f	NT		
Elshavel	400d	9d 3d	NT		
Geldeheim		50d 1d	0430		
Golotha	40d 1d	40d 3f	0430		
Kuseme	25d 2f	30d 5f	NT		
Sarkum	20d 1d	40d 1d	0400		
Shiran	30d 2f	25d 1d	NT		
Shostim	35d 1d	30d 3f	0430		
Thay	45d 1d	35d 1d	NT		
Tormau	20d 2f	30d 1d	0500		
Ulfshafen	100d	4d 3d	0330		

Pil: piloting fee payable to the harbormaster for entering or leaving port.

Wfg: price charged to moor at a dock given in per foot (of vessel length) per day.

Reg: registry in pence per foot per year. Registered vessels pay only half the ←  
normal

wharfage fee, and if under 30 feet, are not required to take on a pilot when entering or leaving port.

CT: cost charged by longshoremen to load/unload one tun of cargo and transport it to the bounding house or market. One tun is 2000 lbs or 100 cubic feet.

HW: high water is the first high tide of the day, the second is 12 hours later. ←

Low

tides are 6 hours after high tides. NT stands for non-tidal ports. Tidal ports can only be entered from 3 hours before high tide to 1 hour after, and departed from one hour before high tide to 3 hours after. This assumes an average draft of 6 feet, the actual draft of the vessel can alter these figures.

## 1.111 price.guide/Potter

Potter

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Bowl	1.5	2d
Clay	1d	1b
Cup	0.4	1d
Flagon	5.5	4d
Mortar \& pestle		2d
Pipe/smoking		2d
Plate	0.6	2d

Urn/5 gl 12d  
Vase 4d

## 1.112 price.guide/Salter

Salter  
\*\*\*\*\*

Salt 1f/lb  
Bromine salts S 5d/oz  
Iron rations fish 8.0 15f/wk  
Iron rations meat 5.0 18f/wk

Salted or smoked food

Meat

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

Fish

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

## 1.113 price.guide/Shipwright

Shipwright  
\*\*\*\*\*

Anchor 12d

---

Boat 4d x (length (in feet))<sup>2</sup>  
 Canvas 3d/sy  
 Mast 6d/ft  
 Net 60d/fa  
 Oar 5d  
 Rope 0.9 4d/fa

Example: 8ft dingy cost (4d x 8 x 8) = 256d

Specific vessels

Pinda lifeboat, dingy, skiff, etc.  
 12 feet 432d  
 15 feet 675d  
 18 feet 972d  
 21 feet 1 323d

Talbar River or canal boat

24 feet 2 304d  
 30 feet 3 600d  
 36 feet 5 184d  
 42 feet 7 056d

Nivik Harnic/Ivinian knarr

24 feet 2 880d  
 36 feet 6 480d  
 48 feet 11 520d  
 60 feet 18 000d

Dragonship Ivinian/Orbaalese warship

60 feet 21 600d  
 80 feet 38 400d  
 100 feet 60 000d  
 120 feet 86 400d

Dak Shorkyne cog

48 feet 16 128d  
 60 feet 25 200d  
 72 feet 36 288d  
 84 feet 49 392d

Karune Trierzi carrack

60 feet 28 800  
 72 feet 41 472d  
 84 feet 56 448  
 96 feet 73 728d

Venar Azeryani merchantman

24 feet 2 304  
 36 feet 5 184d  
 48 feet 9 216d  
 60 feet 14 400d

Raem Karejian merchantman

48 feet 11 520d  
 60 feet 18 000d  
 72 feet 25 920d  
 84 feet 35 280

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Laru Azeryani war galley

60 feet 18 000d

90 feet 40 500d

120 feet 72 000d

150 feet 112 500d

Larumar Karejian merchant galley

60 feet 21 600d

90 feet 48 600d

120 feet 86 400d

150 feet 135 000d

### 1.114 price.guide/Slaver

Slaver

\*\*\*\*\*

Slave/gladiator 480d+

Slave/labourer 240d+

Slave/pleasure 300d+

### 1.115 price.guide/Temple

Temple

\*\*\*\*\*

Holy symbol/iron 0.5 15d

Holy symbol/silver 0.5 64d

Holy symbol/wooden 0.1 1d

Holy water 2.5 30d

Priest Level 1

Priest Level 2

Priest Level 3

Priest Level 4

Priest Level 5

Priest Level 6

Priest Level 7



### 1.116 price.guide/Priest Level 1

Priest Level 1

\*\*\*\*\*

Bless 100d  
Comprehend languages 50d  
Cure light wounds 10d/hp healed  
Detect evil 100d  
Detect magic 100d  
Detect poison 100d  
Detect snares & pits 100d  
Endure cold/heat 100d  
Invisibility to animals 500d  
Light 10d/lv  
Locate animal or plants 50d+20d/lv  
Protection from evil 20d/lv

### 1.117 price.guide/Priest Level 2

Priest Level 2

\*\*\*\*\*

Augury 200d  
Charm person or mammals 1000d  
Detect charm 100d  
Fire trap 500d  
Slow poison 50d

### 1.118 price.guide/Priest Level 3

Priest Level 3

\*\*\*\*\*

Continual light 1000d  
Cure blindness 500d  
Cure disease 500d  
Dispel magic 100d/lv  
Glyph of warding 100d/lv  
Prayer variable  
Remove curse 100d/lv  
Speak with dead 100d/lv

### 1.119 price.guide/Priest Level 4

Priest Level 4

\*\*\*\*\*

Cure serious wounds 20d/hp healed  
Detect lie 100d  
Detect scrying 100d  
Dimensional folding 2000d/ps  
Divination 500d  
Neutralize poison 100d  
Tongues 100d

### 1.120 price.guide/Priest Level 5

Priest Level 5

\*\*\*\*\*

Atonement Variable  
Commune Variable  
Cure critical wounds 40d/hp healed  
Plane shift variable  
Raise dead variable  
True seeing 5000d

### 1.121 price.guide/Priest Level 6

Priest Level 6

\*\*\*\*\*

Find the path 1000d  
Heal 50d/hp healed

### 1.122 price.guide/Priest Level 7

Priest Level 7

\*\*\*\*\*

Astral spell 2000d/ps  
Control weather 20000d  
Earthquake variable  
Gate variable  
Regenerate 20000d  
Reincarnate variable  
Restoration variable  
Symbol 1000d/lv

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### 1.123 price.guide/Tentmaker

Tentmaker

\*\*\*\*\*

Awnings	18d	
Bag/canvas	4d	
Canvas	1.0	3d/sy
Canvas stalls	24d	
Carpet/wool	2.0	40d/sy+
Curtains	0.5	5d/sy
Cushion	1.5	7d
Pavillon (roof with supports)		3d/sf
Sack/buckram	1d	
Sack/linen	2f	
Tent/2 persons	60.0	27d
Tent/4 persons	80.0	47d
Tent/6 persons	100.0	90d

### 1.124 price.guide/Thatcher

Thatcher

\*\*\*\*\*

Baskets	2d
Broom	1d

### 1.125 price.guide/Thespian

Thespian

\*\*\*\*\*

Makup kit	0.5	17d
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### 1.126 price.guide/Timberwright

Timberwright

\*\*\*\*\*

Log (12" diameter)	
Ash	6f/ft
Birch	2f/ft
Cedar	1d/ft
Elm	5f/ft
Fir	6f/ft
Larch	3f/ft

---

Maple 7f/ft  
 Oak 2d/ft  
 Pine 1d/ft  
 Spruce 3f/ft

Bark chips 1f/lb

Log (other diameter: multiply above prices by)

6" 50\%  
 9" 75\%  
 12" 100\%  
 15" 125\%  
 18" 150\%  
 21" 175\%  
 24" 200\%  
 27" 225\%  
 30" 250\%  
 33" 275\%  
 36" 300\%  
 39" 325\%  
 42" 350\%  
 45" 375\%  
 48" 400\%

example: a 6" spruce log of 14 ft is (3f x 14) x 50\% =21f.

Lumber (bem, planks, etc.)

12" x 12" x 12  
 12" x 9" x 9  
 12" x 6" x 6  
 12" x 3" x 3  
 6" x 6" x 3  
 6" x 3" x 1.5  
 6" x 2" x 1  
 6" x 1" x 0.5

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

## 1.127 price.guide/Tutoring

Tutoring

\*\*\*\*\*

Character's Class Evaluation

Excellent 0.25  
 Good 0.5  
 Fair 1  
 Poor 2

Character's Alignment Evaluation

Excellent 0.25

---

Good 0.5  
Poor 1

Add the two ratings together and multiply by base time for class and level. Modify total time according to Intelligence.

Fighter (7 days+ 1 dy/lv)

1-6 100d/dy  
7-12 200d/dy  
13+ 400d/dy

Paladin (7 days + 1dy/lv)

1-6 100d/dy  
7-12 200d/dy  
13-18 400d/dy  
19+ 600d/dy

Ranger (7 days + 1 dy/lv)

1-7 100d/dy  
8-14 200d/dy  
15+ 400d/dy

Cleric (8 days + 1dy/lv)

1-5 150d/dy  
6-9 300d/dy  
10+ 600d/dy

Magician (10 days + 1 dy/lv)

1-5 150d/dy  
6-10 300d/dy  
11+ 600d/dy

Thief (9 days + 1 dy/lv)

1-4 100d/dy  
5-10 200d/dy  
11+ 300d/dy

Monk (9 days + 1 dy/lv)

1-3 75d/dy  
4-5 150d/dy  
6+ 300d/dy

Intelligence modifier

3 +60\%  
4 +40\%  
5-7 +25\%  
8-12 0  
13-14 -25\%  
15-16 -40\%  
17 -45\%  
18 -50\%  
19+ -60\%

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## 1.128 price.guide/Weaponcrafter-Weapons

Weaponcrafter/Weapons

\*\*\*\*\*

Weapon	wt.(lb)	cost
Shield		
Buckler	3.0	24d
Roundshield	6.0	42d
Kite shield	7.0	72d
Knight shield	5.0	60d
Tower shield	8.0	96d
Boss gore	1.0	12d
Dagger		
Dagger	1.0	24d
Knife (metalsmith)	1.0	6d
Taburi	1.0	20d
Keltan	2.0	36d
Sword		
Longknife (r)	2.0	96d
Shortsword	3.0	90d
Mankar(r)[scimitar]	3.0	80d
Broadsword	7.0	150d
Falchion	8.0	120d
Mang (r)	7.0	110d
Estoc [longsword]	6.0	150d
Bastard sword	10.0	180d
Battlesword [2-handed]	25.0	230d
Club		
Club (woodcrafter)	3.0	12d
Stick/2+ ft.	2.0	6d
Mace	5.0	84d
Morningstar	12.0	48d
Warhammer *	8.0	90d
Maul (woodcrafter)	15.0	24d
Axe		
Sickle (metalsmith)	1.0	10d
Shorkana (throwing)	2.0	48d
Hatchet (metalsmith)	2.0	6d
Handaxe *	7.0	70d
Battleaxe *	20.0	100d
Flail		
Nachakas	1.0	15d
Grainflail (woodcrafter)	3.0	12d
Ball \& chain *	4.0	60d
War flail	5.0	60d
Net		
Net/etc. (hideworker)	4.0	48d

## Whip

Whip (h) 2.0 12d  
 Isagara (L/hideworker/r) 4.0 36d

## Spear

Javelin 3.0 36d  
 Staff (woodcrafter) 4.0 24d  
 Spear \*\* 5.0 60d  
 Trident 6.0 72d  
 Lance \*\* 8.0 120d

## Polearm

Glaive 8.0 54d  
 Poleaxe \* 9.0 80d  
 Falcastra (woodcrafter) 6.0 60d  
 Pike (L) 12.0 96d

## Bow

Arrow/each 0.2 5f  
 Arrow/silver 0.2 15d  
 Arrowheads/12 2.0 6d  
 Arrows/12 2.4 15d  
 Crossbow (fletcher) 5.0 60d  
 Longbow (fletcher) 3.0 36d  
 Quarrel/12 2.4 15d  
 Quarrel/each 0.2 5f  
 Quarrel/silver 0.2 15d  
 Quarrelheads/12 2.0 6d  
 Shortbow (fletcher) 2.0 24d

## Blowgun

Blowgun (r) 1.0 24d  
 Dart/each 0.1 1f  
 Dart/12 1.2 3d  
 Dart/ 6 poisoned 0.6 special

## Sling

Sling (hideworker) T 4d  
 Sling bullet/12 2.4 3d  
 Sling bullet/each 0.2 1f  
 Staffsling (woodcrafter) 1.0 24d  
 Staffsling bullet/12 7.2 9d  
 Staffsling bullet/each 0.6 3f

## Unarmed

Fighting claw T 12d

## 1.129 price.guide/Weaponcrafter-Armor

### Weaponcrafter/Armor

\*\*\*\*\*

Leather AC 8 14.0 180d  
 Kurbul AC 7 22.0 455d

Ring	AC 6	28.0	530d
Scale	AC 5	45.0	740d
Mail	AC 4	50.0	1340d
Plate	AC 3	70.0	2120d

### 1.130 price.guide/Weaponcrafter-Armor sizes and modifiers

Weaponcrafter/Armor sizes and modifiers

\*\*\*\*\*

Weight	Size	Factor	Random
61-65	1	0.50	01-02
66-75	2	0.60	03-05
76-90	3	0.70	06-10
91-110	4	0.80	11-22
111-135	5	0.90	23-37
136-165	6	1.00	38-63
166-200	7	1.10	64-78
201-240	8	1.20	79-90
241-285	9	1.30	91-97
286-335	10	1.40	98-00

### 1.131 price.guide/Weaponcrafter-Barding

Weaponcrafter/Barding

\*\*\*\*\*

Leather	AC 8	45.0	1470d
Kurbul	AC 7	66.0	3795d
Scale	AC 5	135.0	6160d
Mail	AC 4	150.0	8915d

### 1.132 price.guide/Whaler

Whaler

\*\*\*\*\*

Ambergris	180d/oz
Horn/narwhale	60d/lb
Oil/whale	12d/gl

### 1.133 price.guide/Woodcrafter



## Woodcrafter

\*\*\*\*\*

Armchair	30.0	15d
Armchair/padded	40.0	18d
Barrel/hogshead		15d
Bed	90.0	50d
Bed/double	150.0	85d
Bookcase	100.0	50d
Bucket		4d
Cabinet	80.0	144d
Cart (2 wheels)		80d
Chair	20.0	12d
Chair/padded	25.0	15d
Chest/large	80.0+	36d
Chest/medium	20.0+	12d
Chest/small	8.0+	6d
Coffin		9d
Ladder/8'		6d
Ox yoke		3d
Palanquin		100d+
Plough		48d
Ski		42d/pr
Sled		80d
Snowshoes		36d/pr
Stool	12.0	7d
Table		36d
Wagon (4 wheels)		220d
Wheel		18d
Wheel/iron rim		30d
Wheelbarrow		10d

## Weapons

Club	3.0	12d
Falcastra	6.0	60d
Grainflail	3.0	12d
Maul	15.0	24d
Staff	4.0	24d
Staffsling	1.0	24d

**1.134 price.guide/Index by item's name**

Index by item's name

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Accomodations	See
	Innkeeper
	'
Alchemical dust	See
	Arcane Lore-Alchemist
	'
Ale	See
	Innkeeper

Ambergris        /        See  
                  Whaler

Anchor           /        See  
                  Shipwright

Antidote         /        See  
                  Arcane Lore-Apothecary  
                  , See  
                  Arcane Lore-Alchemist

Armor            /        See  
                  Weaponcrafter

Arrow            /        See  
                  Fletcher-bowyer

Awnings          /        See  
                  Tentmaker

Axe              /        See  
                  Metalsmith

Axle             /        See  
                  Metalsmith

Backpack         /        See  
                  Hideworker

Bag, canvas      /        See  
                  Tentmaker

Bandolier belt   /        See  
                  Hideworker

Barding          /        See  
                  Weaponcrafter

Barrel           /        See  
                  Woodcrafter

Basket           /        See  
                  Thatcher

Bath             /        See  
                  Innkeeper

Bed              /        See  
                  Woodcrafter

Beer             /        See  
                  Innkeeper

Bell             /        See  
                  Metalsmith

                  /

---

Belt            See  
                  Hideworker  
,  
Belt, bandolier    See  
                  Hideworker  
,  
Blanket            See  
                  Clothier  
,  
Blanket, saddle    See  
                  Ostler  
,  
Boat            See  
                  Shipwright  
,  
Boots            See  
                  Hideworker  
,  
Bottle            See  
                  Arcane Lore-Alchemist  
, See  
                  Glassworker  
,  
Bow            See  
                  Fletcher-bowyer  
,  
Bowl            See  
                  Potter  
,  
Brandy            See  
                  Innkeeper  
,  
Brazier            See  
                  Metalsmith  
,  
Bread            See  
                  Farm-Market  
, See  
                  Miller  
,  
Bridle, horse    See  
                  Ostler  
,  
Broom            See  
                  Thatcher  
,  
Brush            See  
                  Chandler  
,  
Bucket            See  
                  Woodcrafter  
,  
Buckram            See  
                  Clothier  
,  
Buns            See  
                  Miller

---

Butter           ',  
                  See  
                  Farm-Market

Cabinet         ',  
                  See  
                  Woodcrafter

Candle         ',  
                  See  
                  Chandler

Canvas         ',  
                  See  
                  Shipwright  
                  ', See  
                  Tentmaker

Caravan fee     ',  
                  See  
                  Mercantylor

Carpet         ',  
                  See  
                  Tentmaker

Cart            ',  
                  See  
                  Woodcrafter

Cauldron       ',  
                  See  
                  Metalsmith

Chain          ',  
                  See  
                  Metalsmith

Chair          ',  
                  See  
                  Woodcrafter

Chalk          ',  
                  See  
                  Chandler

Charcoal       ',  
                  See  
                  Charcoaler

Cheese         ',  
                  See  
                  Farm-Market

Chest, metal   ',  
                  See  
                  Metalsmith

Chest, wood    ',  
                  See  
                  Woodcrafter

Chisel         ',  
                  See  
                  Metalsmith

Cider          ',  
                  See  
                  Innkeeper

Clerk services  ',  
                  See  
                  Lexigrapher  
                  ',

---

Cloak            See  
                 Clothier

Cloth            ,  
                 See  
                 Clothier

Club            See  
                 Woodcrafter

Coal            See  
                 Charcoaler

Coffin           ,  
                 See  
                 Woodcrafter

Coins            ,  
                 See  
                 Mercantylor

Collar, horse    ,  
                 See  
                 Ostler

Comb            See  
                 Chandler

Comb, horse     ,  
                 See  
                 Ostler  
                 , See  
                 Metalsmith

Compounds       ,  
                 See  
                 Arcane Lore-Alchemist

Contract        ,  
                 See  
                 Litigant

Court appearance ,  
                 See  
                 Litigant

Cream            ,  
                 See  
                 Farm-Market

Crossbow        ,  
                 See  
                 Fletcher-bowyer

Crowbar, large   ,  
                 See  
                 Metalsmith

Crowbar, small   ,  
                 See  
                 Lia-Kavair

Cup            See  
                 Potter

Dagger           ,  
                 See  
                 Weaponcrafter

Deed            ,  
                 See

---

Litigant  
,  
Dog            See  
                    Animal Trainer  
,  
Donkey         See  
                    Ostler  
,  
Drill, hand     See  
                    Lia-Kavair  
,  
Dwelling        See  
                    Mason  
,  
Dye            See  
                    Clothier  
,  
Eggs            See  
                    Farm-Market  
,  
Elixhirs        See  
                    Arcane Lore-Alchemist  
,  
Exchange rates See  
                    Mercantylor  
,  
Fetters         See  
                    Locksmith  
,  
Files, metal    See  
                    Lia-Kavair  
,  
Firewood        See  
                    Charcoaler  
,  
First aid kit    See  
                    Physician  
,  
Fish            See  
                    Farm-Market  
,  
Flagon          See  
                    Glassworker  
, See  
                    Potter  
,  
Flour            See  
                    Farm-Market  
, See  
                    Miller  
,  
Fodder, horse    See  
                    Ostler  
,  
Fruits          See  
                    Farm-Market  
,

---

Gases            See  
                  Arcane Lore-Alchemist  
,  
Gems            See  
                  Jeweller  
,  
Gems, exchange    See  
                  Jeweller  
                  , See  
                  Mercantylor  
,  
Glass            See  
                  Glassworker  
,  
Goblet            See  
                  Metalsmith  
,  
Gown            See  
                  Clothier  
,  
Grain grinding    See  
                  Miller  
,  
Grapple            See  
                  Metalsmith  
,  
Grease            See  
                  Chandler  
,  
Grooming, horse    See  
                  Ostler  
,  
Hammer            See  
                  Metalsmith  
,  
Hammer, small    See  
                  Lia-Kavair  
,  
Handcuffs            See  
                  Locksmith  
,  
Harness, horse    See  
                  Ostler  
,  
Harness, ox        See  
                  Hideworker  
,  
Harpoon            See  
                  Metalsmith  
,  
Hatchet            See  
                  Metalsmith  
,  
Herbal concoctions    See  
                  Arcane Lore-Apothecary  
,  
Herbs            See

---

Arcane Lore-Apothecary  
,  
Hides See  
Hideworker  
,  
Hoe See  
Metalsmith  
,  
Hogshead See  
Woodcrafter  
,  
Holy symbol See  
Temple  
,  
Holy water See  
Temple  
,  
Honey See  
Farm-Market  
,  
Hood See  
Clothier  
,  
Horn, hunting See  
Hideworker  
,  
Horse See  
Ostler  
,  
Horse cloth See  
Ostler  
,  
Horse, shoeing See  
Ostler  
,  
Horsecomb See  
Metalsmith  
,  
Horseshoe See  
Metalsmith  
,  
Hourglass See  
Glassworker  
,  
House See  
Mason  
,  
Identification, mag. items See  
Arcane Lore-Shek-Pvar  
,  
Identification, potions See  
Arcane Lore-Alchemist  
,  
Incense See  
Perfumer  
,  
Ink See

---



Lexigrapher  
,  
Iron rations See  
Salter  
,  
Iron, branding See  
Metalsmith  
,  
Jewelry See  
Jeweller  
,  
Keep See  
Mason  
,  
Key See  
Locksmith  
,  
Knife See  
Metalsmith  
,  
Lace See  
Clothier  
,  
Ladder See  
Woodcrafter  
,  
Lantern See  
Chandler  
,  
Laundry See  
Innkeeper  
,  
Leather goods See  
Hideworker  
,  
Leggings See  
Clothier  
,  
Level advancement See  
Tutoring  
,  
Linen See  
Clothier  
,  
Livestock See  
Farm-Market  
,  
Loan See  
Mercantylor  
,  
Lock See  
Locksmith  
,  
Lockbox See  
Locksmith  
,  
Lockpick See

---

Lia-Kavair  
,  
Lodging      See  
              Innkeeper  
,  
Log          See  
              Timberwright  
,  
Magnifying glass    See  
              Glassworker  
,  
Make-up kit        See  
              Thespian  
,  
Manorhouse         See  
              Mason  
,  
Mansion          See  
              Mason  
,  
Maps            See  
              Lexigrapher  
,  
Marble          See  
              Mason  
,  
Mast            See  
              Shipwright  
,  
Mead            See  
              Innkeeper  
,  
Meal            See  
              Innkeeper  
,  
Meat            See  
              Farm-Market  
,  
Metal, raw         See  
              Miner  
,  
Milk            See  
              Farm-Market  
              , See  
              Innkeeper  
,  
Mirror          See  
              Metalsmith  
,  
Money          See  
              Mercantylet  
,  
Mortar \& pestle    See  
              Potter  
,  
Mule            See  
              Ostler

---

'  
Musical instrument    See  
                         Harper

'  
Nails                    See  
                         Metalsmith

'  
Net                     See  
                         Shipwright

'  
Oar                     See  
                         Shipwright

'  
Oatcake                See  
                         Farm-Market  
, See  
                         Miller

'  
Oatmeal                See  
                         Farm-Market  
,  
                         Miller

'  
Oil                      See  
                         Chandler

'  
Oil, lubricating      See  
                         Lia-Kavair

'  
Oil, scented          See  
                         Perfumer

'  
Oil, whale             See  
                         Whaler

'  
Ox yoke                See  
                         Woodcrafter

'  
Packed provision, fresh    See  
                         Innkeeper

'  
Paint                    See  
                         Chandler

'  
Palanquin              See  
                         Woodcrafter

'  
Pan                      See  
                         Metalsmith

'  
Paper                    See  
                         Lexigrapher

'  
Parchment              See  
                         Lexigrapher

'  
Pavillon                See

---

Tentmaker  
,  
Pelle (spade) See  
Metalsmith  
,  
Perfume See  
Perfumer  
,  
Pick See  
Metalsmith  
,  
Pie, fruit or meat See  
Miller  
,  
Piloting, craft See  
Pilot  
,  
Pipe, smoking See  
Potter  
,  
Pitchfork See  
Metalsmith  
,  
Plate, metal See  
Metalsmith  
,  
Plate, ceramic See  
Potter  
,  
Plough See  
Woodcrafter  
,  
Poison See  
Arcane Lore-Alchemist  
,  
Potions See  
Arcane Lore-Alchemist  
,  
Pouch See  
Hideworker  
,  
Prism See  
Glassworker  
,  
Promissory notes See  
Mercantylet  
,  
Prostitute See  
Courtesan  
,  
Purse, cloth See  
Clothier  
,  
Purse, leather See  
Hideworker  
,  
Quarrel See

---

Fletcher-bowyer  
,  
Quill See  
Lexigrapher  
,  
Rations, iron See  
Salter  
,  
Ration, fresh See  
Innkeeper  
,  
Razor See  
Metalsmith  
,  
Robe See  
Clothier  
,  
Room See  
Innkeeper  
,  
Rope See  
Shipwright  
,  
Russet See  
Clothier  
,  
Sack, leather See  
Hideworker  
,  
Sack, cloth See  
Tentmaker  
,  
Saddle See  
Ostler  
,  
Saddle blanket See  
Ostler  
,  
Saddlebag See  
Ostler  
,  
Salt See  
Salter  
,  
Salted meat, fish See  
Salter  
,  
Sandals See  
Hideworker  
,  
Saw, metal See  
Lia-Kavair  
,  
Scales See  
Jeweller  
,  
Scones See

---

Farm-Market  
, See  
Miller  
,  
Scrollcase        See  
                    Hideworker  
,  
Scythe            See  
                    Metalsmith  
,  
Seal              See  
                    Lexigrapher  
,  
Serge             See  
                    Clothier  
,  
Shield            See  
                    Weaponcrafter  
,  
Shirt             See  
                    Clothier  
,  
Shoe, horse      See  
                    Metalsmith  
,  
Shoeing, horse   See  
                    Ostler  
,  
Sickle            See  
                    Metalsmith  
,  
Silk              See  
                    Clothier  
,  
Ski               See  
                    Woodcrafter  
,  
Slave             See  
                    Slaver  
,  
Sled              See  
                    Woodcrafter  
,  
Smith             See  
                    Metalsmith  
,  
Snowshoes        See  
                    Woodcrafter  
,  
Soap              See  
                    Perfumer  
,  
Spade             See  
                    Metalsmith  
,  
Spells, clerical   See  
                    Temple

---

Spells, Shek-Pvar     See  
    Arcane Lore-Shek-Pvar

Spices             See  
    Arcane Lore-Apothecary

Spices, aromatic    See  
    Perfumer

Spikes             See  
    Metalsmith

Sponge             See  
    Arcane Lore-Apothecary

Spurs             See  
    Metalsmith

Spyglass            See  
    Glassworker

Stabling            See  
    Ostler

Staff             See  
    Woodcrafter

Stone             See  
    Mason

Sugar             See  
    Arcane Lore-Apothecary

Surcoat            See  
    Clothier

Sword             See  
    Weaponcrafter

Symbol, holy        See  
    Temple

Table             See  
    Woodcrafter

Tack repair         See  
    Ostler

Tankard            See  
    Metalsmith

Tar             See  
    Chandler

Taxes             See  
    Mercantylers

---

Tea            /            See  
                  Arcane Lore-Apothecary

Tent           /            See  
                  Tentmaker

Test kit, alchemical   /            See  
                  Arcane Lore-Alchemist

Thieves' guild       /            See  
                  Lia-Kavair

Thieves' tools       /            See  
                  Lia-Kavair

Thunderbox         /            See  
                  Chandler

Tides, timetable     /            See  
                  Pilot

Timber           /            See  
                  Timberwright

Tolls, standard      /            See  
                  Mercantylor

Toxic powders       /            See  
                  Arcane Lore-Alchemist

Trainig           /            See  
                  Tutoring

Tunic            /            See  
                  Clothier

Urn             /            See  
                  Potter

Vase             /            See  
                  Potter

Vegetables         /            See  
                  Farm-Market

Vellum           /            See  
                  Lexigrapher

Vest             /            See  
                  Clothier

Veterinarian services   /            See  
                  Ostler

Vial             /            See  
                  Arcane Lore-Alchemist

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Wagon            ',  
                  See  
                  Woodcrafter

Water, holy      ',  
                  See  
                  Temple

Wax             ',  
                  See  
                  Chandler

Weapons         ',  
                  See  
                  Weaponcrafter

Wedge (wood splitting) See  
                  Metalsmith

Wheel           ',  
                  See  
                  Woodcrafter

Wheelbarrow     ',  
                  See  
                  Woodcrafter

Will            ',  
                  See  
                  Litigant

Wineskin        ',  
                  See  
                  Hideworker

Wineskin refill    ',  
                  See  
                  Innkeeper

Wood            ',  
                  See  
                  Timberwright

Wool, raw        ',  
                  See  
                  Farm-Market

Worsted         ',  
                  See  
                  Clothier

                  ',

### 1.135 price.guide/Concept Index

Concept Index  
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Abbreviations

Abbreviations

Accomodations

Accomodations

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Alchemical	Alchemical
Alchemical dusts	Alchemical dusts
Animal Trainer	Animal Trainer
Antidote/contact	Antidote-contact
Antidote/gas	Antidote-gas
Antidote/ingestive	Antidote-ingestive
Antidote/insinuate	Antidote-insinuate
Arcane Lore/Alchemist	Arcane Lore-Alchemist
Arcane Lore/Apothecary	Arcane Lore-Apothecary
Arcane Lore/Chantry	Arcane Lore-Chantry
Arcane Lore/Shek-Pvar	Arcane Lore-Shek-Pvar
Armor	Armor
Bakery	Bakery
Brewery	Brewery
Caravan fees	Caravan fees
Chandler	Chandler
Charcoaler	Charcoaler
Clothier	Clothier
Clothing	Clothing

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Common herbs	Common herbs
Compounds	Compounds
Courtesan	Courtesan
Dairy	Dairy
Elixirs	Elixirs
Embalmer	Embalmer
Farm	Farm
Farm/Market	Farm-Market
Fisher	Fisher
Fletcher/bowyer	Fletcher-bowyer
Food \& drinks	Food \& drinks
Foreign exchange rates	Foreign exchange rates
Gases	Gases
Generalities	Generalities
Generic Inn	Generic Inn
Glassworker	Glassworker
Guild dues and resources	Guild dues and resources
Guilded professions	Guilded professions
Harper	Harper

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Herald	Herald
Herb prices	Herb prices
Herbal concoctions	Herbal concoctions
Hideworker	Hideworker
Imports	Imports
Incomes	Incomes
Index by item's name	Index by item's name
Innkeeper	Innkeeper
Innkeeper/Services	Innkeeper-Services
Introduction	Introduction
Jeweller	Jeweller
Jewellery	Jewellery
Level 1	Level 1
Level 2	Level 2
Level 3	Level 3
Level 4	Level 4
Level 5	Level 5
Level 6	Level 6
Level 7	Level 7

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Level 8	Level 8
Level 9	Level 9
Lexigrapher	Lexigrapher
Lia-Kavair	Lia-Kavair
Litigant	Litigant
Livestock	Livestock
Locksmith	Locksmith
Magical items	Magical items
Mason	Mason
Material spell components	Material spell components
Measures	Measures
Meat	Meat
Mercantylet	Mercantylet
Metalsmith	Metalsmith
Miller	Miller
Miner	Miner
Miscellaneous	Miscellaneous
Monster venom	Monster venom
Musical instruments	Musical instruments

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Ostler	Ostler
Ostler/Accessories	Ostler-Accessories
Ostler/Animals	Ostler-Animals
Ostler/Services	Ostler-Services
Perfumer	Perfumer
Physician	Physician
Pilot	Pilot
Poison/contact	Poison-contact
Poison/ingestive	Poison-ingestive
Poison/insinuate	Poison-insinuate
Poisonous gases	Poisonous gases
Potions \& Oils	Potions \& Oils
Potter	Potter
Price rating	Price rating
Priest Level 1	Priest Level 1
Priest Level 2	Priest Level 2
Priest Level 3	Priest Level 3
Priest Level 4	Priest Level 4
Priest Level 5	Priest Level 5

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Priest Level 6	Priest Level 6
Priest Level 7	Priest Level 7
Rare herbs	Rare herbs
Religious	Religious
Ring	Ring
Rod	Rod
Salter	Salter
Scrolls	Scrolls
Shipwright	Shipwright
Shop	Shop
Slaver	Slaver
Special menu	Special menu
Spell components	Spell components
Spell components availability	Spell components availability
Spices	Spices
Staff	Staff
Standard tolls	Standard tolls
Temple	Temple
Tentmaker	Tentmaker

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Thatcher	Thatcher
Thespian	Thespian
Thieves' tools	Thieves' tools
Timberwright	Timberwright
Transportation	Transportation
Tutoring	Tutoring
Unguilded professions	Unguilded professions
Wand	Wand
Weapon	Weapon
Weaponcrafter	Weaponcrafter
Weaponcrafter/Armor	Weaponcrafter-Armor
Weaponcrafter/Armor sizes and modifiers	Weaponcrafter-Armor sizes and modifiers
Weaponcrafter/Barding	Weaponcrafter-Barding
Weaponcrafter/Weapons	Weaponcrafter-Weapons
Whaler	Whaler
Wineskin refills	Wineskin refills
Woodcrafter	Woodcrafter

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