

Giant Pricelist™

Prices are in pounds (L), shillings (s), pennies (d), halfpennies (h) and farthings (f).

1 pound = 20 shillings = 240 pennies

1 shilling = 12 pennies

1 penny = 2 halfpennies = 4 farthings

Corresponding money units in other countries:

England	France	Germany	Italy	Latin
Pound	Livre	Pfund	Lira	Libra / Talentum
Shilling	Sou	Schilling	Soldo	Solidus
Penny	Denier	Pfennig	Denaro	Denarius
Halfpenny	-	-	-	Obulus
Farthing	-	-	-	-

Some typical incomes (when room and board is provided):

Occupation	per year	per week
The filthy rich	L 4000 - L 6000	L 77 - L 115
Rich Noble	L 520	L 10
Rich Merchant	L 520	L 10
Wealthy Noble	L 104	L 2
Rich Knight	L 104	L 2
Wealthy Merchant	L 104	L 2
Wealthy Knight	L 20 s 16	s 8
Poor Noble	L 20 s 16	s 8
Ship Captain	L 6 s 10	s 2 d 6
Poor Knight	L 5 s 4	s 2
Man-at-arms	L 2 s 12	s 1
Archer	L 2 s 2	d 10
Seaman	L 1 s 10 d 4	d 7
Building worker	L 1 s 1	d 5
Agricultural laborer	s 4 d 4	d 1

The seller might even sell at below the listed price; assume he breaks even at -75% (-50% for Common and Very common goods).

Roll	Price Multiplier for final price
Botch	Refuses to sell / Sale made at x 10.00
0 or less	x 4.00
1	x 3.00
2	x 2.00
3	x 1.50
4	x 1.25
5	x 1.10
6-8	x 1.00
9-11	x 0.90
12-14	x 0.80
15+	x 0.70

Armor and Shields

Prices are for items of Good Craftsmanship and Standard Material with No Gems or Ornamentation. Also available are:

- **Craftsmanship**

Craftsmanship	Price
Poor	x 0.5
Excellent	x 2.0
Superior	x 3.0

- **Material**

Material	Price
Inferior	x 0.75
Excellent / Unusual	x 2.0
Superior / Rare	x 3.0
Exotic	x 5.0

- **Ornamentation**

Ornamentation	Price Multiplier
Simple	x 1.2
Complex	x 1.5
Elaborate	x 2.0
Intricate	x 5.0

- **Gems**

Gems	Price
Glass gems	x 1.1
Ornamental stones	x 1.2
Semi-precious stones	x 1.5
Fancy stones	x 2.0
Precious stones	x 4.0
Gems	x 5.0
Jewels	x 7.0

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- **Armor**

Armor prices do not include helm or padding, or shield, which must be purchased separately.

Barding prices do not include tack.

Armor	Price
Leather, cuirass	d 10
Leather, hauberk	d 20
Leather, full	d 30
Cuirboilli, cuirass	d 15
Cuirboilli, hauberk	d 30
Cuirboilli, full	d 60
Ring, cuirass	d 30
Ring, hauberk	d 60
Ring, full	d 90
Scale, cuirass	d 60
Scale, hauberk	d 120
Scale, full	L 1
Chain, cuirass	d 90
Chain, hauberk	d 180
Chain, full	d 360
Double-chain, cuirass	L 1
Double-chain, hauberk	L 2
Double-chain, full	L 4
Plate, cuirass	L 5
Plate, hauberk	L 10
Plate, full	L 15

- **Shields**

Shield	Price
Common	d 3
Target	d 8
Round	d 12
Shield of Peace	d 20
Knight	d 27
Kite	d 68
Cavalry	d 105
Tower	d 96

- **Helmets**

Item	Price
Cap	d 7
Coif	d 23
Open helmet	d 40
Visored helmet	d 100
Great helm	d 75

- **Padding**

Padding	Price
Normal	d 7
Fancy	d 25
Silk	d 180

- **Barding**

Barding	Price
Padded, half	d 55
Padded, full	d 98
Leather, half	s 10
Leather, full	s 17
Cuirboilli, half	L 1
Cuirboilli, full	L 2
Ring, half	L 3
Ring, full	L 4
Chain, half	L 6
Chain, full	L 10
Double-chain, half	L 9
Double-chain, full	L 16
Banded, half	L 19
Banded, full	L 28
Plate, half	L 24
Plate, full	L 40

- **Services**

Price includes the cost of labor only. The necessary oils must be purchased separately.

Repair costs are applied per point of armor damage and include the cost of necessary straps and patches.

Item	Price
Cleaning, cuirass	f 1
Cleaning, hauberk	h 1
Cleaning, full	f 3
Cleaning, half barding	d 2
Cleaning, full barding	d 5
Polishing, cuirass	f 1
Polishing, hauberk	d 1
Polishing, full	h 3
Polishing, half barding	d 3
Polishing, full barding	d 6
Proofing, cuirass	f 1
Proofing, hauberk	h 1
Proofing, full	f 3
Proofing, half barding	d 2
Proofing, full barding	d 3
Repairing, cuirass	f 1
Repairing, hauberk	h 1
Repairing, full	f 3
Repairing, half barding	d 2
Repairing, full barding	d 4

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Weapons

Weapon prices do not include quivers, sheaths, scabbards, or ammunition, which must be purchased separately. Options are as in Armor.

- **Weapons**

Item	Price
Axe, throwing	d 18
Axe, hand	d 11
Axe, battle	d 36
Axe, great	d 54
Bow, short	d 13
Bow, long	d 24
Bow, composite, short	d 20
Bow, composite, long	d 54
Crossbow, light	d 120
Crossbow, medium	d 200
Crossbow, heavy	L 2
Dagger	d 5
Dirk	d 7
Flail, knight's	d 50
Flail, war	d 75
Quarterstaff	d 2
Javelin	d 7
Lance, tilting	d 3
Lance, light	d 20
Lance, heavy	d 30
Mace	d 30
Military pick	d 27
Polearm, halberd	d 60
Polearm, pole axe	d 48
Spear, hunting	d 1
Spear, light	d 2
Spear, heavy	d 5
Stiletto	d 3
Sword, short	d 38
Sword, long	d 50
Sword, broad	d 75
Sword, battle	d 98
Sword, bastard	d 154
Sword, thrusting	d 180
Sword, great	L 1
Warhammer	d 30

- **Ammunition**

Item	Price
Arrowheads (12)	d 1
Arrow, armor-piercing (1)	d 1
Arrows, blunt (12)	h 1
Arrow, flight (1)	h 1
Arrows, incendiary (12)	d 4
Arrow, message (1)	d 12
Arrows, sheath (12)	d 2

Arrow, whistling (1)	d 2
Bolts, light (10)	d 2
Bolts, medium (10)	d 2 h 1
Bolts, heavy (10)	d 3
Caltrops, cavalry (6)	d 2
Caltrops, infantry (6)	d 1

- **Accessories**

Item	Price
Bowstring	d 1
Quiver, 12 arrows	d 3
Quiver, 20 arrows	d 6
Quiver, 20 bolts	d 5
Quiver, 40 bolts	d 8
Quiver, 6 javelins	d 6
Scabbard, short	d 15
Scabbard, long	d 22
Scabbard, broad	d 25
Scabbard, bastard	d 38
Sheath, dagger	d 7

- **Services**

Service prices are 'per dagger' equivalent. Small weapons are 1 dagger, medium weapons 2, large weapons 3. Bows are 1 dagger. Crossbows are 2 daggers.

Item	Price
Polishing	f 1
Proofing	h 1
Repairing	d 1
Sharpening	h 1
Re-string bow	f 1

War Machines

Item	Price
Ballista	d 96
Catapult, heavy	d 200
Catapult, light	d 144
Cauldron, suspended	d 24
Gallery	d 24
Hoist	d 48
Ladder	d 2
Mantlet	d 8
Ram	d 48
Ram catcher	h 4
Siege tower	d 192
Sow	d 48
Trebuchet	d 300

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General Equipment

- Equipment

Item	Price
Backpack, basket	d 5
Backpack, leather	d 18
Backpack, leather, framed	d 30
Bag, canvas, large	d 5
Bag, canvas, small	d 2
Barrel, cask, large	d 40
Barrel, cask, small	d 30
Barrel, hogshead, large	d 15
Barrel, hogshead, small	d 8
Basket, large	d 2
Basket, small	d 1
Bell, small, iron	d 5
Blanket, cotton	d 7
Blanket, wool	d 12
Bottle, glass	d 6
Bowl, pewter	d 4
Bowl, silver	d 22
Bowl, wooden	d 2
Box, iron, large	d 25
Box, iron, small	d 16
Brazier, bronze	d 100
Brush	f 1
Brush, horse	h 1
Cage, iron, large	d 50
Cage, iron, small	d 20
Cage, wooden, large	d 15
Cage, wooden, small	d 30
Candelabra	d 14
Candleholder, iron, hand	d 3
Candle snuffer	d 2
Candlestick, iron	d 5
Cane, walking	d 1
Cauldron, iron	d 12
Chain, heavy (per foot)	d 5
Chain, light (per foot)	d 2
Chest, wooden, large	d 15
Chest, wooden, small	d 8
Crampons	d 2
Dice / knucklebones (pair)	d 2
Fishhooks (12)	d 2
Fishing line (per 10 feet)	d 1
Fishing net, 10 sq. feet	d 4
Flask, crystal	d 100
Flask, glass	d 50
Flask, metallic	d 25
Grapnel	d 12
Horn, hunting	d 12
Hourglass, 1-hour	d 48
Hourglass, 5-hours	d 72
Jar, glass, large	d 18

Jar, glass, small	d 9
Jar, pottery, large	d 8
Jar, pottery, small	d 4
Jug	d 6
Keg	d 12
Lantern, beacon	L 2
Lantern, bullseye	d 60
Lantern, hooded	d 20
Lock, good quality	d 100
Lock, poor quality	d 40
Lockbox, large	d 36
Lockbox, small	d 18
Magnifying glass	d 20
Mirror, large, metallic	d 20
Mirror, small, metallic	d 12
Mirror, small, glass	d 18
Oil Lamp	d 8
Pan, copper	d 10
Pan, iron	d 8
Pipe, smoking	d 2
Pouch, belt, large	d 1
Pouch, belt, small	h 1
Rope, hemp (per foot)	d 2
Rope, silk (per foot)	d 6
Runestones (1 set)	d 40
Sack, linen, large	d 1
Sack, linen, small	h 1
Scroll case, bone	d 2
Scroll case, leather	d 6
Scroll case, metal	d 7
Signal whistle	d 18
Sundial, bronze	d 225
Sundial, stone	d 200
Tent, camp	d 2
Tent, small pavilion	L 1
Tent, large pavilion	L 2
Tent, fancy pavilion	L 4
Tent, regal pavilion	L 8
Water clock	L 5
Wineskin, large	d 6
Wineskin, medium	d 3
Wineskin, small	d 1

- Tools

Item	Price
Anvil	d 36
Astrolabe	L 1 s 10
Bear trap	d 12
Block and tackle	d 6
Carpenter's tools (standard set)	d 42
Chisel	d 6
Crowbar	d 2
Flint and steel	d 2
Grappling hook, heavy	d 35

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Grappling hook, light	d 10
Grindstone	d 24
Hammer	d 3
Hatchet	d 5
Hoe	d 3
Mallet	d 2
Mason's tools (standard set)	d 38
Metal file	d 2
Pick axe	d 7
Pitchfork	d 4
Plow, metal	d 72
Plow, wooden	d 48
Pulley, 2:1	d 16
Pulley, 3:1	d 27
Pulley, 4:1	d 45
Scales, merchant's	d 48
Scales, royal	d 72
Scythe	d 18
Sextant	L 2
Shovel	d 3
Sickle	d 4
Sledgehammer	d 4
Spade	d 2
Spikes, iron (3)	d 1
Weights, calibrated (per ounce)	d 5
Wheelbarrow	d 10
Whetstone	d 2
Yoke, ox	d 18

• Common Provisions

Item	Price
Acid, strong (per ounce)	d 30
Acid, weak (per ounce)	d 6
Candles, beeswax (12)	d 6
Candle, calibrated (1)	d 10
Candles, tallow (5)	d 3
Candle, wax (1)	d 1
Canvas, waterproof (per sq. yard)	d 8
Chalk, bulk (per pound)	d 1
Chalk, powder (per pound)	d 4
Chalk, sticks (per pound)	d 8
Charcoal (10-lb bag)	d 4
Coal (10-lb bag)	d 12
Firewood (per pound)	f 1
Glue (per pint)	d 3
Grease (per pound)	d 2
Healer's bag (standard)	d 63
Ivory (per pound)	d 75
Ladder, wooden (10-ft.)	d 6
Lard (1 pint)	d 1
Lead (per pound)	f 1
Limestone, powdered (per pound)	d 3
Oil, Greek Fire (per quart)	d 24
Oil, lamp (per quart)	d 3

Oil, waterproofing (1 pint)	d 3
Oil, polishing (1 pint)	d 4
Pipeweed (8-oz bag)	d 2
Sealing wax (1 pound)	d 4
Soap (1 bar)	d 3
Talc, course (per pound)	d 1
Talc, fine (per pound)	d 6
Torches (12)	d 1

• Exotic Provisions

Exotic provisions are Imported and sold 'per ounce'.

Also available are:

• Source

Source	Price
Local	x 0.5
From a remote country	x 2.0
From a legendary country	x 5.0

• Quality

Quality	Price
Poor	x 0.5
Excellent	x 2.0
Superior	x 5.0

• Substance

Substance	Price
Poor	x 0.5
Excellent	x 2.0
Superior	x 5.0

Provisions

Item	Price
Dye	d 12
Incense	d 24
Perfume	d 36

• Miscellaneous Mixed Goods

Item	Price
Travel Gear (0.5 horseload)	d 60
War Gear (1 horseload)	L 2

• Wagons & Carts

Item	Price
Buckboard (2-wheel)	d 12
Carriage (4-wheel)	d 120
Cart (2-wheel)	d 6

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Coach (4-wheel)	L 2
Coach, luxurious (4-wheel)	L 5
Wagon (4-wheel)	d 18

- **Naval Vessels**

Note that these prices do not match those of "The Mythic Seas".

Item	Price
Barge, cargo	d 10
Barge, pleasure	L 10+
Canoe	d 3
Caravel	L 15
Coaster	L 5
Cog	L 10
Dromond	L 25
Fishing boat	d 20
Galley	L 20
Horse transport	L 15
Longboat	d 7
Raft	d 4
Rowboat	d 5

Alchemical Equipment

Item	Price
Air bladder	f 1
Alanthor	L 2
Alembic	d 10
Ball, crystal	d 96
Basin	d 36
Beaker	d 3
Bellows	d 120
Brazier, brass	d 96
Crucible	d 60
Decanter	d 48
Furnace	d 36
Prism	d 36
Retort	d 75
Scales, alchemist's	d 180
Weights, calibrated (per gram)	d 6

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Criminal Equipment

- **Equipment**

Item	Price
Garrote	d 10
Hand lamp, silver-mirrored	d 20
Hearing cone	d 4
Cards, marked (1 deck)	d 5
Dice, biased, bone (4)	d 12
Dice, biased, ivory (4)	d 48
Footpads (1 pair)	d 4
Glass cutter	d 60
Miniblade	d 24
Ring, pin, gold	d 45
Ring, pin, silver	d 16
Ring, razor, gold	d 55
Ring, razor, silver	d 20
Sheath, wrist	d 6
Sling, arm	d 1
Spider harness	d 36
Suit, dark	d 10
Suit, utility	d 18
Suit, wilderness	d 12

- **Special Items**

Item	Price
Arrow, grappling, complex (1)	d 96
Arrow, grappling, simple (1)	d 12
Arrow, stone biter (1)	d 8
Arrow, stone biter, diamond (1)	d 120
Arrow, wood biter (1)	d 3
Dagger, climbing (1)	d 12
Silenced armor (base price)	x 2.5

- **Tools**

Item	Price
Key-making set (1 set)	d 45
Skeleton key (1)	L 1
Thief's picks (1 set)	d 60
Thief's tools (1 set)	d 40

- **Torture Items**

Item	Price
Ball & chain	d 48
Branding iron	d 5
Cage, iron, human-size	d 50
Chair, iron, strapped	d 60
Chair, wooden, strapped	d 18
Clamp	d 6

Iron boots	d 30
Iron maiden	d 120
Manacles	d 12
Oubliette	d 60
Pillory	d 10
Pincers	d 4
Stocks	d 5
Strapado	d 60
Thumbscrews (1 set)	d 2
U-rack	d 24
Vise	d 12
Wheel, wooden	d 24

- **Provisions**

Item	Price
Acid, man-eating (per ounce)	d 25
Beeswax (per ounce)	d 5
Catstink (per ounce)	d 12
Dog pepper (8-oz packet)	d 1
Disappearing ink (per ounce)	d 25
Dyes, plant (1 pint)	d 10
Marbles (10)	d 1
Poison, deadly (per ounce)	d 72
Poison, strong (per ounce)	d 45
Poison, mild (per ounce)	d 22
Powder, blinding (per ounce)	d 3
Sharkskin (per sq. foot)	d 24
Tar paper (per sq. foot)	d 6
Wax pad (1 pound)	d 4
Weaponblack (1 pint)	d 20

- **Animals**

Item	Price
Dog, trained, thief	d 100
Ferret, trained, thief	d 120
Monkey, trained, thief	L 1
Parrot, trained, thief	L 2

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Musical Instruments

Prices are for instruments of Good Craftsmanship and Common Material. Also available are:

- **Craftmanship**

Craftmanship	Price
Poor	x 0.5
Excellent	x 2.0
Superior	x 3.0

- **Material**

Material	Price
Poor	x 0.5
Uncommon	x 2.0
Rare	x 3.0
Exotic	x 5.0

Instruments

Item	Price
Bandore	d 75
Bellows organ	L 7
Chimes	d 5
Drum	d 5
Fife	d 12
Flute, metallic	d 30
Flute, wooden	d 15
Gong	d 20
Harp	L 1
Harp, regal	L 5
Horn	d 40
Lute	d 60
Lyre	d 120
Mandolin	d 180
Pipes	d 25
Rebec & bow	d 200
Recorder	d 18

Animals

- **Horses**

All prices are for average-looking steeds of normal speed, health and build, trained for their station. None are trained to fight. All are various shades of brown. Also available are:

- **Training**

Training	Price
Wild	x 0.5
Untrained	x 0.75
Trained, combat	x 3.0
Trained, tricks	x 5.0

- **Appearance**

Appearance	Price
Cosmetic defects	x 0.90
Special color or appearance	x 2.0

- **Health**

Health	Price
Maimed	x 0.5
Poor Health	x 0.5
Long-winded	x 1.5

- **Build**

Build	Price
Scrawny	x 0.5
Muscular	x 1.5
Gargantuan	x 2.0

Note that a scrawny horse cannot carry a heavy rider very far or very quickly.

- **Speed**

Speed	Price
Slow	x 0.5
Exceptional	x 2.0
Superior	x 5.0

- **Combat Horses**

Item	Price
Charger	L 8
Charger, Andalusian	L 20
Charger, Barbary	L 16
Courser, Arabian	L 28
Destrier	L 32

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Destrier, Frisian	L 38
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- **Riding Horses**

Item	Price
Courser	L 4
Donkey	d 50
Draft horse	d 60
Mule	d 80
Nag	d 40
Palfrey	L 4
Rouncy	L 1
Sumpter	d 80

- **Tack and Decoration**

Item	Price
Caparison, basic	d 24
Caparison, fancy	d 80
Tack, basic	d 16
Tack, fancy	d 24
Tack, special	d 100
Tack, regal	L 3
Trapper	d 12
Bit and bridle	d 2
Harness	d 3
Horseshoe	d 1
Saddle	d 4
Saddlebag, large	d 1
Saddlebag, small	h 1

- **Beasts**

- **Common Beasts**

Item	Price
Boar	d 80
Buck	d 100
Bull	d 75
Calf	d 30
Capon	d 25
Cat	d 3
Chicken	d 2
Cow	d 60
Cow, milk	d 120
Doe	d 60
Duck	d 4
Ewe	d 25
Goat	d 10
Goose	d 4
Guinea hen	d 3
Hare	d 9
Lamb	d 25

Ox, yearling	d 60
Ox	d 180
Partridge	d 10
Pig	d 40
Piglet	d 12
Pigeon	d 10
Rabbit	d 5
Ram	d 60
Sheep	d 10
Sheep, fat	d 15
Songbird	d 18
Sow	d 60
Stag	d 72
Swan	d 15

- **Noble Beasts**

Item	Price
Dog, common	d 5
Dog, trained, guard	d 36
Dog, trained, hunting	d 28
Dog, trained, war	d 50
Dog, unusual	d 25
Eagle, trained	L 2
Eagle, young	d 50
Goshawk, trained	d 72
Goshawk, trained	d 12
Falcon, trained	d 96
Falcon, young	d 20
Hawk, trained	d 80
Hawk, young	d 15
Jerfalcon, trained	L 1
Jerfalcon, young	d 36
Merlin, trained	d 75
Merlin, young	d 15
Pigeon, homing	d 30
Sparrow hawk, trained	d 60
Sparrow hawk, young	d 10

- **Exotic Beasts**

Item	Price
Bear	d 180
Camel	L 40
Cat, hunting	L 2
Elephant	L 50
Monkey	d 200
Peacock	d 70

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Inns

- **Boarding**

Boarding price includes staying in the common room, with a fire if the weather is cold, and a meal of common food served in the evening.

Item	Price
Per person (per night)	d 3
Per horse, hay feed (per night)	d 7

- **Luxuries**

Item	Price
Private room, with door	d 18
Private room for 2, with door	d 22
Knight-quality dinner	d 8
Oats for horse	d 12

- **Feasts**

Item	Price
Ordinary feast (per knight)	d 1
Quality feast (per knight)	d 2
Superb feast (per knight)	d 4
Grand feast (per knight)	d 8
Regal feast (per knight)	d 16
Per 4 commoners	d 1

- **Meals & Commodities**

Item	Price
Commoner's meal	f 1
Knight's meal	d 1
Wine, local brand (1 bottle)	d 3

- **Services**

Item	Price
Bath	d 3
Courtesan's compassion (night)	d 8
Cut & Shave	d 1
Harlot's pity (per night)	d 2
Laundry (per load)	d 1
Servant's services (1 day)	h 1

- **Supplies**

Supplies are sold by the horse load. Fare begins to spoil after 1 week. Hard rations begin to spoil after 4 weeks. Iron rations begin to spoil after 8 weeks. Oats and wheat begin to spoil after 6 weeks.

Item	Price
Fare, commoner's (2 weeks)	d 8
Fare, knight's (1 week)	d 14
Rations, hard (4 weeks)	d 4
Rations, iron (2 weeks)	d 8
Grain (2 weeks)	d 20
Oats (2 weeks)	d 36

Bars

- **Food & Drinks**

Item	Price
Ale (1 flagon)	f 1
Beer (1 flagon)	f 1
Brandy (1 tankard)	d 1
Mead (1 flagon)	h 1
Rum (1 tankard)	d 1
Whiskey (1 tankard)	d 1
Wine (1 glass)	d 2
Commoner's meal	h 1
Knight's meal	d 2

- **Luxuries**

Item	Price
Special meal	d 4

- **Services**

Item	Price
Barkeep's bribe	d 2
Harlot's pity (per hour)	d 1

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Food

Prices are for 1 pound unless stated otherwise.

Item	Price
Barley	d 5
Beans	f 1
Beef	d 2
Beets	f 1
Bread, honey (1 loaves)	h 1
Bread, rye (2 loaves)	f 1
Bread, wheat (2 loaves)	h 1
Butter	h 1
Cabbage	f 1
Carrots	f 1
Cheese (5-lb roll)	d 3
Chicken, roasted (1)	d 1
Corn	f 1
Cornmeal	h 1
Crab	d 1
Cream (per gallon)	d 6
Duck, roasted (1)	d 1
Eggs (2 dozen)	f 1
Fish, cod	d 1
Fish, eel	f 3
Fish, herring	h 1
Fish, herring, pickled	d 1
Fish, mackerel	f 1
Fish, pike	d 1
Fish, salmon	d 2
Fish, trout	d 2
Flour, rye	f 1
Flour, wheat	h 1
Fruit, apples	f 1
Fruit, apricots	h 1
Fruit, berries	h 1
Fruit, dates, dried	d 3
Fruit, grapes	d 1
Fruit, oranges	d 5
Fruit, peaches	d 1
Fruit, pears	h 1
Fruit, plums	d 1
Fruit, raisins	d 2
Mutton, roasted	d 1
Goat, roasted	d 2
Goose, roasted (1)	d 3
Ham	d 2
Honey, African	d 4
Honey, Asian	d 5
Honey, European	d 2
Jams (per pint)	d 6
Jelly (per pint)	d 5
Lamb, roast (1)	d 8
Lentils	f 1
Melon, cantaloupe (2)	h 1
Melon, honeydew (2)	h 1

Melon, watermelon (1)	h 1
Milk, cow (per gallon)	d 2
Milk, goat (per gallon)	d 1
Milk, sheep (per gallon)	d 1
Mushrooms	h 1
Nuts, imported, common	h 1
Nuts, imported, exotic	d 5
Nuts, local	f 1
Oat cakes (1 dozen)	f 1
Oatmeal	f 1
Oats	d 2
Oil, cooking (per gallon)	d 1
Olives	d 8
Onions	f 1
Oysters	h 1
Peas	f 1
Pheasant, roasted (1)	d 1
Pickles	d 2
Pie, fruit (1)	h 1
Pie, meat (1)	f 3
Pork	d 2
Porridge	d 1
Pumpkin (1)	h 1
Rabbit, roasted (1)	d 1
Radishes	f 1
Rye	d 1 h 1
Seaweed	d 5
Squash	f 1
Veal, roasted	d 3
Venison, roasted	d 3
Vetches	d 1
Vinegar	d 2
Wheat	d 1 h 1

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Spices

Prices are for 1 ounce unless stated otherwise.

Item	Price
Alum	d 16
Camphor	d 50
Cinnamon	d 40
Cloves	d 12
Frankincense	d 75
Ginger	d 30
Ginseng	d 170
Keddryth	d 45
Marthyn	d 200
Mustard	d 60
Myrrh	d 150
Nard	d 100
Nutmeg	d 50
Opium	L 1
Paprika	d 36
Pepper, poor	d 36
Pepper, fine	d 55
Pepper, excellent	d 120
Saffron	d 25
Salt, rock (per pound)	d 1
Salt, sea (per pound)	h 1
Sugar	d 60
Tea	d 35
Tobacco	d 24

Beer and Liquor

- Price shown is for 1 cask (8-gal) of Good quality. Also available are:

- **Quality**

Quality	Price
Poor	x 0.5
Excellent	x 1.5
Superior	x 2.5
Best	x 5.0

- **Quantity**

Quantity	Price
Keg (32-gal)	x 4.0
Hogshead (4-gal)	x 0.5

- **Ale**

Item	Price
Local, first brand	d 1
Local, second brand	h 1
English	d 2
Flanders	d 3
French	d 2
Iberian	d 1
Norse	d 8
Italian, Florentine	d 2
Italian, Venetian	d 2

- **Beers**

Item	Price
Local, first brand	d 1
Local, second brand	h 1
English	d 1
French	d 2
German	d 4
Iberian	d 3

- **Brandies**

Item	Price
Austrian	d 8
Parisian	d 6
German	d 5

- **Ciders**

Item	Price
Local	d 2
English	d 5

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German	d 4
Iberian	d 2

- **Meads**

Item	Price
Local, first brand	d 4
Local, second brand	d 3
English	d 5
French	d 4
German	d 8
Norse	d 12
Russian	d 5

- **Rums**

Item	Price
Barbarian	d 10
Iberian	d 14
Maltese	d 24
Portuguese	d 8

- **Whiskeys**

Item	Price
English	d 12
Irish	d 18
Scottish	d 20
Norman	d 15

- **Vodka**

Item	Price
Russian	d 12

Wine

- Price shown is for 1 bottle of Good Quality, Standard Substance, and Young Vintage. Also available are:

- **Quality**

Quality	Price
Poor	x 0.5
Excellent	x 2.0
Superior	x 3.0
Best	x 5.0

- **Substance**

Substance	Price
Poor	x 0.5
Unusual	x 2.0
Rare	x 3.0
Exotic	x 5.0

- **Age**

Age	Price
Non-Aged (0-2 years)	x 0.75
Aged (2-10 years)	x 2.0
Old (10-25 years)	x 5.0
Venerable (25-50 years)	x 10.0
Ancient (50+ years)	x 100.0

- **Red Wines**

Red Wine	Price
Local, first brand	d 1
Local, second brand	d 2
Barbarian	d 6
Burgundian	d 9
Dutch	d 11
English	d 6
French	d 7
German	d 7
Greek	d 14
Iberian	d 7
Italian, Florentine	d 10
Italian, Venetian	d 13
Occitan	d 5
Roman, Papal	d 24

- **Sweet Wines**

Sweet Wine	Price
English	d 6
Flanders	d 8

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French	d 5
Greek	d 4
Iberian	d 4
Italian	d 5

- **White Wines**

White Wine	Price
Local, first brand	d 1
Local, second brand	d 2
Barbarian	d 7
English	d 6
French	d 8
German	d 7
Greek	d 15
Iberian	d 8
Italian, Florentine	d 12
Italian, Venetian	d 15
Occitan	d 5

- **Exotic Wines**

Wine	Price
Arabian, sweet	d 11
Arabian, white	d 12
Byzantine, red	d 10
Byzantine, sweet	d 10
Byzantine, white	d 10
Cretan, white	d 9
Egyptian, white	d 14
Ethiopian, white	d 12
Jewish, red	d 8
Jewish, white	d 7
Russian, red	d 12
Transylvanian, red	d 13

Clothing

- Price is for an entire set of custom- tailored clothing of Good Quality and Standard Fashion and Style, as set by the fashions of Paris. Also available are:

- **Quality**

Quality	Price
Poor	x 0.5
Excellent	x 2.0
Superior	x 3.0

- **Fashion**

Fashion	Price
Low	x 0.5
High	x 2.0
Regal	x 5.0

- **Style**

Style	Price
Travel	x 0.5
Winter	x 1.2

- **Custom Clothing**

Clothing	Price
Current fashion, knightly materials	L 1
Current fashion, noble materials	L 4
Current fashion, royal materials	L 8
Old fashion, knightly materials	s 10
Old fashion, noble materials	L 2
Old fashion, royal materials	L 5

- **Exotic Clothing**

Clothing	Price
Barbary Court fashion	L 1
Byzantine Court fashion	L 6
German Court fashion	s 10
Roman Court fashion	L 4

- **Specialized Clothing**

Clothing	Price
Academic fashion, Iberian, master	d 80
Academic fashion, Iberian, student	d 20
Academic fashion, Parisian, master	d 130
Academic fashion, Parisian, student	d 50
Academic fashion, Roman, master	d 100
Academic fashion, Roman, student	d 25

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- **Piecemeal**

- Price is for articles of Common material and Standard fashion. Also available are:

- **Material**

Material	Price
Poor	x 0.5
Knightly	x 3.0
Noble	x 5.0
Royal	x 7.0

- **Fashion**

Fashion	Price
Low	x 0.5
High	x 2.0
Regal	x 5.0

- **Accessories**

Item	Price
Apron	f 1
Almoner	h 1
Baldric	d 4
Bands	d 1
Belt	f 1
Boot hose	d 1
Buckle, common	d 1
Buckle, ornamental	d 5
Girdle	d 2
Gloves, hard, long	d 5
Gloves, hard, short	d 3
Gloves, soft, long	d 3
Gloves, soft, short	d 2
Gorget	d 3
Mittens	h 1
Ruff	d 4
Sash	h 1

- **Capes & Cloaks**

Item	Price
Baladrana	d 1
Cape	d 3
Cassock	d 5
Cloak	d 2
Garnache	d 4
Mantle	d 4
Wimple	d 1

- **Headwear**

Item	Price
Cap, fur	d 4
Caul	d 5
Coif	d 1
Hat	d 3
Hood	h 1
Liripipe	d 2

- **Pants and Trousers**

Item	Price
Braies	f 1
Breeches	h 1
Cannons	d 5
Drawers	d 2
Gamash	d 2
Hose	h 1
Jerkin	h 1
Pantaloons	d 2
Slop	f 1

- **Shirts and Tunics**

Item	Price
Bilaud (overtunic)	d 2
Chemise (undertunic)	d 1
Cote	d 3
Doublet	d 3
Gown, common	d 3
Gown, embroidered	d 18
Jacket	d 5
Pellison	d 2
Robe, common	d 2
Robe, embroidered	d 12
Shirt	f 1
Slop	f 1
Surcote	d 3
Tabard	d 2
Toga	h 1
Tunic	d 2
Vest	d 1

- **Shoes and Boots**

Item	Price
Boots, hard, high	d 5
Boots, hard, low	d 3
Boots, soft, high	d 4
Boots, soft, low	d 2
Clogs	f 1
Sandals	h 1
Shoes, hard	d 2
Shoes, soft	d 1

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Cloth

- Cloth**

Cloth is measured and sold 'per bolt'. One bolt is sufficient material to produce one set of clothing.

Cloth	Price
Brocaded	L 4
Brocatelle	L 1
Buckram	d 20
Camelot	L 2
Cotton	d 30
Gold cloth	L 5
Linens	d 25
Samite	L 1
Satin	d 120
Silk	L 3
Wool	d 45
Worsted	d 24

- Fur**

Furs are sold 'per pelt'. One pelt is sufficient material to trim one set of clothing.

Fur	Price
Common	d 2
Exotic	L 1
Rare	d 50
Unusual	d 10

- Trim**

Trim is sold 'per spool'. One spool is sufficient material to trim one set of clothes.

Item	Price
Lace	d 10
Ribbons	d 5
Gold thread	d 60
Silver thread	d 15

Weavers products

- Price is for products of Good Craftsmanship and Material with No Designs. Also available are:

- Craftmanship**

Craftmanship	Price
Poor	x 0.5
Excellent	x 2.0
Superior	x 3.0

- Material**

Material	Price
Poor	x 0.5
Unusual	x 1.5
Rare	x 2.5
Exotic	x 5.0

- Designs**

Designs	Price
Simple Designs	x 1.5
Beautiful Designs	x 2.0
Embroidered Designs	x 5.0
Embroidered Scenes	x 7.0

- Products**

Item	Price
Carpet	d 100
Carpet, thick	d 150
Cushion, large	d 36
Cushion, medium	d 24
Cushion, small	d 10
Drapes	d 12
Prayer rug, Islamic	d 6
Rug	d 24
Rug, thick	d 30
Rug, very thick	d 48
Tapestry	d 100
Tapestry, Arabian	d 120
Tapestry, Byzantine	d 180

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Jewellery

Price is for Silver merchandise of Good Craftsmanship with No Ornamentation and No Gems. Also available are:

- **Craftsmanship**

Craftsmanship	Price
Poor	x 0.5
Excellent	x 2.0
Superior	x 3.0

- **Material**

Material	Price
Iron	x 0.2
Copper	x 0.4
Bronze	x 0.5
Gold	x 5.0
Platinum	x 7.0

- **Ornamentation**

Ornamentation	Price
Simple	x 1.2
Complex	x 1.5
Elaborate	x 2.0
Intricate	x 5.0

- **Gems**

Gems	Price
Glass gems	x 0.5
Ornamental stones	x 1.2
Semi-precious stones	x 1.5
Fancy stones	x 2.0
Precious stones	x 4.0
Gems	x 5.0
Jewels	x 7.0

Jewellery

Item	Price
Amulet	d 25
Anklet	d 12
Armband	d 40
Beads	d 5
Belt	d 40
Bracelet	d 30
Brooch	d 12
Buckle	d 10
Cameo	d 24
Chain	d 15
Chalice	d 24
Charm	d 50

Choker	d 10
Clasp	d 4
Collar	d 60
Coronet	d 50
Crown	d 250
Diadem	d 500
Earring	d 40
Headband	d 24
Icon	d 75
Locket	d 20
Mask	d 60
Medal	d 6
Medallion	d 24
Necklace	d 80
Orb	d 100
Pendant	d 45
Pin	d 12
Ring	d 75
Scarab	d 100
Scepter	d 250
Seal	d 12
Talisman	d 120
Tiara	d 150

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Art

Price is for objects of Good Craftsmanship and Materials and Common Taste, crafted by a Known Artisan. Also available are:

- **Craftmanship**

Craftmanship	Price
Poor	x 0.25
Excellent	x 2.0
Superior	x 3.0

- **Materials**

Materials	Price
Poor	x 0.5
Excellent	x 1.5
Unusual	x 2.5
Rare	x 5.0
Exotic	x 7.0

- **Taste**

Taste	Price
Poor	x 0.25
Excellent	x 1.5
Exotic	x 2.5
Illicit	x 3.0
Special	x 3.0

- **Artisan Popularity**

Artisan	Price
Unknown	x 0.5
Well-known	x 1.5
Popular	x 2.0
Famous	x 3.0
Legendary	x 5.0

- **Age**

Age (years)	Price
Antiques (100+)	x 2.0
Artifacts (500+)	x 5.0
Relics (1000+)	x 7.0

Works of Art

Item	Price
Book	d 120
Carving, large	d 75
Carving, small	d 50
Carving, tiny	d 35

Chess set	d 120
Crystalworks, small	d 150
Crystalworks, tiny	d 120
Glassworks, large	d 150
Glassworks, small	d 120
Glassworks, tiny	d 80
Goldworks, large	L 25
Goldworks, small	L 5
Goldworks, tiny	L 1
Goblet	d 60
Jewelry box	d 120
Masonry, huge	L 1
Masonry, large	d 120
Masonry, small	d 50
Mirror, large	d 100
Mirror, small	d 50
Mural, large	L 1 s 10
Mural, small	d 200
Painting, huge	d 120
Painting, large	d 60
Painting, small	d 30
Plate	d 60
Relief	d 100
Scroll case	d 25
Silverworks, large	L 5
Silverworks, small	L 1
Silverworks, tiny	d 50
Snuff box	d 60
Statue, large	d 75
Statue, small	d 50
Statuette	d 35
Woodworks, large	d 48
Woodworks, small	d 24
Woodworks, tiny	d 12

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Gems

- Price is for one Polished gemstone of Good Quality. The Quality of a gem includes its size. Also available are:

- **Quality**

Quality	Price
Poor	x 0.5
Exceptional	x 3.0
Superior	x 7.0

- **Cut**

Cut	Price
Raw	x 0.75
Common	x 2.0
Esoteric	x 5.0

- **Ornamental Gems**

Item	Price
Azurite	d 20
Banded Agate	d 30
Blue Quartz	d 25
Cat's Eye Agate	d 40
Eye Agate	d 30
Hematite	d 25
Lapis Lazuli	d 25
Malachite	d 20
Moss Agate	d 25
Obsidian	d 30
Rhodochrosite	d 25
Tiger Eye Agate	d 45
Turquoise	d 50

- **Semi-Precious Stones**

Item	Price
Bloodstone	d 75
Carbuncle	d 50
Carnelian	d 80
Chalcedony	d 60
Chrysopraxe	d 50
Citrine	d 55
Jasper	d 60
Moonstone	d 75
Olivine	d 55
Onyx	d 60
Rock Crystal	d 55
Sardonyx	d 75
Smoke Quartz	d 60

Star Rose Quartz	d 65
Zircon	d 55

- **Fancy Stones**

Item	Price
Amber	d 100
Alexandrite	d 130
Amethyst	d 140
Chrysoberyl	d 110
Coral	d 100
Jade	d 140
Jet	d 120
Sard	d 110
Tourmaline	d 100

- **Precious Stones**

Item	Price
Aquamarine	d 170
Garnet	d 160
Pearl	d 150
Peridot	d 130
Serpentine	d 190
Spinel	d 150
Topaz	d 180

- **Gems**

Item	Price
Black Opal	d 210
Emerald	d 220
Fire Opal	d 200
Jacinth	d 180
Opal	d 200
Oriental Amethyst	d 200
Oriental Emerald	L 1
Oriental Topaz	d 200
Ruby	d 220
Sapphire	d 220

- **Jewels**

Item	Price
Diamond	L 1
Black Sapphire	L 2
Star Ruby	L 1 s 10
Star Sapphire	L 1 s 10
Tristum	L 1

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Professional Services

- **Chirurgeon**

Item	Price
Bleeding	d 7
Leeching	d 5
Hire chirurgeon (per day)	d 10
Hire midwife (per day)	d 4
Hire wetnurse (per day)	d 2

- **Cutthroats**

Price is that charged by a Journeyman against a Gentry-class target of Average risk. Also available are:

- **Experience**

Experience	Price
Common Thug	x 0.5
Apprentice	x 0.75
Accomplished	x 2.0
Master	x 3.0
Grandmaster	x 5.0

- **Target Social class**

Social class	Price
Peasant	x 0.5
Merchant	x 2.0
Noble	x 20.0
Royal, minor	x 50.0
Royal, major	x 100.0
Imperial	x 1000.0

Note: Criminals with little experience will usually refuse upper-class targets. Imperial means targets who actively participate in the ruling of significant countries. Attempting to hire criminals to harm the King or Queen will always result in a flat-out refusal, and usually the criminal will either report you to the authorities or kill you himself.

- **Risk**

Risk	Price
Low	x 0.5
Moderate	x 2.0
High	x 5.0
Exceptional	x 10.0
Immense	x 50.0

Note: High target social class usually means increased risk.

- **Additional Charges**

Item	Price
"Leave town when job done"	x 1.2
"No questions asked."	x 1.25
Special Instructions	x 1.25+

- **Jobs**

Item	Price
Assassination	d 24
Assault	d 8
Bodysnatching	d 12
Burglary	d 10
Con, elaborate	d 12
Con, simple	d 6
Distraction	d 2
Espionage	d 12
Frame	d 10
Pawn	d 3
Racket	d 10
Rape	d 8
Theft	d 6
Vandalism	d 6

- **Herald**

Item	Price
Deliver letter (per week travel)	d 5
Determine genealogy	L 1-5
Grant of Arms	L 20+
Hire herald (per week)	d 20
Write a letter (sealed)	d 5

- **Litigant**

Item	Price
Compose contract	d 12+
Execute deed	d 18
Execute will	d 24
Hire lawyer (per day)	d 12+

- **Mercenaries**

Fees are 'per week' and do not include room and board, travel expenses, or maintenance, which may incur additional expenses.

Item	Price
Archer, heavy	d 14
Archer, light	d 10
Crossbowman, heavy	d 12
Crossbowman, light	d 8
Footman, heavy	d 7
Footman, medium	d 4

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Footman, light	d 2
Knight	d 24
Laborers	d 1
Marine, heavy	d 8
Marine, light	d 5
Miner	d 5
Sailor	d 2
Sergeant-at-arms	d 18
Ship's captain	d 24
Siege crewman	d 3
Siege engineer	d 12

- **Minstrel**

Item	Price
Compose a mocking poem	d 25
Compose a love poem	d 15
Compose a heroic lay	d 30
Hire minstrel (per night)	d 10
Hire troubadour (per night)	d 20
Serenade	d 2

- **Pardoner**

Item	Price
Indulgence, venial sin	d 10
Indulgence, mortal sin	L 1

- **Prostitute**

Item	Price
Courtesan (per night)	d 10-40
Courtesan, French (per night)	d 140
Courtesan, male (per night)	d 100
Professional escort (per night)	d 20-50
Whore (fast lust)	d 1
Whore (per night)	d 2-8
Whore, male (fast lust)	d 2
Whore, male (per night)	d 5-10

- **Sage**

Fees are 'per day' of research on behalf of the sage, per inquiry within the sage's Major of Expertise. Expenses and travel may incur additional charges. Also available are:

- **Expertise**

Item	Price
Sage's Specialty	x 0.5
Minor Expertise	x 1.5
No Expertise	x 2.5

- **Inquiry**

Item	Price
Common knowledge	d 4
Uncommon knowledge	d 12
Rare knowledge	d 24
Very rare knowledge	d 60

- **Slaves**

Prices are for slaves of Average Build, Age, and Looks and in Good Health. All slaves are untrained. Also available are:

- **Health**

Health	Price
Maimed	x 0.5
Poor Health	x 0.5
Excellent Health	x 1.5

- **Build**

Build	Price
Scrawny	x 0.5
Lean	x 0.75
Muscular	x 2.0
Strong	x 3.0
Gargantuan	x 5.0

- **Looks**

Looks	Price
Hideous	x 0.25
Poor	x 0.5
Handsome	x 1.5
Beautiful	x 3.0
Stunning	x 5.0

- **Age**

Age	Price
Ancient (100+)	x 0.10
Venerable (75+)	x 0.25
Old (40+)	x 0.5
Adolescent (15-25)	x 1.5
Young (12-15)	x 2.0
Very Young (8-12)	x 3.0
Child (4-8)	x 5.0
Infant (0-4)	x 3.0

- **Skills**

Skill	Price
Labor	x 1.5

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Pleasure	x 3.0
Knowledge	x 5.0
Special	x 10.0

- **Slave**

Item	Price
African stock, female	d 4
African stock, male	d 6
Arabian stock, female	d 24
Arabian stock, male	d 18
Asian stock, female	d 10
Asian stock, male	d 10
Irish stock, female	d 12
Irish stock, male	d 8
Eastern stock, female	d 8
Eastern, stock, male	d 10
European stock, female	d 36
European stock, male	d 30
Mediterranean stock, female	d 20
Mediterranean stock, male	d 24
Moor stock, female	d 10
Moor stock, male	d 20
Norse stock, female	d 12
Norse stock, male	d 30
Oriental stock, female	d 48
Oriental stock, male	d 12

- **Teamsters**

Item	Price
Hire man-at-arms (per day)	d 2
Hire laborer (per day)	h 1
Hire teamster (per day)	d 2
Rent cart and horse (per day)	d 1
Rent wagon and 2 horses (per day)	d 2

- **Staff**

Salaries are 'per month' and do not include room and board or administrative expenses, which may incur additional charges.

Item	Price
Bailiff	d 24
Castellan	d 180
Reeve	d 12
Seneschal	L 1
Spy	L 1 s 10
Steward	d 100
Valet	d 10

- **Street Urchins**

Item	Price
Crier (per day)	d 1
Guide, city (per day)	d 2
Lanternbearer (per night)	d 1
Loadbearer, city (per day)	d 2
Messenger, city (per message)	f 1

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Books and Writing

Manuscripts and Maps

- Prices are 'per volume' for renting the manuscript for study purposes only for a period of one year. Also available are:

- Purpose**

Purpose	Price
Rent for Season	x 0.25
Rent to copy	x 2.0
Purchase manuscript (rare)	x 100

- Informative texts**

Item	Price
Common, mundane	d 20
Specialty, mundane	d 36
Uncommon	d 48
Rare, arcane	d 120
Rare, mundane	d 75
Very rare, arcane	L 1
Very rare, mundane	d 180
Illicit, arcane	L 3
Illicit, mundane	L 1
Dangerous, arcane	L 5
Dangerous, mundane	L 3

- Instructive texts**

Item	Price
Common, mundane	d 30
Specialty, mundane	d 54
Uncommon	d 72
Rare, arcane	d 180
Rare, mundane	d 120
Very rare, arcane	L 1 s 10
Very rare, mundane	L 1
Illicit, arcane	L 5
Illicit, mundane	L 2
Dangerous, arcane	L 7
Dangerous, mundane	L 5

- Maps**

Item	Price
Common, mundane	d 5
Uncommon, mundane	d 10
Rare, arcane	d 36
Rare, mundane	d 25
Very rare, arcane	d 80
Very rare, mundane	d 50
Illicit, arcane	d 120

Illicit, mundane	d 75
Dangerous, arcane	L 1
Dangerous, mundane	d 100

- Prepared Books**

Item	Price
Notebook	d 9
Journal	d 13
Journal, superior	d 20
Tome, standard	d 38
Grimoire	d 63
Grimoire, superior	d 86
Tome, large	d 96
Tome, large, superior	d 180
Repository	d 205
Repository, superior	L 1 s 5

- Provisions**

Item	Price
Chalk, writing (per pound)	d 5
Ink, black (per ounce)	d 5
Ink, black, superior (per ounce)	d 30
Ink, colored (per ounce)	d 12
Ink, colored, superior (per ounce)	d 30
Leaf, silver (per dram)	d 20
Leaf, gold (per dram)	d 100
Paper (1 quire)	d 7
Papyrus (1 quire)	f 1
Parchment (1 quire)	h 1
Parchment, vellum (1 quire)	d 4
Parchment, uterine vellum (1 quire)	d 12
Quills, goose (20)	d 1
Quills, common (12)	d 3
Quill, exotic (1)	d 12
Quills, rare (5)	d 12

- Services**

Service fees are for labor only. Materials, supplies, and travel expenses may incur additional charges.

Item	Price
Bind a manuscript (per quire)	d 5
Copy a text (per quire)	d 12
Illuminate a text (per quire)	d 20
Procure a text (per day)	d 24
Translate a text (per quire)	d 18
Read a letter (per page)	d 1
Write a letter (per page)	d 3

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Manorial Investments

- Castles and Garrisons

Item	Price
Castle, king's	L 15000
Castle, large	L 7000
Castle, medium	L 2500
Castle, small	L 750
Keep, stone, large	L 65
Keep, stone, small	L 25
Motte and bailey	L 12
Motte and bailey, reinforced	L 20
Ditch and rampart	L 1
Stockade	L 6

- Buildings and Public Works

Item	Price
Barn	d 8
Bridge, stone, large	L 5
Bridge, stone, small	L 2
Bridge, wooden, large	L 2
Bridge, wooden, small	d 180
Chapel	L 8
Church	L 50
Cottage, peasant	d 5
Dwelling, commoner's	d 3
Dwelling, reeve's	d 6
Hall, manor	L 2
Hall, mote	L 1
Mill, manual	L 5
Mill, water	L 7
Mill, wind	L 7
Mine	L 4
Ox shed	d 2
Shack, forest	d 2
Tower, stone, large	L 20
Tower, stone, small	L 10
Tower, wooden, large	L 5
Tower, wooden, small	L 3
Townhouse	d 180
Townhouse, fortified	L 3
Village	L 25

- Manorial Improvements

Item	Price
Arrow slit	d 3
Barbican	L 1 s 10
Battlement	d 5
Drawbridge	d 200

Fire place & chimney	L 1
Fish pond	d 120
Flower garden	d 75
Glass windows, plain (each)	d 80
Glass windows, stained (each)	L 1
Merlon	d 5
Murder hole	d 4
Portcullis	d 60
Rampart, earth (100-ft.)	d 12
Shrine	L 1 s 10
Small orchard	L 1
Staircase, stone	d 120
Staircase, wooden	d 24
Suite of bedroom furniture	L 1
Suite of chapel furniture	L 2
Suite of solar furniture	d 150
Tile floor	L 1
Wall, bastion (40-ft.)	L 1
Wall, curtain (100-ft.)	d 200

- Furnishings

Item	Price
Armchair, padded	d 10
Armchair, wooden	d 6
Bed, four-poster	d 18
Bench, padded	d 3
Bench, wooden	d 1
Bookcase	d 4
Buffet	d 12
Cabinet	d 10
Chair, padded	d 4
Chair, wooden	d 2
Chandelier, elegant	d 18
Chandelier, simple	d 6
Chester	d 6
Cutlery, copper (1 set)	d 4
Cutlery, pewter (1 set)	d 18
Cutlery, silver (1 set)	L 1
Desk	d 60
Goblets, copper (4)	d 4
Goblets, pewter (4)	d 20
Goblets, silver (4)	L 1
Lectern	d 20
Mattress, down	d 12
Mattress, straw	d 3
Pew	d 2
Pillow, feather	h 1
Pulpit	d 12
Sconce, iron	f 1
Sofa	d 8
Stand, reading	d 7
Stand, scribe's	d 10
Stool	d 1
Table, large	d 12

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Table, small	d 5
Throne	L 10
Tub, marble	d 60
Tub, wooden	d 2
Wardrobe, mirrored	d 100
Wardrobe, plain	d 48

Land

Price is the cost to purchase a fief from a liege. The fief is of Average Worth. Also available are:

- **Land Value**

Item	Price
Poor	x 0.5
Exceptional	x 2.0
Superior	x 5.0

- **Land Area**

Item	Price
Half-virgate (16 acres)	x 0.5
Hide (120 acres)	x 4.0

- **Buildings**

Item	Price
Manor	L 50
Mine	L 25
Village	L 12

- **Land**

Item	Price
Virgate, arable	d 48
Virgate, grazing	d 36
Virgate, swamp	d 12
Virgate, wilder	d 24

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Sea Travel

Prices are for transportation from Brittany or Bordeaux to port of call. Passage is for 1 person in Common Quarters. Horse transport is for 1 horse in Common Quarters. Cargo is for 1 ton of ordinary cargo. Additional charge modifiers apply to overall cost. Also available are:

Syracuse	d 200	L 1 s 10	L 1 s 10
Tunis	L 2	L 2 s 10	L 3
Venice	L 1	L 1	L 1
York	d 90	d 75	d 75

- **Passage**

Item	Price
Crew Quarters	x 0.25
Luxurious Quarters	x 2.5
Noble Quarters	x 3.0
Royal Quarters	x 5.0

- **Horse Transport**

Item	Price
Bulk Quarters	x 0.5
Superior Quarters	x 2.0

- **Cargo**

Item	Price
Dangerous cargo	x 7.0
Illegal cargo	x 12.0
Insured cargo	x 3.0

- **Additional Charges**

Item	Price
"No questions asked."	x 1.5

Ports of Call

Port of Call	Passage	Horse	Cargo
Alexandria	L 1	L 1 s 10	d 200
Antioch	L 2	L 2 s 10	L 3
Athens	L 1 s 10	L 1 s 10	L 2
Barcelona	d 120	d 180	L 1
Constantinople	L 2	L 3	L 1 s 10
Danzig	d 200	L 1 s 10	L 2
Dublin	d 120	d 100	d 150
Edinburgh	d 110	d 120	d 130
Genoa	d 150	d 180	L 1.25
Ghent	d 45	d 50	d 55
Glastonbury	d 55	d 60	d 75
Hamburg	d 100	d 75	d 120
La Rochelle	d 20	d 25	d 30
Libson	d 65	d 70	d 96
London	d 30	d 45	d 55
Malta	d 200	L 1	d 180
Rome	L 1	L 1 s 10	d 180
Santiago	d 50	d 50	d 65