

Warhammer Fantasy Roleplay

Universal Price List System

Version 2.1

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Introduction

by J.M.Davidson, Sirius, Dave Sherohman

Purpose

This system was started in 1982 with the intention of providing a comprehensive pricing and encumbrance system for all the medieval fantasy games systems currently in use in the club where I used to role-play. It has been used, and still is being used, by a number of GMs for various games systems including Advanced Dungeons and Dragons, DragonQuest, HårnMaster, RoleMaster and RuneQuest. In fact the system became a club standard, which eased moving characters between various games.

The intention of this system is to replace the monetary system and the (often woefully incomplete) price lists provided with the games system. However, it is assumed that one penny is equal to the basic unit of currency in the game system when it is required to translate prices from the host game to this system. For instance, one AD&D silver piece is equivalent to 1d in this system.

Prices are quoted in pennies which is the basic silver coin, where 1d is one penny. Since I use a system of twelve pennies equaling one schilling, a lot of the more expensive items are quote in multiples of 3d. My fatigue / encumbrance systems work on weight of the item. Weight of most items likely to be carried are quoted in pounds (lb.) to the nearest 1/10th or ¼ of a pound for small items (and occasionally in fractions of an ounce (oz)).

The price list is categorised by occupation, which does not necessarily have anything to do with guild structure, nor do they imply that goods are only sold in such specialist shops/workshops. Smaller centres of habitation will have shops which sell goods from a large number of sources. Larger centres will have workshops which sell on to others, but which do not sell their own products.

Warhammer

I can't remember where I found this list on the internet, but it is a treasure, and my thanks to the original author, J.M. Davidson. I have modified the prices for use in Warhammer, in which prices are slightly inflated from the fantasy game norm, by using complex ratios comparing items from the Warhammer price list to this one. I feel that it is a tremendously accurate conversion, however, feel free to adjust prices as you wish. - Sirius

I've gone through and cleaned up the formatting of the text version, with a couple comments added along the way. These comments are marked with my initials. Apparent typos have been corrected but not marked. - Dave Sherohman

2009 edit: Converted to pdf, formatted tables, some editing, changed text in light of Dave's comments and removed some comments, added Gunsmith. - Clive Oldfield, Rolph Segers.

Monetary System

Value of Metals

Metal	Relative worth (copper = 1)	Density
Brass	17/8	531 [lb./ft ³]
Bronze	1¾	549 [lb./ft ³]
Copper	1	557 [lb./ft ³]
Electrum	60	930 [lb./ft ³]
Gold	120	1205 [lb./ft ³]
Iron	1/40	474 [lb./ft ³]
Lead	¼	708 [lb./ft ³]
Mithril	2520	435 [lb./ft ³]
Pewter	1½	506 [lb./ft ³]
Silver	10	655 [lb./ft ³]
Steel	1/8	491 [lb./ft ³]
Tin	7/8	456 [lb./ft ³]
Zinc	1¼	445 [lb./ft ³]

Note: Pennies are typically made of bronze, copper or brass, and the difference in the cost of metal is generally ignored (use copper). Pennies weigh 1/2 ounce while other coins weigh an ounce.

Coinage

1 gold crown = 20 silver shillings = 240 brass pennies

1 silver shillings = 12 brass pennies

Abbreviations for coins are as follows:

gold crown = GC

shilling = /-

penny = d

Incomes and Service Charges

*Typical Monthly Incomes: Guilded**

Apothecary	18 GC 10/-
Armourer	27 GC 8/6
Bowyer	49 GC 6d
Chandler	8 GC 10/6
Charcoaler	8 GC 10/6
Clothier	9 GC 10/-
Embalmer	14 GC 16/-
Glassworker	27 GC 4/3
Musician (excluding tips)	1 GC 1/-
Herald	24 GC 6d
Hideworker	9 GC 10/-
Innkeeper	9 GC 10/-
Jeweller	20 GC 6/6
Leatherworker	9 GC 10/-
Lexicographer	18 GC 10/-
Litigant	22 GC 4/-
Locksmith	24 GC 14/6
Mason	29 GC 12/-
Metalsmith	29 GC 14/-
Miller	11 GC 8/-
Miner	2 GC 16/-
Ostler	13 GC 6/-
Perfumer	20 GC 6/6
Physician	22 GC 4/-
Potter	10 GC 8/6
Seaman (AB)	10 GC
Saltier	10 GC 16/-
Shipwright	18 GC 14/6
Tentmaker	11 GC 8/-
Timberwright	12 GC 6/6
Thespian (excluding tips)	1 GC 1/-
Weaponcrafter	17 GC 10/6
Woodcrafter	10 GC 8/5

*Typical Monthly Incomes: Unguilded**

Animal Trainer	6 GC
Beggar	16/-
Cartographer	34 GC 12/6
Cook	4 GC 10/-
Courtesan	11 GC 2/-
Executioner	37 GC
Farm Hand (excluding board)	16/-
Fisherman	2 GC 16/-
Gaoler (Jailer)	1 GC 4/-
Herdsman (excluding board)	16/-
Hunter	2 GC 8/6
Iceman	9 GC 10/-
Jester (excluding tips)	1 GC 4/-
Judicial Champion	19 GC 10/-
Labourer	1 GC 8/-
Longshoreman	1 GC 8/-
Porter	1 GC 8/-
Prostitute	18/-
Ratter	9 GC 10/-
Sage/Tutor	25 GC 18/-
Scribe	16 GC 12/6
Servant	15/-
Shepherd	1 GC
Swineherd	1 GC
Teamster	11 GC 8/-
Thatcher	8 GC 10/6
Toymaker	19 GC 16/-
Trapper	2 GC 2/-

*These incomes are disposable incomes after paying for all business running costs (including premises, apprentices and journeymen), but not before supporting the individual or their family.

Common Service Charges

Burial, unmarked grave	Embalmer	18/6
Burial, marked grave, pyre	Embalmer	22 GC 4/-
Court appearance [per day]	Litigant	5 GC 10/6+
Courtesan [per evening]	Courtesan	3 GC 14/-+
Embalming	Embalmer	61 GC 12/8
Horse shoeing [per hoof]	Ostler	16/6
Legal contract	Litigant	2 GC 14/9
Legal deed	Litigant	5 GC 10/6
Legal signed oath	Litigant	7 GC 8/-
Legal will	Litigant	11 GC 2/-
Musical entertainment [per Musician, per evening]	Musician	4/6
Prostitute [per session]	Prostitute	6d
Theatre [per performance]	Thespians	1/6
Training a guard dog	Animal Trainer	1 GC
Training a hunting falcon	Animal Trainer	5 GC
Training a riding horse	Animal Trainer	10 GC
Training a war horse	Animal Trainer	25 GC
Translation, verbal [per 100 words]	Scribe	1 GC 10d+
Translation, written [per 25 words]	Scribe	1 GC 16/9+

Common Personal Hire Charges per day

The employed people are of normal skill level, expecting to do their normal duties without undue danger and are expecting long term employment.

Bodyguard	1 GC 18/6	Cook	5/3
Courtesan	5 GC 10/6+	Guide, urchin	2d
Herald	2/-	Hunter	2/-
Jester or Fool	1/-	Labourer	7/-
Link boy (lantern bearer)	3d	Mercenary, archer	18/2
Mercenary, cavalryman	1 GC 4/17	Mercenary, man-at-arms	6/4
Mercenary, scout	7/8	Mercenary, foot soldier	5/1
Pilot	2 GC 8/9	Priest, initiate	4/6+
Servant (maid/footman)	6d	Teamster	1 GC 4/9
Translator	4 GC 18/6	Trapper	1/9

Tavern/Inn-keepers

Drinks

Taverns and Inns are undoubtedly the most popular businesses with both adventurers and burghers alike. And they both go for the same thing - drink!

9d	Ale	[per pint]	[1][11]
1/-	Beer	[per pint]	[2][11]
10/-	Brandy	[per goblet]	[3][10]
1/-	Cider	[per pint]	[4][11]
2/-	Mead	[per pint]	[5]
4/12	Mulled Wine	[per goblet]	[6][10]
8/-	Rum	[per goblet]	[7][10]
10/-	Whiskey	[per goblet]	[8][10]
10d	Wine, average table	[per goblet]	[10]
5/-	Wine, quality	[per goblet]	[10]
2 GC 15/	Wine, best quality	[per bottle]	[9]

[1] Alcoholic beverage brewed from barley - probably the most popular drink.

[2] Alcoholic beverage similar to Ale but flavoured with hops.

[3] Fruit flavoured brandies are particularly common - apple and apricot being two favourites,

[4] Alcoholic beverage brewed from apple (sometime with pear as well). Locally popular and price will vary with distance from nearest orchard.

[5] Beverage of fermented honey.

[6] Wine flavoured with spices and served hot.

[7] This strong spirit is very popular with sailors

[8] A spirit made from malted barley.

[9] Wine bottles hold one and two-thirds of a pint. Due to the cost of glass-blowing, only good quality wines are sold in the bottle. Empty wine bottles fetch about a schilling each to a wine maker.

[10] A goblet holds 1/3 of a pint.

[11] Ale should be cheaper than beer, whilst cider should be more expensive (except in regions with large orchards).

Food

All taverns and inns supply food: some to the patrons' tables, others have a separate area or room (the common room) for serving food. Though some inns pride themselves on the range and/or quality of the food they supply, most inns and taverns have more basic fare. Regardless of the exact nature of the meal, most establishments charge more or less the same amount for similar types of meals, the main difference in cost being between one place and the next. Hence, the prices listed below are for generic meal types; the particular dish can be varied by the Game Master to suit his preferences at the time. Note: any establishments that are regularly frequented by PCs can have custom menus drawn up to 'personalise' the establishment.

1/6	Soup	[per bowl]	[1]
2/3	Cold food	[per platter]	[2]
3/9	Hot food	[per platter]	[3]
8/3	Hot full meal	[per person]	[4]

[1] A cheap filler, e.g. a bowl of thick vegetable soup with a little bacon or rabbit

[2] A buffet type of meal, e.g. a platter of bread, pickles, cheese and salad trim

[3] A typical evening style meal for the area, e.g. meat stew with boiled vegetables and bread

[4] A multi-course meal, e.g. soup and bread, platter of meats and vegetables followed by fruit pie.

Accommodation

Most taverns and all inns offer accommodation - the real difference being in the level of provision. Taverns normally do not have much guest space, normally only a shared common room, which doubles as an eating area during the day and evening. Tavern-keepers generally want their guests to leave straight after breakfast. Inns, on the other hand, have a wide range of facilities, with both private rooms and dormitory accommodation. They are generally happy to have guests stay for as long as they please, and are able to accommodate large groups. The prices are 'base-level' prices - some inns charge four, or even five times as much; also extras, such as maid service, clean water in the morning, chamber pots etc, are charged as extras.

3/-	Night in a dormitory/common room	[per person]
1 GC 2/6	Night in a private single-bed room	[per room]
15/-	Night in a private twin-bedded room	[per room]
2 GC 5/-	Night in a private double-bedded room	[per room]

Care of Animals/Stabling with feed

Many inns have stables attached, and some even have kennels. These are run by journeymen ostlers or kennel boys (apprentice animal trainers) under the patronage of the innkeeper. Some of the larger, more isolated, inns on the major trade routes have far more lavish provision with a master ostler and apprentices, Kennel boy, farrier (blacksmith)/cartwright.

1/-	Falcon or Hawk	[per day]
2/-	Hound or Dog	[per day]
1/6	Horse	[per day]
1/3	Mule or Pony	[per day]

Brewer/Distiller/Vintner

Most tavern-keepers are also brewmasters, producing their own in-house cask (ale or occasionally beer or cider); however, they will buy-in the rest of their beverages from the nearest brewer, distiller or vintner (either directly or through a local tavern/inn keepers guild). These brewers, distillers and vintners act as distributors for each others products, ensuring that the locally popular beverages are available irrespective of their source location. Each establishment will have its own local speciality which will make up the bulk of their own produce (based on local tradition or available produce, e.g. a distiller in a town surrounded by apple orchards may well make apple brandy) which they sell for about $\frac{3}{4}$ of the normal retail price. These traders will also sell beverages to the public, but only in bulk.

23 GC 12/6	Ale	[per pipe (100 gallons)]	1080 lb.
30 GC	Beer	[per pipe (100 gallons)]	1080 lb.
160 GC	Brandy	[per keg (20 gallons)]	220 lb.
36 GC	Cider	[per pipe (100 gallons)]	1080 lb.
45 GC	Mead	[per hogshead (50 gallons)]	540 lb.
192 GC	Rum	[per keg (20 gallons)]	220 lb.
128 GC	Whiskey	[per keg (20 gallons)]	220 lb.
4 GC	Wine, average table	[per case of 12 bottles]	41 lb.
24 GC	Wine, top quality	[per case of 12 bottle]	41 lb.

Baker

Though bread is baked in many households, in towns and cities the commercial baker is much more important, supplying not only staple bread but various treats such as cakes and pastries. Most bakers also sell flour, grain and yeast. Rye and barley flours produce a dense dark brown bread, wheat flour (wholemeal) is the staple flour used in most products. White, refined flour (with the bran removed) is used for making the best quality bread and pastries but is rather unpopular with all but the wealthiest. Rolled oats are used in porridge and biscuits, whilst pearl barley is often added to stews. NB: in rural settings flour is sold by the miller.

¼d	Bread, Rye	[per loaf] 1½ lb.
1/6	Bread, Wheat	[per loaf] 1½ lb.
6/-	Bread, White	[per loaf] 1½ lb.
1/6	Buns/Scones etc.	[per dozen] 1 lb.
4/6	Cake, Fruit	1¼ lb.
1/6	Pastry, various	¼ lb.
2/3	Pie, Fruit	½ lb.
3/9	Pie, Meat	1 lb.
1/6	Flour, refined white	1 lb.
1d	Flour, rye	1 lb.
3d	Flour, wheat	1 lb.
7d	Barley, pearl	1 lb.
4d	Oats, rolled	1 lb.
11d	Yeast, live	2 oz.

Butcher

See also "Bonecarver" for bone and horn prices.

Butchers both slaughter and prepare meat for consumption though in larger cities specialist charnel or slaughter houses exist (partly through economics, and partly through ordinance to ensure that left-over carcasses are disposed of correctly (often carted outside the city limits and dumped)). Most parts of the animals are used; meat, offal, bones and hide. The pig is a particularly popular animal, suckling piglets being much in demand for feasts. Pigs' heads are also used as a roasted garnish at banquets and for brawn. Bacon is often smoked to prolong its life, whilst hams are salt cured. Both swans and deer (venison) are often considered to be in the control of the ruling classes, with the killing of such animals being illegal, which in turn makes owning the meat illegal.

2/4	Bacon	[per lb.]
1/9	Beef/steak	[per lb.]
2/-	Goat	[per lb.]
2/4	Ham	[per lb.]
11d	Heart, ox	[per lb.]
1/2	Horse	[per lb.]
1/6	Kidney, calves	[per lb.]
11d	Mutton	[per lb.]
1/6	Liver, pigs	[per lb.]
10/6	Pig's Head	[approx 10 lb.]
2/-	Pork	[per lb.]

5/10	Pheasant	[2 to 3 lb.]
1/7	Rabbit	[per lb.]
14/-	Suckling pig	[approx. 6 lb.]
2/11	Swan	[per lb.]
11d	Tripe	[per lb.]
3/6	Veal	[per lb.]
2/4	Venison	[per lb.]

NB: The meats listed above are all of good quality. Butchers also sell various other cuts of offal and undesired parts. Butchers also sell whole (or part) butchered animals, see "Farm Animals" and increase the cost of the animal to reflect the butcher's time.

Dairy

Dairy produce is normally sold fresh, quite often from the farmer's cart in the morning, or in towns from a hand cart.

1/6	Butter	[per lb.]	
2/3	Cheese	[per lb.]	[1]
1/2	Cream	[per pint] 1.1 lb.	
7d	Curd	[per pint] 1¼ lb.	
2/4	Eggs, hens	[per dozen] 1 lb.	[2]
2/11	Milk, cow	[per gallon] 10 lb.	[3]
2/4	Milk, goat	[per gallon] 10 lb.	[3]
1/9	Milk, sheep	[per gallon] 10 lb.	[3]

[1] Regional cheeses are rife, the most expensive of which reach about 6/-per pound. Cheeses can also be brought whole, with a weight of between 5 and 20 pounds each.

[2] Goose and duck eggs are also frequently sold, but they cost more than hen's eggs. Unusual eggs such as coot, pheasant and quail eggs may be found at banquets of the nobility.

[3] Milk is normally sold 'loose' - the customer is expected to bring his own container.

Farm Animals, Live

Most animals are sold 'on the hoof' in weekly fairs held at all large towns and cities. The prices below are for animals fattened for slaughter – but the price of animals sold for further rearing will be similar.

32 GC 10/-	Calf	[1]
1/-	Chicken/Hen	[2]
50 GC	Cow	[3]
1/2	Duck	[4]
1/8	Goose	[5]
6 GC 16/-	Lamb	[6]
70 GC	Ox	[7]
4 GC 5/-	Pig	[8]
14/-	Piglet	[9]
2 GC 18/-	Sheep	[10]

[1] Calves are raised so that their mothers may provide milk - their meat is considered to be a delicacy. A calf produces about 35-50 pounds of good meat.

- [2] Chickens are normally ex-egg producers - very rarely will a young bird be sold. Hens are kept by many of the rural and urban poor for eggs. A chicken normally provides 3 to 4 pounds of meat.
- [3] Cows are often sold near the end of their milk-producing life - the meat is tough. An average cow will provide about 80 to 100 pounds of beef.
- [4] Ducks are often caught wild, but may be farm bred. They will normally yield about 4 to 6 pounds of meat.
- [5] Geese are breed as meat-producers. An average bird will yield 8 to 10 pounds of meat
- [6] Lambs are reared for meat, normally producing 20 to 30 pounds of meat.
- [7] A good plough or draught oxen will rarely be sold, and virtually never for meat.
- [8] Pigs are the most common animals kept by free rural folk, providing their staples; ham and bacon. Pigs provide between 30 and 50 pounds of meat.
- [9] Piglets are only slaughtered for special occasions and only by those rich enough to be able to afford to waste a prospective pig. Most piglets go to be fattened up over the summer, to provide winter sustenance. Piglets provide 2 to 4 lbs. of good meat.
- [10] Sheep are kept for their wool and lambs. When they become barren they get sold for mutton. Most sheep will provide 25 to 40 pounds of good meat.
- NB: Animal sales are very seasonal. Lambs and piglets are sold in spring and most other animals are sold in the autumn.

Fish Market

Fish markets are common in coastal settlements, and in towns and cities served by navigable rivers and estuaries. Further inland the sea-fish are less fresh and more expensive which makes them unpopular. River and lake fish such as eels, pike, salmon and trout are more common, with trout and perch being purposely bred in fish ponds. Shellfish do not keep well and when transported inland the consumer stands a high chance of getting food poisoning.

1/2	Cod	[per lb.]	
4d	Cockles	[per dozen (¼ lb.)]	
18d	Crab	[each, 1 to 1¼ lb.]	
11d	Eels	[per lb.]	[1]
7d	Herring	[per lb.]	[2]
4d	Mackerel	[per lb.]	
7d	Oysters	[per lb.]	
1/9	Perch	[per lb.]	
1/2	Pike	[per lb.]	
7/-	Salmon	[per lb.]	
3d	Seaweed	[per lb.]	
1/9	Sturgeon	[per lb.]	
2/-	Trout	[per lb.]	

[1] Eels are considered a great delicacy but are very seasonal so are pickled.

[2] Herrings are often smoked or pickled.

Green Grocer

Fresh vegetables are the staple of most common people; though the vegetables are seasonal there is always something in season. Vegetables are stored for long periods either in cold stores (larders), dried, salted, pickled or whatever is the local taste (see Provisioneer).

Pulses (beans, peas etc.) are available throughout the year, being sold dried when not available fresh. Root vegetables (carrots, onions, turnips etc.) and some fruit (notably apples) are cool-stored to preserve them through the autumn and winter. Green vegetables are generally only available during the spring and summer.

4d	Apples	[per lb.]	
2/11	Apricots	[per lb.]	
3d	Beans	[per lb.]	
11d	Berries, various	[per lb.]	
7d	Cabbage	[per lb.]	[1]
7d	Carrots	[per lb.]	
1/6	Cherries	[per lb.]	
7d	Onion	[per lb.]	
7d	Pears	[per lb.]	
3d	Peas	[per lb.]	
7d	Plums	[per lb.]	
3d	Turnips	[per lb.]	

[1] Typically cabbages weigh 1-3 lb. each

Miscellaneous Produce

Many items of produce are grouped together here because they do not fit into the other produce table, but they are all sold by other traders. For instance, straw may well be sold by the local ostler or farm, whilst wool is available from clothiers.

7/-	Hay/Straw	[per bushel] 10 lb.	[1]
1/2	Honey	[per pint] 2 lb.	
1/2	Lard	[per lb.]	
9/	Olives	[per lb.]	
14/-	Olive oil	[per pint]	[2]
3/6	Salt	[per lb.]	[3]
4/8	Wool, uncarded	[per lb.]	

[1] Used as a feed for livestock and mounts, as a bedding material and as a floor covering. Most of the cost is transportation/retail so buying in bulk is recommended.

[2] Light oil used in cooking and also for light. See also "Chandler"

[3] As well as a condiment, salt is widely used in the preservation of food.

Provisioneer

The Provisioneer sells preserved produce, normally in bulk. Though the obvious customers may seem to be such as ships and the military, in fact most preserved food is bought by common people. Buying in bulk is cheap and preserved goods will store well when the fresh product is no longer available.

4 GC 2/-	Apples	[per hogshead] 440 lb.	
5/-	Barley	[per bushel] 40 lb.	
5/10	Beans, dried	[per bushel] 40 lb.	
1/6	Beef dried or Jerky	[per lb.]	
2/-	Beef, salted	[per lb.]	
29 GC 8/-	Beef, salted	[per hogshead] 570 lb.	
1 GC 1/-	Carrots	[per bushel] 52 lb.	
1 GC 4/9	Cheese, hard, whole	[each] 14 lb.	
2/4	Fish, dried	[per lb.]	
2/11 F	ish, salted	[per lb.]	
49 GC	Fish, salted	[per hogshead] 570 lb.	
2/8	Fish, smoked	[per lb.]	
2/4	Fruit, dried	[per lb.]	[1]
17/6	Ham, whole	[per ham] 8 lb.	[2]
10/6	Jam, fruit	[per jar] 2 lb.	[3]
5/10	Nuts	[per lb.]	[4]
4/8	Oats	[per bushel] 25 lb.	
5/10	Peas, dried	[per bushel] 40 lb.	
2/4	Pork, salted	[per lb.]	
33 GC 12/-	Pork, salted	[per hogshead] 570 lb.	
4/6	Rations, Human	[per day] 2½ lb.	[5]
7/6	Rations, Horse	[per day] 10 lb.	[6]
7/-	Rye	[per bushel] 45 lb.	
1 GC 1/-	Turnips	[per sack] 52 lb.	
7/-	Vegetables, pickled	[per jar] 7 lb.	[7]
4/8	Vetches	[per bushel] 40 lb.	
9/4	Wheat	[per bushel] 50 lb.	

[1] Dried grapes (raisins), plums (prunes), apricots, apples, pears etc. are easy to store and provide variety in winter.

[2] The price/weight given is for a typical sized ham. Adjust these figures for larger hams.

[3] Jam is sold in stoneware jars - roughly 1.5 pounds of jam to the jar.

[4] Nuts vary with the locality, but hazel nuts, almonds, beechnuts, chestnut and acorns predominate.

[5] Dried, smoked and salted foods - pretty unpalatable but they will last.

[6] A mix of oats and other grains, and plenty of straw.

[7] Most vegetables are pickled (from beans to onions). A seven pound stoneware jar of pickles contains about four pounds of vegetables in about a pint of brine/vinegar.

NB: All barreled goods includes the price and weight of a 50-gallon hogshead. Items sold per bushel or sack are sold inclusive of a large Hessian sack. Rations are meant to be a quick way of calculating bulk food costs. In terms of role-play it is better for PCs to buy bulk provisions individually.

Whaler

Whalers and sealers mainly work in near arctic conditions. Various primitive people live on whaling or sealing as do some of the 'sea-raiders'. Commercial whaling is rare - but the products are often traded over large distances.

10 GC 10/-	Ambergris	[per oz]	[1]
35 GC	Horn, Narwhal	[per lb.]	[2]
14/-	Oil, Whale	[per gallon] 10 lb.	[3]
7d	Sealmeat	[per lb.]	[4]
4d	Whalemeat	[per lb.]	[5]
7/-	Whalebone	[per lb.]	[6]

[1] A wax like odoriferous substance found floating in tropical seas and in the intestines of sperm whales

[2] Narwhal horns typically weigh 6-8 lb. per horn

[3] Whale oil is derived from whale blubber and can be used as a lamp fuel and waterproofing agent.

[4] The meat from seals is particularly popular in the northern coastal reaches.

[5] The hunting of whales is a dangerous pursuit, so only the smaller whales are selected. Wales washed up on shore make a good source of food for the local community.

[6] Whalebone is dense, fine grained and strong and is available in large chunks, all of which make it ideal for bone carving.

Alchemist

Alchemists have very varied status: in some parts they are associated with the sages and mages and are considered to be important, whilst in other areas the practice of alchemy is totally illegal (due to it's associations with poisons).

Alchemical Equipment

Alchemists do not construct their own equipment relying on glassblowers, potters and smiths to manufacture to order (see also those entries). However, many alchemists have surplus equipment available which they are willing to sell.

2 GC 17/9	Beaker, glass	¼ lb.
4/2	Crucible, stoneware	¼ lb.
6 GC 3/9	Flask, glass	1 lb.
16/6	Funnel, brass	½ lb.
2 GC 9/6	Mortar and pestle, stoneware	1 lb.
22 GC 5/6	Retort, glass	2 lb.
2/5	Spatula	1 oz
1 GC 13/-	Stand, bronze	2 lb.
3 GC 14/3	Tripod, iron	1½ lb.
4 GC 19/-	Tubing, glass	[per ft length] 2 oz

Chemicals

Alchemists use a large variety of chemicals, only a few of them are listed here. Alchemists are always on the lookout for new chemical species and minerals - a good source of income for some explorers. Also listed are some of the products made by the alchemists.

2 GC 17/9	Acid strong	[per pint] 1¼ lb.	[1]
1 GC 4/9	Acid, weak	[per pint] 1¼ lb.	[2]
4 GC 19/-	Acid, blade coating	[per dose] 1½ oz	[3]
2 GC 1/3	Cinnabar	[per oz]	[4]
1 GC 8d	Galena	[per lb.]	[5]
2/-	Ferric oxide	[per lb.]	
1 GC 13/-	Heavy spar (barytes)	[per lb.]	[6]
1 GC 2/8	Iceland spar crystal	neg.	[7]
16/6	Iron pyrites	[per lb.]	
2/1	Limestone, purified powder	5 lb.	[8]
9 GC 18/-	Poison, blade venom	[per dose] 1 oz	[9]
19 GC 16/-	Poison, contact	[per dose] 1 oz	[10]
6 GC 3/9	Poison, instant, ingestive	[per dose] 1 oz	[11]
1 GC 2/8	Poison, slow, ingestive	[per dose] ¼ oz	[12]
6/2	Quicklime	3 lb.	[13]
3 GC 14/3	Quicksilver (mercury)	[per oz]	[14]

[1] Strong acids are mineral acids such as nitric and sulphuric acids.

[2] Weak acids are diluted mineral acids or some of the organic acids such as boric acid.

[3] Acids can be formulated so that they can be applied to blades without harm to the weapon. These acids are formulated to be sticky and long lasting. They increase the pain and amount of damage from a wound (+1 Dmg).

[4] Cinnabar is the red oxide ore of mercury.

[5] Galena is the silver-grey sulphate of lead mineral which often forms perfect cubes in nature.

[6] Barytes is the heaviest common mineral which has a non-metallic lustre, it is a sulphate of barium .

[7] Iceland spar is a form of the calcite mineral (calcium sulphate). It has unusual optical properties, writing is seen as a double image through it, and using it you can locate the sun even on an overcast day.

[8] One important uses of limestone powder is in mopping up after acid spills.

[9] Blade venoms are a very specialised poison in that they must be sticky enough to coat a blade and must have a long life expectancy when so applied.

[10] Contact poisons are absorbed through the skin, these compounds normally do high levels of damage and often prove fatal.

[11] Instant acting poisons do their damage within a few minutes and often lead to death: sometimes quick and sometimes lingering, unless an anti-dote is administered.

[12] Slow poisons require repeated doses of the poison, each weakening the victim further - these poisons are hard to detect. Generally people will recover from all harmful effects once the continual poisoning stops.

[13] Quicklime is a very strong alkali which can cause bad burns.

[14] Quicksilver (mercury) is a cumulative poison as well as being the only common metal liquid at room temperatures.

NB: Many alchemists act illegally or make illegal products – these alchemist often face an automatic death sentence. This makes these alchemist very secretive and distrustful.

Apothecarists

Apothecarists work hand-in-hand with healers filling prescriptions, Most will also diagnose basic problems and be ready with an appropriate medicine. Apothecarists work with many different forms of compounds; chemical, mineral, herbal or animal. The exact form of a listed compound is for the Game Master to decide, be it a foul tasting blue potion, or a tincture of rare herbs. Also the effects will be game dependent and should be decided by the GM. Where a settlement lacks a herbalist, most apothecarists will import and resell herbal cures. Included are some suggested rules for each medicine.

Medicines

Cost	Medicine	Quantity	Effect
8 GC 16/-	Anaesthetic	2 oz	Pass T test or unconscious
2 GC 15/- +	Antibiotics	½ oz	Allows additional T test vs. disease
3 GC 6/-	Antiseptic	¼ oz	Gives +1 to T test vs. infected wounds
4 GC 19/-	Diarrhetic	1 oz	Pass T test or excrete within 1 hour
4 GC 19/-	Diuretic	1 oz	Pass T test or urinate within 1 hour
2 GC 15/-	Disinfectant	1 oz	+10% to survive surgery
5 GC 10/-	Emetic	1 oz	Pass T test or vomit
13 GC 15/-	Healing drug	½ oz	Pass T test or heal one wound
2 GC 15/-	Soporific	½ oz	Pass T test or fall asleep
2 GC 7/8	Stimulant	1 oz	Pass T test or +10% to stay awake
55 GC	Universal antidote	6 oz	Cancels one dose of any poison

Drugs

Cost	Drug	Quantity	Effect
6 GC 1/-	Brain stimulant	1 oz	Pass T test or +5% to Int
1 GC 7/6	Euphoriant	1 oz	Pass T test or experience well being or excitement
11/-	Hallucinogen (euphoric)	2 oz	Pass T test or see nice things that are not really there.
2 GC 15/-	Hallucinogen (trance)	2 oz	Pass T test or appear catatonic, but receive a +10% bonus to divination skill
2 GC 15/-	Narcotic	1 oz	Pass T test or experience drowsiness, stupor, or insensibility

Poisons

Poisons are illegal in most areas: the manufacture, selling or possession of poisons normally carry very stiff penalties in law. Most Apothecarists will have compounds which form part of common cures and medicines which are also poisonous but few Apothecarists will supply these as poisons, but for those that do the following list applies.

2 GC 4/-	Blood poison	For weapons
3 GC 17/-	Contact poison	
2 GC 4/-	Ingestive poison	Damaging (non-fatal)
2 GC 12/3	Ingestive poison	Killing
16/6	Ingestive poison	Cumulative weakening
6 GC 12/-	Ingestive poison	Instantaneous death
3 GC 6/-	Ingestive poison	Slow-acting, fatal
8/3	Sleeping draft	Milder than soporific, +10% to T test

Miscellaneous

1 GC 2/-	Aphrodisiac (mild)	0.2 oz	
13 GC 15/-	Equine stimulant	5 oz	[1]

[1] pass T test or +1 Str and +1 Move for half hour, then make T test or die

First Aid

5 GC 14/-	First Aid Kit	[per kit] 3 lb.	[1]
3/-	Bandages, 2"	[each] 3 oz	[2]
7/6	Bandages, square 36"	[each] 10 oz	[3]
4d	Splint, wood	[per pair] ½ lb.	[4]
6 GC 15/-	Sponge, natural	[each] 4 oz	

[1] Eight sets of bandages, tools and swabs in a wooden box.

[2] Fifteen foot linen bandage sufficient for one major wound.

[3] A square bandage which can be turned into a head dressing or arm sling, or used as a tourniquet.

[4] A pair of light wooden splints suitable for setting a arm or leg break.

Animal Trainer

Animal trainers breed, train and look after animals; some working as huntsmen, falconers or kennel boys, whilst others work freelance.

25 GC +	Bear, dancing	
3 GC	Dog, guard	
6 GC	Dog, Tilean Manhound	[1]
6/-	Dog, puppy	
2 GC 10/-	Dog, sled	
2 GC	Dog, trained	[2]
8 GC 6/8 +	Falcon, hunting trained	

[1] Highly sought-after, large, loyal and vicious guard dog.

[2] Dogs can be trained for a variety of roles, but chase-hunting, retrievers and sheep dogs are the most common.

Armourer

Introduction to Armour

Armour categorisation varies from game system to game system. But all systems have two basic requirements: type of armour and area of body it covers.

The area covered by pieces of armour is left to the individual Game Master to decide, though an indication is given. Breastplates cover only the front of the shoulders, chest and abdomen, whilst cuirasses cover both the front and back. The 'Amazon' type armour has only half the normal armour coverage due to its skimpy nature (it was only included due to the number of illustrations of strangely armoured warrior maidens). For games systems which require the same armour protection all over the body, complete suits of armour are listed. Armour will be made to order for a client and custom-sized to fit.

Types of Armour

Type	Description	Protection
Bezainted	Leather reinforced by metal plates, studs and/or rings. It includes armour such as ring and studded leather.	[protects on 1-5 points damage]
Chain	Consists of interlocking steel rings forming a flexible mesh.	[1 AP]
Cloth	Thick and heavy material purposely made as armour. This is the least protective form of armour.	[protects on 1 point damage]
Kuirbolli	Thick leather armour, shaped and hardened in hot oil, this is a non-metallic plate armour. NB: this armour is often considered to be "Leather" in games systems. Thick ridged laminated cloth armour can be considered as kuirbolli for the purposes of calculating cost and weight.	[protects on 1-4 points of damage]
Fur:	Has roughly the same protection as leather but is heavier and cheaper.	[protects on 1-3 points of damage]
Leather	Soft leather or cured animal hides. This sort of armour does not provide much protection, but it is cheap. easily built and fairly unencumbering.	[protects on 1-3 points of damage]
Quilted Cloth	Padded cloth armour, mainly designed to be worn under other armour such as kuirbolli, chain and plate. Some cultures use decorated quilted cloth as their primary form of armour (e.g. dark age Scotland and China).	[protects on 1-2 points damage]
Plate	Shaped pieces of metal armour, covering body sections as entire pieces or as segmented articulated armour. Plate armour is nearly always worn over other armour, often chain and quilted cloth. Banded armor (e.g. for Roman Legionaries) can be considered plate for the purposes of calculating cost and weight.	[offers one additional AP when worn over chain]
Scale	Leather covered with overlapping plates of metal. Also includes metal/leather laminates. Samurai armour is a form of scale.	[1 AP, plate cannot be worn over it]

Armour Material

All metal armour and fittings are assumed to be made from steel. There is no reason why other materials cannot be used to make bezainted, chain, plate and scale armour.

Type	Description	Protection
Bone	Can be used to make plates used in scale armour, Bone armour will weigh 1½ times the listed weight. In cultures where bone armour is prevalent armour costs should be as listed. In other cultures such armour will have to be specially manufactured at two times normal cost. Bone armour is less protective than steel and armour protection should be reduced by two classes / points.	[consider 1 AP to protect on 1-6 damage, then plate, chain, or scale made of bone would then protect on a 1-4, bezainted on a 1-3]
Bronze	The most common material used to make armour after steel. Because of the extra thickness of bronze required to match the strength of steel, increase armour weight to 1¼ times normal. In cultures that primarily use bronze armour, use the listed cost, but in other cultures they will be made to special order, costing twice the normal amount. Bronze armour is less protective than steel.	[Protection should be reduced by one class / point (NB: If bronze weapons are being used against bronze armour then their adjustments will cancel)]
Laminar Iron	Can be used in scale and plate.	Treat in all respects as steel.
Shell	Thick shell can be used to make scale type armour.	Treat as bone.

Size of armour and clothing

Clothing and armour is normally custom made for each individual, though some items are made to a standard size, e.g. militia issue kuirbolli breastplates or standard size serge tunics. All prices and weights given in this system are for average height human males (size category F).

The weight and price of armour and clothing is dependent on the size of the item. Smaller items take less time and less material, whilst larger items are heavier and require more material.

Rather than making a complex system based on height and weight, this system classifies all humanoids into a number of size categories based on wide height ranges. The frame or weight of a humanoid is only taken into account for characters of extreme divergence from normal, and only if their height is borderline on the next size category. I.e. a scant framed (skinny) individual who is also at the bottom end of its size category moves down one size, whilst a massive framed (obese) individual moves up one size category if its height is near the top of the height range,

Once the size category of the individual humanoid is decided, all prices and weights listed in this system, for clothing and armour, are multiplied by the appropriate modifiers listed in the size table below, This can be extended to other items such as boots and shoes.

Humanoid Height Range	Size Category	Price	Weight
18" to 23¾" (1'6" to 1'11¾")	A	0.55	0.10
24" to 29¾" (2' to 2'5¾")	B	0.60	0.15
30" to 38¾" (2'6" to 3'2¾")	C	0.65	0.30
39" to 47¾" (3'3" to 3'11¾")	D	0.75	0.45
48" to 59¾" (4' to 4'11¾")	E	0.85	0.65
60" to 71¾" (5" to 5'11¾")	F	1.00	1.00
72" to 83¾" (6' to 6'11¾")	G	1.20	1.40
84" to 101¾" (7' to 8'5¾")	H	1.50	2.00
102" to 120" (8'6" to 10')	I	2.00	2.85

Examples

Human female fighter, 5'2" with scant frame, commissions a chain tunic. Her size category is E (it should be F for height, but she is skinny). Her price modifier is x0.85 and weight modifier is x0.65. A standard sized chain tunic weighs 28.5 lb. and costs 860d; hers will weigh 18½ lb. (28.5 x 0.65) and cost 731 d (860 x 0.85).

A Hobbit (halfling) thief requires a new dark brown buckram cloak. He is 36" tall and of average frame, his size category is C (cost modifier of 0.65 and weight modifier of 0.30. His cloak will cost him 15½ d (24 x 0.65) and will weigh 1 lb. (3,3 x 0.30).

Full Suits of Armour

Cost	Type	Weight	Comprises(each full suit is costed by adding up the individual pieces)
99 GC 10d	Bezainted	34 lb.	Bezainted coif, habergeon, leggings; leather gauntlets.
264 GC 11/2	Chain	82 lb.	Chain coif, shirt, leggings and gauntlets. Plus a complete suit of quilted (see below).
120 GC 4/13	Kuirbolli	32.2 lb.	Kuirbolli helmet, ailettes, coudes, cuirass, greaves, kneecops, rerebraces, vambraces; leather gauntlets. Plus a complete suit of quilted.
34 GC 5/8	Leather	15.1 lb.	Leather coif, habergeon, leggings and gauntlets.
536 GC 3/13	Plate	127.7 lb.	Plate helm, alienates, coudes, cuirass, greaves, kneecops, rerebraces, vambraces; chain coif, shirt, leggings and gauntlets. Plus a complete suit of quilted.
59 GC 1/2	Quilted Cloth	18½ lb.	Quilted coif, shirt and leggings.
194 GC 3/4	Scale	53.6 lb.	Scale hauberk, scale coif, plate vambraces and greaves; bezainted gauntlets.

Flexible Armour

Coif

A coif is a hood that covers the skull and neck but leaves the face exposed. The coif reduces the wearers hearing ability.

13 GC 6/-	Bezainted	2.1 lb.
25 GC	Chain	3.0 lb.
6 GC	Leather	0.9 lb.
7 GC 12/-	Quilted cloth	1.2 lb.
19 GC	Scale	3.6 lb.

Cowls

A cowl is similar to a coif, but it is extended so that it covers the shoulders. The cowl reduces the wearers hearing ability.

19 GC 19/-	Bezainted	3.2 lb.
37 GC 13/9	Chain	4.5 lb.
28 GC 10/-	Scale	5.4 lb.

Gambesons

Gambesons are functionally similar to tunics, covering the same area.

42 GC 15/-	Quilted cloth	11.4 lb.
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Gauntlets

Gauntlets are specially developed gloves that cover the hands, with the majority of the protection to the back of the hand and fingers, allowing the hand to still grip weapons. However, manual dexterity is much reduced so no delicate work can

be done whilst wearing gauntlets.

14 GC	Bezainted [per pair]	1.8 lb.
30 GC	Chain [per pair]	2.5 lb.
4 GC	Leather [per pair]	1.2 lb.

Jerkins/Vests

An armour jerkin (also known as a vest) covers the chest and abdomen. Most jerkins either lace up the front or slip over the head. They do not require assistance in donning.

5 GC 1/3	Cloth	1.4 lb.
6 GC 18/9	Fur	6.2 lb.
12 GC	Leather	4.1 lb.
20 GC 5/-	Quilted Cloth	5.4 lb.

Habergeons

Habergeons are like a short sleeve shirt, covering the upper arms, shoulders, chest and abdomen. Most habergeons can be slipped on over the head, requiring no extra assistance.

56 GC 5/-	Bezainted	15.0 lb.
94 GC 1/3	Chain	21.5 lb.
8 GC 1/3	Cloth	2.2 lb.
32 GC 5/-	Quilted Cloth	8.6 lb.
17 GC	Leather Jacket	5.1 lb.
80 GC 12/6	Scale	25.8 lb.

Hauberks

Hauberks are similar to tunics, but they are slightly longer; they cover upper & lower arms, shoulders, chest, abdomen, thighs and knees. Most hauberks are fastened up the back of the wearer and require a second person to adjust it to fit.

78 GC 15/-	Bezainted	21.0 lb.
130 GC	Chain	30.0 lb.
112 GC 10/-	Scale	36.0 lb.

Leggings

Leggings normally consist of two separate pieces, one for each leg. They cover the hips, thigh, knees and calf. Note that they do not cover the lower abdomen.

25 GC 9/10	Bezainted	8.1 lb.
55 GC	Chain	23.0 lb.
3 GC 12/10	Cloth	2.3 lb.
4 GC 19/9	Fur	10.4 lb.
7 GC 5/8	Leather	6.9 lb.
18 GC 4/2	Quilted cloth	8.3 lb.

Tunics

Tunics are similar to habergeons, but they reach to the mid leg; they cover upper arms, shoulders, chest, abdomen and thighs. Most tunics are fastened up the back of the wearer and require a second person to adjust it to fit.

75 GC	Bezainted	19.9 lb.
125 GC 8/4	Chain	28.5 lb.
10 GC 13/9	Cloth	2.9 lb.
21 GC 7/6	Leather	8.6 lb.
106 GC 17/6	Scale	34.2 lb.

Shirts

An armour shirt covers the whole of the arms, the shoulders, chest and abdomen of the wearer. It is normally laced up the back - requiring a second person's help.

95 GC	Chain	32.5 lb.
33 GC 15/-	Quilted cloth	9.0 lb.

Skirts

Skirts cover the lower abdomen, hips and thighs of the wearer and are often attached round the waist by means of belt buckles.

14 GC 6/7	Bezainted	8.1 lb.
9 GC 11/8	Leather	3½ lb.

Surcoat

A surcoat covers metal armour protecting the wearer from the effect of the sun's heat. They cover the chest, abdomen and thighs of the wearer. Surcoats tie at the sides, and can be easily fastened by the wearer.

11 GC 18/-	Cloth	2.6 lb.

Specials – Amazon-type

9 GC	Bezainted bottom	1.2 lb. [1]
15 GC 6/3	Chain bottom	3½ lb. [1]
7 GC 17/6	Bezainted top	1.1 lb. [2]
13 GC 2/6	Chain top	3.0 lb. [2]

[1] Covers the abdomen and gives half normal protection

[2] Covers the bust, i.e. half of protection to the chest front.

Ridged Armour

Kuirbolli

2 GC 15/-	Alienates (shoulder)	½ lb.
14 GC	Breastplate (torso front)	2.2 lb.
1 GC 16/8	Coudes (elbow)	0.4 lb.
28 GC	Cuirass (torso)	4.4 lb.
5 GC 5/-	Greaves (calf)	2.2 lb.
7 GC 10/-	Helmet (skull)	1.1 lb.
1 GC 6/3	Kneecops (knee)	2.3 lb.
5 GC 10/-	Rerebraces (upper arm)	1.1 lb.
4 GC 11/-	Vambraces (forearms)	0.9 lb.

Plate

13 GC 15/-	Alienates (shoulder)	2.3 lb.
70 GC	Breastplate (torso front)	9.0 lb.
9 GC 3/4	Coudes (elbow)	1½ lb.
140 GC	Cuirass (torso)	18.0 lb.
26 GC 5/-	Greaves (calf)	9.0 lb.
56 GC 5/-	Helm, Great (skull, face and neck)	6.8 lb.
37 GC 10/-	Helm, Imperial (skull and neck)	4.5 lb.
25 GC	Helmet (skull)	3.0 lb.
6 GC 11/3	Kneecops (knee)	2.3 lb.
27 GC 10/-	Rerebraces (upper arm)	4.5 lb.
22 GC 18/4	Vambraces (forearms)	3.8 lb.

Barding

Partial Barding

Protects only the head and chest, basically only protection from frontal attacks, legs not protected.

41 GC	Bezainted	27 lb.
15 GC 7/6	Leather	22 lb.
230 GC 12/6	Scale	60 lb.
553 GC 10/-	Plate	65 lb.

Full Barding

Protects the whole horse except for the legs.

96 GC 7/-	Bezainted	52 lb.
60 GC 9/6	Leather	34 lb.
1163 GC 7/6	Plate	125 lb.

Equine Leg Guards (each)

Just as for human armour, each pair of leggings will reduce the horse's Init by 10% and M by 1.

12 GC 6/-	Kuirbolli	4 lb.
73 GC 16/-	Plate	5 lb.

Basket Maker

Basket making is the art of weaving supple staves of wood into containers and other artefacts. Willow or hazel trees are specially coppiced to produce young shoots. The normal system is to coppice the middle of the wood, leaving the outer trees to mature for timber. Coppiced wood is also used for wattle & daub housing, fencing and making arrows.

5d	Basket, small shopping	2½ lb.	[1]
1/3	Basket. Wood	4 lb.	[2]
2/6	Basket, Laundry	8 lb.	[3]
3/2	Broom, birch	4 lb.	[4]
1/7	Brush	1 lb.	[5]
5/6	Fence, 4½ft high	[per ft length] 3¼ lb.	[6]
5 GC 14/-	Snow Shoes	[per pair] 3½ lb.	[7]
15/-	Wood, hazel. coppiced, 4½-5 ft	[per bushel] 45 lb.	[8]
1 GC 1/-	Wood, willow. coppiced, 4½-5 ft	[per bushel] 45 lb.	[9]

[1] A typical small shopping basket, with an open basket of about 2 ft.sq. capacity with an arched carrying handle.

[2] A wood basket is a large basket made from thick shoots designed to hold firewood, about 24" in diameter and 18" tall, which will hold about 25 lb. of firewood logs.

[3] This large wicker basket is typically 12" x 21" x 30" high.

[4] A stout stick to which a broom head of birch twigs has been attached. Also known as the witch's broom.

[5] A smaller version of the broom; the brush is designed to be hand held.

[6] A loose weave fence, with gaps of approximately 1" square, with a stout 1½" pole every 5 ft for support.

[7] Snow shoes are very popular in arctic conditions where snow is common, they consist of a pair of oval wicker lattices, each about 21" by 9", which are tied to the foot and help support the weight of the traveller over firm snow.

[8] A bushel of coppiced wood will consist of a, roughly 14" diameter bundle of staves, 54-60" long. Hazel wood is typically ½" in diameter (making about 225 stems in total), and is used to make about 60 ft.sq. of fence per bushel.

[9] Willow is typically ¼" in diameter. and a bushel will contain around 1000 staves, making about ten large baskets.

Bonecarver

Bonecarving is one of oldest of skills, but one which yields valuable tools and decorative items. Bonecarving is essentially the same skills as ivory or ambergris carving, though artefacts made from those materials are considered under 'Jeweller'. The goods listed here are all made from bovine bone or horn.

3d	Bone, lump	[per lb.]	[1]
3/7	Buttons, 4 matching	neg.	[2]
7/2	Comb, hair	1 oz	[3]
18/-	Dice, gaming	[set of six] ¼ lb.	[4]
10/6	Horn	[per lb.]	
4 GC 6/-	Horn, drinking	1¼ lb.	[5]
1 GC 12/3	Needles, sewing	1 oz	[6]
10/9	Pipe, smoking	¼ lb.	[7]
17/11	Sun goggles	¼ lb.	[8]

[1] Bone destined for carving is selected for a close fine grain and overall evenness.

[2] Clothing buttons are mainly made from bone. The size of the buttons hardly effects their cost since it is the carvers time and not material which is costly. Decorated buttons can cost two to three times the price of simple buttons.

[3] Hair combs are often valued possessions, the finest of which cost about 1 GC.

[4] Gaming dice are very popular, but a lot of skill is required to make unweighted dice.

[5] Drinking horns are often carved round the rim, with copper fittings round the rim and point. Matching drinking horn stands are often made by coppersmiths. A drinking horn has a capacity of 1 pint.

[6] General purpose sewing needles are made of bone. Although metal ones do exist, bone needles are far cheaper.

[7] Smoking of Pipeweed is popular enough for smoking pipes to be generally available.

[8] Sun goggles are made from two pieces of carved bone, with a small eye slit in each, attached together by leather thongs. They are used to prevent blindness in snow fields.

Canvas Worker

These manufacturers of various canvas goods tend to specialise in the fields of Bag maker, Tent Maker and Sail Maker (see 'Shipwright'). Each of these fields use similar tools and equipment, hence canvas workers are capable of making goods in all three fields.

Materials

Cloth is sold by the yard length. most cloth is one yard wide; however, sailcloth is made on wide looms of one and a half yards width.

9/-	Canvas	[per yd ²] 1½ lb.	[1]
16/6	Canvas, waxed, waterproof	[per yd ²] 1¾ lb.	[2]
3/9	Hessian (sacking cloth)	[per yd ²] 1¼ lb.	[3]
13/6	Sailcloth	[per yd ²] 3 lb.	[4]
5/10	Wax, waterproofing	½ lb.	[5]

[1] This is standard weight canvas suitable for making the like of awnings, bags and tents.

[2] This standard weight canvas has been waxed to increase its waterproofness; mainly used in tents.

[3] Hessian is a loose weave cloth made from hemp or jute. Hessian is mainly used form making sacks.

[4] Sailcloth is an especially tough and rip-resistant canvas used for making sails.

[5] Waterproofing wax is used to keep wax canvas fully waterproof.

Bag Maker

Canvas is a very strong and durable material which makes it very popular for making bags & sacks. Hessian is a cheaper (and weaker) material used to make 'disposable' sacks.

1 GC 1/-	Backpack	5 lb.	[1]
3/-	Bag, shoulder	2 lb.	[2]
1/3	Pouch, large	¾ lb.	[3]
9d	Pouch, medium	¼ lb.	[4]
4d	Pouch, small	2 oz.	[5]
6d	Purse or Money Pouch	¼ lb.	[6]
3/-	Sack, canvas, large	1½ lb.	[7][8]
2/-	Sack, canvas, small	¾ lb.	[7][9]
1/3	Sack, hessian, large	1¼ lb.	[7][10]
10d	Sack, hessian, small	½ lb.	[7][11]

[1] A typical backpack has two small side pockets (4x8x3"), a main compartment (12"x8"x21") and shoulder straps. A backpack can take a maximum of about 50 pounds weight before overstraining.

[2] This bag is roughly 4x8x12", with a front fastened top flap. A shoulder bag can take up to about 15 pounds weight.

[3] This pouch is cylindrical (4" diameter, 8" deep) with a drawn string closure: capable of taking about 5 lb. weight

[4] This pouch is cylindrical (3" diameter, 6" deep) with a drawn string closure: capable of taking about 3 lb. weight

[5] This pouch is cylindrical (2½" diameter, 4" deep) with a drawn string closure: capable of taking about 1½ lb. weight

[6] This pouch is 3" square in section and 1" deep, it has a buckled closed top. Its capacity is 50 penny coins (¼ lb.)

[7] Assume that the prices for sacks in the Warhammer rulebook are some sort of typo. They seem incredibly expensive compared to other carrying equipment. If you really want to use Warhammer rulebook prices, just multiply these sack prices by 4.

[8] This draw cord closed sack is 18" wide and 36" tall and has a capacity of about 75 pounds.

[9] This draw cord closed sack is 12" wide and 24" tall and has a capacity of about 35 pounds.

[10] This sack is 18" wide and 36" tall and has a capacity of about 50 pounds. Typically the sack top is sewn shut.

[11] This sack is 12" wide and 24" tall and has a capacity of about 25 pounds. Typically the sack top is sewn shut.

Tent Maker

The making of tents is often a small part of an urban Tent maker's work - the construction of awning and market stalls being the mainstay. However, the military, hunters, rangers, woodsmen, traders and adventurers all require good quality tents so the craft is very important in frontier towns. All the listed tents are made from canvas, however, certain cultures (particularly those in arctic conditions) make tents out of hides and furs, In these cultures the Tent maker will be a Hideworker, not a Canvasworker, and only tents will be available. Cost of hide tents will be the same as canvas ones, but they will weigh twice as much.

5 GC 4/6	Awning	9¾ lb.	[1]
190 GC	Marquee, large	255 lb.	[2]
34 GC 4/-	Marquee, small	65 lb.	[3]
11 GC 8/-	Stall, market	38 lb.	[4]
7 GC 2/6	Tarpaulin, 4 x 3 yds	18 lb.	
10 GC 9/	Tent, conical	37¾ lb.	[5]
34 GC 4/-	Tent, dome	24¾ lb.	[6]
49 GC 8/-	Tent, military pattern	90 lb.	[7]
22 GC 16/-	Tent, ridge, large	31¼ lb.	[8]
16 GC 3/-	Tent, ridge, small	21¾ lb.	[9]

- [1] A shop front awning with a length of 4 yds and a width of 1½ yds, complete with wall fittings and support struts.
- [2] This is a large marquee of the type seen at large fairs and tourneys. It is 8 yds by 4 yds, with a minimum height of 2 yds, reaching 4 yds in the centre. The marquee is complete with two doors, two stout roof support masts and rope stays (weight is 211 lb. of canvas, 44 lb. of mast and rigging).
- [3] Based on the military pattern tent this marquee is sold complete with a single canvas door, frame and stays, (size 8 by 12 ft, 4 to 8ft high; weight is 38 lb. of canvas and 27 lb. of frame).
- [4] This is a typical market stall of six by three foot, with a pitched roof, a planked sales bench with skirting around the side. The Stall is complete with frame, bench, and canvas (weight 19 lb. canvas, 19 lb. Wood).
- [5] The bell tent is a conical tent supported by a number of poles which are fastened together at the apex of the tent. The tent is a very simple design and not ideal for extreme weather conditions, it will however sleep three people, but its 10ft poles are also bulky to carry (size 5ft diameter by 8 ft height, weight canvas 26 lb., frame 11¾ lb.).
- [6] The dome tent consists of a number of flexible 5 ft poles, normally twelve, which are bent in to a dome shape (the apex is a special fitting of wood, or metal, which consists of radial sockets for each pole) the other end of the poles are spiked and are driven into the ground. A canvas outer is then tied over the frame, and a waxed ground sheet is placed inside the structure. The tent is very secure in the worst of winds (an extra waxed canvas conical flysheet is attached to the centre of the frame, and pulled taut by rope stays adds waterproofness (these cost 24d and weigh 9¾ lb. including stays). The dome tent can sleep three people with ease (size 7 diameter, by 3½ ft height, weight canvas 16½ lb., frame and stays 8¼).
- [7] This tent is very similar in shape to the small marquee with the exception that it has a ground sheet, stronger frame and is complete with a door, a wooden ridge frame and rope stays (size 12 by 8 ft, with a height of 4 ft on the periphery reaching 8ft in the centre, weight is 54 lb. of canvas and 36 lb. of frame).
- [8] The large ridge tent consists of two triangle frames of wood which are placed at either end of the tent, attached by a rope which forms the ridge of the tent; this rope then attached to the ground beyond the ends of the tent and acts as stays. The tent has an inner, triangular liner of canvas, a rectangular ground sheet of waxed canvas and a square rain sheet of canvas or waxed canvas. The tent is attached to the ground by pegs, with the rain sheet being stretched clear of the inner liner by cord stays. This tent is fairly lightweight and very weatherproof and will sleep two people comfortably (size 7 by 3½ ft, weight canvas 25½ lb., frame and stays 5¾ - longest pole 3½ ft).
- [9] The small ridge tent is identical in design, only being different in size. It sleeps one person comfortably (size 6 by 2¾ ft, weight canvas 17½ lb., frame and stays 4¼- longest pole 2¾ ft).

Carpet Maker

This is a very specialised craft, sharing very few techniques and tools with other crafts. Carpet makers are very scarce - their goods mainly being imported and sold by third parties.

34 GC 4/-	Carpet, wool, 6 x 8 ft	60 lb.
4 GC 5/6	Rug, wool, 2 x 3 ft	7½ lb.

Chandler

Chandlers are suppliers of all manner of equipment and consumables to do with providing light. A speciality are the Charcoalers who are suppliers of fuels such as charcoal and firewood. Most chandlers act as charcoalers' agents. The marine chandler supplies fixtures and fittings for boats and ships and is listed under "Shipwright"; a marine chandler will also supply standard chandler items to vessels.

Equipment

1/7	Candle holder, pottery	½ lb.	[1]
12/8	Candle snuffer, copper	¼ lb.	[2]
19/-	Candle stick, pewter	1 lb.	[3]
-/1	Matches	neg.	[12]
12 GC	Lantern, coach	3½ lb.	[4]
6 GC 15/-	Lantern, candle	2 lb.	[5]
20 GC	Lantern, hooded, steel	2½ lb.	[6]
25 GC 6/3	Lantern, miner's, bronze	3 lb.	[7]
5 GC 10/10	Mirror, glass 4 x 4"	¼ lb.	[8]
8 GC 14/2	Mirror, silvered copper 12 x 8"	1 lb.	[9]
5/-	Oil lamp	¾ lb.	[10]
12/6	Tinderbox, flint and steel	¼ lb.	[11]

[1] A simple pottery candle holder, mounted onto a handled saucer.

[2] A small copper candle snuffer: useful for preventing burnt fingers!

[3] Free standing candle sticks are a sign of wealth, used on dining tables and desks. Pewter and copper are common materials; however, candlesticks can be manufactured from gold, silver and other precious stuffs.

[4] A coach lantern is a large copper or brass lantern, glazed on three sides which takes an oil lamp.

[5] A lamp is made from pressed steel, or copper and consists of a box with a single small window on one side and a carrying handle on the opposing side. A stick in the base of the box secures the candle upright.

[6] A hooded lantern consists of an internally highly polished box with a single small window on one side, which is covered by hoods which confine the light from an oil lamp to a tight beam. This lamp is much favoured by night-watchmen and is fitted with a well-insulated carrying handle. This lantern is also known as a 'bull's eye lantern'.

[7] A miner's lantern is constructed with a mesh flue which allows the combustion gasses to escape without igniting any explosive gases present in the mine. Originally designed by the Khuzdul, but now much copied.

[8] Silvered glass mirrors are hard to make. An average quality mirror will noticeably distort the reflected image. Making large mirrors is extremely difficult.

[9] Making silvered copper mirrors is a lot easier than glass, and large mirror can be made with less distortion, unfortunately the mirror must be frequently polished, and infrequently re-plated.

[10] An oil lamp consists of an oil reservoir with a flame guard and variable length wick. Used on their own, oil lamps are prone to being blown out, so they are normally incorporated into lanterns. See also "Potter" for simpler lamps.

[11] A tinderbox, flint and steel is the usual method of starting fires. The method is reliable, albeit not fast. Timber (often birch bark, dried leaves, cotton waste) must be regularly replenished.

[12] A match is a thin stick impregnated with sulphur. It bursts into flame when heated or touching other fire, and therefore works well with a tinderbox. It does not self-ignite through friction like the modern version.

Candles (per dozen)

12/-	Candle, beeswax, scented	¼ lb.	[1]
13/3	Candle, time, 12 hour	¼ lb.	[2]
6 d	Candle, tallow	¼ lb.	[3]
3/-	Candle, wax	¼ lb.	[4]
1 GC 7/-	Candle, large wax	2 lb.	[5]

[1] Scented beeswax candles are the most expensive form of lighting money can buy.

[2] A time candle burns exceptionally evenly being made from specially prepared homogeneous wax to a constant size with an even wick. They are marked every hour and will burn for twelve hours.

[3] Tallow candles are the cheapest form of candle, they are smelly and gutter a lot.

[4]Wax candles are the standard form of candles, used by most folk.

[5]Large wax candles burn four times brighter than normal candles and last twice as long. They are mainly used in temples and great halls.

Consumables

7/-	Beeswax	½ lb	[1]
7/-	Candle Wax	1 lb.	[2]
2/4	Grease	1 lb.	[3]
1 GC 16/-	Incense stick	1 lb.	[4]
3 GC	Paint, earthen colours [per gallon]	10 lb.	[5]
9 GC	Paint, vivid colours [per gallon]	10 lb.	[6]
14/-	Oil, cooking [per gallon]	8 lb.	[7]
2 GC	Oil, lamp [per gallon]	8 lb.	[8]
1 GC 13/-	Oil, lubricating [per pint]	1 lb.	[9]
14/-	Olive oil [per pint]	1 lb.	[10]
1 GC 4/-	Soap	½ lb.	[11]
6 d	Tallow	[per lb.]	[12]
10/6	Tar [per gallon]	12 lb.	[13]
1/-	Torch, oil covered waste	1½ lb.	[14]
6/-	Twine [per 150ft ball]	¼ lb.	
1/2	Waste cotton [per bushel]	20 lb.	

[1]Beeswax is a sweet smelling wax that is semi-liquid at quite low temperature (hand hot). Used for making candles, polishing wood and making moulds.

[2]Bulk candle wax, for those who wish to dip their own candles. Most chandlers do not encourage candle making.

[3]Grease is mainly used to lubricate heavy machinery such as water wheels, large doors and carts.

[4]Incense sticks produce a highly scented smoke: Popular with some religions and mages.

[5]Paint is used on houses, carts & wagons, and ships. Earthen colours (cream, oranges, buff, browns, green etc.) are the easiest to make, and the most stable.

[6]Paints with vivid colours are difficult to make and quite rare; they also suffer from premature fading.

[7]Cooking oil is a high-grade vegetable oil suitable for consumption, e.g. corn oil.

[8]Lamp oil, is a blended oil which burns well and leaves little soot.

[9]Lubricating oils, otherwise known as mineral oil, are runny oils suitable for use on fine mechanisms such as locks.

[10]Olive oil is the finest cooking oil and has many other uses (e.g. medicinal and lighting).

[11]Soap is made from tallow and ashes and is used for personal hygiene and laundry.

[12]Tallow is hard animal fats used in making soap and candles.

[13]Tar is a naturally occurring substance (bitumen). It is used to caulk (waterproof) ships and similar uses.

[14]These specially made torches, with their head wrapped in oil and tallow soaked cotton waste, provide a strong source of light, useful in emergencies.

Charcoaler

3/-	Charcoal [per bushel]	20 lb.	[1]
3 GC 10/-	Coal [per bushel]	60 lb.[2]	
2/4	Logs, split [per bushel]	110 lb.	[3]
1/9	Peat [per bushel]	16 lb.	[4]
4 d	Tinder [per bundle]	4 lb.	[5]

[1]Charcoal is much in demand by metalworkers because it provides a strong heat, alchemists for its chemical properties, and chefs for its even cooking.

[2]Coal can be collected where the coal seams reach the surface (as in a cliff) or may rarely be mined. Coal is rarely used, wood and charcoal being preferred.

[3]Large urban conurbations rely on imported firewood, sometimes woods are specially planted just to provide cities with firewood and timber. Split logs are used in all fires, from cooking, through heating and in metalworking.

[4]Where peat is plentiful (in cool boggy or swampy regions) it makes a very good fuel source, being lightweight whilst still burning well.

[5]Tinder is a mixture of finely split wood, wood shavings and bark. Used to start fires.

Clothier

Introduction

The title 'Clothier' covers a group of related trades: Tailors, Milliners, Spinners, Weavers, Dyers, Furriers, Fullers and Cleaners. It is assumed that the majority of trades are background trades that supply the clothier, who in turn supplies the general public.

Listed here is a range of clothes in a variety of different materials, both in terms of source and quality. The clothes are listed by material, with individual items of clothing being repeated in each list as appropriate. For instance the cloak is listed under, buckram, linen, russet, serge, worsted, beaver and sealskin materials. As with armour clothing is assumed to be sized, (see page 19) though the size ranges are large. In reality clothing would be tailor made to each individual and adjusting it to fit another person, if it were possible at all, would be charged for.

Though the majority of clothes worn are made at home by the family of the person wearing them, this section refers to the trade in made up clothes to those unable or unwilling to do it themselves. For the typical peasant/poor freeman's clothes assume that they cost half the price listed here, and that the quality of finish may be lower. As well as ready made clothes, the costs of basic materials, cloths, dyes and tools are given.

Repair and resizing of Clothes

As well as selling new clothes clothiers will repair and modify clothes. Most simple repairs will be done for a few pennies, though more expensive materials require more work to bring the repair up to standard. Assume a cost of between 5% and 10% of the replacement cost of the item for simple repairs. Battle damaged clothes will require more extensive repairs (20% to 35% of original cost) and will be obviously patched and repaired.

Clothes may be adapted to fit someone else. To fit an item to a new person in the same size range will incur a cost of 25% of the replacement value of the item. An item of clothing which is much too big (a larger size) can only be used as source material; re-making the garment using this material will cost 60% of the value of the clothing new.

Naturally clothiers will not speak in terms of percentages or sizes but will give "quotes" in money terms - "To patch up a tear that big will take a lot of time, and with material this fine we'll have to do really small stitches; you are looking at it costing nine shillings."

Cleaning of Clothes

Most clothiers will clean, or be able to get cleaned, most clothes. Some will offer a laundry service, which is charged by the weight of the clothes. An average rate will be a 2/6 per stone (14 lb.) of clothes. Full cleaning of clothes can require special treatments; wool can be treated by the fuller with urine to improve its bulk, and some stains require the use of specialist clays (fuller's earth) to clean properly. The cleaning of very soiled clothes will normally incur a charge of between 5% and 15% of the item's replacement value. Very few people will pay to have their clothes cleaned for them; it is a form of highlighting your social status.

Making of clothes

Though some clothiers may carry 'off the peg' items in common sizes (for instance linen peasant's smocks in size F should always find a market), the majority of clothing will have to be made up for the customer. The customer will choose the style, either from a design book (very rare) or by from example display garments, and the material in which it is to be made. For a very tailored look the customer will need to be measured in detail and return later to be trial fitted, but most clothiers will work to a standard (loose) pattern from basic measurements. The clothier will take some time to make up the clothes, three days can be taken as a basic minimum between placing the order and the garment being finished.

Many clothiers will take longer than this. The process can always be speeded up for the proper recompense.

Examples

The type of clothing worn by individuals and in particular the material that the clothing is made from will have a major impact on how society views the individual. It will also make a statement about the person's wealth and may well also indicate the person's occupation.

Clothing for their characters is generally ignored by players. But this should not be the case. Adventurers back from a long trek across wilderness with the customary skirmish or two, will have torn, muddy, smelly and probably blood-stained clothes. They will not be welcome at a respectable inn, nor would any (rich) potential employers be willing to be seen with them. They need a change of clothes, and preferably into clothing that indicates their wealth and success! The following are three examples of how clothing varies with occupation and wealth, with all the items culled from the following clothing listings or from the Leatherworker section.

Poor Tenant Farmer: Might wear the following:

	Cost	Weight
Linen Doublet, undyed	3 GC 1/1 (4 GC 1/7 x ¾ for undyed)	1¾ lb.
Serge Bragga, undyed	1 GC 15/-	3½ lb.
Linen smock	2 GC 10/-	2½ lb.
Soft shoes (see Leatherworker)	6 GC	1½ lb.
Total	13 GC 6/1	9¼ lb.

NB: Most poor rural people will make their own clothes at about half the listed costs.

Barmaid: A typical fantasy human barmaid (size F) might well be clad as follows:

	Cost	Weight
A undyed linen doublet	3 GC 1/1(4 GC 1/7 x ¾ for undyed)	1¾ lb.
A brightly dyed ruffled linen skirt	2 GC 17/9 (1 GC 18/6 x 1½ for colour)	1½ lb.
Linen underwear, dyed	16/4	1 lb.
A leather corset (see Leatherworker)	28 GC 3/8	4 lb.
Calf boots (see Cobbler)	9 GC	3 lb.
Total	33 GC 8/10	11¼ lb.

Rich Merchant: A rich, fat, human merchant who wanted to advertise their wealth might well dress as follows:

	Cost	Weight
Size G (5'9", massive frame)	x1.2 modifier	x1.4 modifier
Ermine cap	16 GC (13 GC 6/8 x 1.2)	¾ lb. (0.5 x 1.4)
A green tweed worsted robe	26 GC 17/7 (22 GC 8/- x 1.2)	8¾ lb. (6.3 x 1.4)
A royal blue linen doublet	7 GC 6/10 (4 GC 1/7 x 1.2 x 1.5 for colour)	2½ lb. (1.8 x 1.4)
A maroon linen hose	2 GC 10/5 (1 GC 8/- x 1.2 x 1.5 for colour)	2¼ lb. (1.7 x 1.4)
Silk underwear	13 GC 8/9 (11 GC 4/- x 1.2)	1¼ lb. (0.8 x 1.4)
Silk cape trimmed in beaver fur		
silk cape	37 GC 10/-	
beaver trim	37 GC 1/-	
total	89 GC 15/9 (74 GC 16/6 x 1.2)	5 lb. (3.6 x 1.4)
Quality leather belt (see Leatherworker)	18/- (10/- x 1.2 x 1½ for quality)	1.4 lb. (1 x 1.4)
Quality leather purse (see Leatherworker)	5/- (3/4 x 1½ for quality)	¼ lb.
Soft knee boots (see Cobbler)	16 GC 16/- (14 GC x 1.2)	4½ lb. (3.25 x 1.4)
Total	173 GC 18/4	27.15 lb.

Description of standard garments

Bragga: Are baggy shapeless trousers that are held up at the waist by a drawstring. They provide an effective leg covering for the common man. Bragga are very popular with the 'sea-raiders' being made from expensive woven cloth.

Breeches: Are loose fitting trousers that reach to just below the knee. They are fastened at the top by buttons.

Cape: The cape is a short cloak that reaches to the hips, fastening at the throat. Capes are very much a fashion accessory.

Cloak: A cloak is a semi-circle of cloth that is worn over the shoulders and fastened around the neck (and in some case down the front) with a wide collar that provides protection against inclement weather.

Doublet: Is the equivalent of a modern long-sleeved shirt, except that it is normally laced up the front rather than being buttoned.

Gown/Robe: Are full length, long-sleeved garments worn by both sexes. This category includes dresses, cassocks, monk's habits and some exotic clothes such as a toga.

Hose: Hoses are tight-fitting ankle-length trousers which are held up at the waist by a draw-string. They are the equivalent of leggings.

Jerkin: A sleeveless vest, often buttoning or tying up the front.

Kilts: Are pleated knee-length skirts worn by men. Normally considered a barbarous mode of dress.

Mantle: A Mantle is a cloak made from a semi-circle of cloth that reaches to the knees, it has a wide and loose hood to protect against rain and a thick lining to provide warmth. The mantle cloak is very popular with travellers.

Skirt: Is an ankle length straight skirt, shorter versions exist by they are often indicative of low status.

Tunic: Covers the upper arms and torso to the mid thigh. They can be likened to extra-long T-shirts.

Underwear: Is not listed as separate items. The prices and weights given below are for an appropriate mix of standard underwear items such as chemise, drawers, bras, knickers, long-johns, pants, slippers, vests etc.

Fur trimmed clothes

For clothing trimmed with fur calculate cost as being that of the base article plus half of that of the same article made completely from fur; and weight as being the that of the base article plus one third of that of the same article made of the fur. Then modify for size category.

Example

A standard sized (size category F) beaver trimmed russet cloak will cost 198½ d (50 d for russet cloak, plus .5 x 297 d for beaver cloak) and will weigh 8¼ lb. (4.6 lb. for russet cloak, plus .35 x 11.2 lb. for beaver cloak).

Buckram Clothes

Buckram is a sturdy cotton material roughly equivalent to Denim, normally sold dyed brown or green, occasionally blue. The prices given below are for normally dyed buckram.

2 GC 4/4	Bragga	2.5 lb.
7 GC	Gown / Robe	4.0 lb.
2 GC 3 d	Breeches	2.3 lb.
16/-	Gloves	0.3 lb.
10/-	Cap/Hat	0.2 lb.
8/3	Jerkin	1.4 lb.
3 GC 5d	Cape	2.0 lb.
3 GC 2/6	Skirt	1.8 lb.
5 GC	Cloak	3.3 lb.
4 GC 14/6	Surcoat	2.7 lb.
5 GC 12/6	Mantle	3.5 lb.
2 GC	Tunic	2.9 lb.
6 GC 6 d	Doublet	2.2 lb.

Linen Clothes

Linen is a soft material based on plant fibres, which is easily dyed in bright colours. The prices given below are for plain dyed clothes. Undyed, bleached clothes will cost $\frac{3}{4}$ of the price shown, whilst brightly dyed clothes will cost $1\frac{1}{2}$ times the prices listed.

2 GC 1/8	Cape	1.6 lb.
3 GC 15/-	Mantle	2.8 lb.
5 GC	Cloak	2.6 lb.
1 GC 18/6	Skirt	1.5 lb.
4 GC 1/7	Doublet	1.7 lb.
5/10	Surcoat	2.2 lb.
13 GC	Gown / Robe	3.2 lb.
3 GC 10/-	Tunic	2.3 lb.
1 GC 8/-	Hose	1.8 lb.
16/4	Underwear	1.1 lb.

Russet Clothes

Russet is cloth made of wool, intermediate in quality between Serge and Worsted. It is normally sold dyed black, brown, grey or green. Russet cloth is sometimes made from pre-dyed wool generally woven into a tweed or random patterned cloth in greens and browns (this is a good camouflage cloth used by hunters and woodsmen). The prices given below are for plain dyed clothing; tweeded clothing will cost $1\frac{1}{4}$ times the listed amount.

4 GC 4/-	Breeches	3.2 lb.
7 GC 15/9	Jerkin (Waistcoat)	1.9 lb.
1 GC	Cap/Hat	0.3 lb.
1 GC 10/-	Hood	0.7 lb.
6 GC 5/-	Cape	2.8 lb.
6 GC 5/-	Kilt	2.7 lb.
10 GC 8/4	Cloak	4.6 lb.
11 GC 5/-	Mantle	5.0 lb.
12 GC 4/9	Doublet	3.0 lb.
5 GC 12/6	Skirt	2.5 lb.
14 GC	Gown / Robe	5.5 lb.
9 GC 16/-	Tunic	4.0 lb.
1 GC 12/-	Gloves	0.3 lb.

Serge Clothes

Serge is the cheapest cloth made from wool. It is normally used undyed, being beige or brown in colour. The prices listed below are for undyed serge clothing, plain dyed clothes will cost $1\frac{1}{3}$ times the given costs.

1 GC 15/-	Bragga	3.5 lb.
5 GC 8/6	Gown / Robe	5.5 lb.
1 GC 11/6	Breeches	3.2 lb.
11/8	Hood	0.4 lb.
8/4	Cap/Hat	0.3 lb.
3 GC 2/6	Kilt	2.6 lb.
2 GC 8/11	Cape	2.8 lb.
4 GC 7/6	Mantle	5.0 lb.
4 GC 1/3	Cloak	4.6 lb.
2 GC 10/-	Skirt	2.5 lb.
4 GC 14/7	Doublet	3.0 lb.
3 GC 14/8	Tunic	4.0 lb.

Silk Clothes

Silk is the finest, lightest & softest cloth, it is bleached pure white or dyed in bright colours.

6 GC	Cap, skull	0.2 lb.
25 GC 4/-	Hose	1.6 lb.
37 GC 10/-	Cape	1.4 lb.
44 GC 10/-	Jerkin (Waistcoat)	1.0 lb.
62 GC 10/-	Cloak	2.3 lb.
32 GC 10/-	Skirt	1.4 lb.
71 GC 18/10	Doublet	1.5 lb.
56 GC	Surcoat	1.9 lb.
84 GC	Gown / Robe	2.3 lb.
60 GC 13/4	Tunic	2.0 lb.
9 GC 12/-	Gloves	0.2 lb.
11 GC 4/-	Underwear	0.8 lb.

Worsted Clothes

Worsted cloth is the best quality wool. It is dyed in a variety of colours, being the only wool dyed pure white, purple or scarlet. Worsted cloth is quite often woven from multi-coloured dyed wool forming tweeds, tartans, stripes and other patterns.

7 GC	Bragga	3.9 lb.
11 GC 15/6	Jerkin (Waistcoat)	2.2 lb.
6 GC 6/-	Breeches	3.5 lb.
10 GC 12/6	Kilt	2.9 lb.
9 GC 7/6	Cape	3.2 lb.
17 GC 10/-	Mantle	5.8 lb.
16 GC 5/-	Cloak	5.3 lb.
9 GC 7/6	Skirt	2.9 lb.
18 GC 18/3	Doublet	3.4 lb.
15 GC 8/-	Tunic	4.6 lb.
22 GC 8/-	Gown / Robe	6.3 lb.

Beaver Fur Clothes

Beaver fur clothing is dense, heavy and waterproof. Beaver is a dark brown in colour.

12 GC	Cap/Hat	0.7 lb.
90 GC 9/8	Jerkin	4.6 lb.
75 GC	Cape	6.7 lb.
135 GC	Mantle	12.2 lb.
123 GC 15/-	Cloak	11.2 lb.
119 GC 18/8	Tunic	9.7 lb.
14 GC	Hood	1.1 lb.

Ermine Clothes

Ermine is a light fur, both in appearance and colour. It is pale beige or white in colour, the dark brown/black tail tips are used as a trim. Normally ermine is reserved for the ruling classes and is used as a sign of their rank.

13 GC 6/8	Cap/Hat	0.5 lb.
99 GC 15/1	Jerkin (Waistcoat)	3.5 lb.
82 GC 10/-	Cape	5.2 lb.
150 GC	Mantle	7.4 lb.
136 GC 17/6	Cloak	8.6 lb.
132 GC 6/-	Tunic	7.4 lb.
183 GC 8/-	Gown / Robe	10.3 lb.

Sealskin Clothes

Sealskin fur clothing is moderately heavy, but very wind and waterproof. Sealskin is a light to mid grey in colour.

26 GC 16/8	Breeches	6.0 lb.
50 GC 1/3	Jerkin	3.5 lb.
41 GC 5/-	Cape	5.2 lb.
75 GC	Mantle	9.4 lb.
69 GC 15/-	Cloak	8.6 lb.
38 GC 10/10	Skirt	4.5 lb.
79 GC 14/7	Doublet	5.6 lb.
59 GC 19/4	Tunic	7.4 lb.
93 GC 6/8	Gown / Robe	10.3 lb.

Special Items

14/8	Apron, buckram	1½ lb.	
106 GC 16/-	Arctic coat	11.2 lb.	[1]
14 GC 8/-	Blanket, bearskin	9 lb.	
3 GC	Blanket, quilted linen	8 lb.	
1 GC	Blanket, serge wool	5 lb.	
2 GC	Blanket, russet wool	4½ lb.	
5 GC 12/-	Heraldic surcoat, linen	2½ lb.	
1 GC	Horse blanket, under-saddle	2½ lb.	
3 GC 4/-	Horse blanket, body warmer	8 lb.	
1 GC 15/-	Petticoat, linen	1 lb.	
1 GC	Sheet, linen	2½ lb.	
6 GC	Sleeping bag	16 lb.	[2]
5 GC	Short tunic, linen	1¾ lb.	
3 GC 4/-	Towel, cotton	5 lb.	

[1]The arctic coat consists of a close fitting sleeved jacket with draw-string closed hood, made from bear or wolf skin, lined with sealskin. Often the hood and cuffs are decorated with arctic fox fur.

[2]Waxed canvas outer with linen inner lining, quilted and stuffed with wool and feathers in two layers.

Occupational Clothing

Many occupations have special clothing associated with them, but mostly their dress codes require only minor modifications to standard clothes, or even just special colours or combinations. A few occupations have clothing specific to them that is different from all other clothing, these are listed below.

5 GC 12/-	Aba: Priest of Naveh	3.9 lb.	[1]
4 GC 4/4	Habit, Monk of Peoni	5.9 lb.	[2]
13 GC 7/-	Jester's/Fool's suit, buckram	4¾ lb.	[3]
6 GC	Skull mask, Priest of Naveh	1.5 lb.	[4]
2 GC 10/-	Smock, peasant's	2.4 lb.	[5]
28 GC	Wizard's robe	5.6 lb	[6]

[1]Originally derived from desert clothing, the Priests of Naveh's Aba is a loose suit made from light weight black linen, which covers the entire body, leaving only the face, hands and feet showing. The waist of the Aba is fastened by a sash, coloured to indicate the rank of the Priest. A mask is also worn, see below.

[2]The Monks of Peoni (both male and female) wear undyed serge habits (long sleeved tunics with hood) tied around the waist with a cord. Underwear and pair of sandals is all that is required to complete their dress.

[3]The jester's suit consists of a cap, doublet and hose of buckram, each piece dyed in a variety of different colours, often highly tasselled and occasionally with small bells or studs.

[4]The Priests of Naveh wear a mask made from white painted kuirbolli in the shape of a skull.

[5]A typical peasants smock is worn over other clothes and consists of a short sleeved linen dress with a smocked front.

[6]A wizard's robe is a russet robe often dyed red or blue, which has been embroidered with 'magical' symbols and patterns and often has appliqué patches depicting planets, stars, and other heavenly motifs. The wizard's robe is normally worn by hedge wizards and con-men, real mages of power tend not to advertise themselves so gaudily.

Materials

Cloth

Cloth is sold by the yard length, with most cloth being a yard wide, exceptionally cloth one and a half yards wide can be found (but expect to be charged as if it were 1¾ yds wide). For descriptions of materials see individual entries above. See also "Canvas Worker - Materials" and "Leatherworker - Tanner".

1 GC 10/-	Buckram, dyed [per yd ²]	1½ lb.
2 GC 5/-	Russet, tweeded [per yd ²]	2 lb.
1 GC 7/-	Buckram, undyed [per yd ²]	1½ lb.
1 GC 4/-	Serge, plain dyed [per yd ²]	2 lb.
7 GC 10/-	Lace [per yd ²]	¼ lb.
18/-	Serge, undyed [per yd ²]	2 lb.
9/6	Linen, bleached [per yd ²]	1¼ lb.
10 GC 16/-	Silk, dyed [per yd ²]	¾ lb.
3 GC 12/-	Linen, finest quality, white [per yd ²]	1 lb.
3 GC 12/-	Worsted, plain dyed [per yd ²]	2¼ lb.
12/-	Linen, plain dyed [per yd ²]	1¼ lb.
4 GC 10/-	Worsted, vivid dyed [per yd ²]	2¼ lb.
18/-	Linen, vivid dyed [per yd ²]	1¼ lb.
5 GC 8/-	Worsted, patterned [per yd ²]	2¼ lb.
1 GC 16/-	Russet, dyed [per yd ²]	2 lb.

Dyes

Cloth dyes are mainly plant based, though Tyzoch purple comes from crushed marine shellfish and Dragon's blood dye is rumoured to be from Wyrms (actually extracted from centipedes). Ochre yellow is made from yellow ochre mineral (limonite), whilst Saffron yellow is rumoured to be made from flower stamens.

5 GC 8/-	Black	[per oz]
24 GC	Saffron yellow	[per oz]
25 GC 10/-	'Dragon's blood' red	[per oz]
2 GC 14/-	Nut brown	[per oz]
3 GC 12/-	Forest green	[per oz]
30 GC	Tyzoch purple	[per oz]
8 GC 2/-	Indigo blue	[per oz]
7 GC 4/-	Yellow Ochre	[per oz]
4 GC 10/-	Wode blue	[per oz]

Tools

1 GC 12/3	Needles	1 oz.	[1]
4 GC 2/4	Loom	43 lb.	[2]
9/6	Tape measure, cloth	2 oz.	[3]
1/7	Thread, plain dyed [per 200 ft]	1½ oz.	[4]
6/4	Twine, button, [per 150ft]	¼ lb.	[5]
1 GC 19/-	Scissors	½ lb.	[6]

[1]These are typical bone needles also available from Bonecarvers.

[2]A standard vertical loom, with stone weights, suitable for weaving cloth up to one yard wide.

[3]This measuring tape is made from waxed canvas, it is six feet long and ½" wide.

[4]Thread made from cotton used for general fabrication and repair of clothes.

[5]Twine is extra thick and strong thread, sometimes waxed, that is used to secure buttons and fastenings.

[6]Sharp scissors about 9" in length suitable for cutting cloth.

Herbalist

Herbalists deal in raw herbs, whether medicinal, culinary or purely aromatic. They also produce various cures and drugs from herbs. Apothecarists also produce medicines based on herbs and other compounds. Aromatic herbs are dealt with under 'Perfumer'. Given below is a group of herbs as used in the city of Eshaven. Games Masters should strongly consider producing their own herbs, complete with habitat, preparation, dosage and side effect information - it all adds to the other-world realism. Also listed, separately, are eight terran herbs and spices.

Basic rule: the recipient of herb must fail a T test to receive the benefit of the dose.

Herbs of Eshaven

4 GC 10/-	Althatis	1½ oz	[1]
7 GC 4/-	Beldanthya (Scarfew)	neg.	[2]
5 GC 8/-	Byrini (Woundwort)	neg.	[3]
1 GC 16/-	Chaldruwin (Ordeal drug)	neg.	[4]
1 GC 4/-	Dunefel	1 oz.	[5]
9/-	Embalene	1 oz.	[6]
1 GC 16/-	Falkaron (Mindbright)	1 oz.	[7]
21 GC 12/-	Gruthern (Deadly Rock Shade)	½ oz	[8]
27 GC	Helmurian (Cureall)	1 oz.	[9]
2 GC 14/-	Heltha (Maid's bane)	½ oz.	[10]
9 GC	Hemerad	2 oz.	[11]
3 GC 12/-	Jutalrew (Fool's weed)	1 oz.	[12]
12/-	Kulperad (Ladieswort)	neg.	[13]
10 GC 16/-	Larthaquis (Eyebright)	1 oz.	[14]
6 GC 6/-	Nuctela (Speedwell)	¼ oz.	[15]
4 GC 1/-	Peridulth (Ceasesleep)	2 oz.	[16]
4 GC 10/-	Pilarcytes (Æther's Wort)	½ oz.	[17]
4 GC 10/-	Qyaltris (Goodsleep)	2 oz.	[18]
9 GC	Rhu-Maloduir (Horsefew)	[per lb.]	[19]
8 GC 2/-	Sargatho	½ oz.	[20]
2 GC 14/-	Shearhelan (Maiden's Delight)	¼ oz.	[21]
7 GC 4/-	Spaldweed	2 oz.	[22]
22 GC 10/-	Sycanthis (Eyewort)	neg.	[23]
10 GC 16/-	Tchaldis (Shrew's fern)	½ oz.	[24]
4 GC 19/-	Thunga (Giant thorn bush)	2 oz.	[25]
7 GC 4/-	Tigriakis (Numbwort)	neg.	[26]
4 GC 1/-	Volshma (Beggar's turnip)	[per oz.]	[27]
10 GC 16/-	Vulvert	2 oz.	[28]
9/-	Welguntha (Fountain's tree)	3 oz	[29]
18/-	Yultharis (Stingerleaf)	variable	[30]

[1]Stimulant and poison. Increase heart activity and circulation. Can reduce effects of heart attacks and combat some forms of coma. [gives an additional toughness test vs. heart attack and coma at +1 T. Additional doses over one affecting recipient count as doses of poison]

[2]Healing drug: Reduces scarring causing them to fade and shrink. [can reduce Fel penalties from scarring by 5%]

[3]Antibiotic: Increases resistance to diseases (reduce chance of wound becoming infected by half) and leads to faster recovery. [reduces the chance of infection by 10% and healing rate is calculated as if treated by the heal wounds skill]

[4]Poison: Vivid and frightening hallucinations, physical pain and heavy perspiration. Effects last 2 to 5 hours. [make WP test of gain one insanity point. Each dose over one counts as a dose of poison]

[5]Euphoric and poison: delusions of heightened senses. Addictive with fatal withdrawal. [make WP test or gain addition to this herb. If user is addicted and has not used the herb for one week, user must make T test or die. Each dose over one

counts as a dose of poison]

[6]Healing drug: Eradicates symptoms of indigestion and minor stomach and digestive upsets.

[7]Euphoric: After 4 to 24 minutes vivid illusions and feeling of euphoria for 7 to 12 hours.

[8]Poison: Effects nervous system, causing paralysis, convulsions and death within seconds. Survivors are rare, and those that do survive suffer serious mental and physical impairment, leading to death in 2 to 8 days [victim must make 2 T tests, fail both and die instantly, fail one and die slowly, pass both and live]

[9]Greatly stimulates immune response, leading to greater immunity to, and quicker recovery from many diseases and poisons. Effects last for many weeks. [gives user +1 T vs. disease and poisons]

[10]Within 10 minutes it increase libido and reduces inhibitions. Resistance is slowly built up so ever larger doses are required. [reduces willpower tests versus seduction by 10%]

[11]Emetic/Diarrhetic: A fast acting emetic and laxative. Will empty digestive and excretory tracts within ten minutes. After effects are hunger and exhaustion. [all stats reduced by 1/10% due to exhaustion for 2d10 minutes, or food is ingested]

[12]Euphoria: lasting 5 to 30 minutes. Massive doses lead to coma and death. Addictive. [treat as Madcap]

[13]Female contraceptive: Daily use by women will reduce the chance of conception by 80%. Effects lasts as long as dosage continues.

[14]Poison: Within three hours, shortness of breath, blurred vision, nausea, leading to convulsions and probable death (75%). In non-fatal cases, victim still needs 7-12 days recovery. [the 75% fatality only occurs if T test is failed, if victim passes T test there is no effect]

[15]After 3 to 18 minutes, increase in metabolic rates, doubling of speed, agility and 50% increase in strength for 1 to 2 hours (1d6+6 x 10 minutes).[increase M and S by 1 and Init by 10%, after the time of effect is up, make a T test or die. This is the Warhammer world after all. Nothing good comes without price]

[16]Stimulant: Leads to hyperactivity and insomnia for 21-40 hours. [increases Init by 5% and reduces all mental stats by 10% for the duration of effect]

[17]Hallucinogen: light-headedness, leading to trance within half an hour. Hallucinations whilst in trance state. Trances last ½ to 2 hours. [while in trance, wizards can gain MPs as if they were using meditation]

[18]Soporific: lasting for 7 to 12 hours, often causing mild euphoria and pleasant dreams. (NB: sometimes found of Larthaquis in which case it acts as a soporific, but also causes blindness and 20% chance of death).

[19]Stimulant: Revitaliser of animals, particularly equine beasts. Reduces fatigue and increases healing. [reduces fatigue penalties by 1/10% and allows wounds to heal as if treated with the heal wounds skill]

[20]Pain killer and Soporific: Puts subject into a deep sleep for 20 to 50 hours, and speeds healing by 25%.

[21]Attractant: Used as a lure for the opposite sex (works with most humanoids). Produces a pleasant, musky odour that increases the wearer's attractiveness (increase comeliness by 5 points) for 2 to 8 hours. [increase Fel by 5%]

[22]Increases fertility by 50% for 7 to 12 days.

[23]Will cure blindness due to disease, cataracts or age (with 35% effectiveness). In severe cases of blindness it will only effect a partial cure. Application to healthy eyes will produce irritation but no increase in sight.

[24]Blood purgative. Stops the effects of blood carried poisons (including alcohol) and some diseases. Does not cure any damage already done.[effect lasts d6 hours]

[25]Narcotic: Within 2 to 12 minutes feelings of power and euphoria. Effect last for 13-24 hours. Addictive.

[26]Analgesic: Reduces pain from wounds and muscle fatigue and damage. Producing a warming numb sensation. [user can ignore a 1/10% penalty from wounds or fatigue]

[27]When ink dries, it is hard to detect, particularly if written between the lines of visible ink. Warm the ink (e.g. over a lamp) reveals the writing.

[28]Stimulant: After three to eighteen minutes increases synaptic activity, doubling effective mental activities for 10 to 30 minutes. [increases Int and Wil by 10%]

[29]Removal of hair parasites, particularly lice and fleas.

[30]Antidote: Neutralises stings and acid burns; reducing their effect and relieving some pain. [immediately heals 1 wound of stinger/acid damage and reduces any penalties by 1/10%]

Terran Herbs

3/9	Belladonna	¼ lb.[per bunch]	[1]
9 d	Garlic bulb	2 oz	[2]
2/4	Pipeweed	1 oz.	[3]
7/-	Wolfsbane, sprig	¼ lb.	[4]

[1]Also called deadly nightshade. Can be used as a muscle relaxant in small doses or as a poison in large doses.

[2]Useful for food flavouring and also believed to help ward off vampires.

[3]Tobacco.

[4]Can be used to make a poison that affects werewolves.

Spices

1 GC 15/-	Ginger	[per oz]
2 GC 2/-	Pepper	[per oz]
2 GC 6/8	Cinnamon	[per oz]
2 GC 18/4	Nutmeg	[per oz]

HideWorker / Furrier

Hideworker and furriers both deal with raw skins of animals, some of which have their hair removed, tanned and are turned into leather (see “Leatherworker - Tanner”). In urban areas, Hideworkers and Furriers will be dealers in hides, buying from each other and directly from hunters and trappers. In the rural environment, they tend to cover the entire process. An important source of skins is the meat trade, and most butchers have long-standing supply contracts with their local Hideworker.

Hides and Skins

4 GC 10/-	Beaver	1½ lb.
3/6	Lamb	5 lb.
1 GC 15/-	Sable	2 oz
1 GC 6/-	Calf	2½ lb.
37 GC 10/-	Lion pelt	15 lb.
1 GC 8/-	Seal	6 lb.
1 GC	Cow	7½ lb.
1 GC 8/-	Otter	2 oz
4/8	Sheep	9 lb.
7/-	Deer	3 lb.
1 GC	Ox	7½ lb.
1 GC 8/-	Weasel	2 lb.
1 GC 15/-	Ermine	1½ oz
5/10	Pig	2 lb.
2 GC 2/-	Wolfskin	8 lb.
2 GC 2/-	Fox	4 lb.
1/2	Rabbit	½ lb.
5 GC 2/6	Horse	5 lb.
18/8	Reindeer	4½ lb.

NB: Exotic furs, like Leopard and Polar Bear are available. Prices are very variable normally between ten and one thousand Crowns each - decide weight by comparison with similar size animals above.

Raw Hide Goods

Raw hide goods are popular in cultures where leatherworking skills have not been developed. Hide goods are also popular with certain wilderness types such as hunters and rangers. In comparison with leather goods, hide is cheaper, heavier and warmer. See "Leatherworker" for descriptions, remembering the items are constructed from raw skins with fur/hair attached.

1 GC 2/6	Backpack	10 lb.
1/3	Pouch, medium	¾ lb.
3/9	Bag	3¾ lb.
7 d	Pouch, small	¼ lb.
10 GC 16/-	Boots, soft hide, knee	4½ lb.
10/-	Shoes, soft hide	1¾ lb.
8 GC 8/-	Bragga	5½ lb.
13 GC 15/-	Skirt	5 lb.
28 GC 15/-	Cloak	12½ lb.
28 GC	Tunic	10½ lb.
4 GC 4/-	Gloves [pair]	1 lb.
11/3	Quiver, small	3¾ lb.
17 GC 16/-	Jerkin	5 lb.
1/3	Wineskin	1½ lb.

Games Maker

Only the biggest cities will have a specialist games maker. The craft consists of fine carving and sculpting in bone, wood and stone, to make gaming pieces. Games are often sold by other associated crafters, or itinerant crafters (and especially the Guild of Harpers wandering Minstrels and Bards). See also 'Divination' under Sorcerous supplies.

9/3	Counters	¼ lb.	[1]
18/-	Dice, gaming [set of six]	¼ lb.	[2]
1 GC 8/6	Draughts pieces		[3]
39 GC 18/-	Chess pieces	4 lb.	[4]
5 GC 14/-	Dominoes	1¼ lb.	[5]
4 GC 5/6	Games board	2 lb.	[6]
12 GC 7/-	Fox and geese	1¼ lb.	[7]
2/4	Jacks	¼ d	[8]
2 GC 17/-	Marbles, glass [per dozen]	½ lb.	[9]
5/6	Marbles, stone	[per lb.]	[10]
3 GC 12/-	Playing Cards [per pack]	6 oz.	[11]
25 GC	WFRPII	2 lb.	[12]

[1]A gross (144) of small (½" diameter) polished limestone counters, dyed in various colours (black, yellow, orange, white and brown). Used in many games as playing pieces and as gambling counters.

[2]Gaming dice are very popular, but a lot of skill is required to make unweighted dice.

- [3]Twenty-four disk gaming pieces turned from pinewood, half dyed dark brown. Requires a games board to play.
- [4]Thirty-two gaming pieces carved from soapstone or limestone in two colours used to play chess. The carving style and the representation of the sets varies with cultures, some mimicking local culture (spearmen, castles, priests, knights and king and queen) and some based on religions, one side being the gods, the other the demons. One humour set pits the Sindar (elves) against the Khuzdul (dwarfs).
- [5]A set of 72 bone dominoes (each 1½” by ¾”) in a wooden box.
- [6]The most expensive game set consisting of a 15” square, ½” thick carved wooded board divided in to 64 squares.
- [7]Ten gaming pieces for the most popular game amongst the ‘Sea Raiders’. Often the pieces are carved as a ‘Sea-raider’ Earl as fox, with nine fat southern merchants as geese. A gaming board is required to play.
- [8]Child’s game utilising one hard stone ball and five cubes of bone or stone.
- [9]The best quality gaming marbles are made from glass. These are 1” in diameter.
- [10]Stone marbles are sometimes made of marble, but may be made of any hard free stone. Marbles are ½” in diameter and a one pound bag will contain about forty marbles.
- [11]Playing cards are in fact small (2½” by 1¾”) plaques of thin bone. Most packs have 36 cards (four suits of nine cards), though some 52 card packs exist [these cost 6 GC 6/- and weigh ¾ lb.]. Ivory decks also exist, but are many times more expensive. The regular Warhammer playing cards that cost 1 GC are printed on paper.
- [12]Pdf not available outside Ulthuan.

Glassworker

All glass is manufactured by blowing, which is a skilled and time-consuming process, which in turn make glass goods expensive luxury items. Most glass is a translucent pale cream colour; the addition of minerals to make green, red and blue glass is in its infancy. Vivid coloured glass, and crystal clear transparent glass are more expensive than normal glass, costing 1½ to 3 times the base cost. See Alchemist Equipment for specialist glassware.

In the world of Warhammer, most glass is quite a bit cheaper than other items, to judge by the price of a wine bottle. Perhaps the Dwarfs or Elves have perfected some easy method of manufacture, like glass casting. Therefore, certain glass items that are commonly used can be made cheaply, while others, such as alchemical equipment, need to be specially made and are more expensive.

1/-	Bottle, perfume (1 oz)	½ lb.	
2/-	Bottle, perfume (4 oz / ¼ pint)	¾ lb.	
1/6	Bottle, wine (1¼ pints)	1 lb.	[1]
15 GC 4/-	Glass cutter	¼ lb.	[2]
4/-	Goblet, decorated drinking	½ lb.	
6 d	Vial (½ pint)	1 lb.	
1/-	Window glass [per 2ft2]	1½ lb.	

[1]A used bottle(still dirty) can be purchased for a shilling

[2]A diamond tipped stylus used for cutting glass.

Gunsmith

The gunsmith deals with all sorts of equipment related to handguns. He will usually construct the guns on the premises, or more rarely act as an agent for other craftsmen. A gunsmith will usually specialise in one or two types of gun. The more unusual weapons being much harder to find, but a good gunsmith might be able to make one to order. All Imperial gunsmiths must be licensed by the Gunnery School of Nuln on behalf of the Emperor, though the further one gets from Nuln, the less meticulous the provincial authority is about enforcing this.

Flintlock and Matchlock weapons have similar performance and can be treated the same for our purposes, though flintlock is the newer technology and is beginning to gain popularity, especially with smaller weapons like the pistol.

Handguns

100 GC	Arquebus (Handgun)	8 lb.	[1]
40 GC	Blunderbuss	10 lb.	[2]
1,000 GC	Cannon Light [12 pdr]	3,000 lb.	[3]
120 GC	Duck foot	12 lb.	[4]
300 GC	Duelling pistols [pair]	3 lb. each	[5]
175 GC	Henricus Salus	6 lb.	[6]
200 GC	Hochland Long Rifle	25 lb.	[7]
200 GC	Jezzail	20 lb.	[8]
80 GC	Pike gun	25 lb.	[9]
60 GC	Pistol	3 lb.	[10]
300 GC	Repeater handgun	12 lb.	[11]
250 GC	Repeater pistol	6 lb.	[11]
200 GC	Hand mortar	20 lb.	[12]
200 GC	Swivel gun	50 lb.	[13]
500 GC	Volley gun	300 lb.	[14]

[1] The standard handgun in the Empire. Comes in many sizes but comprises generally of a smooth bore barrel with a matchlock mechanism.

[2] This is a less sophisticated but more robust handgun with a flared barrel. It has a much shorter range than an arquebus and the pellets fire in a widening arc. It usually fires small shot pellets but can be loaded with anything small and heavy.

[3] A military cannon that fires a 12 pound shot. It is built to a standard pattern of the Nuln Gunnery School and is common throughout the Empire. It should only be found in official Imperial locations but a good number have found their way onto the black market.

[4] A handgun with four (or sometimes more) splayed barrels that fire simultaneously.

[5] These always come as a pair and are always expensive. They are a gentleman's weapon of choice and are meticulously crafted with fine detail and come in a presentation chest with lavish accessories. They are to fill a specific market. It is much cheaper to simply duel with similar pistols which would not necessarily be termed 'duelling pistols.'

[6] A large pistol, or short Arquebus, depending on how you look at it. This was developed for shipboard use by pirates of Sartosa, but can be found in the Empire, too. It's probably the most powerful handgun in the Old World.

[7] The long rifle is the Empire's answer to the jezzail. The guns are very rare and their unique manufacturing process is a closely guarded secret. They are famed for their accuracy over long distances.

[8] Jezzails are made in distant Araby. They find their way to the Old World and can sometimes be purchased from individuals or dealers at variable second hand prices depending on the condition of the weapon. They are much sought after, having a good reputation and an exotic cachet.

[9] A pike gun is a weapon that once fired can be used as a melee weapon. Neither functions are as good as the more specialised versions.

[10] Can be fired in one hand. Usually, these days, made with a flintlock mechanism.

[11] The repeater versions of these weapons are new experimental weapons from the Gunnery School of Nuln. They are still unreliable and must be treated with great care to keep them in working order. Any faults or misfires, as well as being very dangerous, require specialist knowledge to fix.

[12] Can be used for firing balls, grenades, or incendiaries.

[13] A large Blunderbuss that needs to be mounted onto something stable. Often used on boats or sometimes fixed to coaches.

[14] Not the famous Hellblaster gun, but a smaller version which is essentially 6 connected large Arquebuses that are fired by a single triggering mechanism. Comes with its own wheeled carriage.

Bombs

10 GC	Bomb	10 lb.	[1]
20 GC	Grenade	4 lb.	[2]
10 GC	Incendiary	4 lb.	[3]

[1] A container, usually a simple barrel, filled with gunpowder. It is placed in position and ignited by fuse.

[2] A purpose built container filled with gun powder and shrapnel and lit by a slow fuse.

[3] A container filled with flammable chemicals. Used to set light to its target rather than do other damage.

Equipment

3 d	Shot	½ oz – 2 oz (32 bore -8 bore)	[1]
3/-	Cannonball	12 lb.	[2]
2 GC	Bandoleer	neg.	[3]
1 GC	Casting Equipment	4 lb.	[4]
10/-	Cleaning kit	2 lb.	[5]
2 d	Flint	neg.	
2 GC	Gun bag	2 lb.	[6]
3/-	Gun oil	8 oz bottle	[7]
10/-	Gunpowder	1 lb.	[8]
40 GC	Gunpowder Barrel	100 lb.	[8]
1 GC	Gunpowder, corned	1 lb.	[8][9]
2/-	Lead	1 lb.	[10]
1/6	Linseed oil	8 oz bottle	[11]
10/-	Match cord [1 yd.]	½ lb.	[12]
10/-	Powder Flask	1 lb.	[13]
1 GC	Rest	3 lb.	[14]
2/-	Silvershot	½ oz – 2 oz	[15]
10/-	Bloodshot	½ oz – 2 oz	[16]

[1] A small ball made of lead. The size of a shot varies from weapon to weapon and must be tailored to the specific type of gun. There are several standard sizes in use throughout the various provincial armies. Larger shots can be more expensive than the smaller ones.

[2] The 12 pound ball is the Imperial Gunnery School standard, though many other sizes are in use throughout the Old World.

[3] A Bandoleer is a belt worn across the shoulder that carries up to 12 pre-made one-shot powder flasks.

[4] Casting Equipment includes a pan for heating the lead, a mould for appropriately sized shot, and a file.

[5] A cleaning kit comprises the wire brushes, clothes, and threaded rods necessary to keep weapons in good condition. Gun oil can be purchased separately.

[6] A sturdy leather bag used for storing the gun and accessories when not in use and for protection it when transporting it. Pistols are usually purchased with their own storage box.

[7] Used as a lubricant and cleaner for the metal parts of a gun.

[8] The quality and grade of powder can vary across the Empire. The correct amount of powder to be used varies by the size of shot. A 12 pdr cannon uses about 15 pounds of gunpowder for a single shot. A 12 bore arquebus requires about half an ounce of powder.

[9] A Kislevan (or Dwarf) innovation. The gunpowder is processed into a more robust mixture that stands up better to the cold and damp climate.

[10] Used for making shot. The size of ammunition used for handguns is described in terms of how many balls you can make from a pound of lead. Therefore 12 bore shot weighs 1/12 lb.

[11] Used for protecting the wooden parts of a gun.

[12] A cord impregnated with flammable chemicals that should stay alight once lit. It is available at different burning speeds, so quicker ones can be used as fuses for bombs and grenades. Slower burning ones are used in Matchlock weapons.

[13] A container that is used to keep powder safe and dry. Many are made from animal horn as the tapering end makes it handy for filling gun-barrels.

[14] A simple stick can suffice, but commercial ones are made with brass fittings.

[15] A silver bullet is reputed to have special efficacy against certain targets.

[16] A shot that has killed. This is most sought after for various reasons. Shot that has killed particularly important victims can fetch very high prices.

Instrument Maker

Instrument makers are a highly specialised trade involving both musical and craft skills. Most instrument makers are accomplished players in their own right. Most instrument makers specialise in one group, such as drums, horns or string instruments. Nearly all instrument makers are associated with, or are members of the local society of bards, harpers, minstrels or whatever. Some instrument makers make small instruments for informal use, such as bone clappers, small drums, recorders, rattles, tambourines and whistle flutes. The making of major instruments by free lance crafters is often illegal, such is the power of the medium.

16 GC 16/-	Æolian Harp	6 lb.	[1]
40 GC	Bagpipes	8 lb.	[2]
12 GC 10/-	Bell, large	30 lb.	[3]
3/9	Bell, small	¼ lb.	[4]
1/3	Bone Clappers	1¼ lb.	[5]
120 GC	Celtic Harp	25 lb.	[6]
1 GC 5/-	Chime	1 lb.	[7]
1 GC 10/-	Drum, small hand	4 lb.	[8]
96 GC	Dulcimer	15 lb.	[9]
40 GC	Fanfare Horn	4 lb.	[10]
36 GC	Fiddle	3½ lb.	[11]
3 GC 7/6	Gong	12 lb.	[12]
24 GC	Hunting Horn	1½ lb.	[13]
4 GC 2/6	Kettledrum	30 lb.	[14]
32 GC	Lur Horn	5 lb.	[15]
80 GC	Lute	5 lb.	[16]
48 GC	Lyre	3½ lb.	[17]
6 GC	Ocarina Flute	¾ lb.	[18]
600+ GC	Pipe organ	500 lb.	[19]
2/6	Rattle	¾ lb.	[20]
3 GC	Recorder	1½ lb.	[21]
20 GC	Reed Pipes	2 lb.	[22]
9 GC	Shawm	1 lb.	[23]
3 GC	Snare Drum or Tabor	15 lb.	[24]
15/-	Tambourine	2 lb.	[25]
1 GC 13/4	Whistle flute	¼ lb.	[26]
16/8	Whistle, bone	¼ lb.	[27]

[1] An Æolian Harp consists of a box with a sounding hole, over which a number of strings are stretched. It's played by plucking the strings.

[2] Bagpipes consist of a large air bag that provides a constant supply of air to a number of drone pipes and to the main melody pipe.

- [3] Large bells are the sort often seen on watchtowers and in temple, measuring 12-18" across.
- [4] Small bells are used enmasse in a rattle or are used to 'decorate' a jester's suit.
- [5] Bone clappers consist of a number of hinged bone plates attached to a handle; they are used rather like castanets.
- [6] The Celtic or Irish harp consists of a sounding box to which are attached a large number of strings held on a bowed frame. The harp is played two handedly and its weight must be supported by the ground.
- [7] A chime consists of a long hollow tube that produces a note when struck. Often several chimes are attached to a frame, each producing a different note when struck. Wind blown chimes are also popular.
- [8] A small hand drum is played with one hand. It is often placed on the ground or table freeing the other hand.
- [9] A dulcimer consists of a large wooded frame, over which is strung a number of strings that are played by hitting them with a hammer. A forerunner of the piano.
- [10] A fanfare horn is a long, straight brass hunting horn adapted to allow a heraldic flag to be hung from its length.
- [11] Fiddles are very popular folk instruments consisting of an elongated oval sound box, with a long neck supporting four strings stretched over the sound box. It is placed under the chin and played with a bow.
- [12] Gongs are large round sheets of metal that have been shaped to sound a sustained note when hit. They must be suspended from a frame.
- [13] Hunting horns are simple curved horns used to sound a simple warning note or tune. Originally made of horn, often they are made of copper or brass.
- [14] Kettledrums consist of large metal kettles (bowl shaped pans) the top of which are covered in a hide drum skin. They produce a loud bass note when hit.
- [15] The Lur horn is a simple single-tubed copper horn which (when in the playing position) curls under one arm to appear over the opposite shoulder terminating in a large bell. The horn is normally supported by a belt and is much favoured by warriors of some primitive tribes.
- [16] The lute consists of a large hemispherical sound box, over which is stretched a number of strings which terminate in a bent-neck. The instrument is played by plucking or strumming the strings. The lute is the precursor of the guitar.
- [17] The lyre consists of a sound box (traditionally a tortoise/turtle shell) with two arms and a crossbar. Between the crossbar and the sound box are stretched the strings, which are played by strumming.
- [18] The ocarina flute is pear-shaped with a mouthpiece to one side and holes cut into the body. The holes are covered or opened by the fingers.
- [19] Bellows driven pipe organs are instruments only found in the grandest of places, often in major temples. They consist of a bank of pipes generally from a few inches to several feet long, played using stops and/or a keyboard.
- [20] A rattle consists of a wooden or ceramic vessel filled with hard pellets, often dried beans, with a handle on one end, the whole being shaken to percussive effect.
- [21] Recorders are a simple pipe instrument similar to the whistle pipe, often made from wood, bone or horn.
- [22] Reed pipes consist of a series of short closed tubes, either reeds or holes drilled in to wood, of different lengths which, when blown, produce a scale of notes. Also known as the pan pipes after their creator.
- [23] Is an early double reed woodwind instrument that produces a loud bass buzzing sound.
- [24] The snare drum consists of a cylinder, normally of wood, enclosed at both ends by stretched hide. One end has additional snares (cut-gut or similar thongs) stretched over the drum skin to produce a rattling effect when that end is hit. The drum can be played by hand or with sticks, it is often worn on a shoulder strap allowing one-handed use (the other free for a whistle pipe). The tabor is a flatter drum often played with a large drumstick.
- [25] The tambourine consists of a large diameter cylinder covered with drum skin with small copper rattles built into the frame. The tambourine can either be rattled, or can be hit like a drum also producing a rattling effect.
- [26] The whistle flute is a small flute with a limited number of holes along its length. It has the mouthpiece at one end and can be easily played with one hand. The flute is often made of wood or metal.
- [27] Bone whistles are whistle flutes made from long bones, such as goose shinbones. They are often cultural items made by unskilled crafters.

Jeweller

Jewellery and gemstones are an important reservoir of wealth within society, and are hence an important form of treasure. Jewellery ranges in worth from a shilling for a crude copper earring, to tens of thousands of gold crowns for gem encrusted crowns, fit for Dwarven kings. I believe that jewellery should be assigned costs based on the materials and quality of workmanship as well as the base value of the item; the assignment of 1d6 x 30 GC to an item would be far too crude and random for my tastes.

My "Jewellery System" covers the pricing of jewellery and loose gemstones using a simple classification system. It also provides a method for the creation of random treasure, but pre-planned items of treasure should always be used in preference to random treasure (this leads to greater homogeneity of items within a collection, better descriptions and of course controls the monetary reward offered to PCs).

Obviously Jewellers will have a much wider range of items on offer, but will have only a limited range of materials (i.e. a

Siversmith. or Coppersmith will mainly work with those metals to the exclusion of all others); and most will be made to the workmanship standard of the jeweller. Most jewellers also sell second-hand items of jewellery - as do Pawnbrokers. Loose 'gemstones' will be much rarer on the market and trade in stones will normally be guild controlled. Items should always have a prose description based on the Jewellery System Classification. This should be used by the Games Master to describe the item to the players. The Jewellery System Classification can be discarded, retained as a player (not character) information or given to characters following successful jeweller/gem-cutter skill rolls. Given below are several example items of jewellery with both the Jewellery System Classification and an example description. Material costs are given in the Monetary section "Value of Metals" and in the "Non-metallic Materials" table below. These tables are not all-inclusive, jewellery could be made out of many other items - rare woods for example.

Jewellery (examples)

34 GC 12/2	Box	¾ lb.	[1]
5 GC 1/9	Bracelet	3 oz	[2]
58 GC 11/8	Bracelet	¼ b	[3]
245 GC	Bracelet	6 oz	[4]
2 GC 6/3	Broach	1 oz	[5]
1/-	Ear-ring	½ oz	[6]
2 GC 4/8	Ear-ring	1 oz	[7]
3028 GC	Goblet	1 lb.	[8]
3/1	Ring	1½ oz	[9]
69 GC 7/6	Ring	2½ oz	[10]
37 GC	Ring	2 oz	[11]
855 GC	Ring	2 oz	[12]
758 GC	Chain of office	2¼ lb.	[13]
234 GC	Headband	¾ lb.	[14]
4/7	Medal	2 oz	[15]
131 GC	Necklace	¾ lb.	[16]

[1]"A small ivory box, decorated around the sides with carved vine leaves with inlaid golden grapes". Ivory inlaid with gold: good workmanship.

[2]"This one inch wide bracelet of ivory is engraved with scenes depicting the hunting of seals by the northern barbarians". Walrus ivory: good workmanship.

[3]"A golden bracelet with a moulded decoration of five stylised daisies set amongst leaves. The centre of each flower is highlighted with a nice carnelian stone". Electrum: fair workmanship. Inset with 5 gems; ornamental, fair quality and cut.

[4]"This green jade bracelet is beautifully carved in the form of an exotic cat wrapped around the wearers arm, it is distinguished by having a small, unflawed, red garnet set as the cat's eye". Jade: superior workmanship. Inset with 1 gem, semi-precious, small, good quality and fair cut.

[5]"This cast silver broach appears to be in the form of a cult token". Silver, poor workmanship.

[6]"A typical copper ear-ring of the sort much favoured by sailors". Copper: fair workmanship.

[7]"This ladies ear-ring consists of a fine silver filigree pendant set with a perfect, albeit very small, bloodstone gem. Unfortunately it is not part of a pair". Silver: good workmanship. Inset with 1 gem; fancy, very small, excellent quality, good cut.

[8]"This goblet is obviously a rare find, its quality of manufacture is apparent in all its aspects. It consists of a silver drinking goblet with a gold and blue enamel geometric pattern around the rim and base. The main area of the flute forms a frieze depicting a noble hunting scene with two knights chasing a stag, a 'fairy-tale' castle can be seen through the woods in the background. The frieze is enriched by the fact that the main elements of the design are gilded and a total of twelve aquamarines, violet garnets and topazes have been set into the design forming, for instance, the stags eye and the knight's blue shield." Silver chased with gold: masterful work. Inset with 12 gems; precious gems, very small, fair quality and superior cut.

[9]"A simple band of copper forms a ring which has been much battered and bent out of shape". Copper: poor workmanship.

[10]“This silver ring serves as a simple mount for a small emerald, which is of surpassingly good quality and well cut”. Silver: fair workmanship. Inset with 1 gem; gem, small, good quality and cut.

[11]“This gold ring is decorated by a deeply encised design of geometrical interlaced threads and knots. Close examination can not reveal a flaw in the design or craftsmanship”. Gold: masterful workmanship.

[12]“This ring is simply made, but consisting of a highly polished band of mithral. The inside bears the inscription, in cursive script, ‘Prince Andola had me made’”. Mithral: good workmanship. Special value.

[13]“This chain of office was obviously commissioned by a rich alderman or mayor. It consists of a heavy electrum chain consisting of moulded links interspersed with 10 links each set with a superior agate carved into Merchant Guild emblems, from the centre of the chain hangs a cluster of four very small star rubies.” Electrum: Fair workmanship. Inset with 10 gems; Ornamental, superior quality and fair cut: 4 gems; precious, very small, good quality and cut.

[14]“This deceptively simple silver headband is small enough to fit a child. Finely engraved on the outside of the headband is a frieze of woodland plants and animals, the detail of which stands up to close scrutiny. The inside of the headband is covered in an engraved cursive script, in an unknown language, perhaps a spell [NB: the language is that of the Elves and the script is in fact a famous poem extolling the beauties of the wild woods.]”. Silver: masterful engraving, special value - Elven manufacture.

[15]“This copper medal is of a standard military design. On the obverse is a crudely moulded man-at-arms, whilst the obverse boasts the text “Awarded for Ten years Good Service”. Copper: poor quality.

[16]“This pink coral necklace consists of three interwoven strands of small beads on either side of five large roughly rounded moonstones separated by slightly smaller coral beads. The clasp is a locking hook design made in silver.” Coral: fair workmanship. Inset with 5 gems; fancy, large and uncut.

Non-metallic Jeweller’s Materials

2/4	Agate	[per oz]
5/3	Ivory	[per oz]
18/8	Amber	[per oz]
2 GC 18/4	Jade	[per oz]
10 GC 10/-	Ambergris	[per oz]
2/4	Malachite	[per oz]
2/11	Azurite	[per oz]
7 d	Specula Hæmatite	[per oz]
14/7	Coral	[per oz]
4/8	Turquoise	[per oz]
1/5	Horn	[per oz]

NB: See also “Value of Metals” for bulk metal prices and “Toolmaker” for a selection of Jeweller’s tools.

Leatherworker

Leatherworking is one of the more important crafts, producing a wide range of goods from clothes and footwear, through belts and bags to saddles. Many specialities of leatherworking exist, those listed here are the Clack, Cobbler, Saddle Maker and Tanner. The crafter’s title of ‘Clack’ is not well known; it derives from the Anglo-Saxon craft of punching and shaping leather to make bags, belts and similar goods. Most Leatherworkers can (and will) produce goods from the entire range of leather goods, the only main exceptions being boots and saddles (both of which require specialist skills). In larger urban centres specialist, and exclusive, Leatherworkers may exist. For saddle maker see “Ostler - Saddle Maker”.

Tanner

Tanners turn raw hides into leather. The process is smelly and unpleasant, using urine and bark dyes amongst other things. Consequently, tanners are often banned from working in towns and cities; often setting up outside the walls downwind of the settlement. Rawhide is hide which has had its hair removed and cut to an even thickness, but hasn’t been tanned. Suede is normally pigskin, but any leather can be sueded using abrasives. Vellum is the leather of a calf that has been prepared for writing, whilst parchment is that of a sheep similarly prepared (see “Lexicographer - Writing

Materials”).

1 GC 4/-	Leather, light weight [per yd ²]	1¾ lb.
1 GC 16/-	Leather, thick [per yd ²]	2¾ lb.
9/-	Rawhide, extra thick [per yd ²]	4½ lb.
2 GC 5/-	Suede, light weight [per yd ²]	2¼ lb.
7 GC 10/-	Vellum [per yd ²]	1¼ lb.

Clothing of Leather

Clothing of leather can be quite basic, or may be exquisitely carved and embossed. Clothing listed here is of average quality and undecorated. Decoration value is dependent on the skill of the crafter, but will generally multiply the cost by x1½ to x2. Leather clothing is also sold by some clothiers. For description of the clothes see “Clothier - Description of Garments”, with two exceptions: The apron is of thick leather for heavy duty for use by blacksmiths and the like; and the gauntlets are similar to those sold as armour (see “Armourer - Flexible Armour”).

5 GC 6/8	Apron	4¼ lb.
4 GC	Gauntlets [pair]	1¼ lb.
15 GC 1/-	Breeches/Hose	7 lb.
5 GC 12/-	Gloves [pair]	¾ lb.
38 GC 10/10	Cloak	10 lb.
23 GC 14/8	Jerkin	4 lb.
28 GC 3/8	Corset	4 lb.
18 GC 15/-	Skirt	4 lb.
44 GC 10/-	Doublet	6½ lb.
37 GC 6/8	Tunic	8.5 lb.

NB: only the apron and the gauntlets are considered thick enough leather to protect the wearer from injury or combat damage.

Clack

Clacks make a variety of goods that require the making of straps and containers, including bags, belts, scabbards and quivers. As with clothing, these goods may be decorated, which depending on the skill of the crafter, will generally multiply the cost by x1½ to x2.

1 GC 10/-	Backpack	8 lb.	[1]
5/-	Bag, shoulder	3 lb.	[2]
10/-	Belt, hip, 1”	1 lb.	[3]
12/6	Belt, shoulder, 1½”	1¾ lb.	[4]
1 GC 10/-	Belt, weapon, 2”	2 lb.	[5]
4 GC 10/-	Bow Case	4¾ lb.	[6]
8/4	Bucket	4 lb.	[7]
1 GC	Case, scroll	¾ lb.	[8]
3/9	Collar, dog	¾ lb.	
2/6	Lead, dog	½ lb.	
1/8	Pouch, medium	½ lb.	[9]

10/-	Pouch, small	¼ lb.	[10]
15/-	Quiver, small	3 lb.	[11]
1 GC 15/-	Quiver, large	4 lb.	[12]
5/-	Sack, small	1¾ lb.	[13]
7/6	Muzzle, dog	1½ lb.	
5 GC	Scabbard, medium bladed weapon	2 lb.	[14]
8 GC 15/-	Scabbard, large bladed weapon	4 lb.	[15]
3 GC 15/-	Scabbard, small bladed weapon	1¼ lb.	[16]
3 GC 2/6	Scabbard, hafted weapon	1 lb.	[17]
3/4	Wallet or Purse	½ lb.	[18]
2/-	Wineskin	1¼ lb.	[19]

[1]A typical backpack has two side pockets (4x8x3”), a main compartment (12x8x21”) and shoulder straps. A backpack can take a maximum load of 65 lb. before over-straining.

[2]The shoulder bag is roughly 4x8x12”, with a fastening front flap. This bag is often modified to material or tool bag by Apothecarists, healers, locksmiths, scribes, thieves etc. This bag can take up to about 18 lb. before straining.

[3]A typical belt designed to keep breeches up, tie in the waist of tunics or act as dagger/pouch/purse belt.

[4]This belt goes over one shoulder and down to the other hip. It is designed for scabbards & quivers.

[5]This waist belt is made from thick and strong leather and is designed to take the weight of a large weapon.

[6]Designed to store an unstrung composite or self bow, spare strings archery braces and other oddments.

[7]A five-gallon bucket with a platted thong handle, normally with a wicker or wire rim to help it keep in shape.

[8]A scroll case is about 1½” in diameter and about 12” long. It is designed to protect a scroll of vellum or parchment from the elements. The case has a toggle fastened lid.

[9]This pouch is cylindrical (3” in diameter, 6” deep) with a drawstring closure; capacity about 3 lb.

[10]This pouch is cylindrical (2½” in diameter, 4” deep) with a drawstring closure; capacity about 2 lb.

[11]A small quiver, about 30” long for shortbow flights or quarrels. Fastens to shoulder or hip belt.

[12]A larger quiver, about 42” long for longbow arrows. Fastens to shoulder belt only.

[13]This draw-corded sack is 12” wide and 24” tall and has a capacity of about 40 lb.

[14]Scabbards are made for a variety of weapons, each weapon requiring its own scabbard. Rather than listing numerous scabbards, this listing divides them into four groups. The Medium bladed weapon group covers normal length swords such as broadsword, cutlass, gladius and scimitar.

[15]The Large bladed weapon group covers longer length swords such as bastards, great sword, longsword and rapier.

[16]The Small bladed weapon group covers things like knives and daggers.

[17]The Hafted weapon group covers axes, flails, hammers and maces. It is assumed that the scabbard protects the head of the weapon, whilst supporting it from around the handle, just below the head.

[18]About 3” square in section and 1” deep with a securely fastened top. Its capacity is about 50 pennies (1¼ lb.)

[19]A wineskin is a stopped leather bottle that will hold a quart of fluid (weighing 6¼ lb. when full).

Cobbler

Cobblers make footwear of all kinds. They deal in thick leathers which requires specialist tools for cutting and fastening (similar to saddle makers), but their real specialism is making footwear which can be comfortably worn for long periods.

4 GC	Boots, ankle	2 lb.	[1]
9 GC	Boots, calf	3 lb.	[2]
14 GC	Boots, soft, knee	3¾ lb.	[3]
12 GC	Boots, riding	4½ lb.	[4]
4 GC 16/-	Sandals	½ lb.	[5]
10 GC 16/-	Skates	3¾ lb.	[6]
6 GC	Shoes	1½ lb.	[7]

[1]These are standard work and walking boots, men’s and women’s versions are available at the same cost and weight. The openwork, mid calf Legionaries boot is an example.

- [2]The boots lace up to the mid calf, they are worn in particularly adverse walking conditions, and hence have strong gripping cleats on the sole and reinforced insoles.
- [3]These boots are made out of supple leather or suede and are used as much as a fashion accessory as any thing else.
- [4]Riding boots reach to just below the knee and are made from tough leather to withstand abrasion from the horse.
- [5]Sandals encompass various openwork leather shoes, such as those consisting of a sole and a couple of securing straps.
- [6]Ice skates are made by adding metal, or more often bone, runners to calf boots.
- [7]The term shoes are meant to cover varieties of footwear that does not cover the ankle and isn't a work or walking boot. Buckled court shoes and moccasins are both examples.

Miscellaneous Leather Goods

These leather goods can be made by any competent Leatherworker; they are grouped here because they don't particularly fit under any of the Leatherworker specialities.

1 GC 8/6	Bellows	2 lb.	[1]
14/8	Brace, archery	¾ lb.	[2]
3 GC 4/-	Falconer's gauntlet [single glove]	¾ lb.	[3]
2/-	Sling (weapon)	1 lb.	[4]

[1]Bellows are made from two pieces of wood, with a leather air sack between (or formed from the wooden sides and a leather joining piece) joined to a brass nozzle. The expelled air can be used to help start fires or to increase the heat of a fire. NB: These bellows are the small, portable type, not blacksmith's bellows.

[2]A brace is worn on the archer's non-preferred hand arm to stop the bowstring from abrading the skin as the bow is fired. The leather protects the inside of the arm only.

[3]A falconer's gauntlet is especially long (often reaching the elbow) and tough, designed to withstand a falcon's grip. Falconer's gauntlets are sold singularly, normally for the left hand.

[4]A sling is a leather thong which widens in the centre to accept a sling stone or bullet which is fired by releasing one end of the thong, whilst whirling the sling over head.

Lexicographer

Writing Equipment

1 GC 5/-	Ink, black	¼ lb.	[1]
2 GC 1/8	Ink, blue	¼ lb.	[1]
1 GC 13/4	Ink, green	¼ lb.	[1]
2 GC 10/-	Ink, red	¼ lb.	[1]
1/2	Quill	½ lb.	
9/6	Sandpot	½ lb.	[2]
3 d	Sand, fine, washed	1 lb.	[3]
6/4	Sealing wax, red	¼ lb.	[4]
16/3	Penknife, folding	¼ lb.	[5]
10 GC	Writing case	2 lb.	[6]

[1]Inks are supplied as dried tablets that must be ground and mixed with water to use.

[2]A sandpot is used to sieve fine sand on a freshly written document to dry it and stop smudges.

[3]A supply of sand for use in a sandpot.

[4]Important documents often require sealing. Seals may be in the form of signet rings or free standing special dies.

[5]A small (2½ to 3") folding knife used to sharpen quills.

[6]A small wooden case containing; two ink blocks (black and red), 3 quills, sand pot and a penknife.

Writing Materials

Two materials are generally available - parchment and vellum. Both are made from the skin of animals, sheep and calves, respectively. Vellum is softer, smoother and harder wearing than parchment. Other materials can be used, silk and waxed linen are both infrequently used; they have the advantage of being lighter, but are less permanent and do not take fine writing so well. Some cultures use marsh reed (where the reeds are split and in two layers laid at right angles, which is then compressed) and experiments with wood pulp are rumoured (though justly mocked).

The Warhammer world does indeed have wood pulp paper and the printing press, to judge from the book-printed item in the official Warhammer pricelist. I will put in a few entries for paper at my best guess for a cost (comparing the prices of an illustrated book to a printed one). Please note, however, that printing technology is still a new thing. Only newly written works will generally be printed, and if one wants to copy an older illustrated work, then it is back to the old scribe and quill. And of course, mages might still need parchment and vellum for their spellbooks.

1 GC 13/4	Linen, waxed, 36 x 48" [each]	½ lb.	[1]
1 GC 5/-	Parchment, 8 x 6" [per dozen]	¼ lb.	
2 GC 10/-	Parchment, 12 x 8" [per dozen]	¾ lb.	
5 GC	Parchment, 16 x 12" [per dozen]	1½ lb.	
1 GC 13/4	Reed sheet, 12 x 12" [per dozen]	¼ lb.	[2]
2 GC 10/-	Silk, 8" x 8"	neg.	[3]
2 GC 10/-	Vellum, 8 x 6", [per ten]	¼ lb.	
5 GC	Vellum, 12 x 8", [per ten]	¾ lb.	
10 GC	Vellum, 16 x 12" [per ten]	1½ lb.	
6/-	Paper 8 X 6" [per dozen]	¼ lb.	
12/-	Paper 12 x 8" [per dozen]	¾ lb.	
1 GC 4/-	Paper 16 x 12" [per dozen]	1½ lb.	

NB: A scroll is a sheet of vellum or parchment that has been rolled up - nothing more special.

[1]Special inks are required to write on linen, which cost around 1½ times the cost of normal water-based ink. The cost and long term fragility of the material preclude its use except where the large sheet sizes are important: for instance for genealogical trees, maps and plans.

[2]Availability of reed sheets is limited to marsh/swamp areas where livestock is not farmed. Parchment and vellum will always be chosen in preference to reed by a good scribe.

[3]Silk is a very expensive writing material. Its main advantages are its light weight and ease of concealment - which is normally the reason it is bought.

Binders and Plain Books

Binders are wood reinforced leather folders in which loose sheets of paper can be permanently attached together. Basically binders are the case of book. The price of the binder does not include the parchment/vellum that it is intended to hold; nor does it cover the cost of binding the sheets. Binding, as a service, is available from the lexicographer and will generally cost two to three times the cost of the binder (depending on the difficulty). Professional binding will mean leaving the sheets to be bound with the lexicographer for several days. The prices given below are for undecorated binders - custom decoration can cost a small fortune. Some skilled lexicographers make binders where the sheets may be removed or changed at will; these normally cost at least double the normal price of binders. The books listed below are of blank sheets within a standard folder.

16/8	Binder, 8 x 6", for 100 sheets	2 lb.
11 GC 5/-	Book, 8 x 6", 100 sheets of parchment	4 lb.
1 GC 5/-	Binder, 8 x 6", for 200 sheets	3 lb.
26 GC 5/-	Book, 8 x 6", 100 sheets of vellum	4 lb.
1 GC 5/-	Binder, 12 x 8", for 50 sheets	3 lb.
22 GC 10/-	Book, 12 x 8", 100 sheets of parchment	10¼ lb.
1 GC 13/4	Binder, 12 x 8", for 100 sheets	4 lb.
3 GC 6/8	Book, 8 x 6", 100 sheets of paper	4 lb.
2 GC 1/8	Binder, 12 x 8", for 200 sheets	6 lb.
5 GC 10/8	Book, 12 x 8", 100 sheets of paper	10¼ lb.

Books and Scrolls

Lexicographers sell written books and scrolls. Some are ancient and valued, whilst others are modern (new) work. Some are works of art in their own right, richly decorated, illuminated and illustrated. Some short works are ‘mass produced’ by local scribes and mapmakers. These normally pertain to be maps of the city or locality, famous poems (both religious and secular) or recipes for food or spells. Obviously prices, weights etc. are extremely variable and should be set by the Games Master for his campaign. Bear in mind that large books will be virtually unique and may require several months, or even years to make/copy.

Examples

161 GC	The Atlas of the Old World	7 lb.	[1]
5 GC	City map	neg.	[2]
2 GC 8/-	The Lay of Isanberg	neg.	[3]
25 GC	The Pilot’s Chart	½ lb.	[4]

[1]This book is a total of 49 pages, of which 27 are maps. The maps cover the Old World that Ronarc knew and include maps of the major cities and towns. Although Ronarc has been dead for over seventy years, this atlas is still much copied and in demand. It takes a good scribe nearly a year to copy. (Let us assume that this is an atlas of the known world and has been so popular that it has actually been put into print. Doesn’t make it any more accurate, however.)

[2]This scroll is an inaccurate map of the city with some fanciful additions of the type that are known to appeal to explorers and adventurers. The map is actually an aid to navigation as long as you are travelling between well-known landmarks. The scroll is duplicated by Targarth, an unemployed scribe, and sold by various hawkers who can be found at the main city gates.

[3]This short lay is writing in simple script and is a basic poetic translation of one of the main religious parables concerning a young woman and her suitor. This scroll is copied by the local church in an attempt to spread their faith to the local literate population. And it has recently been put into print.

[4]This recently compiled chart shows the shore, marked with all the ports, harbours and main safe havens, and gives details of water depths, tides and currents. This map is a guild secret of the Honourable Guild of Pilots, but has been stolen and is now being copied by person, or persons, unknown.

Ostler

The term Ostler here also includes that work of a farrier (a blacksmith specialising in working with horses. Ostlers breed, sale and care for horses and related animals.

Riding/Draught Animals

Ostlers frequently sell riding animals, either that they’ve bred themselves or have gained through trade. It is not unknown for the owners of horses in an ostler’s care not to return to pick up a horse, in which case the horse will be sold to recoup the cost of feed and care. Prices can easily vary from half to double depending on the condition of the animal.

45 GC	Donkey [each]
862 GC 10/-	Horse, quarterhorse, cavalry trained
62 GC 10/-	Horse, draft
2855 GC	Horse, war [each]
300 GC	Horse, palfrey
67 GC 10/-	Mule [each]
270 GC	Horse, quarterhorse
112 GC 10/-	Pony

Care of Animals / Stabling – with feed

1/6	Horse [per day]
1/3	Mule or Pony [per day]

Equine Equipment

Though ostlers do not make equipment for sell they normally have a small stock of gear, bought in bulk from the relevant crafters, which can be sold on for profit.

1 GC	Horse blanket, under-saddle	2½ lb.	[1]
3 GC 4/-	Horse blanket, body warmer	8 lb.	[2]
9/6	Horse comb	¼ lb.	
3/2	Horse shoe	¼ lb.	[3]
2 GC 17/-	Spurs [per pair]	½ lb.	[4]

[1]This horse blanker is meant to protect the horse from chafing from the saddle.

[2]This blanket covers the entire torso of the horse, fastening up the front and back - it protects the horse from inclement weather.

[3]Horseshoes need to be changed about once every six weeks. The price does not include fitting, see “Common Service Charges”.

[4]Horse spurs are worn over boots and are sometimes seen as a status symbol worn by non-riders.

Saddlemaker

Saddlemakers are specialist Leatherworkers who make saddles and other riding tack. Saddles are normally custom made for each rider. Sometimes saddles are available ‘off the peg’ but it would require a large establishment for this to be profitable. The items listed here are of average quality and undecorated. Often saddles are decorated by carved or embossed work, the value of it is dependent on the skill of the crafter, but will generally multiply the cost by x1½ to x2. All the prices above are for plain, undecorated saddles. Decoration is often applied to saddles of cavalry officers and knights. A fully carved and decorated war horse saddle for an affluent knight may well cost 1000 gold crowns. See “Leatherworker” for other leather goods.

6 GC 3/-	Bridle	1 lb.
41 GC	Saddle, riding horse	11 lb.
9 GC 4/6	Harness, ox or horse	4 lb.
123 GC	Saddle, war horse	22 lb.
33 GC 6/3	Saddle, pack horse	10 lb.
2 GC	Saddle bags	5 lb.

Perfumer

Scents, Oils and Base ingredients

Perfumers stock a variety of scents and oils, some for the production of perfume and some for medicinal or other uses. Many Perfumers also make a variety of cosmetics that require various oils and colorants (normally minerals, but also some plants).

6 GC	Bdellium	[per oz]	A fragrant wood resin.
15/-	Cinnabar Red	[per oz]	Cinnabar is the red oxide ore of mercury used to colour lips.
10 GC 10/-	Frankincense	[per oz]	An aromatic tree gum used in embalming.
23 GC 15/-	Myrrh	[per oz]	An aromatic tree gum used in medicine, incense and perfume.
2 GC 5/-	Lanolin	[per ½ lb.]	The fat from raw sheep's wool, used as a cosmetic base.
9/-	Lead white	[per lb.]	An oxide of lead which make a solid white base.
16 GC 4/-	Nard	[per oz]	An aromatic balsam used in incense.
9 GC	Oil, cinnamon	[per oz]	
14/-	Oil, olive	[per pint]	
3 GC 15/-	Oil, myrtle	[per oz]	
2 GC 8/-	Oil, thyme	[per oz]	
3 GC	Oil, rose	[per oz]	
2 GC 14/-	Oil, rosemary	[per oz]	
3/-	Oil, whale	[per pint]	

Perfumes and Cosmetics

Perfumes and cosmetics are used by those who wish to improve their appearance. They are also useful for those who wish to maintain a disguise. Cosmetic colours will be very subdued being in earth tones and possible red or green. An ounce of hair dye will colour one person's hair for about two to four weeks; colours available are black, brown and red.

3/11	Blusher	[per ¼ oz.]
1/7	Ground Talc or Chalk	[per oz]
8/8	Eye shader	[per ¼ oz.]
19/-	Perfume, cheap	[per oz]
2/4	Foundation cream, white	[per 1 oz]
19 GC	Perfume, expensive	[per oz]
14/3	Hair dye	[per oz]
5 GC 14/-	Perfume, expensive	[per ¼ oz]
3/2	Lipstick	[per ¼ oz.]

Potter

Potters produce a great variety of ceramic goods that can be found in most households. Potters are one of the most widely distributed of craftsmen; almost all hamlets and larger settlements will have a potter, even if only part-time, operating with a simple kiln. All wares are assumed to be glazed stoneware. Red and brown glazes are the most common, though white and blue are more expensive options. Potters require a good supply of clay, wood or charcoal, and various base metal minerals for glazes. All of which may need to be imported.

2 GC 7/6	Amphora	6 lb.	[1]
15/10	Basin, wash	2½ lb.	[2]
4/9	Beaker	¼ lb.	[3]
6/4	Bowl, soup	½ lb.	
1/7	Candleholder	½ lb.	[4]
12/8	Chamber pot	¾ lb.	[5]
5/6	Jar, ointment, small	1 oz.	[6]
7/11	Jar, ointment, large	¼ lb.	[7]
9/6	Flagon	1¼ lb.	[8]
5/-	Lamp	¼ lb.	[9]
19/-	Mortar and pestle	1 lb.	[10]
6/4	Mug	½ lb.	[11]
9/6	Pot, preserving	2 lb.	[12]
1 GC 18/-	Urn, 5 gallon	4 lb.	[13]
12/8	Vase	½ lb.	[14]

[1] Amphoras are large jars used to transport wines and oils. A common design is two handles, with a narrow neck and a pointed base.

[2] Most bedrooms feature a wash basin and matching flagon.

[3] Pottery beakers are one of the cheapest drinking vessels available. A beaker's capacity is a third of a pint.

[4] A simple pottery candle stick, mounted on to a handled saucer.

[5] Another necessity for the bedroom, normally stored under the bed and emptied out of the bedroom window.

[6] Ointment jars are used for cosmetics and drugs, stopped with a cork. A small jar will hold about ¼ oz.

[7] Ointment jars are used for cosmetics and drugs, stopped with a cork. A large jar will hold about 1 oz.

[8] A flagon is a large jug which has a pouring spout and side handle, will hold approximately two pints of water.

[9] Simple pottery lamps consist of a semi-enclosed bowl for oil with a small lip to hold the wick in place.

[10] Mortar and pestles are used to grind substances to a fine powder, used in kitchens and by alchemists and Apothecarists.

[11] A mug is an enlarged beaker with a handle. A mug will hold about a half-pint of water.

[12] A preserving pot is a large pot which has a close fitting lid (sealed with a leather washer) used to preserve food. Often the lid is fastened with a wire lid or seal.

[13] Urns are large pottery vessels. They are often reused for crematoria burial.

[14] Vases are decorative pots designed for holding cut flowers.

Shieldmaker

Shieldmakers are workers of wood, leather (all shields may be leather faced, or left bare wood) and metal. They share skills with armourers and weaponcrafters, but they consider their craft to be distinct from both. Shieldmaker workshops are fairly rare, but they will supply the products to all local armourers and weaponcrafters for resale.

2 GC	Buckler	3 lb.	[1]
7 GC	Heater (knight's)	5 lb.	[2]
9 GC 12/-	Large round shield (hoplite's)	9 lb.	[3]
7 GC 4/-	Kite shield	7 lb.	[4]
4 GC 4/-	Target shield (round shield)	6 lb.	[5]
9 GC 12/-	Tower shield (legionnaire's)	8 lb.	[6]
5 GC 8/-	Spiked target (Sea raider's shield)	7 lb.	[7]

[1] A buckler is a small (12 to 15" in diameter) round shield, with a central metal boss, used for parrying.

[2]A heater is a classic knight's shield, square at the top and pointed at the base, larger than a buckler it is still small enough to use for parrying. Heater shields are normal decorated with knight achievement.

[3]The Hoplite shield, or large round shield is 4 to 4½ foot in diameter. Worn strapped to the arm, it is not very manoeuvrable and is mainly used to protect the body against attacks from the front of the bearer. Hoplites fight by interlocking their shields, making only their lower legs and heads visible to attack.

[4]Kite shields are approximately 4 foot tall and 2 ft wide, often of a diamond or hexagonal shape. The kite shield is strapped to one arm, and is used to protect the body from frontal attacks, being rather unmanoeuvrable.

[5]Target shields are about 2'9" to 3'3" in diameter, with a central shield boss. They are fairly manoeuvrable and may be used either strapped to the arm, or hand held for parrying.

[6]A large shield, square in shape, but curved about its vertical axis, about 4'6" tall, by 3' wide, worn strapped to the arm and used to protect against frontal attacks, and may be interlocked like a hoplite shield.

[7]A target shield with a spike on the central boss that can be used as a weapon.

Shipwright

Shipwrights are the constructors of sailing vessels. These are divided into two types; small and river boats, and coastal and sea going ships. Though most shipwrights specialise in wooden framed and hulled vessels, a variety of other construction methods are in use. Many of the simpler forms, such as the hide covered wooden frames, may be constructed by those with applicable survival, sailing and crafting skills, not necessarily shipwrights.

Vessels from four distinct societies are listed here; those of primitives (canoe, curragh, kayak & rafts), those from sheltered waters (galleys & falconships), those from a maritime culture (barges, coasters & cogs), and lastly from a sea-raider culture (drakkar, longships, karves & knorrs). In terran terms the first group represents the likes of the Eskimo, Amerids and Celts; the second Mediterranean cultures such as the Greeks and Venetian; the third are typical of medieval western Europe; and the last group represents the likes of the Anglo-Saxon raiders and Vikings. However, note that a mixture is quite feasible, for instance the Romans had galleys and 100-ton grain ships quite similar to cogs, and various vessels in between.

Vessels are sold complete with oars, rigging, sails, and internal fittings excluding cabin furniture.

Boats: Small/River Boats

Cost	Name	Crew	Size	
630 GC	Barge	A sailor and a horse leader or other boat crew.	Length 30ft, beam 6ft, draft 2½ft; capacity 12 tons.	[1]
120 GC	Canoe	One to two rowers.	Length 10ft, beam 2½ft, draft 1ft; capacity 0.1 ton.	[2]
4GC	Curragh	Crew consists of one rower.	Length 4ft, beam 3ft, draft ¾ft, capacity negligible.	[3]
90 GC	Kayak	A rower.	Length 8ft, beam 2¼ft, draft 1ft; capacity is negligible.	[4]
60 GC	Raft, small	One sailor.	Length 6ft, beam 4½ft, draft 1ft; capacity 2.5 tons.	[5]
188 GC	Raft, large	Two sailors.	Length 18ft, beam 6ft, draft 1ft; capacity 4 tons.	[6]
14 GC 17/-	Rowboat, small	One rower.	Length 9ft, beam 3ft, draft 1ft; capacity ¼ ton.	[7]
90 GC	Rowboat, large	Two rowers.	Length 15ft, beam 5ft, draft 1½ft; capacity ½ ton.	[8]

[1]The barge is a clinker built vessel, fairly long and slim in the beam, which has rounded bows and stern. The vessel has no motive power, being towed from the bank by a draft animal, or from the water by a large rowboat or bigger vessel. The boat is steered by an end rudder or side oar, the steersman having a small stern shelter. Where cargo is valuable, it is often covered by a ridged shelter of canvas or leather (costing 128d and 252d respectively). Barges are often gaily painted and decorated.

[2]A canoe is an open boat, tapered front and back and narrow in the beam. The boat is made from a wooden frame covered by cured hides or leather. Two benches are provided, one for each rower. Sometimes a lather splashguard is employed to cover the top of the canoe, reducing water intake and protecting the cargo (these cost 48d and are usually

custom made by leathercrafters). These simple boats are light and easily man portable, whilst being strong enough to survive rapids and swift currents.

[3]The curragh is a simple oval shaped boat, just large enough for one man. The boat is constructed out of a large basket shaped from flexible staves (e.g. willow) and covered in hide or bark so that it holds water. These boats are rarely sold, rather being made as required.

[4]The kayak is a small one-person boat made from a timber frame covered in sealskin, hide or leather. The boat is pointed at both ends and totally enclosed; only a small hole is let into the top for the rower to sit in. The gap between the rower and the kayak is closed by a drawstring sealed skirt. The construction of the kayak makes it very watertight, flexible and buoyant. Suitable for hostile conditions such as mountain rapids, though the hull is quite weak and easily broken against rocks. The tight seal can lead to the rower being unable to escape from the kayak in an emergency. The kayak is also very portable.

[5]The raft consist of a number of logs lashed and nailed together to make a simple floating platform. Used exclusively for inland transport down rivers or across lakes.

[6]The large raft is simply a larger version of the standard raft, consisting of a number of logs lashed and nailed together to make a simple floating platform. Often the crew builds a small cabin or shelter out of poles and canvas (these add about 24d to the price of a large raft). The raft is used exclusively inland to cheaply transport goods down stream or across lakes.

[7]The simple rowboat, often called a dingy, is most often used for fishing small lakes and rivers, for transport across rivers where ford do not exist, or as auxiliary craft for larger vessels. A rowboat is clinker built, with two simple benches, one of which serves as the rower's seat. No decking masts or rudders are required for the operation of the rowboat.

[8]The large rowboat is very similar to the standard rowboat, but is a little larger. The boat is clinker built, with a dismountable lateen rigged mast, often the large rowboat is fitted with a drop keel. The boat can be rowed by two persons, or one can row while the other steers. Finally, of course, the boat can be sailed to its destination if the winds are set right.

Ships: Coastal/Sea going Vessels

Cost	Name	Crew	Size	
14583 GC	Sindar Galley	Fifty rowers and ten sailors.	Length 90ft, beam 20ft, draft 2ft; capacity 2 tons.	[1]
600 GC	Fishing boat /River boat	Two to three sailors.	Length 13ft, beam 5ft, draft 1¾ft; capacity 2 ton.	[2]
2500 GC	Coaster	Six to eight sailors.	Length 47ft, beam 13ft, draft 6ft; capacity 25 ton.	[3]
18750 GC	Cog, large	Twenty-five sailors.	Length 80ft, beam 24ft, draft 11ft; capacity 110 tons.	[4]
12500 GC	Cog, medium	Eighteen sailors.	Length 70ft, beam 21ft, draft 8ft; capacity 72 tons.	[5]
9375 GC	Drakkar (Dragonship)	Seventy rowers/sailors and up to three hundred warriors.	Length 165ft, beam 24ft, draft 5ft; capacity 35 ton (mainly in warriors).	[6]
15625 GC	Falconship	Three hundred rowers and twelve sailors and often up to fifteen marines (archers) are carried.	Length 140ft, beam 20ft, draft 3½ft; capacity 3 tons.	[7]
9375 GC	Galley	One hundred and twenty rowers and eight sailors.	Length 90ft, beam 12ft, draft 2½ft; capacity 1ton.	[8]
5989 GC	Longship	Fifty rowers and up to two hundred warriors.	Length 90ft, beam 18ft, draft 3ft; capacity 20 ton.	[9]
2333 GC	Karve	Sixteen rowers and sixty rowers.	Length 70ft, beam 15ft, draft 2ft; capacity 10 tons.	[10]
4166 GC	Knorr, large	Twenty sailors.	Length 80ft, beam 22ft, draft 7½ft; capacity 45 ton.	[11]
2500 GC	Knorr, small	Fifteen sailors.	Length 55ft, beam 14ft, draft 4¾ft; capacity 15 ton.	[11]

[1]The Sindar galley is the only type of ship build and operated by Elves. The Elves normally use them in lakes and

rivers, seldom sailing beyond the river's mouth. There are, however, epic tales of long distant voyages - and also tales that the Elves make their final journey to the west in their galleys. The Sindar galley is neither built for war or trade, but rather for pleasure and transport. The Sindar galley is caravel built, often with the hull gracefully curved at the front and back, or shaped into the form of a swan or other beast. The galley has the rowers benches to the fore and in the middle of the ship, with the aft fully decked, often with a stern castle. A gangway runs past the rowers to the fore deck. The ship is steered by two rudders on the stern of the ship. The Sindar galley differs from the human galley in that the mast is permanently stepped and the prow is never formed in to a ram. Elves often enchant their vessels so that they suffer virtually no water resistance, or so that their sails are filled with wind blowing in the desired direction. The stern deck is often used for feasting with minstrels playing from the stern castle; most often, the crew seems content to let the ship sail where it pleases. If attacked the aggressors are often surprised to discover that virtually the entire sixty-elf crew will reply with accurate missile (bow) fire. Sindar galleys are only built by Elves and no recorded vessel has ever passed into human hands (though poor copies have been made by humans). In Warhammer, Elves are not limited to only using this ship. Of course, this might be a vessel of the Wood Elves, but they are more likely to use more mundane vessels in their water travels. Sea Elves would use ocean-going vessels.

[2]The fishing boat is a small clinker-built fishing vessel that is adapted for local inshore fishing. The ship will rarely go far beyond the sight of land, but its small size allows it to operate out of small harbours and beaches not accessible to other ships. The boat is caravel built, having a single mast fitted with a lateen sail and an end rudder. The main body of the boat is undecked and this area serves as a net/pot store and fish hold. The ship is quite sea worthy, but does not offer the crew much shelter. In calm conditions it can be rowed by two crew, and steered by a third.

[3]Also known as a roundship, the coaster is a medium-sized clinker built trading vessel that makes short hops between ports, hugging the coast as much as possible. The ship has two masts; both fitted with lateen sails. It is completely decked with one large hold, a side-rudder, and it has a small stern castle, which doubles as crew quarters. The ship is not very seaworthy, nor fast; but it does have a useful cargo capacity for its small size.

[4]The large cog is a much improved version of the coaster. It is caravel built, fully decked, with a large raised stern and fore castle, and a large end rudder. The stern castle is often reserved as quarters for the ship's captain and mate, whilst the fore deck and fore castle is reserved for the rest of the crew. The main hull of the ship is divided into two holds with a lower deck beneath for ship's stores. The large cog has three masts, all being square rigged. The large cog has the largest cargo capacity of all the sea going vessels, and is used both for long distant trading and as a war transport packed with troops. Large cogs require special deep-water ports and long quays; though small harbours often employ lighters (barges) to offload the cargo and transport it to the shore. Some large cogs are used by pirates, buccaneers, and coastal raiders who use the large hull space for extra crew and for transport of booty.

[5]The medium cog is very similar to the large cog, but it is a little smaller. It is normally referred to simply as a "Cog". It is caravel built, fully decked, with a raised stern and fore castle and an end rudder. The stern castle is often reserved as quarters for the ship's captain and mate, whilst the fore deck and castle is often reserved for the rest of the crew. The main hull of the ship is made into a single hold, with a lower deck beneath for the ship's stores. The cog has two masts; often both square rigged, but sometimes the sternward one is lateen rigged. The cog is fully capable of making long sea voyages and surviving the worst storms. It is used for both long distant trading and as a war transport packed with stores or troops. Cogs require a harbour quay to dock safely and cannot be easily beached without breaking the keel. Though some cogs are used by pirates etc., they are often considered too small to be really effective.

[6]The largest of the longships are known as Drakkar or Dragonships. These ships are built for war and specifically troop carriage. They are not used for mundane trading, though occasionally they are used to transport very valuable cargo such as diplomatic or marriage gifts. They are status symbols used by the greatest of rulers such as kings and earls. The drakkar is clinker built and undecked with steering performed by side oars. Though a single square-rigged mast can be raised, in battle the prime motive power, is the rowers; the standard ship's compliment being augmented by the warriors. Despite the large size of the vessels, their limited cargo capacity and uncovered decks make them unsuitable for long journeys; they typically travel near the coast and are beached each night with the crew sleeping ashore.

[7]The falconship is a specialisation of the standard galley. It is only used in combat, being totally unsuitable for trade. The falconship is caravel built and has three layers of rowers at different heights, the topmost layer's oars being supported by outriggers (but note that the rowers are all on the same deck, and each oar has a single rower). The falcon ship is partially decked, with a central walkway running the length of the ship. The ship is steered by large rudder oars on either side of the ship and the nose of the vessel is tapered to a strong ram. A large lateen rigged mast can be raised to allow the rowers to rest, but this is always stored before combat. The main tactics used in combat are ramming and missile fire; boarding is seldom successful; these vessels in calm conditions can out run and out maneuver any other afloat. These ships are normally state, or ruling class, owned; though some are used by pirates and buccaneers (though a cargo ship is also required to provide boarders and transport any loot). The vessels operate best in sheltered waters, such as shallow seas, deltas and great lakes. They can be used in open sea, but only in relatively calm conditions. The ships normally stay within reach of a port, never staying afloat at night (though in an emergency or whilst raiding, they can be beached on sandy shores). These ships can only be built by shipwrights specialising in their design. They are very rarely encountered, except near their home port. NB: Falconships are based on Triremes, their crew never being slaves, but rather highly paid freemen.

[8]The Galley is only used in combat, being totally unsuitable for trade. It is caravel built with a single layer of rowers; it is partially decked, with a central walk running the length of the ship. The ship is steered by large rudder oars on either side of the ship and the nose of the vessel is tapered in to a strong ram. A large lateen rigged mast can be raised allow the rowers to rest, but this is always stored before combat. The main tactics used in combat are ramming and missile fire; boarding is seldom successful. These ships are normally state, or ruling class, owned; though some are used by pirates and buccaneers (though a cargo ship is also required to provide boarders and transport any loot). The vessels operate best in sheltered waters, such as shallow seas, deltas and great lakes. They can be used in open sea, but only in relatively calm conditions. The ships normally stay within reach of a port, never staying afloat at night (though in an emergency or whilst raiding, they can be beached on sandy shores). They are very rarely encountered, except near their homeport.

[9]The Longship is mainly used to transport fighters, though it is occasionally used for trade. It is clinker built and undecked. Its primary method of locomotion is a single square-rigged mast that is stowed when entering a port of before combat. During these times the ship is rowed, and can reach quite impressive speeds. The ship is steered by large rudder oars on either side of the ship. The vessels are very good at delivering raiders to shore; but are not so good in naval combat, where basic boarding techniques are used. The ships are normally owned by clan chiefs, where the bigger the longship the more important the chief.

[10]The Karve is a general-purpose vessel, able to be used as a trader or troop transporter. They are often used to accompany longship raiding fleets. It is clinker built and partially decked. Its normal propulsion is by the use of a single square-rigged mast, but it can be rowed slowly. The ship is steered by large rudder oars on either side of the ship. These vessels are normally owned by traders or minor clan chiefs, who are more than willing to lend their vessels to the enterprise of a greater clan chief's raiding party in return for a share of the spoils.

[11]The Knorr is a sturdy merchantman. It is clinker built, decked and is steered by large rudder oars on one side of the ship. Its has a single square-rigged mast. These vessels are owned by traders of all classes. They are particularly good at trading to areas with poor port facilities, since their rounded bottoms and shallow draft allows them to be beached on a falling tide without damage.

Marine Chandler

See "Chandler" for lanterns, oil etc., "Provisioneer" for ship's stores, "Ropemaker" for ropes and "Sailmaker" for sails.

2 GC 10/-	Anchor, iron	25 lb.	[1]
3 GC 15/-	Anchor, large iron	52 lb.	[2]
5 GC	Buoy	6 lb.	[3]
15 GC 4/-	Compass	½ lb.	[4]
8/8	Lobster/Crab pot	3 lb.	[5]
2 GC 14/-	Lodestone	¼ lb.	[6]
1 GC	Oar, common rowing	7 lb.	[7]
2 GC 10/-	Oar, galley	11 lb.	[8]
2 GC 1/8	Oar, kayak	8 lb.	[9]
25 GC	Mast, for fishing boat	75 lb.	[10]
9 GC	Net [per fathom]	7 lb.	[11]
15/10	Tackle block	2½ lb.	[12]
10/6	Tar [per gallon]	12 lb.	[13]

[1]This anchor is of the size used by the smaller ships - often two are carried.

[2]This large anchor is of the size carried by larger ships such as cogs.

[3]A large wooden float used to mark shoals and the like.

[4]This compass consists of a magnetised needle suspended over an engraved disk marked with the ordinal compass directions. The whole being gimbal mounted in a brass container which has a glass lid allowing the compass to be read in bad weather.

[5]These small open frame wicker baskets are used for catching lobsters and crabs. The pots are baited, placed in shallow water and marked with a wooden float. They are retrieved each day.

[6]A lodestone is a naturally magnetic mineral (normally magnetite) which when freely suspended, will align itself in the direction of the magnetic pole.

[7]A single bladed oar used by rowboats, canoes, rafts and similar vessels. These oars are between 4 and 7 ft in length.

[8]This extended length oar is between 9 and 15 ft long and is used by galleys and longships.

[9]This dual bladed oar is used for the kayak, and is unique to that vessel.

[10]For other masts, approximate the cost as 6d per ft and the weight of a mast to 3¾ lb. per foot.

[11]This is a standard fishing net made from ¼” hemp rope. It is ten foot deep and sold by the fathom (6 ft) length. A typical fishing boat will carry about twenty fathoms of fishing net.

[12]A wooden tackle block with two pulleys, for ½” or 1” rope - two of these make an effective hoist (when attached to a spar or beam).

[13]Tar is widely used for waterproofing the hull of ships, particularly for caulking the seams.

Rope Maker

Standard rope is made from twisted cords of natural plant fibres, such as hemp, flax and sisal. Rope made from cotton is also produced; the material is not resistant to weather, but it does make a good climbing and decorative rope, being softer and less abrasive.

The size (diameter) of rope varies with its use. ¼” rope is used for rigging and tethers of small boats, it is also used for securing cargoes, by sailors and teamsters, and as a light duty climbing rope. ½” rope is used for permanent rigging, such as stays, and light anchor ropes - it is also a good size for use in hoists and for general purpose climbing. 1” rope is generally reserved for heavy anchors, mast stays and the like. 2½” rope is used for hawsers and other exceptionally heavy duties.

Rope is sold by the fathom (6 ft length), except for hawser which is sold by the foot.

1 GC 10/-	Hawser cable, hemp [per ft]	3¾ lb.
13/4	Rope, cotton, ¼” [per fathom]	3½ oz.
7/6	Rope, hemp, ¼” [per fathom]	¼ lb.
10/-	Rope, hemp, ½” [per fathom]	1 lb.
15/-	Rope, hemp, 1” [per fathom]	3½ lb.

Sailmaker

The Sailmaker is a specialisation of the Canvasworker - they specialise in the manufacture and repair of sails. Sails are made from heavy canvas, double seamed, and often reinforced, with brass eyelets for rigging. Some ships have alternate strips dyed in different colours, blue and white vertical stripes being most common. The ‘Sea-raiders’ reinforce their longship and drakkar sails with diagonal strips of leather. Though sails made for new vessels are important, most of a Sailmaker's work is in replacing and repairing sails. Ships may require replacement sails after a bad storm or battle, and many captains insist on carrying a spare set.

Though most ship crews are capable of making temporary repairs to storm damaged sails, proper repair (and replacement of damaged areas) takes the services of a skilled Sailmaker. Normally repair will cost between ten to fifty percent of a new sail.

35 GC	Coaster, main lateen sail	36 lb.
250 GC	Dragonship	250 lb.
42 GC 10/-	Coaster, mizzen lateen sail	45 lb.
300 GC	Elven Galley	200 lb.
40 GC	Cog, for sail	40 lb.
60 GC	Fishing boat	60 lb.
200 GC	Cog, main sail	200 lb.
125 GC	Karve	125 lb.
57 GC 10/-	Cog, mizzen sail	85 lb.
200 GC	Knorr, large	200 lb.
52 GC 10/-	Cog, large, fore sail	50 lb.
150 GC	Knorr, medium	150 lb.
22 GC 10/-	Cog, large, main sail	200 lb.
225 GC	Longship	225 lb.
67 GC 10/-	Cog, large, mizzen sail	106 lb.
25 GC	Rowboat, large	24 lb.

Smith / Metalsmith

Blacksmith (Rural)

The term blacksmith is being used here to mean a rural Metalsmith. As the main supplier of metal goods to small communities, he would be expected to make or repair a wide range of articles. Those listed here are those that could be considered the blacksmith's speciality, those that are unlikely to be made, or wanted, in urban areas. See also all other entries for smith!

1 GC 16/-	Arrowheads [per dozen]	1½ lb.	[1]
2 GC 17/-	Branding iron	3 lb.	[2]
7/6	Cow bell	2 lb.	
3/2	Flail, grain	2 lb.	[3]
9/6	Hoe	4 lb.	
9/6	Horse comb	¼ lb.	[4]
3/2	Horse shoe	¼ lb.	[5]
8 GC	Hunting trap, large (bear)	8 lb.	[6]
6 GC	Hunting trap. small (rabbit)	1½ lb.	
19/-	Pitchfork	5 lb.	
1 GC 5/4	Ploughshare	15 lb.	[7]
3 GC 16/-	Scythe	5 lb.	
1 GC 11/8	Sickle	3 lb.	
2 GC 17/-	Spurs [per pair]	½ lb.	[8]

[1]Arrowheads can be made by weaponcrafters, but are so simple that most village blacksmiths produce their own.

[2]Branding irons to a specific design of owner's mark or initials. The brand design will be locally unique.

[3]Grain flails are used to separate the grain from the chaff. They have been adapted to military use.

[4]Metal horse combs are good at removing the worst that can be thrown at a horse.

[5]Blacksmiths do make shoes, but shoeing horses is normally considered the ostler's prerogative if one is available.

[6]Hunting traps consist of a pair of spiked jaws that are sprung shut when the prey steps on a lever.

[7]A ploughshare is the cutting blade of a plough. See "Woodcrafter - General" for ploughs.

[8]Horse spurs are worn over boots and are sometimes seen as a status symbol worn by non-riders.

Locksmith

The locksmith is a very specialised Metalsmith who is only normally found in large urban centres. The locksmith is responsible for securing the wealth of his clients; a role locksmiths take seriously (locksmiths aiding or abetting thieves is a rare occurrence - after all who'd buy a lock from a 'bent' locksmith?). All locks listed here are for average quality and complexity. Locks of different degree of security should be available, just multiply the base cost by appropriate multipliers dependent on the game system (e.g. abysmal x½, poor x¾, average x1, good x2, excellent x4; or whatever).

1 GC 8/6	Key, door	2 oz
4 GC 15/-	Lock, door, small	¾ lb.
1 GC 2/2	Key, padlock	neg.
10 GC 5/10	Lock, miniature (for boxes)	¼ lb.
3 GC 3/4	Lock, door, heavy-duty	2 lb.
3 GC 19/2	Lock, padlock, heavy-duty	1½ lb.
2 GC 7/6	Lock, door, large	1 lb.
5 GC 10/10	Lock, padlock	½ lb.
4 GC 15/-	Lock, door, ornamental	3½ lb.

Iron-Monger/Kitchen

Metalcrafters produce many wares for use in the preparation and serving of food. Specialist cuttlers, coppersmiths and the like may exist in the largest cities, but most towns and cities will boast an iron-monger selling a variety of wares. In smaller centres the smith may just be selling imported wares. The three main materials are copper, pewter and steel. Both pewter and copper kitchenware can lead to long term poisoning.

19/-	Bowl, pewter	½ lb.	
4 GC 15/-	Cauldron, cast iron	30 lb.	[1]
1 GC 18/-	Cauldron tripod, wrought iron	8 lb.	[2]
1 GC 14/10	Drinking horn stand, copper	½ lb.	[3]
5/-	Eating implements	¼ lb.	[4]
15/-	Goblet, pewter	¾ lb.	[5]
1 GC 18/-	Grater, copper	¼ lb.	[6]
19/6	Knife, cooking	½ lb.	[7]
12/8	Ladle, copper	1½ lb.	
1 GC 9/3	Meat cleaver	1½ lb.	[8]
1 GC 2/6	Pan, iron. large (5 pint)	4¼ lb.	
1 GC 10/-	Pan, copper, large (5 pint)	3 lb.	
1 GC	Pan, copper, medium (2 pint)	2 lb.	
12/6	Pan, copper, small (¾ pint)	1½ lb.	
15/10	Plate, pewter	½ lb.	
3 GC 6/6	Platter, large copper	1¼ lb.	
2 GC 7/6	Spit and stand, wrought iron	12 lb.	[9]
1 GC	Tankard, pewter	1 lb.	[10]
5/6	Tongs, copper	¼ lb.	[11]

[1]Cauldrons are large cast iron cooking vessels that are suspended over a fire from their integral handle. Often a cauldron tripod is used for this. A cauldron will hold about 15 to 20 gallons, which means they are only suitable for communal cooking.

[2]Cauldron tripods consist of three shafts, each about seven feet long, of wrought iron, fastened at one end. The tripod is erected over a fire, and a cauldron is suspended from a central hook.

[3]Copper drinking horn stands are made in elaborate shapes, but basically they are all designed to hold a drinking horn

upright on the table, between draughts.

[4]Eating implements vary with culture but might consist of a small knife and a fork. Material is highly variable - copper with bone handles being one example.

[5]A goblet holds one third of a pint.

[6]A small (8" x3") grater which is useful for relatively soft foods (copper isn't that resilient to wear).

[7]A large, 9" bladed cook's knife made from steel. Could be a very effective weapon in a crisis.

[8]A meat cleaver has a blade about 6" long and 2½" deep. Used for cleaving (chopping) meat, a very effective weapon for an outraged cook!

[9]A spit is a 4 foot, ¼" diameter, iron shaft, normally with a crank handle on one end, used for roasting meat over a fire. The pair of stands can hold the spit at a variety of heights, controlling the cooking temperature.

[10]A tankard holds a pint, some two pint tankards are made (at double cost and weight).

[11]Small copper tongs used in cooking, about 10" in length.

Smith (General)

The items list here are the general goods that most smiths will produce, they are often produced by urban smiths who also make general ironmonger's and simple toolmaker's wares.

1 GC 2/2	Bolt, door	¼ lb.	
7 GC 12/-	Cage, 1 ft3	2½lb.	[1]
54 GC 3/-	Cage, 24 ft3	21½ lb.	[2]
199 GC 10/-	Cage, 144 ft3	160 lb.	[3]
9/9	Caltrops, large [each]	½ lb.	[4]
1 GC 10/-	Chain, light weight [per ft]	1 lb.	[5]
4 GC 10/-	Chain, heavy weight [per ft]	4 lb.	[6]
4 GC	Grapple, 3 prong	2 lb.	
5 GC	Fetters	3½ lb.	[7]
3/2	Fishing hooks, assorted [per dozen]	1 oz	
10/7	Leash, dog chain	¾ lb.	
6/4	Nails	[per lb.]	[8]
9/6	Pitons [per dozen]	¾ lb.	[9]
15/10	Pitons, with rope loop [per dozen]	1 lb.	[10]
19/6	Razor, shaving	¼ lb.	[11]
7 GC 12/-	Scorpion (climbing spikes)	2 lb.	[12]
4/9	Tacks	[per lb.]	[13]
1/7	Wedge, iron	2 lb.	[14]

[1]A small cage, 12"x12"x12", with a door in the top used to hold small animals. Made form copper rod construction.

[2]A medium sized cage, 4x3x2 ft, with a clasp-fastened door in the side used to hold larger animals, such as dogs. Made form wrought iron rod.

[3]A large cage, 4x6x6 ft, with a heavy-duty bolt-fastened door in the side used to hold humanoids and large animals. Made from ½" diameter wrought iron bars.

[4]Caltrops are designed so that when they are thrown onto the ground one of their four, 4", spike sticks up. Caltrops slow down and injure troops, especially cavalry.

[5]Lightweight chain, made form wrought iron, is capable of safely supporting a weight of about a ton.

[6]Heavy weight chain, made form wrought iron, is capable of safely supporting a weight of several tons.

[7]Fetters are used to secure prisoners & slaves. Fetters consist of two wrist-locks connected by about 18" of chain.

[8]General-purpose wood nails, 2½" long.

[9]Pitons are 3-4" long spikes that can be driven into masonry and rock faces to assist climbing.

[10]A more advanced version of the normal piton, it has a rope loop built in, capable of taking ½" diameter rope.

[11]A small cut-throat razor designed for shaving.

[12]Scorpions consist of a pair of iron-spiked soles which are tied over boots. They get their name from their flexible

construction and the large climbing spike in the front that is used for ice climbing.

[13]A smaller (½” long) version of the nail.

[14]Iron wedges have many uses, including assisting in climbing and securing doors.

Toolmaker

Toolmakers are specialist smiths that produce tools, the majority of general-purpose tools are made by non-specialist smiths and blacksmiths. The toolmaker produces higher quality tools and specialist items such as balances, files, hand drills and metal saws.

1 GC 11/3 9/6	Adze Bradawl, 1/10” tip	2½ lb. ¼ lb.	[1]
8 GC 4/8	Coin Balance, merchants	½ lb.	[2]
1 GC 18/-	Chisels, set of three	2¼ lb.	[3]
5 GC	Crowbar (Jimmy)	5½ lb.	
12 GC 13/4	Grindstone, rotary, with stand	17 lb.	[4]
7 GC 5/10	Feller’s Axe	6 lb.	[5]
7 GC 2/6	Files, jewellers (wallet of six)	½ lb.	[6]
2 GC 7/6	File, metal	¾ lb.	[7]
19/-	Hammer, carpenter’s	1 lb.	[8]
12/8	Hammer, jeweller’s	½ lb.	[9]
6 GC 6/8	Hand drill, 6 bits ¼ to 1½”	3½ lb.	[10]
12/6	Hatchet, wood	2 lb.	[11]
13/5	Ice pick	¾ lb.	[12]
1 GC 11/8	Keyhole saw	½ lb.	[13]
1 GC 5/4	Mallet	1½ lb.	[14]
12 GC 7/6	Metal saw or Hacksaw	½ lb.	
6 GC 3/6	Oiling can copper	½ lb.	[15]
1 GC 5/4 15/10	Pick (miner’s) Pincers, carpenters	8 lb. ¾ lb.	[16] [17]
1 GC 5/4	Pliers, jeweller’s	1¼ lb.	
7 GC	Saw, carpenter’s	2¼ lb.	[18]
29 GC 14/-	Saw, forester’s	12 lb.	[19]
22 GC 16/-	Scales and weights	2½ lb.	[20]
2 GC 17/-	Screwdriver	½ lb.	
3 GC 16/-	Sledge Hammer	8 lb.	[21]
1 GC 5/- 2/4	Spade Spatula	7 lb. 1 oz	[22]
9/6	Tongs, blacksmiths	2¼ lb.	
3/11	Tweezers, jewellers	½ oz	
5 GC 14/-	Whetstone	3 lb.	[23]

[1]An adze is an axe whose chopping blade is mounted so that it can be used for shaping (rather than felling) wood.

[2]A merchant’s coin balance is a simple balance with a suspended pan at one end and a calibrated rod with sliding mass, used

for checking the weight of coins.

[3]Set of three wood chisels with blades of ¼", ½", and ¾".

[4]This consists of a large wheel of suitable stone set into a metal frame. A geared handle allows the stone to be rotated fast, against which blades can be sharpened. The itinerant trader with a grindstone is a frequent visitor to small communities.

[5]A large axe suitable for cutting down trees, can be used like a battle axe in combat.

[6]Small (5" long) files in a thin leather wallet, in various shapes, used in jewellery making.

[7]A large (12" long, 1" broad") file used for general purpose metalwork.

[8]A large hammer, used by carpenters, for general construction work, such as nail driving.

[9]A small hammer with a fine head used for shaping thin metal sheets and bars.

[10]A brace drill, about 18" in overall length, with a selection of wood bits.

[11]A typical chopping axe. Unbalanced and unsuitable for combat, but still could be used as a weapon (-10 WS)

[12]A bradawl-like pick used for breaking up ice blocks (not a climbing pick used by mountaineers).

[13]The keyhole saw has a narrow blade (¼") used for cutting out intricate shapes, such as keyholes, into sheets.

[14]A wooden hammer used to apply force to tools - some may be raw hide faced, for even greater delicacy.

[15]A small can, with a long spout, which can hold up to ½ pint of lubricating oil. The spout has an end cap to prevent leakage, whilst the lid contains a simple manual pump to squirt out the oil.

[16]A general purpose pick on a long wooden haft, sometimes used by climbers in icy areas.

[17]Used to extract nails, but will also cut small diameter rods and bars.

[18]A saw, about 2½ ft in length, used for sawing timber to size.

[19]A two-man saw used to cut down trees and saw planks from raw timber.

[20]Two pan scale set, one large copper pan for the produce, the other smaller for weights. Will weigh up to 5 lb. in ¼ lb. increments.

[21]Large, heavy headed hammer used for smashing rocks and demolition work.

[22]A small spatula (about 6" long) used for measuring and mixing powders.

[23]A small portable whetstone, in a wooden case, used to sharpen blades.

Thieves' Supplies

The items listed here are specialist items made by guild members for the use of other guild members. Most of these items would be taken as proof, by a court of law, that the carrier was a thief. Therefore, these items are not in general circulation and are well concealed when carried.

As well as items listed here, most thieves would use common tools. The legitimate toolmaker will supply chisels, crowbars, hammers, saws etc. for forced entry, and files, metal saws, oiling cans, pliers, tweezers etc. for opening locks and copying keys. See also chandler (for bees wax, lamps and oils), rope maker (for rope), smith (climbing equipment). Other items such as glass cutters and mirrors might also be needed. Remember a fully comprehensive tool kit would be too bulky to be carried by a thief, so they only take what they require for a specific job!

Most thieves' guilds have a quartermaster who controls the commissioning and distribution of equipment within the guild. Larger guilds have specialist tool makers whose full time occupation is to make tools for guild members.

Toolmaker

2 GC 17/-	Caltrops, small (12)	1 lb.	[1]
6/4	Hooked wires	2 oz	[2]
3 GC 3/4	Inspection mirror	½ lb.	[3]
3 GC 3/4	Key blanks [per 10]	1 lb.	[4]
12/8	Listening cone	¼ lb.	[5]
10 GC	Lock picks (12 in a canvas wallet)	1 lb.	[6]
13 GC 5/-	Long lock picks (12 in a canvas wallet)	1½ lb.	[7]
1 GC 5/4	Long probes	¼ lb.	[8]
9/9	Razor blade	1 oz.	[9]
2 GC 8/9	Razor ring, copper	3 oz	[10]
57 GC 19/4	Ring, hollow	2½ oz	[11]

[1]Caltrops are designed so that when they are thrown onto the ground at least one of their four spikes sticks up - they are good for slowing pursuit. A score of small caltrops weighs 1 lb., and should cover 15-20 ft². Large caltrops are used in combat, see Blacksmith.

[2]A selection of a dozen hooked wires useful for lock-picking and particularly for trap removal.

[3]A small (1" diameter) silver mirror on the end of a 9" handle - used for inspecting locks and traps.

[4]A selection of bronze and iron key blanks suitable for most simple locks. Having the right key blank is fairly simple copying the key is another matter!

[5]Simple copper cone with earpiece designed to be used for listening at doors etc.

[6]Lock picks are specially made tools; e.g. hooks, flat blades, needles, long reach tweezers etc., designed to open locks.

[7]Long lock picks are the same as normal lock picks, but have a longer reach (about 15")

[8]Long probes consist of a number of long reach probes that are used in finding and removing traps.

[9]A small blade (about 1") long with one very sharp edge, which is held between the fingers to enable purses to be cut.

[10]A razor ring has a very sharp razor blade built into it, often concealed as part of the decoration.

[11]This silver ring serves as a simple mount for a large opaque stone, often ornamental such as azurite or serpentine. The secret to the ring is the fact that the stone is hollow, the gem being hinged in the mount, concealing a small space (½ cubic inch) - this is often used to carry poison or messages.

Other Equipment

Specialist thieves equipment made by thieves guilds members or to special commission with local craftsmen. As well as these 'standard' items, specialist gear may be commissioned from relevant crafters by individual thieves (e.g., a long dagger scabbard with a hidden compartment at the bottom would be commissioned from a Leatherworker). Guilds will be able to tell their members which crafters to use, and which will ship them to the authorities.

2 GC 13/9	Dice, weighted gaming [set of six]	¼ lb.	[1]
3/3	Gaff	2 lb.	[2]
1/2	Hardwood strips (per half dozen)	2 oz.	[3]
7 d	Lamp black	[per ½ lb.]	[4]
12/-	Over socks	½ lb.	[5]
15/10	Sheet mica, 2" x 3"	neg.	
15/-	Stinking Scent [per pint]	1¼ lb.	[6]
3/4	Tool roll, canvas	½ lb.	[7]
14/3	Weapon black	[per 2 oz]	[8]

[1]Gaming dice are very popular and lead weighted dice give the unscrupulous an advantage over the innocent.

[2]A specially adapted canvas shoulder bag with a false bottom or secret compartment.

[3]Small strips (½" by 3") used for lifting latches, etc.

[4]Thieves use lamp black to darken their skins and their equipment.

[5]Over socks are thick pads of cloth, which are pulled over boots in an attempt to silence them.

[6]A foul smelling mix of ingredients designed to put tracking dogs off their scent.

[7]A tool roll is about 18" x 9" when unrolled, and 9" by 2" diameter when rolled. It contains enough sections to comfortably carry a good selection of small lock picks, probes, files and other small tools.

[8]Weapon black is a made from lamp black, ground minerals, oil and waxes. It produces a matt black, non-reflective, coating on metal weapons. 2 oz is enough to cover several daggers or a couple of swords.

Weaponcrafter

Introduction

Weaponcrafters are specialist craftsmen who are grouped together here for convenience. Many of the specialities are mutually incompatible. A bowyer does not know how to make a sword, and swordsmith would not attempt to make a mace. However, weaponcrafters do trade each other's wares which means that a wide range of weapons are available at every weaponcrafter shop. Having a weapon specially constructed will still require a trip to the nearest specialist weaponcrafter. Many weapons are simply normal tools (such as a sickle) which is pressed into combat use, see other crafts (particularly smith) for such 'weapons'.

The main specialities of weaponcrafting are Bowyer/Fletcher, Spearmaker, Swordsmith, and Weaponsmith. As well as these, weapons are also made by other crafts such as the general leatherworker and smith; these are listed under “Weaponcrafter - Miscellaneous weapons” - these weapons will be available from their source craftsman or from weaponcraft shops. Though most fantasy roleplay systems have a very large range of weapons (for those who know their *Bec de corbin* from their *Guisarme-voulge*), this system has a much more limited list since there is no real need to differentiate between some groups of weapons. For instance, the system assumes that all polearm weapons will be approximately the same, regardless of the combination of blades and spikes. If a greater range of weapons is required, just choose the nearest weapon and use its cost and weight directly, or use them as a base to calculate the new weapon's stats.

Weapon Material

All weapons in this price list are assumed to be made from steel and wood as appropriate. There is no reason why other materials cannot be used to make weapons.

Bone: is a very good material to use to make bludgeoning weapons, replacing both wood and steel. Since these weapons rely on their weight for damage, bone weapons will weigh as much as their normal counterparts. In cultures with bone weapons, weapon costs should be as listed. In other cultures such weapons will have to be specially manufactured at two times normal cost. Spiked weapons will still need metal spikes to be effective against metal armor.

Bronze: can be used instead of steel in all weapons. In weapons that primarily rely on weight to do damage (such as bludgeoning weapons), or are piercing missile weapons (e.g. arrow, quarrels and all members of the spear family). They will weigh the same as their steel counterparts. Other weapons will weigh more than their steel counterparts; because of the extra thickness of metal required to match the strength of steel, increase weight to 1¼ times their normal weight. In cultures that primarily use bronze weapons they will cost the as listed here, but in other cultures they will be made to special order, costing twice the normal amount. Bronze weapons will do less damage to metallic armour than normal weapons. Reduce damage against metal armour by one point. (NB: If bronze weapons are being used against bronze armour then their adjustments will cancel.)

Silver: Treat as bronze, but multiply all prices by 1½.

Stone: is a good material to replace steel heads in bludgeoning weapons and some stone (e.g. obsidian and flint) can be used to fashion arrowheads, daggers, hatchets, knives, and spearheads, Bludgeoning weapons will weigh the same as their metal headed counterparts, whilst all stone “bladed” weapons will weight 1¼ times their normal weight. In cultures which use stone weapons, they will cost ½ their listed price, in other cultures they will require special manufacturing and will cost 1½ times their normal price. Stone weapons will do less damage to metallic armour than normal weapons. Reduce damage against metal armour by two points. These weapons are more likely to break than steel ones.

Bowyer

Bowyers are makers of bows, and here, by extension, are the makers of crossbows. Crossbow manufacture is a far more specialist occupation requiring both bowyer and weaponcrafting skills.

21 GC	Bow composite	2½ lb.	[1]
15 GC	Bow, long	3 lb.	[2]
11 GC	Bow, self (Short)	2 lb.	[3]
16 GC	Crossbow	5 lb.	[4]
10 GC	Hand bow	2¾ lb.	[5]

[1]A composite bow is a self bow that is constructed out of more than one material, normally wood with horn. However, other materials can be used such as bone, metals and sinew. Composite bows are more powerful than normal self bows. Let's say that a composite bow fires like a normal bow, but has an ES of 4, but requires a strength of 4 to fire.

[2]A longbow is a larger version of the self bow with the staff about 6 to 6½ foot long.

[3]A self bow, also known as the short bow, is the basic version of the bow that has spawned the specialities the long bow and the composite bow. A short bow is made from wood and is about 3½ to 4½ feet long in the stave. This is a normal bow.

[4]A crossbow is a bow mounted crosswise on a wooden shaft, being about 2'6" overall in length. The bow is normally made from steel or from steel-reinforced wood. Crossbows are much more powerful than standard bows, being able to penetrate armour with ease, however they are more difficult and time consuming to load.

[5]A hand bow is a much smaller version of the crossbow, about 9" long, which fires small quarrels. The weapon can be easily reloaded and may be fired at a similar rate to a long bow. The weapon is easy to conceal. However, damage is much less than any other type of bow.

Fletcher

A fletcher is a maker of arrows and quarrels. Most fletchers are also Bowyers.

6/-	Arrow, Composite or Self bow	1½ oz	[1]
9/-	Arrow, Longbow	2¼ oz	[2]
8/-	Quarrel, standard	3 oz	[3]
5/4	Quarrel, hand bow	1 oz	[4]

[1]Arrows are made in various forms depending on their use (such as against armor or unarmored foes). All arrow varieties are treated the same in this system. These arrows are suitable for either bow.

[2]Long bow arrows are similar to self bow arrows but are simply longer.

[3]Standard quarrels are used by the crossbow, like self bow arrows, quarrels are made in various forms but they are all treated the same here.

[4]Hand bow quarrels are quite small, only 7” long and are made entirely from steel (unlike other quarrels and arrows).

Spearmaker

The Spearmaker specialises in making spears, which includes all other weapons consisting of a long wooden shaft with a metal head designed for piercing, such as javelins, pike and lance.

2 GC	Dart	½ lb.	[1]
1 GC 6/-	Harpoon	3½ lb.	[2]
1 GC 5/-	Javelin	3 lb.	[3]
2 GC 10/-	Lance	8 lb.	[4]
2 GC 16/-	Pike	12 lb.	[5]
1 GC 16/-	Pilum	5 lb.	[6]
2 GC 12/6	Spear, long	7½ lb.	[7]
1 GC 15/-	Spear, short	5 lb.	[8]
8/-	Spear thrower (Atlatl)	2¼ lb.	[9]

[1]The dart is a very small spear, about 12” in length, which are thrown one handed. Darts do not inflict a lot of damage, but they are light and easy to carry.

[2]A harpoon is a stabbing weapon that can also be thrown. Harpoons are developed from fishing spears.

[3]A javelin is a short spear, about 5 to 6 feet in length designed to be thrown.

[4]A lance is a spear used by mounted warriors. Originally it was a simple spear, but lances are heavier than standard spears and have hand guards to protect the wielder against similarly equipped warriors. Lances are a knight's weapon, special jousting contests are commonplace and they require ‘blunted’ lances; these are the same as standard lances but their damage is concussive rather than piercing.

[5]Pikes are extra long (16 to 22 feet long) spears used by closely formed troops in a phalanx.

[6]A pilum is a specialisation of the Javelin, used by the Roman legionary. The head consists of a heavy weight with a narrow shaft terminated by a small cutting head (similar to an arrowhead). The weapon is designed to embed into a shield, rendering it useless; the pilum head design stops it from being easily extracted.

[7]A typical long spear is between 10 to 12 feet in length; they are principally used as stabbing weapons.

[8]A short spear is between 7 and 9 feet in length, it can be used as a stabbing weapon (both overarm and underarm), whilst still being light enough to be thrown if required.

[9]A spear thrower is a grooved stave with an end stop at one end and a leather thong grip at the other. The spear thrower can be used with short spears and javelins to give them more range (basically the spear thrower increases the length of the thrower's arm and so increases leverage and speed).

Swordsmith

The swordsmith, also known as bladesmith and daggersmith, makes a variety of different weapons, but all of them consist of a long edged blade designed for cutting or thrusting with a shortish handle. Swords are often highly decorated which may add to their cost.

20 GC	Bastard sword (or Claymore)	5 lb.	[1]
35 GC	Battle or Great Sword	8 lb.[2]	
14 GC	Broadsword	3 lb.	[3]
19 GC 10/-	Cutlass (Sabre)	2½ lb.	[4]
3 GC	Dagger	1 lb.	[5]
14 GC 12/6	Gladius or Shortsword	2 lb.	[6]
15/-	Knife	¾ lb.	[7]
29 GC 5/-	Longsword	2½ lb.	[8]
20 GC	Rapier	1½ lb.	[9]
19 GC 10/-	Scimitar (Falchion)	4 lb.	[10]
6 GC	Stiletto (poniard)	¾ lb.	[11]
4 GC	Taburi (throwing knife)	¾ lb.	[12]

[1]Also known as the ‘hand-and-a-half sword’, the bastard sword is intermediate in length between the longsword and the great sword. The sword has a double-edged blade and pointed tip, which can be used for cutting (though concussive effect is often more serious to armoured opponents). The handle can accommodate two-handed use, though the sword can be used one handed. The sword has a pronounced guard in the form of a crosspiece. The blade length is about 50 to 55” long. The claymore is a scottish sword whose name means ‘great sword’, but it most similar to the bastard sword.

[2]Also known as the ‘two-handed sword’, the battle sword is the longest of the swords, with a blade about 60” in length. The sword has a double-edged blade and a pointed tip; the weapons main strength is its length and weight that cause massive percussive damage, the cutting action is only secondary. The sword has a two handed grip and a simple crossguard. The sword was primarily developed to deal with plate armour and the use of pikes.

[3]The broad sword is so named because the double-edged blade is wider than that found the longsword, being more parallel in shape and less pointed. The broadsword often has a knuckle guard that takes the form of a single bar or more often, a shell guard.

[4]The cutlass is a sword with a single edged curved broad heavy blade attached to a basket hilt. The blade length is between 30 and 36”. The cutlass is much favoured by sailors and pirates. The Sabre is a similar weapon favoured by cavalry.

[5]The dagger has a pointed double-edged blade between 9 and 12” in length. The dagger is principally used a secondary weapon, for stabbing or thrusting, though the dagger can also be used as a cutting weapon. Some daggers have simple crossguards, but many do not.

[6]The gladius is the name given to the Roman legionary shortsword. The symmetrical blade is double-edged and parallel for most of its length terminating in a point. The blade length is 30 to 36” long. The grip is fairly simple, terminated by a pommel, and usually with out a guard. Damage is Str -1.

[7]The combat knife has a curved single-edged blade ending in a point, between 6 and 8” in length. The knife is primarily a cutting weapon, but it can be used to stab. Knives have only the simplest of guards if any.

[8]The longsword is a military sword with a double-edged blade that tapers along its length to a point. The blade is between 36 and 42” in length. The grip is designed for one-handed use and generally has a simple crosspiece guard.

[9]Also known as the “long knife”. The rapier is a light weapon with a straight, double-edged pointed blade, designed for thrusting and speed of use. The sword has a one handed grip and a hand guard, often in the form of a crosspiece with some form of knuckle guard (evolving into complex basket guards). The rapier cannot be used for cutting (the blade isn’t even sharpened) but is purely a fencing weapon.

[10]This sword has a long, curved single-edged broad blade (the scimitar has both edges curved, whilst the falchion has the back edge straight) of similar length to a cutlass. The main difference between a scimitar and cutlass is in the width and weight of the blade, the scimitar being the larger. Treat as a bastard sword.

[11]The stiletto or poniard, is a specialist dagger with a very slim and pointed blade designed to penetrate metal armour. It can only be used for thrusting attacks but other than that it is similar to a dagger. Some people, mainly rogues and thieves, are adept at using stilettos as throwing daggers.

[12]The taburi is a single-edged combat knife that is specially weighted for throwing. The blades are straight and the point is much more pronounced than in the normal combat knife.

Weaponsmith

Weaponsmiths make a range of hafted and stave weapons. The axe group consists of a broad metal blade on the end of a shaft, whilst the bludgeoning weapons rely on concussive effect or the use of piercing spikes.

Axes

7 GC	Battle Axe (Horseman's Axe)	6 lb.	[1]
12 GC	Double-headed or Great Axe	8 lb.	[2]
5 GC	Fransica (throwing axe)	2 lb.	[3]
8 GC	Halberd (Glaive)	8 lb.	[4]
12/6	Hatchet, wood	2 lb.	[5]
12 GC	Poleaxe	7 lb.	[6]

[1]The battle axe consists of a single axe head on a four foot shaft. It is designed to give a greater reach than the normal axes for use against mounted opponents. See Hatchet for a standard axe that could be used in combat.

[2]The great axe consists of a double-headed axe head on a typically three foot long shaft. This weapon is principally favoured by the Khuzdul (Dwarfs).

[3]The fransica is a single-edged axe, with a curved 2 to 2½ feet handle, which is balanced for throwing. This axe gave the Franks their name; it is similar to the Tomahawk.

[4]The halberd or glaive is a polearm with a 6 to 7 foot shaft with a single bladed axe head; it is designed for two handed use.

[5]A typical chopping axe. Unbalanced and unsuitable for combat, but still could be used as a weapon (-10 WS).

[6]The poleaxe differs from the Halberd only in its length, the shaft being 9 to 10 feet in length.

Bludgeoning Weapons

2 GC	Club	3 lb.	[1]
10 GC	Military flail	5 lb.	[2]
7 GC	Mace	4 lb.	[3]
14 GC	Morning star	4 lb.	[4]
3/-	Quarterstaff	4 lb.	[5]
1/1	Single stick	1½ lb.	[6]
4 GC	Spiked mace	5 lb.	[7]
8 GC	Throwing hammer (War hammer)	1 lb.	[8]
15 GC	War hammer (Two Handed)	5 lb.	[9]

[1]The club is the simplest of bludgeoning weapons consisting of a stout piece of wood, narrow at one end, becoming more bulbous towards the other. Most clubs are improvised weapons, but weaponcrafters do produce nicely balanced weapons.

[2]The military flail consists of a stout two foot handle with three metal heads linked to the handle by chains. The military flail is a development of the agricultural Grain flail. See also Morning star.

[3]A mace consists of a heavy, often fluted metal head on a wooden shaft. The overall length of the weapon is three to four feet.

[4]This is a fantasy morning star, i.e. a spiked ball and chain on the end of a shaft (see Spiked mace for a classical morning star). The ball can be whirled round on the chain, adding to the impact damage.

[5]A quarterstaff is a stout (1 to 1½" in diameter) six foot pole, often metal shod at both ends, that is used two-handedly as a defensive as well as offensive weapon.

[6]A single stick is a three foot long stout stave (about 1" in diameter), metal shod at one end, with a simple cross piece handle at the other, which can be used as a walking stick or a simple club.

[7]The spiked mace is a simple derivative of the mace, where the mace head has been made more lethal by the addition of one or more spikes (technically this weapon is a morning star, but the ball and chain usage is preferred).

[8]A throwing hammer consists of a simple metal head on the end of a two to two foot six long handle. The weapon is designed to be hurled at opponents.

[9]The war hammer is a military version of the standard sledgehammer, used with a two-handed grip. The war hammer often has one flat face, and one opposing spike.

Weaponcrafter – Miscellaneous Weapons

The following weapons are not specific to any particular Weaponcrafter. The close combat weapons could be made by a weaponsmith or any other competent smith. The fighting net will be made by a rope maker, and a lasso is simply a length of rope with a knot in it. The whip and slip are both made by leatherworkers, whilst the staff sling requires a small amount of wood working skill as well. The bolas is made from stone weights and leather, but is generally a primitive's weapon.

Close Combat Weapons

1 GC	Cestus, light	¼ lb.	[1]
3 GC	Cestus, spiked heavy (knuckle duster)	¾ lb.	[2]
4 GC	Fighting claw	½ lb.	[3]

[1]A cestus is a strip of metal, moulded to the shape of clenched fingers, which is used to increase the damage of a punch. Also known as a knuckle-duster.

[2]The spiked heavy cestus is a version of the standard cestus made from a heavier strip to which a number of studs or spikes has been added. Does damage as a hand weapon.

[3]A fighting claw is a cestus to which small hooks have been added; these increase damage by ripping the flesh. Does damage as a hand weapon.

Ranged weapons

The first four weapons are all developed from hunting weapons and are commonly used as such.

7/-	Bolas	4 lb.	[1]
1 GC	Lasso	1½ lb.	[2]
1 GC 10/-	Net, fighting	4 lb.	[3]
2/-	Sling	1 lb.	[4]
6/-	Staff sling	4½ lb.	[5]
15/-	Whip	2 lb.	[6]

[1]A bolas consists of two or three stones on the end of leather thongs, these are secured together to another thong which forms a handle. The bolas is swung round the head, and when released it will (hopefully) fly towards the target and envelop it. The bolas is very effective at immobilising small animals and is quite useful in general combat.

[2]A lasso consists of a rope looped at one end. The lasso loop is thrown at the victim, whilst the other end of the rope is held. If successfully used the lasso can be used to immobilise quite large animals.

[3]A fighting net is a circular net weighted at one end, with a rope tied to the middle. The net is thrown at an opponent and will hopefully envelop them. If not the rope allows the net to be retrieved and used again.

[4]A sling leather thong widened towards the middle to take a sling shot or bullet (which may be made of lead or simply a rounded pebble).

[5]A staff sling is an improved version of a sling, where a wooden stave is used to add extra leverage to the shot.

[6]Whips are made from platted leather thongs, with a handle at one end. Some have small spikes on the end of the whip to increase the damage.

Woodworker

Woodworkers are some of the most important craftsmen in society; responsible for buildings, ships, transport, furniture and tools. Several specialities exist, amongst them carpenters, cartwright, cooper, furniture makers and shipwrights. Shipwrights are listed separately. Carpenters are responsible for the construction of buildings, bridges, palisades and other engineering projects.

Timber

Wood is one of the principle and most valuable natural resources. Timber merchants are responsible for the supply of wood to other crafters and fuel to the population in general. Most wood is cut for planks, often of rectangular section. Some wood is grown into particular shape for specific purpose, such as the main members of ships. Off cuts are used for firewood.

The price of wood is quoted per cubic foot, for a variety of woods. Calculate the volume of required timber and then multiply it by the listed cost for that wood. As an example a timber that is 4" x 2" by 12 foot length (a suitable size for a joist) is 2/3 of a cubic foot. If 30 such timbers were required of oak the cost would be 30 x 2/3 x 1.6 d, or a total of 32 d. Wood has a density of between 35 and 40 lb. per ft³. Softwoods are less dense, whilst hard woods are more dense. Using the previous example the mass of the timber would be 30 x 2/3 x 39 lb/ft³, or 780 lb.

1/4	Ash [per ft ³]
8 d	Larch [per ft ³]
5 d	Birch [per ft ³]
1/7	Maple [per ft ³]
11 d	Cedar [per ft ³]
1/10	Oak [per ft ³]
1/2	Elm [per ft ³]
11 d	Pine [per ft ³]
1/4	Fir [per ft ³]
8 d	Spruce [per ft ³]

Cooper

Coopers are specialist makers of barrels. Barrels are used for the transport and storage of liquids, such as ale and water, and for storage of preserved foods, such as salted meats, butter and apples. Coopers are a very common speciality in regions which export a lot of suitable agricultural produce, and virtually mandatory in all ports, since long sea journeys would be impossible without barrels. Barrels are made from individually shaped staves held in compression by iron hoops. Barrels are made in standard capacities (volumes) each of which has a separate name. In order of size, these are keg, hogshead, pipe and tun.

6/4	Bucket, 3 gallon	3 lb.
1 GC 3/9	Churn for butter, 8 gallon	8½ lb.
1 GC 5/-	Hogshead, 50 gallon barrel	40 lb.
15/-	Keg, 20 gallon barrel	20 lb.
1 GC 15/-	Pipe, 100 gallon barrel	80 lb.
2 GC	Tun, 200 gallon barrel	120 lb.

Furniture Maker

Furniture makers, also known as cabinetmakers are woodworkers that specialise in construction of domestic furniture and fittings.

7 GC 12/-	Bed, single	85 lb.	[1]
5 GC 14/-	Bed, single, short	85 lb.	[2]
13 GC 6/-	Bed, double	120 lb.	[3]
34 GC 4/-	Bed, four poster	155 lb.	[4]
2 GC 17/-	Bench	22 lb.	[5]
4/9	Box, 12x8x6"	1 lb.	[6]
11 GC 8/-	Bunk, double	140 lb.	[7]
22 GC 16/-	Cabinet	68 lb.	[8]
1 GC 18/-	Chair	7 lb.	[9]
2 GC 17/-	Chair, carver	8¾ lb.	[10]
2 GC 17/-	Chest, 12x24x24"	11 lb.	[11]
1 GC 8/6	Coffin	21 lb.	
4 GC 5/6	Cot, baby's, lathe turned	5½ lb.	
7 GC 12/-	Couch	145 lb.	[12]
1 GC 11/-	Pallet, straw	13 lb.	[13]
5 GC 14/-	Pew, ornate, 8ft	70 lb.	[14]
5 GC 14/-	Table, 2'6" x 4'	47 lb.	[15]
7 GC 12/-	Table, 3' round	38 lb.	[16]
15 GC 4/-	Throne	16 lb.	[17]
1 GC 18/-	Trunk, 1'6" x 2' x 3'6"	20 lb.	[18]
1 GC 5/4	Stool, 3 legged, lathe turned	4 lb.	[19]

[1]A typical single bed is six foot long by three foot wide. Beds are a luxury item; most people sleeping on straw pallets laid directly on the floor. A straw mattress will cost 1 GC 18/- for a single bed. (Of course, one is free to buy a flock or feather mattress available from the Official Warhammer Pricelist.)

[2]A typical bed for a child, four foot six long by two foot six wide. A straw mattress will cost 1 GC 8/6 for this bed.

[3]A typical double bed is six foot long by four foot six inches wide. A straw mattress will cost 2 GC 10/8 for a double bed.

[4]A four poster bed is a double bed whose legs have been extended to support a frame over the bed. From this frame, curtains are suspended creating a tent-like enclosure ensuring greater privacy.

[5]A solid wooden bench, 4 foot long by 1 foot wide.

[6]A simple, unreinforced box with a totally removable lid, secured by nails or optional clasps.

[7]A double bunk consists of two beds, each two foot six wide by six foot long, stacked one above the other.

[8]A typical cabinet will be three foot high, four foot wide and eighteen inches deep. Two doors, which can be fastened by a bolt, give access to the cabinet.

[9]A four legged chair with simple back. Without arms or padding.

[10]A four legged chair with simple back and armrests, but without padding.

[11]A sturdy reinforced chest bound by two iron straps with a cylindrical section lid. A large clasp is fitted, but a padlock, or lock is an optional item (bring your own).

[12]A low padded seat designed for reclining on; normally has a padded back.

[13]Though not made by furniture makers, straw sleeping pallets are often sold by them. A typical pallet will be two foot six wide by six foot long.

[14]A pew is a specialised bench, normally found in temples, that has a back and a single armrest at either end.

[15]For some reason, tables are often found to be two foot six by four feet, though any sized table is possible. Such a size of table will seat four.

[16] Three-foot diameter tables are often found in taverns because they can provide a higher density of clients than other sizes and shapes. Such a table will seat three people with food, but will suit up to five people who only have drinks. Most round tables are supported by a single central pedestal.

[17] A throne is a high backed padded chair with arm rests; typically reserved for people of high status they are often ornately decorated and covered in rare and valuable materials. Very elaborate thrones cost thousands of pennies.

[18] A strong rectangular box with a sturdy hinged lid secured with a clasp.

[19] Three legged stools are ideal for rough floors because they are more stable on uneven surfaces.

Transport (inc. Cartwright/Wheelwright)

NB: See also "Shipwright"; "Basket Maker" for snow shoes and "Leatherworker - Cobbler" for skates.

3 GC 1/6	Axle	12 lb.	[1]
70 GC	Cart, 2-wheeled		[2]
61 GC 10/-	Chariot, 2 horse		[3]
1000 GC	Coach, 4 horse		[4]
12 GC 13/4	Dog Sled, 1 man	65 lb.	[5]
73 GC 16/-	Gig		[6]
7 GC 12/-	Handcart or Barrow	45 lb.	[7]
16 GC +	Palanquin	160 lb.	[8]
6 GC 13/-	Skis	6 lb.	[9]
2 GC 4/4	Ski poles	1 lb.	
19/-	Sled, Child's	12 lb.	[10]
9 GC 10/-	Toboggan	35 lb.	[11]
225 GC 10/-	Wagon, 4-wheeled		
9 GC 4/6	Wheel, 3 ft diameter	20 lb.	[12]
15 GC 7/6	Wheel. Iron rimed, 3ft 6" diameter	28 lb.	[13]
1 GC 11/8	Wheelbarrow	24 lb.	[14]

[1] A two inch diameter, seven foot long axle suitable for most carts and wagons, but requiring some fitting.

[2] An agricultural cart, which is pulled by a single horse or ox. Has a single axle with two wheels, a bench for the driver, and open framed sides enclosing a cargo space of 6'6" long by 5' wide (and about 3½' high). Cargo capacity is about ¾ of a ton.

[3] A chariot is a fast moving vehicle originally designed for war. Most chariots take two riders, one acting as a driver the other a passenger or warrior; both stand. The chariot often has wicker sides, rather than wood, for lightness. One cavalry horse or quarterhorse is harnessed to either side of a central, pivoting yoke. The chariot has a single set of wheels.

[4] The coach is the most expensive form of road transport. Consisting of a totally enclosed carriage capable of carrying up to six people, with a luggage rack on the roof, and an external bench for the driver. The carriage is pulled by a team of four horses. Often a crew of two are used, one a driver and the other acting as a footman.

[5] These dog sleds are used on the large ice-plains, normally pulled by teams of between eight and twelve dogs. The sled is capable of carry one man and about 250 lb. of cargo.

[6] A gig is a small two-wheeled covered carriage, suitable for two people. It is pulled by a single horse, often a palfrey or quarterhorse, which, with its lack of cargo capacity, makes it a fast form of transport.

[7] A hand cart consists of a flat platform 4' by 2' supported on four small (18" diameter) wheels, which is pulled by a handle at one end.

[8] A palanquin is a box, normally large enough for two people, with a frame extending to form a roof, the whole covered in drapes. The palanquin is secured to a large beast of burden such as an elephant, though it is known for teams of slaves to bear palanquins supported on beams.

[9] Skiing is popular amongst the 'sea-raiders' and others who live with constant snow.

[10] Sledding is popular with children with leisure time to spare whenever there is snow lying on the hills.

[11] A toboggan is a large sled (without runners) which is towed behind the ski or skater (or even walker) providing the motive force. A toboggan will carry about 150 lb.

[12] A replacement unshod wheel for a cart or coach. Most wheels cost about the same, it is the labour and not the wood that is expensive.

[13] Iron shod wheels are more important for vehicles travelling on metalled roads. This wheel is suitable for a wagon.

[14] A small wheel barrow, with a wheel at one end and two handles (also forming a stand) at the other. Capacity is about 2' by 1'6" by 1', or about 50-60 lb.

Woodworker – General

3/2	Bowl, lathe turned	½ lb.	
2/4	Cup, lathe turned	¼ lb.	
19/-	Ladder, 8 ft	19 lb.	[1]
4 GC 2/4	Loom	43 lb.	[2]
3/11	Plate, lathe turned	¾ lb.	
7 GC 12/-	Plough	216 lb.	[3]
9/6	Staff, Walking	4 lb.	[4]
3/2	Walking stick	1½ lb.	[5]
9/6	Yoke, ox		

[1]A ladder consists of an upright pole which has cross pieces at regular intervals. producing steps.

[2]A standard vertical loom, with stone weights, suitable for weaving cloth up to one yard wide.

[3]Ploughs are largely of wood construction, made deliberately massive for truer and deeper ploughing. Replacement ploughshares can be found at blacksmiths. Ploughs can be pulled by ox or draft horse.

[4]A walking staff is a five to six foot stave, about ¾” in diameter, often with a forked or crooked end.

[5]A walking stick is about three foot long and ½” diameter, with a carved handle.

Appendix A

Conversion Notes for the Warhammer Pricelist

Originally, the Warhammer Pricelist was in Harnmaster currency, and the prices for most things were ludicrously cheap by Warhammer standards.

What I did was find all the items that were similar to a product on the Official Warhammer Pricelist and make comparative ratios. These ratios varied wildly from product to product, so I grouped them into certain logical categories, two for example being Food-unprocessed and Food-processed. I would take the average of all the ratios in a certain category and then apply it to all products from that category, but of course using official prices when available.

This system might not be completely accurate, but it gives a good comparative value with other similar items on the Official Warhammer Pricelist. As you may have noticed, some things are extremely expensive in the Warhammer world (horses) while other things are relatively cheap.

Here are the ratios I've used. The ratios are listed as a multiplier to the Harn price from the original list. While these ratios are not of any particular use without the original list, they do serve to show how strangely skewed the official Warhammer pricelist is.

Category	Ratio	Category	Ratio
Animal-food	as Food-unprocessed (14)(chickens, pigs, etc.)	Goods-packs and bags	5
Animal-work	20 (cows, oxen, dogs, etc.)	Goods-books-hand written	100
Average	74 (this is the average of all ratios)	Goods-books-printed	24
Chemicals	as Goods-high tech (99)	Goods-lanterns	135
Clothing-boots	48	Goods-candles, wax	18
Clothing-cap/hat	80	Goods-blankets	16
Clothing-cape/skirt	50	Goods-belts	15
Clothing-gown/robe	56	Goods-quiver	60
Clothing-jacket/doublet	89	Goods-scabbards	300
Clothing-pants	28	Herbs	as Food-processed (36)

Clothing-shoes	96	Instruments-air	80
Clothing-tunic	56	Instruments-percussion	15
Drink-ale/beer	45	Instruments-string	96
Drink-hard liquor	40	Jewelry	as Average (74)
Drink-wine average	17	Poisons	22
Drink-wine quality	25	Transportation-boats	50
Drugs-legal	as Poisons (22)	Transportation-horse	123 (horse items and carts)
Drugs-illegal	as Poisons (22)	War-armor-average	61
Employment-entertainer	6	War-armor-head	76
Employment-laborer	8	War-armor-chest	45
Employment-animal based	20	War-armor-gauntlets	96
Employment-horse based	as Transportation-horse (123)	War-armor-leggings	21
Employment-other	as Average (74)	War-armor-sleeves	44
Food-processed	36	War-bows	109
Food-unprocessed	14	War-arrows	72
Goods-common glass	1	War-quarrels	128
Goods-special glass	as Goods-high tech (99)	War-shields	24
Goods-high tech	99	War-swords	39
Goods-low tech	38	War-low tech	5
Goods-bone	43		

The Average category is a catch-all for most categories that have no equivalent in the Official Warhammer Price list. The Goods category covers most items of a non-war nature that are manufactured. Very basic manufactured items that are used to make goods, like cloth, are treated as Food-processed. Very basic items, like wool, are treated as Food-unprocessed.

Armor was a little tricky, especially leg and arm protection. The Harn pricelist gives several different kinds of armor that protect different locations on the arm and leg. The Warhammer pricelist only gives one kind of armor that protects the entire limb, no doubt for simplicity. How I resolved this was to add up the totals of the different kinds of Harn armor and have it equal to the same price as the Warhammer arm or leg protection, so if a character wants to buy full plate armor protection for his arms, he would need to buy a set of rerbraces, vambraces, alients, and coudes, and they would roughly cost as much as the vambraces listed in the Warhammer pricelist.

Glass also gave me some trouble. Apparently, to judge from the Official Warhammer pricelist, wine bottles can be made quite inexpensively. Basically, I assumed that there must be some cheap method of creating basic items of glass, so if I figured a glass item was very common, I used the Goods-common glass ratio. If I thought that the item had to be specially crafted, I used the Goods-special glass ratio.

My next trouble was paper. Harnmaster apparently does not use paper, but Warhammer definitely does, so I decided to go out on a limb and make a listing for it. I had a ratio for comparing writing kits (100:1) and for illuminated (I assume on parchment) books versus printed (I assume on paper) books (8:1 roughly). So basically, one eighth of 100 is roughly 12, which I thought was a little low. I also had one other ratio comparing pilot charts (24:1). I liked this ratio better, so I took 24:1 as the paper ratio, and made up a convoluted process of reasoning to justify my decision. I will not bore you by repeating it.

Additionally, all prices listed in this price guide have been converted into the gold, silver, and change from the original copper piece only price.

Appendix B

Note on this version

I've used Dave Sherohman's version of this pricelist for many years as the basis for my WFRP game's economy. This document is almost entirely that one except I have tidied things up a bit. And to make it truly WFRP, I have added a black powder section. The black powder stuff is based on prices from Apocrypha Now and the WFRP2 books. There is some controversy with black powder weapon prices in WFRP, with many GMs considering that they are significantly overpriced. It should be easy to give them all a simple modifier to bring them into line.

The Table of Content and Index tables are created by Wolph42. The Index tables however could use some fine-tuning. These are generated on key words, though some key words are missing while others are redundant. He did his best to filter out most redundant keys. If however anyone wants to have a closer look at the index list, send an email to wolph42@gmail.com and he'll send you the original index list.

I cannot know who did what of the various bits of the document, and hope the credits at the beginning are sufficient. I believe that this new version is in the spirit of the older versions, and that the original authors would be happy that their work is still being put to good use in RPGs.

Clive Oldfield 2009

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