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Here are lists of items that my players found necessary to purchase throughout our fantasy campaigns. Some items have been converted/cannibalized (without permission) from other systems or prices that have been agreed upon between players and other GMs. Optional rules at the bottom of the document can be used, if desired. However, all feedback is greatly desired.

Anyone wishing to comment on items and/or prices SHOULD be prepared to explain their suggestion based on at least one of the following:

1. A GOOD explanation as to why a price should be lowered/raised (i.e. based on other prices, personal opinion, etc.).
2. State the worldbook in which the item could be found (I only have a small handful of books, all of which are old. So it is entirely possible that I have duplicated items from other worldbooks).

## Fantasy/Medieval Equipment

### Clothing and Armor

(All prices are based upon middle class clothing, adjust for other classes accordingly)

Item	Cost	Weight	Notes
Belt, leather	\$10	1 lb.	No PD or DR.
Cap, cloth	\$2	Negligible	No PD or DR. Covers areas 3-4.
Cap, hunter's leather	\$5	Negligible	PD 1; DR 1. Covers areas 3-4.
Cloak, light travelling	\$25	2 lbs.	Knee length cloth and weighted if desired. No PD or DR.
Cloak, hooded light travelling	40	2 lbs.	As cloak, light travelling. No PD or DR.
Dress	\$40	1 lb.	Common woman's garment. Length ranges from mid-calf to ankle. No PD or DR.
Hat, leather	\$10	Negligible	PD 1; DR 1. Covers areas 3-4.
Jerkin	\$30	2 lbs.	Waist length leather shirt. PD1; DR1. Covers areas 9-11, 17-18.
Loincloth	None	None	No PD or DR. Covers area 11.
Pants	\$20	½ lb.	No PD or DR. Covers areas 12, 13-14.
Robe, hooded	\$50	1 lb.	Ankle length cloth garment with full hood. No PD or DR.
Shirt	\$10	½ lb.	No PD or DR.
Silks, harem/slave	\$50	Negligible	Revealing silk garments worn by harem women. No PD or DR.
Trousers	\$20	½ lb.	No PD or DR.
Tunic	\$20	½ lb.	Cloth shirt, mid thigh length. No PD or DR.
Tunic, Riding	\$20	½ lb.	Abbreviated tunic (waist length) for use in riding. No PD or DR.

### Food

(An explanation of the term Food Point, or FP, will be described in the Optional Rules section)

Item	Cost	Weight	Notes
Beer/Ale	\$2	2 lbs.	1 quart beer or ale. Container extra.
Bread, large loaf	\$1	?????	
Cheese	\$1	1 lb.	1 FP of cheap cheese.
Flour	\$30	10 lbs.	10 lbs. of ground grain.
Fresh Meat (mutton)	\$1	1 lb.	1 FP of perishable meat for characters or carnivores. Good for 5 days after purchase.

Milk (one gallon)	\$1	2 lbs.	Fruits, dried fruits, etc. GM will determine how much is purchased, for what price, and duration of the food.
Other Foods	\$1 - \$6	Varies	
Salt	\$1	1 oz.	Container extra. Used in some areas as currency. If used as a preservative, it will triple of the duration of food.
Trail Provisions (21 meals plus drink)	\$50	100 lbs.	
Travel Ration	\$2	½ lb.	1 Food Point (FP) of non-perishable dried meat
Unprepared meat (per pound)	\$1	1 lb.	
Vegetables (per pound)	\$0.50	1 lb.	
Water	\$1	2 lbs.	1-quart potable water. ½ FP. Container extra.
Wine, cheap	\$4	2 lbs.	1-quart cheap wine. 1 FP. Container extra.
Wine, fine	\$20 - \$50	2 lbs.	1-quart fine wine. 2 FP. Container extra.
Wine, good	\$10	2 lbs.	1-quart good wine. 2 FP. Container extra.
Wine, Superior	\$100	2 lbs.	1-quart superior wine. 2 FP. Container extra.

## Medical Gear

Item	Cost	Weight	Notes
Burn Ointment	\$10	1 per 16 oz.	1 ounce of healing balm for burns. 1/4 oz. used per application. (Un)skilled characters can heal 1 hit of damage per wound with each application of ointment. No additional bonuses to/for 1st aid. A maximum of 3 hits can be healed from any 1 burn.
Healer's Knife	\$20	¼ lb.	General cutting tool with long, thin blade used with/for poison extraction. Can be used as a dagger in combat if necessary, but unthrowable.
Roll Bandage	\$1	¼ lb. per 25'	Cost per foot. 1d6 feet used per wound bandaged.
Soothing and Healing Herbs	\$6	1 per 16 oz.	1 ounce of healing balm (not used for burns). 1/4 oz. used per application. (Un)skilled characters can heal 1 hit of damage per wound with application of herbs. No additional bonuses to/for 1st aid. 1 point of damage can be healed per wound maximum.
Healer's Kit	\$50	1 lb.	Kit contains: 25' of bandage, 3 oz. soothing and healing herb, 1 oz. burn ointment, and healer's knife.

## Tools

Item	Cost	Weight	Notes
Anvil	\$500	?????	
Fish hooks (per 5)	\$1	Negligible	
Hammer, small work	\$5	2 lbs.	
Hoe	\$25	1½ lbs.	Treat as hatchet in combat, -1 to skill.
Nails (per 20)	\$3	¼ lb.	Small iron spikes.
Pitchfork	\$20	1½ lbs.	Treat as javelin in combat.
Shovel, small	\$20	4 lbs.	

## Outdoor Equipment

Item	Cost	Weight	Notes
Bag, large canvas	\$75	3 lbs.	Container that holds up to 75 lbs. maximum.
Bag, small canvas	\$45	2 lbs.	Container that holds up to 50 lbs. maximum.
Bedroll	\$15	10 lbs.	Light wool blanket and cheap bedding
Belt pouch/purse, small	\$10	None	Small container that holds up to 3 lbs. Easily worn on belt.
Blanket, light wool	\$10	3 lbs.	
Bowstring	\$5	None	Bowstrings are useless when wet (wink, wink).
Flint & Steel	\$5	¼ lb.	Useful for starting fires.
Flints (per 5)	\$1	¼ lb.	Replacement flints.
Grain	\$20	10 lbs.	10 FPs of bagged grain for characters or herbivores.
Grease (per quart)	\$1	?????	Animal fat used in cooking and as a lubricant.
Hide Construction	-20%	+10%	Normal shelters are constructed from canvas. For a hide shelter of the same size apply modifiers to desired shelter, rounding cost and weight up.
Lantern, Candle	\$15	1 lb.	Holds one candle.
Mirror, steel hand-sized	\$5	1 lb.	Used for signaling or looking around corners,
Pavilion (must be used with at least 6 poles)	\$400	100 lbs.	At least 20' x 20' and can house up to 25 people with multi-room capacity.
Pavilion, silk (must be used with at least 6 poles)	\$1600	90 lbs.	As pavilion, above.
Quarrel case	\$10	1 lb.	Holds 15 quarrels.
Sack, canvas	\$30	1 lb.	Container that holds up to 20 lbs. maximum.
Stakes, wooden (per 5)	\$1	¼ lb.	Used to secure tents and, occasionally, as offensive weapons verses vampires.
Strap, bag	\$1	None	Allows one bag to be carried over shoulder.
Strap, wineskin	\$1	None	Carrying strap for all wineskins.
Tinderbox	\$5	¼ lb.	Purchased with tinder. Useful for starting fires.
Travel chest, small	\$100, 15 lbs.,	holds 6 cubic feet and 100 lbs.	
Travel chest, large	\$300, 35 lbs.,	holds 12 cubic feet and 300 lbs.	
Wick	\$1	Negligible	Replacement wick for oil lantern.

## Miscellaneous Items

Item	Cost	Weight	Notes
Bowcase	\$25	1 lb.	
Candle	\$2	¼ lb. per 10	1 candle. Burns for 1 hour.
Cloth, canvas (per yard)	\$5	¼ lb.	
Cloth, fine (per yard)	\$4	1 lb. per 10 feet	
Cloth, normal (per yard)	\$1	1 lb. per 10 feet	
Cloth, silk (per yard)	\$15	1 lb. per 10 feet	
Flask, glass	\$8	¼ lb.	4 oz. container with cork.
Flask, metal	\$20	½ lb.	8 oz. container with cap.
Fuse	\$1	¼ lb.	1" oil soaked material. Assume a burn rate of 1 second per inch.
Ink (per ounce)	\$10	Negligible	Contained in bottle, used for writing
Keg, 10 quart	\$35	10 lbs.	Holds 10 quarts of liquid.
Keg, 20 quart	\$70	20 lbs.	Holds 20 quarts of liquid.
Keg, 40 quart	\$140	40 lbs.	Holds 40 quarts of liquid.
Parchment	\$2	Negligible	10" x 12" sheet for writing.
Quill	\$1	None	Writing instrument.
Scroll, Parchment	\$10	¼ lbs.	10' scroll w/ winding bar for writing and documents.
Seal, cylindrical	\$30	Negligible	Used for impressions in hot wax.
Seal, ring	\$40	Negligible	Sigil ring used for impressions in hot wax.
Symbols, religious	\$40	Varies	Prices vary widely based on materials and workmanship. Average price assumed.
Tar	\$10	3 lbs.	1 quart. Used to coat torches and seal ships.

## Riding and Transportation

Item	Cost	Weight	Notes
Covered Wagon (2 horses, carries up to 2 tons)	\$1000	600 lbs.	Canvas top covering wagon to protect goods within wagon.

## Animal Armor

Item	Cost	Weight	Notes
Elephant barding, plate	\$10,000	600 lbs.	PD 4; DR 9.
Horse barding, light	\$150	60 lbs.	Boiled leather and quilted cloth. PD 2, DR 2.
Horse barding, heavy	\$3000	130 lbs.	Plate and boiled leather. PD 3; DR 4.

## Lodging and Entertainment

Item	Lodging Cost	Meal/Drink Cost	Notes
Banquet for Two		\$20	6 FP meal for two people
Beer/Ale		\$1	8 oz. mug
Good Meal		\$5	2 FP meal
Wine, cheap or watered		\$2	4 oz. glass
Wine, fine		\$10	4 oz. glass
Wine, good		\$5	4 oz. glass
Quart of beer/ale		x 5	
Quart of wine		x 15	
Farmstead	Special	Special	If owner influenced, no charge. Otherwise, an encounter with an angry farmer may result.
Hotel, fine	\$200	None	2, 3 FP meals are included with price of room. All rooms are private rooms.
Hotel, roadside	\$1	\$3	Appropriate for hotels outside city or on roads. 1 night on common room floor, 2 FP meal.
Inn, cheap	\$2	\$5	City inn in poor district. 1 night on common room floor, 2 FP meal.
Inn, fine	\$20	\$20	City inn in market/noble area. 1 night on common room floor, 3 FP meal.
Inn, good	\$4	\$10	City inn in poor/market district. 1 night on common room floor, 2 FP meal.
Dormitory	x 10		
Private room	x 40		Private room for above.
Shared room	x 20		Shared private room that has been divided with a partition for above.
Ships meal		\$5 - \$10	2 FP meal from ship's stores. Cost is not incurred if you provide your own food.

## Travel Charges

Item	Cost	Notes
Caravan	\$5	per person per 10 miles traveled. Payment in advance.
Merchant Ship	\$10	per person per 10 miles traveled. Payment in advance.
Other Ship	Special	Negotiated with Captain
Shipping Cargo	\$100	per animal transported based on horse size. More if larger and/or dangerous.
Toll Station	\$1	per 10 lbs. of inanimate cargo transported.
	\$2 - \$5	Tax/tariff levied per person or animal.

## Optional Rules

### Food Requirements (abbreviated FP)

This optional rule may annoy some people, but we find it realistic for our campaign purposes. It may not be Politically Correct (and I don't care in today's society of over sensitive individuals), but it allows larger characters to accurately roleplay their disadvantages. To determine your daily food intake locate your character's weight on the table below:

Weight	Food required per day
Less than 100 lbs.	½ FP
100 - 125 lbs.	1 FP
126 - 160 lbs.	2 FP
161 – 210 lbs.	3 FP
211 – 250 lbs.	4 FP
per each additional 30 lbs.	+1 FP

Modifiers (characters may NEVER reduce daily intake to less than 1/2 FP per day)

Character Race	Modifier
Elves	FP / 2
Dwarves	+1 FP