

Note: Land and Building prices can be found in the rulebook.

Dungeon Gear

Adventuring Gear 5 uses, 1 weight, 20 coins
Adventuring gear is a collection of useful mundane items such as chalk, poles, spikes, ropes, etc. When you rummage through your adventuring gear for some useful mundane item, you find what you need and mark off a use.

Bandages 3 uses, slow, 0 weight, 5 coins
When you have a few minutes to bandage someone else's wounds, heal them of 4 damage and expend a use.

Poultices and Herbs 2 uses, slow, 1 weight, 10 coins
When you carefully treat someone's wounds with poultices and herbs, heal them of 7 damage and expend a use.

Antitoxin 0 weight, 10 coins
When you drink antitoxin, you're cured of one poison affecting you.

Healing Potion 0 weight, 50 coins
When you drink an entire healing potion, heal yourself of 10 damage or remove one debility, your choice.

Keg of Dwarven Stout 4 weight, 10 coins
When you open a keg of dwarven stout and let everyone drink freely, take +1 to your Carouse roll. If you drink a whole keg yourself, you are very, very drunk.

Bag of Books 5 uses, 2 weight, 10 coins
When your bag of books contains just the right book for the subject you're spouting lore on, consult the book, mark off a use, and take +1 to your roll.

Halfling Pipeleaf 6 uses, 0 weight, 5 coins
When you share halfling pipeleaf with someone, expend two uses and take +1 forward to parley with them.

Dungeon Rations Ration, 5 uses, 1 weight, 3 coins
Not tasty, but not bad either

Personal Feast Ration, 1 use, 1 weight, 10 coins
Ostentatious to say the least.

Elven Bread Ration, 7 uses, 1 weight, 10 coins
Only the greatest of elf-friends are treated to this rare delicacy.

Dwarven Hardtack Requires Dwarf, ration, 7 uses, Dwarves say it tastes like home. Everyone else 1 weight, 3 coins
says it tastes like home, if home is a hog farm, and on fire.

Poisons

Oil of Tagit Dangerous, applied, 0 weight, 15 coins
The target falls into a light sleep.

Bloodweed Dangerous, touch, 0 weight, 12 coins
Until cured, whenever the afflicted rolls damage, they roll an additional d4 and subtract that result from their normal damage.

Goldenroot Dangerous, applied, 0 weight, 20 coins
The target treats the next creature they see as a trusted ally, until proved otherwise.

Serpent's Tears Dangerous, touch, 0 weight, 10 coins
Anyone dealing damage against the target rolls twice and takes the better result.

Transport

Cart and Donkey load 20, 50 coins
Horse load 10, 75 coins
Warhorse load 12, 400 coins
Wagon load 40, 150 coins
Barge load 15, 50 coins
River boat load 20, 150 coins
Merchant ship load 200, 5,000 coins
War ship load 100, 20,000 coins
Passage on a safe route 1 coin
Passage on a tough route 10 coins
Passage on a dangerous route 100 coins

Weapons

Weapons vary: e.g. 'dull sword' -1 damage, 'masterwork knife' +1 damage

Ragged Bow near, 2 weight, 15 coins
Fine Bow near, far, 2 weight, 60 coins
Hunter's Bow near, far, 1 weight, 100 coins
Crossbow near, +1 damage, reload, 3 weight, 35 coins
Bundle of Arrows 3 ammo, 1 weight, 1 coin
Elven Arrows 4 ammo, 1 weight, 20 coins
Club, Shillelagh close, 2 weight, 1 coin
Staff close, two-handed, 1 weight, 1 coin
Dagger, Shiv, Knife hand, 1 weight, 2 coins
Throwing Dagger thrown, near, 0 weight, 1 coin
Short Sword, Axe, Warhammer, Mace close, 1 weight, 8 coins
Long Sword, Battle Axe, Flail close, +1 damage, 2 weight, 15 coins
Spear reach, thrown, near, 1 weight, 5 coins
Halberd reach, +1 damage, two-handed, 2 weight, 9 coins
Rapier close, precise, 1 weight, 25 coins
Dueling Rapier close, 1 piercing, precise, 2 weight, 50 coins

Armor

Leather, Chainmail 1 armor, worn, 1 weight, 10 coins
Scale Mail 2 armor, worn, clumsy, 3 weight, 50 coins
Plate 3 armor, worn, clumsy, 4 weight, 350 coins
Shield +1 armor, 2 weight, 15 coins

Services

Healing from a surgeon 5 coins
Repairs to a mundane item 25% of the item's cost
A custom item from a blacksmith Base Item + 50 coins
An evening of song and dance 18-Charisma coins
A night's "companionship" 20-Charisma coins
A week's stay at a peasant inn 14-Charisma coins
A week's stay at a civilized inn 30-Charisma coins
A week's stay at the fanciest inn in town 43-Charisma coins
A week's unskilled mundane labor 10 coins
A month's pay for enlistment in an army 30 coins
Escort for a day along a bandit-infested road 20 coins
Escort for a day along a monster-infested road 54 coins
A run-of-the-mill killing 5 coins
An assassination 120 coins
A month's prayers for the departed 1 coin

Meals

A hearty meal for one 1 coin
A poor meal for a family 1 coin
A feast 15 coins per person

Bribes \$

Peasant dowry ... 20-Charisma coins
Governmental ... 50-Charisma coins
Compelling 80-Charisma coins
"Protection" for a small business
..... 100-Charisma coins
An offer you can't refuse
..... 500-Charisma coins

Equipment

Gifts and Finery

Peasant gift 1 coin
Fine gift 55 coins
Noble gift 200 coins
Ring or cameo 75 coins
Finery 105 coins
Fine tapestry 350+ coins
Kingly Crown 5,000 coins