

The following is a comprehensive price list for Hårn. Many specialized items, such as a craftsman's tools, are made for personal use and are not for sale. This reduces the number of items that can have a standard price and hence be included in the list. The prices of a few services are listed, although these are almost always negotiable.

Values

The prices given are base prices; that is they assume normal availability combined with reasonable transportation and distribution costs. The prices are generally consistent throughout western Lythia, although they are most appropriate to Hårn. The extremely high cost of certain items reflects the fact that they are transported from eastern Lythia. The GM may adjust prices to reflect times of surplus or scarcity, and in some cases to reflect the quality or size of the item.

Note that in most cases the prices are those that would be charged the ultimate consumer. For details on mercantiling profits, see the Mercantylers rules. Note also that the sale of some items, slaves and opiates, for example, are illegal in some jurisdictions. Prices given assume local tolerance. Black market dealings will add 100-1000% to the stated price.

Units of Measure

The units used in the price list are standard with the following abbreviations:

bl	bushel (bl=15lbs)	cf	cubic foot	ds	dose
ev	evening	fa	fathom	d	penny
hh	hogshhead (hh=20lbs)	hw	hundredweight	ea	each
oz	ounce	gs	glass	gl	gallon (gl=10lbs)
ft	foot	pt	pint	lb	pound
qt	quart (4qt=1 gal)	sf	square ft	sy	square yd
yd	yard				

The use of certain units to quote a price is not meant to imply that the unit is in common use (or even used at all). They are given to allow the GM to calculate and compare prices. The square foot and cubic foot are modern measures and are unknown in Lythia. Most items

priced on area or volume are judged by eye or rule of thumb.

Food & Livestock

Food and livestock are bought at a market or directly from the producer. The prices for live animals are given in the list. These are the averages and can be adjusted for size and quality.

The GM should keep in mind that animals are kept for utility and not food. Food is an incidental benefit that comes when the animal no longer earns its feed. The nobility eats game from their lands. In the cities, fresh meat is rare. For salted meat, add 50-100% to the price.

Although fresh meat is not easily obtained, it is listed and priced by the pound. This is not to imply that meat is sold that way. Most meat is bought live since a live animal is indisputably fresh. The seller judges the size and quality of the animal, the shrewdness of the buyer, and sets a price to be haggled over. The selling of venison and other game meats could be dangerous. It is very hard to prove on what land an animal was killed, and the seller risks arrest for poaching.

Source

The first row of each table gives the source of the item. This can be a guilded or unguilded tradesman. If there is anything close to a general store, it would be a Chandler; most of whom carry a large assortment of items from other guilds and mark them up. Only items exclusive to a chandler are assigned to him.

Herbs

Specific herbs are listed as Herb/Name/Effect (eg. Herb/Gaethipa/poison). Prices are for prepared drugs. General prices for unnamed herbs are also listed. GMs wishing more details are referred to the Herblore section.

Construction Costs

Construction costs depend on the availability of labour and building materials. The quality of construction also has great bearing on the cost, for example, wall thickness, quality of stone, and depth of foundations. Stone is not transported large distances. The cheapest way is water. Hence, most fortifications are built from local stone that is carried by wagon, or brought down a river. This makes the distance to the quarry and location of rivers crucial to castle builders and a major factor in the cost.

The GM may estimate fortification construction costs as follows; a stone wall costs 12d/sf of external surface area, assuming a five foot thick rubble filled wall. Example: a castle has four square towers, 20 feet on a side

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and 40 feet high. The surface area is 20,800 sf, therefore the basic cost of construction is 249,600d. This includes site preparation and digging foundations, but assumes that the site is fairly level, and does not require any rock cutting. Extensive site preparation could double the cost. The cost of interior buildings, walls, and furnishings is also extra. A major castle can cost as much as 2,500,000d.

The following is a rough guide to average market values of various URBAN dwellings (within a city wall); rural structures are 30-80% of these values, depending on proximity to the nearest town.

Slum/Hovel		750d
Poor Middle Class House		1,500d
Average Middle Class House		3,000d
Wealthy Middle Class House		5,000d
Upper Class House		7,000d
Upper Class House (w/ garden)		10,000d

Clothing

Listed are the weight (pounds) and average retail price for various items of clothing made from specific materials. These assume average size garments and average quality materials. All may be purchased from members of the Clothier's Guild. Most of the peasantry wear homespun, homemade garments.

Hârnic linen is a coarse, cheap cloth made from flax. Buckram is similar to modern canvas, a sturdy but somewhat uncomfortable material. Serge, Russet, and Worsted are grades of woollen cloth; Serge being the cheapest, Worsted the most expensive. Silk cloth is imported from eastern Lythia, and is quite expensive. Rich worsted garments often have silk linings; add the two weights/costs together. The body parts the items cover may be determined from the armours section of Combat. The prices of three fur items are given for characters with money to burn.

Animal Trainer		
Bear, Trained		300d +
Dog, Ratter Puppy		9d
Dog, Wolfhound Puppy		12d
Dog, Hound Puppy		18d
Dog, Sheepdog Puppy		18d
Dog, Trained		24d
Dog, Sled		30d
Falcon, Trained		100d

Apothecary		
Herb, Very Common	per oz	3d
Herb, Common	per oz	6d
Herb, Uncommon	per oz	12d
Herb, Rare	per oz	60d
Herb, Very Rare	per oz	120d
Spice, Alum	per oz	16d
Spice, Ginger	per oz	30d
Spice, Pepper	per oz	36d

Spice, Bedellium	per oz	40d
Spice, Cinnamon	per oz	40d
Spice, Camphor	per oz	50d
Spice, Nutmeg	per oz	50d
Spice, Frankincense	per oz	70d
Spice, Ginseng	per oz	170d
Spice, Lashu Powder (rhubarb)	per oz	180d
Spice, Myrrh	per oz	150d
Spice, Nard	per oz	100d
Sugar	per lb	60d
Tea	per oz	35d
Alanal (Hallucinogen)	dose	6d
Arva (Strength)	dose	120d
Berilik (Anesthetic)	dose	30d
Doshenkana (Poison)	dose	15d
Elprequir (Aphrodesiac)	dose	12d
Fanosel (Narcotic)	dose	30d
Fletharane (Hallucinogen)	dose	20d
Gaethipa (Poison)	dose	60d

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Habsulara (Intelligence)	dose	6d
Hreychor (Fertility)	dose	30d
Joldraiven (Equine Stimulant)	dose	150d
Kargele (Healing)	dose	150d
Lavaryctia (Sopoforic)	dose	30d
Leortevald (Poison)	dose	8d
Metysso (Invisible Ink)	dose	40d
Olroi / Monogium (Stimulant)	dose	26d
Perigwar (Aphrodesiac)	dose	30d
Quessel (Antidote)	dose	30d
Rasakile (Contraceptive)	dose	6d
Stiltrassa (Emetic)	dose	60d
Tasparth (Ordeal Drug)	dose	3d
Teranya (Eye Cure)	dose	30d
Tirgaeth (Narcotic)	dose	15d
Wylorafina (Poison)	dose	30d
Yulpris (Universal Antidote)	dose	600d
Sponges , each	0.1	45d

Arcane Lore		
Schooling (Satia)	per mo	42d
Schooling (Shenava)	per mo	84d
Schooling (Viran)	per mo	168d
Diploma & Ceremony		36d +
Room & Board for Members	per mo	60-120d
Tarot Cards, deck		40d

Chandler		
Brush, Hair		3d
Comb		2d
Grease	per lb	2d
Candles, Tallow (0.1lb each)	per lb	3d
Candles, Beeswax (0.1lb each)	per lb	24d
Lantern		12d
Oil, Cooking	per gal	3d
Oil, Lamp	per gal	12d
Paint	per gal	20d +

Tar	per gal	9d
Tinderbox	0.1	6d
Wax, Candle	per lb	1d

Charcoaler		
Charcoal, Hundredweight		2d
Coal, Bushel		6d
Firewood, Hundredweight		2d

Clothier		
Cloak, Linen	2.6	67d
Hood, Linen	0.2	6d
Leggings, Linen	1.8	47d
Robe/Gown, Linen	3.2	81d
Shirt, Linen	1.7	44d
Surcoat, Linen	2.2	55d
Tunic, Linen	2.3	58d
Vest, Linen	1.1	28d
Cloak, Serge	4.6	78d
Hat/Cap, Serge	0.3	5d
Hood, Serge	0.4	7d
Leggings, Serge	3.2	54d
Robe/Gown, Serge	5.5	93d
Shirt, Serge	3.0	51d
Tunic, Serge	4.0	67d
Vest, Serge	1.9	32d
Cloak, Buckram	3.3	78d
Hat/Cap, Buckram	0.3	5d
Hood, Buckram	0.3	9d
Leggings, Buckram	2.3	69d
Robe/Gown, Buckram	2.3	119d
Shirt, Buckram	2.2	65d
Surcoat, Buckram	2.7	41d
Tunic, Buckram	2.9	86d
Gloves, Buckram	0.3	8d
Purse, Buckram	0.1	9d
Cloak, Russet	4.6	202d

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Hat/Cap, Russet	0.3	12d
Hood, Russet	0.4	18d
Leggings, Russet	3.2	141d
Robe/Gown, Russet	5.5	242d
Shirt, Russet	3.0	132d
Tunic, Russet	4.0	174d
Vest, Russet	1.9	83d
Gloves, Russet	0.3	15d
Cloak, Worsted	5.3	312d
Hat/Cap, Worsted	0.3	19d
Hood, Worsted	0.5	28d
Shirt, Worsted	3.4	203d
Robe/Gown, Worsted	6.3	373d
Tunic, Worsted	4.6	269d
Vest, Worsted	2.2	127d
Cowl, Quilt	1.2	24d
Shirt, Quilt	8.6	172d
Gambeson, Quilt	11.4	228d
Leggings, Quilt	8.3	230d
Cloak, Silk	4.6	601d
Hat/Cap, Silk	0.3	36d
Hood, Silk	0.4	55d
Leggings, Silk	3.2	419d
Robe/Gown, Silk	5.5	719d
Shirt, Silk	3.0	391d
Surcoat, Silk	3.8	391d
Tunic, Silk	4.0	519d
Vest, Silk	1.9	246d
Gloves, Silk	0.3	46d
Purse, Silk	0.0	60d
Cloak, Ermine	8.6	657d
Hat/Cap, Ermine	0.5	40d
Hood, Ermine	0.8	60d
Shirt, Ermine	5.6	428d
Robe/Gown, Ermine	10.3	786d
Tunic, Ermine	7.4	285d
Vest, Ermine	3.5	269d

Cloak, Sealskin	8.6	330d
Hat/Cap, Sealskin	0.7	20d
Hood, Sealskin	0.8	30d
Shirt, Sealskin	5.6	215d
Leggings, Sealskin	6.0	230d
Tunic, Sealskin	7.4	285d
Robe, Sealskin	10.3	395d
Vest, Sealskin	3.5	135d
Cloak, Beaver	11.2	297d
Hat/Cap, Beaver	0.7	18d
Hood, Beaver	1.0	27d
Leggings, Beaver	7.8	207d
Robe/Gown, Beaver	13.4	356d
Shirt, Beaver	7.3	194d
Tunic, Beaver	9.7	257d
Vest, Beaver	4.6	122d
Blanket	3.0	12d
Buckram Cloth	sq yd	10d
Lace	sq yd	50d
Linen, Hârníc	sq yd	4d
Linen, Emelrene	sq yd	28d
Russet Cloth	sq yd	12d
Serge Cloth	sq yd	6d
Silk	sq yd	72d
Wool, Raw	per lb	4d
Worsted Cloth	sq yd	24d
Dye, Tazach Purple	per oz	200d
Dye, Dragon's Blood	per oz	170d
Dye, Indigo Blue	per oz	40d
Dye, Saffron Yellow	per oz	160d

Courtesean		
Courtesean	per ev	12d +
Courtesean, Great/Famous	per ev	100d +

PRICES 5

Embalmer		
Embalming		200d +

Farmer / Market		
Barley, Bushel		5d
Hay, Bushel		6d
Oats, Bushel		4d
Rye, Bushel		6d
Wheat, Bushel		8d
Butter	per lb	2f
Cheese	per lb	1d
Cream	per gal	6d
Curds	per lb	2f
Eggs, Dozen		2d
Fruit, Apples	per lb	1f
Fruit, Berries	per lb	3f
Fruit, Cherries	per lb	2f
Fruit, Pears	per lb	2f
Fruit, Plums	per lb	3f
Honey	per gal	12d
Lard	per lb	1d
Meat, Bacon	per lb	2d
Meat, Beef	per lb	2d
Meat, Chicken	per lb	2d
Meat, Duck	per lb	2d
Meat, Goat	per lb	2d
Meat, Goose	per lb	3d
Meat, Ham	per lb	2d
Meat, Horsemeat	per lb	1d
Meat, Lamb	per lb	3d
Meat, Mutton	per lb	1d
Meat, Pheasant	per lb	2d
Meat, Pigeon	per lb	2d
Meat, Pork	per lb	2d
Meat, Rabbit	per lb	1d

Salted Meat		1.5-2.0 x orig price
Meat, Swan	per lb	3d
Meat, Veal	per lb	3d
Meat, Venison	per lb	3d
Milk, Cow	per gal	3d
Milk, Goat	per gal	2d
Milk, Sheep	per gal	2d
Olives	per lb	8d
Vegetables, Beans	per lb	1f
Vegetables, Cabbage	per lb	2f
Vegetables, Lentils	per lb	2f
Vegetables, Peas	per lb	1f
Vegetables, Vetches	per lb	4d
Calf, live		60d
Capon, live		4d
Chicken, live		6d
Cow		96d
Duck, Live		6d
Goat, live		10d
Goose, live		9d
Lamb, live		6d
Ox		96d
Pigeon, live		2f
Pig, live		24d
Sheep, live		12d
Swan, live		12d

Fisherman / Market		
Cod	per lb	1d
Crab	per lb	1d
Eels	per lb	3f
Fish, Dried	per lb	2d
Fish, Smoked	per lb	2d
Herring	per lb	2f
Mackerel	per lb	1f
Pike	per lb	1d

PRICES 6

Oysters	per lb	2f
Salmon	per lb	2d
Seaweed, Dolce	per lb	6d
Trout	per lb	1d

Glassworker		
Alchemical Equipment for Lab		240d
Bottle, Glass (empty/full)	0.5/2.0	6d
Glass, Pottery		12d +
Glass, Stained	per sq ft	12d
Glass, Window	per sq ft	2d

Harper		
Drum		36d
Flute, Wooden	0.5	18d
Harp	3.0	300d
Horn, Musical		72d
Lute		200d
Lyre		120d
Pipes		60d
Performance		3d +
Composition		12d +

Herald		
Registry, Bastard		120d
Grant of Arms		5000d +
Admission into College (test)		320d
Schooling/Education	per mo	72d

Hideworker		
Cloak, Leather	9.9	185d
Hat/Cap, Leather	0.6	11d
Hood, Leather	0.9	17d
Leggings, Leather	5.9	129d
Shirt, Leather	6.5	120d
Surcoat, Leather	8.1	151d
Tunic, Leather	8.6	160d

Vest, Leather	4.1	76d
Gloves, Leather	0.8	14d
Gauntlets, Leather	0.8	10d
Belt, Leather	0.5	10d
Calf Boots, Leather	2.9	38d
Knee Boots, Leather	3.3	44d
Sandals	0.6	8d
Shoes, Leather	1.1	14d
Hide, Beaver		30d
Hide, Calf		16d
Hide, Deer		6d
Hide, Ermine/Sable		30d
Hide, Horse		10d
Hide, Exotic		120d +
Hide, Lamb		3d
Hide, Otter/Weasel		24d
Hide, Ox		12d
Hide, Pig		5d
Hide, Rabbit		1d
Hide, Reindeer		16d
Hide, Seal		24d
Hide, Sheep		4d
Bridle		12d
Hârnass, Horse		18d
Hârnass, Ox		18d
Horn, Hunting		20d
Leather, Tanned	sq yard	12d
Net, Weighted		48d
Quiver	0.5	8d
Saddle, Riding		80d
Saddle, War		240d
Scabbard (weight is 1/10 of Sword)		48d
Snare, Hunting		10d
Whip		12d
Whip, Isagra		36d
Wineskin (0.3lbs empty, 3.0 full)	0.3/3.0	10d

PRICES 7

Innkeeper		
Ale, Hogshead	20.0	72d
Ale, Pint		1f
Beer, Hogshead	20.0	75d
Beer, Pint		1f
Brandy, Hogshead	20.0	1800d
Brandy, Cup		4d
Cider, Hogshead	20.0	80d
Cider, Pint		1f
Mead, Hogshead	20.0	140d
Mead, Pint		2f
Wine, Hogshead	20.0	400d
Wine, Cup		3f
Room, Dormatory (dirty strawbed)		2f
Room, Dormatory		1d
Room, Private		6d
Room, Private, 1 Month		2% of Prpty Value
Room, Suite/Lavish		12d +
Stabling, Day		1d
Stabling, Day, with Feed		2d
Dessert, Apple Tart		2f
Dessert, Bannocks & Honey		3f
Dessert, Dumplings		1f
Dessert, Elderflower Cheese Pie		12d
Dessert, Gooseberry Pie		4d
Dessert, Pears & Honey Wine		6d
Dessert, Plum Duff & Custard		1d
Dessert, Rose Petal Pudding		2d
Meal, Cabbage Soup		1f
Meal, Pea & Bean Soup		1f
Meal, Cheap (bread & cheese)		1f
Meal, Mutton & Barley Broth		2f
Meal, Cold		3f
Meal, Chiken & Turnip Broth		3f
Meal, Hot (stew & warm bread)		1d

Meal, Liver & Giblet Stew		1d
Meal, Beef & Carrot Broth		1d
Meal, Kidney & Dumplings		2d
Meal, Mussel & Oyster Soup		2d
Meal, Lavish (with fresh meat)		3d +
Meal, Baked Lamprey Eels		3d
Meal, Chicken & Pigeon Pie		4d
Meal, Capon & Black Sauce		4d
Meal, Pork & Apple Sauce		5d
Meal, Monkfish & Dates		6d
Meal, Oxtongue & Herb Sauce		6d
Meal, Duck & Chawdron Sauce		9d
Meal, Salmon & Mustard Cream		12d
Meal, Goose & Fruit Sauce		18d
Meal, Black Swan in Brandy		24d
Franchise		40L +

Jeweller		
Amber, Fine	per oz	16d
Ivory	per lb	75d
Scales		72d +

Lexigrapher		
Ink, Black	per qt	3d
Ink, Blue	per qt	4d
Ink, Brown	per qt	5d
Ink, Green	per qt	4d
Ink, Red	per qt	6d
Map		12d +
Parchment	per sq ft	2d
Quill		1d
Seal, Signature		36d
Vellum	per sq ft	2d
Wax Tablet		6d

PRICES 8

Litigant		
Sale of Property		10%
Contract		12d +
Court Appearance	per day	12d
Deed		18d
Will		24d

Locksmith		
Fetters		6d
Lockbox	1.0	12d +
Keys		2d +
Lock		4d +

Mason		
Grindstone		12d
Stone	8cf	2f
Stone, Fine	8cf	1d
Stone, Limestone	8cf	3d
Castle, Large		10000L
Castle, Small		1000L
Keep, Large		2000L
Keep, Small		60L
Manorhouse, Large Stone		6L
Manorhouse, Small Stone		4L
Mill		4L
House, Upper Class with Garden		40L
House, Upper Class/Wealthy		28L
House, Middle Class/Wealthy		20L
House, Middle Class/Agerage		12L
House, Middle Class/Poor		6L
House, Slum/Hovel		3L
Wall, Stone	per 5 sf	12d
Demolition of Building	per sq ft	1f

Mercantylor		
Bonding Fee	per mo	1%
Brokerage, Mangai Hall		5%

Currency Exchange		20%
Hawking Tax		10%
Loan, Secured	per mo	1%
Loan, Local Trade	per mo	5%
Loan, Overland Trade	per mo	10%
Loan, Sea Trade	per mo	20%
Market Stall Fee (foreign/unguilded)	per day	1d
Caravan Fee, Cart	per lg	6d
Caravan Fee, Afoot	per lg	2d
Caravan Fee, Horse	per lg	4d
Caravan Fee, Wagon	per lg	12d
Caravan Fees for Mercantylers	discount	50%
Freight, Overland, per 5 leagues	per tun	20d
Freight, Sea, per 5 leagues	per tun	4d

Metalcrafter		
Brass	per lb	3d
Bronze	per lb	4d
Pewter	per lb	3d
Steel	per lb	1d
Bells, Small		1d +
Bells, Temple		200d
Cauldron, Iron		10d
Goblet, Pewter	1.0	3d
Pan, Copper	1.0	12d
Plate, Pewter	0.5	5d
Plate, Tin	0.5	2d
Tankard, Pewter	0.5	4d
Axe, Wood		12d
Axle for Wagon		6d
Branding Iron		18d
Chain	per ft	1d
Chisel		6d
Crowbar		9d
Falcastra		60d
Grapple		10d

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Hammer		6d
Harpoon		40d
Hatchet		12d
Hoe		3d
Knife	1.0	6d
Nails	per lb	2d
Pick		8d
Pitchfork		6d
Ploughshare		8d
Razor	0.5	6d
Scythe		24d
Sickle		10d
Spade		8d
Spurs	0.1	18d
Wedge		1d

Miller		
Bread, Barley	loaf	1f
Bread, Rye	loaf	1f
Bread, Wheat	loaf	2f
Buns, Dozen		2f
Flour, Barley	per lb	1f
Flour, Rye	per lb	1f
Flour, Wheat	per lb	2f
Milling License	per yr	240d
Milling		10%
Oatcakes, Dozen		1f
Oatmeal	per lb	1f
Pie, Fruit		3f
Pie, Meat		1d
Scones, Dozen		2f

Miner		
Jade	per lb	2000d
Copper	per lb	2d
Gold	per lb	6400d
Pig Iron	per 20lb	1d

Lead	per lb	1f
Mythral (platinum / truesilver)	per lb	40000d
Silver	per lb	320d
Tin	per lb	2d

Ostler		
Blanket, Horse	4.0	12d
Collar, Horse		18d
Comb, Horse		3d
Donkey		120d
Horse, Cart		180d
Horse, Plough		240d
Horse, Riding		360d
Horse, War		600d +
Mule		180d
Shoeing, Horse, each		2d
Veterinarian Care	per day	6d
Grooming, Horse	per day	4d
Shoeing, Horse	each	2d
Tack-Repair	per day	2f

Pamesani Games		
Seat, Poor		2f
Seat, Good		12d

PRICES 10

Perfumer		
Ambergris	per oz	180d
Bedellium	per oz	40d
Camphor	per oz	50d
Frankincense	per oz	70d
Incense	per lb	12d +
Myrrh	per oz	150d
Nard	per oz	100d
Oil, Cinnamon	per oz	60d
Oil, Myrtle	per oz	25d
Oil, Rose	per oz	20d
Perfumes	per oz	6d +
Soap	per oz	1d

Physician		
Medical Care, per day	per IP	2d

Pilot		
Astrolabe		300d
Compass		1000d
Cross-Staff		200d +
Cross-Staff, Ornamented		1500d
Quadrant		75d
Berth, Cabin, per league		1d
Berth, Steerage, per league		1f
Charter, per tun	per day	12d
Food, Cabin	per day	2d
Food, Steerage	per day	1d

Potter		
Bowl		2d
Cup		1d
Flagon		4d
Pipe, Smoking	0.1	2d
Urn, 5 Gallon		12d
Vase		4d

Salter / Market		
Fish, Salted	per lb	2d

Seaman		
Assoc. Membership (Chippy)	per year	12d
Assoc. Membership (Supercargo)	per year	12d

Shipwright		
Anchor, per tun of ship	per tun	1d
Canvas Cloth	per sq ft	3d
Mast	per ft	6d
Net, per fathom		60d
Oar		5d
Rope, per ft	0.5	1d

Slaver		
Slave, Labourer		240d +
Slave, Pleasure		300d +
Slave, Gladiator		480d +

Tentmaker		
Awnings		18d
Bag, Canvas	0.3	4d
Carpet, Wool	per sy	40d +
Sack, Buckram		1d
Sack, Linen		2f
Stall, Canvas		24d
Tent, per square foot		3d
Tent, Two Man		27d
Tent, Pavilion		200d +

Thatcher		
Basket		2d
Broom		1d

PRICES 11

Timberwright		
Wood, Ash	10cf	12d
Wood, Birch	10cf	4d
Wood, Cedar	10cf	8d
Wood, Elm	10cf	10d
Wood, Fir	10cf	12d
Wood, Larch	10cf	6d
Wood, Maple	10cf	14d
Wood, Oak	10cf	18d
Wood, Pine	10cf	8d
Wood, Spruce	10cf	6d

Weaponcrafter		
Shield, Buckler		24d
Shield, Round		42d
Shield, Kite		72d
Shield, Knight		60d
Shield, Tower		96d
Boss Gore		12d
Dagger		24d
Taburi		20d
Fighting Claw		12d
Keltan		36d
Longknife		96d
Shortsword		90d
Mankar		80d
Broadsword		150d
Falchion		120d
Mang		110d
Estoc		150d
Bastard Sword		180d
Battlesword		230d
Mace		84d
Morningstar		48d
Warhammer		90d
Shorkana		48d
Handaxe		70d

Battleaxe		100d
Nachakas		12d
Ball & Chain		60d
War Flail		60d
Javelin		36d
Spear		60d
Trident		72d
Lance		120d
Glaive		54d
Poleaxe		80d
Pike		96d
Shortbow		24d
Longbow		36d
Hartbow		96d
Crossbow		60d
Arrows, per dozen	0.2 each	15d
Bolts, per dozen	0.2 each	24d
Blowgun		12d
Sling		6d
Staffsling		12d
Halfhelm, Kurbul	1.1	30d
Breastplate, Kurbul	2.2	60d
Cuirass, Kurbul	4.4	120d
Ailettes, Kurbul	0.5	15d
Rerebraces, Kurbul	1.1	30d
Coudes, Kurbul	0.4	10d
Vambraces, Kurbul	0.9	25d
Kneecops, Kurbul	2.3	75d
Greaves, Kurbul	2.2	60d
Halfhelm, Ring	1.4	28d
Cowl, Short Ring	2.1	42d
Cowl, Long Ring	3.2	63d
Shirt, Ring	15.0	301d
Hauberk, Short Ring	19.9	399d
Hauberk, Long Ring	21.0	420d
Leggings, Ring	16.1	322d
Gauntlets, Ring	1.8	35d

PRICES 12

Cowl, Short Scale	3.6	60d
Cowl, Long Scale	5.4	90d
Habergeon, Scale (Jazerant)	25.8	430d
Hauberk, Short Scale (Jazerant)	34.2	570d
Hauberk, Long Scale (Jazerant)	36.0	600d
Cowl, Short Mail	3.0	90d
Cowl, Long Mail	4.5	135d
Habergeon, Mail	21.5	645d
Hauberk, Short Mail	28.5	855d
Hauberk, Long Mail	30.0	900d
Leggings, Mail	23.0	690d
Mittens, Mail	2.5	75d
Halfhelm, Plate	3.0	100d
Great Helm, Plate	6.8	225d
Breastplate, Plate	9.0	300d
Cuirass, Plate	18.0	600d
Ailettes, Plate	2.3	75d
Rerebraces, Plate	4.5	150d
Coudes, Plate	1.5	50d
Vambraces, Plate	3.8	125d
Kneecops, Plate	2.3	75d
Greaves, Plate	9.0	300d

Table		36d
Trunk		12d
Cart, 2 Wheel		80d
Coffin		9d
Ladder, 8 foot		6d
Palanquin		100d +
Plough		48d
Skiis		42d
Sled		80d
Snowshoes, pair		36d
Wagon, 4 Wheel		220d
Wheel		18d
Wheel, Ironbound		30d
Wheelbarrow		10d
Yoke, Ox		3d
Club		12d
Maul		24d
Flail, Grain		12d
Staff		36d

Whaler		
Ambergris (fixative)	per oz	180d
Horn, Narwhal	per lb	60d
Ivory	per lb	75d
Oil, Whale	per gal	12d
Whalebone	per lb	6d

Woodworker		
Barrel, Hogshead (5/20lb m-t/full)	5.0	15d
Bed		50d
Bucket		4d
Cabinet		144d
Chair		12d
Liberty Chest (1/8 tun, 3' x2' x2')		18d

PRICES 13

Miscellaneous		
Anchorage, per 5 ft	per day	1d
Guild Dues		10%
Guild Dues, Miners		20%
Longshoremen Loading/Unloading	per tun	1d
Porter	per day	1d
Property Tax, Business		6%
Property Tax, Residence		8%
Prostitute	per ev	1d
Ship Registry, per ft	per yr	50d

Toll, Camel/Ox		2f
Toll, Cart		1f
Toll, Horse		1d
Toll, Person Afoot		1f
Toll, Sheep/Goat		1f
Toll, Wagon		1d
Warfage for Registered Ships	discount	50%
Wharfage, per ft	per day	1d