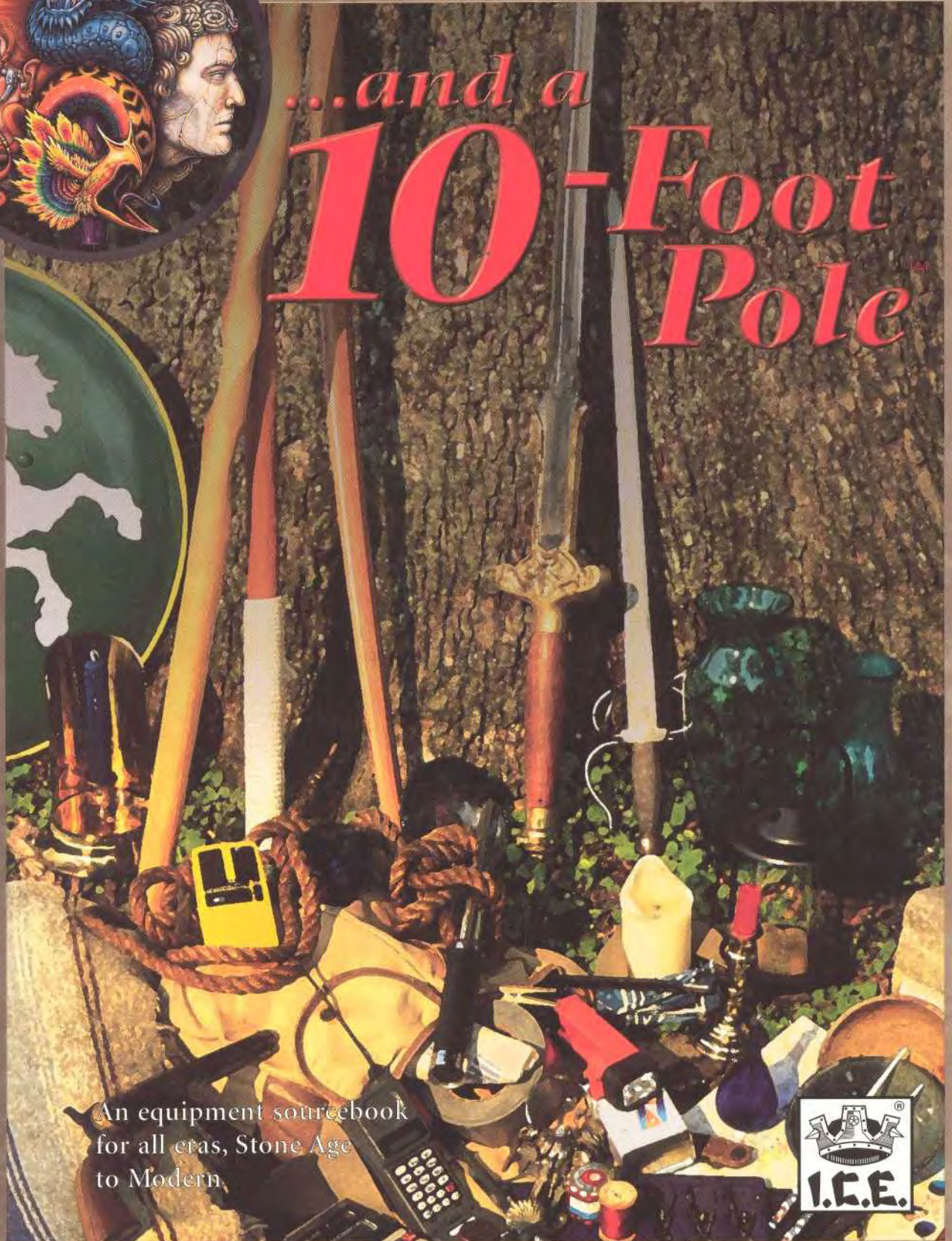


RPG SOURCEBOOK

*...and a*
10-Foot
Pole

An equipment sourcebook
for all eras, Stone Age
to Modern.



... AND A 10-FOOT POLE™

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WELCOME

"How much for the Q-36 explosive space modulator?"

There's one in every group—the complete adventurer! He packs along everything, including the kitchen sink, and is always asking the gamemaster for items that never seem to appear on the rulebook's basic equipment list. Of course, these jokers expect the GM to figure out how much an item costs and weighs, how much it holds, what effect it will have on the game; you name it. Instead of preparing an interesting adventure, the GM is forced to spend his limited free time drawing up lists, tables, and descriptions of equipment.

Now an alternative exists: this book! Conveniently separated into ages of history, each section contains a brief description of the science and technology of the time, along with suggestions for adapting each era to a campaign. Lists of equipment for intrepid explorers of the unknown follows each era. While it is by no means possible to include *everything*, this book attempts to be as complete as possible...but there is always room for one more gadget.

Observant readers will notice that there is very little mention of areas beyond Europe and America. This is not intended to slight the contributions of other cultures to science, technology, or the history of the world. It was decided that the focus of this book would be the western world. Future volumes may focus on other portions of the globe.



A warning to players: Just because an item is listed in this book, does not mean the GM must allow it in his game. Arguments of "But it's in the book!" shall fall on deaf ears, for the GM's word is law. For example, while gunpowder was known by the 13th century (at the height of the Middle Ages) and firearms and cannon could be built using the technology of the time, this *does not* mean that a player can have one! Gamemasters are final arbiters of what is and is not possible in their world.

DEDICATION

This book is dedicated to the memory of my father, David W. Bernhardt, who taught me that nothing is impossible, so long as you try hard enough...and you use the right tools.

THANKS

To Mom, for putting up with noisy gaming sessions in the basement for years with very little complaint. And to Bill, Fred, Sonny, Paul, and all the rest, whose equipment requests over the years would fill several volumes. I only wish I'd kept all of them, as this book would then have written itself.

USING THIS BOOK

All weights given for equipment listed in this book are in pounds, unless otherwise specified. All measurements use inches, feet, yards, etc. Wherever there is a reference to "him" or "his" or "man" or any other seemingly gender-specific term, the appropriate female term can just as easily be substituted by the reader. The male terms were used merely in the interest of space, and by no means imply that females have made no contribution to science and technology through the ages.

All abbreviations herein conform to the *Rolemaster Standard Rules*. The monetary system used for the equipment lists is either the usual tin / copper / bronze / silver / gold / platinum / mithril system used by *Rolemaster* (see Section 2.1), or the dollars and cents of the United States. Note that actual coins did not begin to appear until the Bronze Age. Before this time, the term "silver piece" meant just that—a piece of silver, weighing approximately one-quarter to one-half of an ounce. Stone Age trade relied on barter, though those shiny rocks might still be highly prized for decoration (see the *Treasure Companion* for a more thorough discussion of monetary systems).

Equipment prices will vary depending on where purchased. Each item is given an availability code:

C	City
T	Town
R	Rural
A	All

Items that are expensive and hard to find in a rural area might be more common—and cheaper—in a large city, and the reverse is true as well. Farming equipment, for example, was rare in cities until the Industrial Revolution and the rise of factories and mass production, and therefore cost more. As a rule of thumb, a piece of equipment purchased in the same area as its availability code costs the listed price, and is 90% likely to be available. One area away, i.e. Rural items purchased in a Town, have a 60% chance of being available, and cost 150% of the listed price. Two areas away, the chance is reduced to 30%, and the cost is 200% of the listed price.

Materials also change the price. Silk, for instance, might raise the cost of an article of clothing by twenty or thirty times (or more). During the Bronze Age, steel made from meteoric iron was available, rare, and considered to be magical. This raised the cost of a weapon made from it out of the range of all but the wealthiest nobility and royalty. Individual gamemasters can also add whatever variables they desire, depending on how rare or common they determine an item to be.

Note: Before the Industrial Revolution made mass production possible, most items were handcrafted, and took longer to produce. Armor and clothing were typically fitted to the purchaser. Though "off-the-shelf" purchases were possible, they should be considered ill-fitting and, in the case of armor, uncomfortable as well.

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ABBREVIATIONS

The following abbreviations are used in this book:

tp	tin piece	lb(s)	pound(s)
cp	copper piece	qt	quart
bp	bronze piece	pt	pint
sp	silver piece	oz	ounce
gp	gold piece	lt	liter
pp	platinum piece	mins	minutes
bu	bushel	pcs	pieces
		sq. yds	square yards

TIMELINE

Before c.9000 B.C.	Stone Age
c.9000 B.C. – c.3500 B.C.	Copper Age
c.4000 B.C. – c.1000 B.C.	Bronze Age
c.1200 B.C. – c.500 A.D.	Iron Age
(753 B.C. – 476 A.D.	Age of Empire)
500 A.D. – 1450 A.D.	Middle Ages
1400 A.D. – 1650 A.D.	Renaissance
1650 A.D. – 1750 A.D.	Age of Reason
1750 A.D. – 1840 A.D.	Industrial Revolution
1840 A.D. – 1900 A.D.	Age of Steam
1900 A.D. – 1945 A.D.	Electric Age
1945 A.D. – 1979 A.D.	Atomic Age
1980 A.D. – Present	Information Age

THE COMMON MAN'S GUIDE TO PRICES

Section 1.0

Welcome

How much money did the “common man” have in his pockets? How much money did he have to spend on that new axe he wants? On a wheel of cheese, a mug of ale, and a loaf of bread?

Historically speaking, not very much. During the Stone and Copper Ages, of course, there *was no money*. All trade was done by barter. The equipment lists for these sections list a price merely to show the relative value of one item to another. It is not until the Bronze Age that money (in the form of coins) came into use. Even then, barter and money were used about equally in trade. It is not until the late Iron Age—at the height of the Roman Empire—that coinage became the most common form of transaction. After the fall of Rome and the collapse of the Empire, much of western Europe once again reverted to barter. Coins were still available, but for the most part the “common man” didn’t have two coins to rub together in his pockets.

The following chart shows the minimum, maximum, and average daily wage for each era. Wages listed for the Stone and Copper Ages show the relative value of a man’s work, while those of the Bronze, Iron, and Middle Ages represent both monetary *and* bartered earnings.

Note from the editor: *The Treasure Companion shows the average peasant’s daily wage as 4cp. That should be clarified as “coinage” paid. The wages listed here include “bartered” worth as well.*

DAILY WAGES & WORTH CHART

Era	Normal Minimum	Average	Normal Maximum
Stone Age	1 cp (young hunter)	5 cp (hunter)	5 sp (chief or shaman)
Copper Age	5 cp (farm laborer)	6 bp (craftsman)	1 gp (noble)
Bronze Age	2-3 bp (laborer)	8 bp (craftsman)	1 gp (noble)
Iron Age	3 bp (laborer)	1 sp (craftsman)	1-100 gp (noble or wealthy merchant)
Middle Ages	2 bp (peasant)	6-15 bp (yeoman or craftsman)	1-100 gp (noble or wealthy merchant)
Renaissance	3 bp (peasant)	1-2 sp (craftsman)	1-100 gp (noble or wealthy merchant)
Age of Reason	4 bp (farmer)	4 sp (craftsman)	1-100 gp (noble or wealthy merchant)
Industrial Revolution	3-5 bp (farmer or factory worker)	4-6 sp (craftsman)	1-100 gp (noble or wealthy merchant)
Age of Steam	\$0.10 (farmer or factory worker)	\$0.75 (shopkeeper)	\$1,00.00 (wealthy merchant)
Electric Age	\$1.50 (farmer or factory worker)	\$3.00 (shopkeeper)	\$1,000.00 (wealthy industrialist)
Atomic Age	\$6.00 (laborer)	\$15.00 (union factory worker)	\$1,000.00 (stock broker)
Information Age	\$30.00 (minimum wage)	\$90.00 (union factory worker)	\$20,000.00 (CEO of large corporation)

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ECONOMICS, COMMERCE, AND TRADING

2.1 ECONOMICS

Each world usually has one or more of its own coinage systems. Some are based on the worth of the coins' component material or craftsmanship; others are tied to the society's faith in the coins' producer or guarantor (e.g., the government backs their wooden nickels).

Obviously, a world rich in varying political entities and cultural groups rarely relies on only one coinage system. Silver might be worth more than gold in certain regions, while other locales may value stone pieces or have no coinage at all. Barter, after all, is the norm in most places lacking a central authority. We do suggest, however, that the GM establish a comparative standard in order to regulate exchange. This enables folk to compare the value of their goods, even if they are simply trying to trade six ferret skins for a sheep hide. It also makes it easy to weave a localized jade-based economy into an imperial system that embraces silver as its standard.



2.1.1 CHOOSING A SYSTEM

When selecting a monetary system to use, there are two things a GM must consider. The first is "flavor" and believability. The second is ease of use in play.

It is interesting when different societies have different types of coins and coinage systems. It is also very believable when this happens. Historically, there were nations across Europe that each used their own type of coin.

However, when more than one coinage system is used, the GM must create a believable system for coinage exchange. Unless the two nations have absolutely no dealings with each other, there will already be an exchange rate set up in the world. For example, a gold coin in Nation A is worth 3 silver coins in Nation B.

In most cases, all coins will probably be made of similar metals. For example, there will probably be silver coins through the realms. There may be instances of some nations have access to more of a given type of metal. This would result in that metal becoming the standard for the coinage system.

There is also the issue of banks. Public banking was rare in a medieval society. However, private institutions were known to exist. These individuals usually had access to superior methods of storing hard cash and always charged a healthy fee for doing so (10% was very common).

Very few nations of the medieval era used "paper" money or notes. However, it should not be precluded from a given fantasy setting. It is possible that a given noble would be so highly regarded that he could issue "notes" that could be exchanged for hard cash.

Finally, there is no reason that a monetary system should be limited to metal coins. It is perfectly reasonable to have a society where people use molded jade, obsidian, or some other material as their money. In a desert world, it is possible that water is used as money, or perhaps wood, or some other rare item. The only guideline that a GM must follow when choosing a material for his monetary system is that the material must be rare enough that only powerful (i.e., wealthy) people would have it.

2.1.2 EFFECTS OF WEALTH

The term wealth should be defined as all wealth, not just coins. This includes property, jewelry, and other items that have a value (e.g., cattle, ships, etc.). It is possible to have a large quantity of wealth without having much in the way of coins.

A GM must be very conscious of the amount of wealth the player characters have. If any given PC has 1,000 gold coins in his pocket plus some fancy jewelry totalling more than 1,000 gold in worth, what does the average duke have?

A GM should figure that, unless the PCs are nobility themselves, the average NPC low nobility (including wealthy merchants) should have at least 10 times more wealth than the PCs. Wealthy nobility could have as much as 100 or 1,000 times more.





As can be seen, the more wealth the PCs have, the more serious the question becomes. With a lot of wealth in a given country, the economics of the world comes to be questioned. If this nation has this much wealth, wouldn't they constantly be under attack of other less wealthy nations? Or are the other nations even more wealthy?

There is also the matter of the number of physical coins available. If the PCs have 1,000 gold coins, then the nobility around them will have 10 to 1,000 times that in their treasury. Looking at the most extreme example in history, the Spanish empire minted around 1,000,000 silver coins and several hundred thousand gold coins. This was TOTAL coins in circulation! With our example (1,000 gold coins), the PCs might have as much 1% of the total wealth of an average historical nation!

It might be possible that for a short time, the PCs are more wealthy than the local nobles. But this should only occur when the characters have unearthed a vast fortune from some forgotten society (of course, that fortune wasn't always lost...).

Note: The price lists throughout the RM system assume a relatively wealthy nation with a large number of coins in circulation. If there are fewer coins in circulation, the prices shown should be used as guide to relative worth of the object.

2.1.3 COINAGE STANDARDS

We suggest the following comparative exchange system, using coins of a uniform one quarter ounce weight.

Coin	Abbreviation	Breakdown
1 mithril piece	mp	= 10 pps
1 platinum piece	pp	= 10 gps
1 gold piece	gp	= 10 sps
1 silver piece	sp	= 10 bps
1 bronze piece	bp	= 10 cps
1 copper piece	cp	= 10 tps
1 tin piece	tp	= 10 iron pieces

This system revolves around a gold standard, assuming that a gold piece is the most valuable commonly used currency, although Mithril is more precious and silver coins are in much wider circulation. The GM may wish to tinker with the coin weights (e.g., using half-ounce or tenth-ounce currency), or add his own material standards (e.g., a jade piece [jp] = 2 sp). He might wish to remove bronze, tin, and iron pieces from general use, leaving copper coinage as the effective floor. Whatever the GM desires, this system works as a suggested guide and is employed in the price charts found throughout *RM*.

Sections
2.1, 2.2,
Economics
Commerce
and Trading

2.2 COMMERCE AND TRADING

When a GM begins to handle trading and commerce in his world, there are two things he must understand. The first is whether or not the player characters are going to be trading a lot (e.g., are they going to become "merchants" in their own right). The second is that he must have some kind of understanding of resource allocation around his world (e.g., which countries mine salt, where is that spice grown, which countries make glass, etc.).

If the PCs are not going to make a habit of speculating in trade, the GM has much more flexibility in the rules he uses for trading. In general, he will be able to wing it (see The Simple System below). However, if the PCs are going to become "traders" and start adventuring just to find exotic items to trade, the GM should have a good system for trading. In addition, the GM should start considering the effects of guilds and other ruling bodies that might regulate merchants and the selling of goods.

If there is to be a fair amount of trading in his world, a GM should understand the resource allocation of his world. For example, where are heavy crossbows made? What province raises horses? What city is known for its fine statuary? Before a given commodity can be sold or bought, the GM should have a grasp of where the origins of that type of commodity are.



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2.3

THE SIMPLE
COMMERCE SYSTEM

If the GM needs a simple system to handle a trading situation, he can use these simplified systems for buying and selling goods.

When the PCs are attempting to purchase (or sell) an item, the GM should assign a difficulty of finding that item (e.g., Medium, Hard, Sheer Folly, etc.) or finding a buyer

for that item. Have the player roll a d100 (open-ended) adding his Trading skill and subtracting the standard modifier for difficulty (-10 for Hard, -20 for Very Hard, etc.). Look up the result on the appropriate Static Maneuver Table below.

Purchase
Static Maneuver Table T-4.8.13A**-26 down Spectacular Failure:** -50% • 1.5% • -30

You've been robbed! The person who claimed to have the goods you were looking for takes you to his wares, but actually robs you. There are no merchants in this area who have the item you seek. You can check again next month.

-25 — 04 Absolute Failure: -25% • 1.2% • -10

You have been swindled. The person selling you the goods has given you shoddy products that are not worth beans. You can attempt to find another merchant next week (with a -30 modifier).

05 — 75 Failure: 0% • 1.0% • +0

You find no one who is willing to sell you what you want. You can try again tomorrow.

UM 66 Unusual Event: 110% • 0.8% • +20

You discover someone who has exactly what you are looking for, and his prices are fair (100% of normal). However, in the middle of the transaction, the merchant dies. The GM should determine the exact cause of death.

76 — 90 Partial Success: 30% • 1.0% • +0

You find a merchant willing to sell you the goods, but at 200% of normal cost. If this is not acceptable, you may try again tomorrow.

UM 100 Unusual Success: 110% • 0.8% • +15

Not only do you find someone with the goods you are seeking, he is willing give them to you in return for a favor. He is generous and will allow you to take the goods on the promise that you will complete the favor. If you fail to do what you promise, he may come looking for you....

91 — 110 Near Success: 80% • 1.5% • +10

At last, a merchant who will be reasonable. He is willing to sell you the goods for 150% of normal price. If this is not acceptable, you can try again tomorrow (with a +10 modifier).

111 — 175 Success: 100% • 1.0% • +20

Wonderful! You have found a little shop that has exactly what you were looking for! In addition, you have haggled you way into paying 100% of the normal cost.

176 up Absolute Success: 120% • 0.8% • +30

A street peddler has the goods you are looking for. Lucky for you, he has no idea of the worth of the object(s) and you are able to get the goods for 75% of normal cost.

General and GM-Assigned Modifiers

Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70

Selling

Static Maneuver Table T-4.8.13B

-26 down Spectacular Failure: -50% • 1.5% • -30

You found the perfect buyer! He was willing to pay 200% of the normal cost for the goods. Too bad he was lying. Too bad he has a weapon and will take the goods for free....

-25 — 04 Absolute Failure: -25% • 1.2% • -10

What a bargain. You finally found someone who pays you 130% of your asking price. You deliver the goods, he delivers the payment. He leaves town, and you discover he has given you counterfeit money! The local authorities will attempt to find the swindler, but you have lost the goods.

05 — 75 Failure: 0% • 1.0% • +0

You have failed to find anyone to buy your goods (and you are starting to get a squeaky voice from giving your "pitch" all day long). You can try again tomorrow.

UM 66 Unusual Event: 110% • 0.8% • +20

You have found someone who wants your goods (and will pay 100% normal price). However, this person is convinced that you have sold them shoddy goods and have misrepresented your wares. He calls for the guards and the two of you must now resolve the dispute. If you get the goods back, you can try and sell them tomorrow.

76 — 90 Partial Success: 30% • 1.0% • +0

You have found someone who is willing to give you 50% of the normal price for the goods. They claim the quality is low or that the goods are very common. You can try again tomorrow.

UM 100 Unusual Success: 110% • 0.8% • +15

You find someone who really needs the goods you have. You start off asking three times normal and let him talk you down to two times (you get 200% normal price). He thinks you are the best merchant for these wares and will be recommending you to everyone he talks to.

91 — 110 Near Success: 80% • 1.5% • +10

Slim pickings today. The only person interested in your wares will only offer 75% of the normal price. He seems completely disinterested. You can try to find another buyer tomorrow, if you like.

111 — 175 Success: 100% • 1.0% • +20

Lots of customers today, you have several customers who will give you 100% of the normal price for the item. You probably should stock up.

176 up Absolute Success: 120% • 0.8% • +30

There is a large traffic jam in the streets that forces many customers to see your wares. Your smooth talking and excellent product results in two customers getting in a bidding war over your product. You end up getting 150% normal price!

General and GM-Assigned Modifiers

Routine	+30
Easy	+20
Light	+10
Medium	+0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70



PURCHASE AND RESALE

When the PCs sell the goods they have acquired they may accumulate a large profit. This may be fine, but occasionally it will result in a game imbalance that defies mercantile sensibilities. Therefore, the GM may wish to employ the following guidelines governing the purchase and resale of goods.

In all cases below, it is presumed that the PCs are taking action. For example, when using the tables below, it is presumed that the PCs are purchasing or selling.

There are two major factors for the GM to consider when the PCs are buying goods: (1) is the object available and (2) what is the asking price.

When handling the selling of goods, there are also two factors to consider: (1) is there a buyer for the object and (2) what are they willing to pay for the object.

2.4.1 PURCHASING AN ITEM

Use the following procedure when the player characters are attempting to purchase an object (referred to as the commodity).

DETERMINE THE MARKET SUPPLY

There are four different types of markets for a given commodity. An "oversupplied market" is an area where the commodity is overstocked or is produced in relatively large quantities (and then exported). A "supplied market" is an area where the commodity is normally stocked. This is typical of most cosmopolitan areas or well-stocked trading town. An "under supplied market" is one in which the commodity is occasionally found (but is probably not available at any given time). This is a typical market for imported goods. An "unsupplied market" is an area in which the commodity has either never been seen or is seen so rarely that most people have never seen it.

The type of market a character is in will determine which of the Commodity/Trading Tables to use. It is possible that a given locale will use different tables for different commodities. For example, in a given city, statuary is common and might use the Oversupplied Market Table; but glassware might be less common and use the Under supplied Market Table.

DETERMINE THE TRANSACTION LOCATION

There are four different types of locations in which the transaction can take place. When dealing with merchants in a regulated environment (i.e., any area where there might be local laws on buying and selling goods), the transaction should be classified as "Regulated Merchant." When dealing in a cosmopolitan area, but in a non-regulated way (i.e., in the local bazaar or just street vending), the transaction should be classified as "Street Merchant." When dealing with an individual in a non-cosmopolitan setting, the transaction should be classified as "Individual Transaction." When attempting to deal with the black market, the transaction should be classified as "Black Market."

The classifications of transaction locations are shown as different columns on the tables. It should be noted that most people prefer to deal with regulated merchants. The prices are not the best, but the risk is also less.

CHECK FOR COMMODITY AVAILABILITY

Before availability can be determined, the commodity type must be determined. There are two different types of commodities: internal and external. An internal commodity is produced in the immediate locale (i.e., less than a day's travel from the transaction location). An external commodity is produced elsewhere and imported to the locale (i.e., is produced more than a day's travel from the transaction location).

On each column, of each table, the first entry is the chance that a given commodity will be available. Use the number to the left of the slash ("/") if the commodity is an internal commodity. Use the number to the right of the slash ("/") if the commodity is an external commodity. Roll d100 (not open-ended) and add the Availability# to the roll. If the result is over 100 (i.e., 101+), the commodity is currently available. If the roll is less than 100, the amount less than 100 should be an indicator of how long it will take (in days) to get the commodity. Of course, the GM can decide that the commodity will never be available (due to cultural limitations).

There are two modifiers to the availability check. If the commodity is produced nearby, a positive modifier could be given to the die roll. As a general guideline, commodities that are produced in an area that is about two week's travel away should have a modifier of zero. For each day closer that the commodity is produced, add +1 to the availability check. For each day further, a -1 modifier should be applied to the availability check.

In addition, the distribution of the item will affect the availability. For example, if everyone in an area has glassware, it is more likely to be available (even if it is not locally produced). However, if statuary is owned only by the nobility, it is less likely to be available (even if it is locally produced). To represent the distribution of the commodity, the GM should assign a modifier ranging from +25 to -25.

DETERMINE THE PRICE OF THE ITEM

The last step is to determine the actual price of the item in question. There are two things that will affect the final asking price of the item: (1) the Trading skills of the people involved and (2) the utility of the commodity in question.

To determine the price of the item, the GM must roll a d100 (open-ended), adding the PCs Trading skill and subtracting the owner's Trading skill. In addition, there might be another modifier based upon the item's utility.

An item's utility can be classified in one of the following ways. An item of "locale affecting" utility would include items that can affect large areas in a broad and sweeping fashion (e.g., irrigation equipment). An item of "very useful" utility would include items that affect only small groups of people, but are used quite frequently and are handy to have around (e.g., chandeliers). An item of "useful" utility would be used by many people, but only affect individuals at a time and not in a major fashion (e.g., silverware or china dishes). An item of "marginal" utility would rarely be used and then only by specific people (e.g., spectacles). An item of "oddity" utility would probably never be used by anyone in the area (e.g., a seaman's navigation chart sold in a land-locked village).



Section 2.4

Purchase and Resale

When indexing the value, read the value to the left of the slash ("/") as the percentage of "list" price the seller of the item is asking. The value to the right is used when the PCs are attempting to sell an item. If the result is not a number, the GM should examine the descriptions below to determine what has occurred.

Note: *If the player wishes to actually haggle with the GM (and the GM allows such things), allow him to do so. Depending on how well the player does, the GM can assign another +10 to -10 to the final die-roll.*

USING THE TABLES

Follow the procedures outlined above to determine the final asking price for the item in question. A player should be allowed to roll on a given column as many times as he likes. Each additional roll on the column has a -10 penalty (cumulative). GMs should decide whether to allow the PC to return back to a previous offer or make the PC roll again for a new price. It is suggested that the GM make all deals binding only as long as the PC remains in the shop (at the store, etc.). Once the PC leaves, he must "re-negotiate" the deal.

All modifiers to the all dice rolls are shown on the tables themselves.

Here is a list of the "non"-percentage results that can be generated on the tables and an explanation of them. Some results on the table are given an asterisk. This indicates that this result is applied before any modifiers are taken to the open-ended dice roll.

Swindle: The character has been swindled by the merchant (on purpose). The exact nature of the swindle should be adjusted according to the circumstances. For example, the merchant has passed off shoddy goods (and the character is not aware of it). Alternatively, the character might have sold the goods and received counterfeit money in exchange. The character should believe that he has just received an incredible bargain.

Theft: The character has been robbed! The exact nature of the theft should be adjusted to fit the circumstances. For example, the merchant might arrange to deliver the goods if the party pays now without the intent to deliver. Alternatively, the merchant might promise to deliver payment for goods without actually paying.

Note: *The biggest difference between a theft and a swindle is that when swindled, the character ends up with something that he doesn't want. A theft results only in the loss of the item(s) in question (usually through the promise of goods or services that never occurs).*

A-Theft: The character is a victim of an armed robbery. The exact nature of the theft should be adjusted to fit the circumstances. For example, the merchant was not a merchant at all, but a rogue out to steal the character's money. Alternatively, the merchant refuses to buy the character's goods and instead sends some thugs to steal them.

Note: *The biggest difference between an armed theft and a theft is that the character's life is put into peril as a result of an armed theft (while this is not usually true of a normal theft).*

Turned In: While trying to make a purchase or sale on the black market, the character is turned in to (or caught by) the authorities. The exact repercussions of this should be adjusted to fit the circumstances. For example, the character could be caught up in an elaborate "sting" operation (in an attempt to catch an established ring of thieves). At bare minimum, the net result should be treated as a "No Sale" result.

Report: While attempting to make a purchase or sale of the item, the individual spreads the word about the sale (and refuses to complete the transaction; treat as a "No Sale" result). The exact repercussions of this should be adjusted to the circumstances. For example, if the character has just purchased three weeks of rations, word might spread that the character is going to be leaving soon on a long journey. Alternatively, the individual might put out words of warning to further prohibit this character from making similar purchase or sale attempts in this vicinity.

No Sale: The character is unable to sell this item at this time. All further price rolls for selling this item in this vicinity will suffer a -10 penalty (cumulative with previous "No Sale" results).

2.4.2 SELLING AN ITEM

The procedure for selling an item remain the same as for purchasing an item, except it is the availability of a buyer that the characters check for and the final asking price is determined by looking at the number to the right of the slash ("/") in the table.

PURCHASE AND RESALE TABLES

Note that the results to the left of the slash apply to purchases and the results to the right of the slash apply to resales (if there is only one result, it applies to both purchases and resales). Asterisked ("*") results indicate that the result applies before any modifiers are taken to the open-ended dice roll.

Price Roll Modifiers

awesome utility	-40 / +30
very useful utility	-20 / +10
useful utility	+0 / +0
marginal utility	+10 / -20
oddity utility	+30 / -40
haggling	+10 to -10
per previous "No Sale"	-10

Availability Modifiers

source distance	±distance in days
distribution	+25 to -25

... AND A
10-FOOT POLE



OVERSUPPLIED MARKET				
Avail #	90 / 65	80 / 55	60 / 35	70 / 45
Roll	Regulated Merchant	Street Merchant	Individual Transaction	Black Market
-26	Swindle*	A-Theft*	Theft	A-Theft
-25 - 05	No Sale*	A-Theft	Swindle*	A-Theft*
06 - 10	No Sale*	Theft*	Swindle*	A-Theft
11 - 15	No Sale	Swindle*	Swindle	Theft*
16 - 20	No Sale / 5%	No Sale*	Swindle	Theft
21 - 25	150% / 5%	No Sale	No Sale*	Swindle*
26 - 30	100% / 5%	No Sale	Reported*	Swindle
31 - 35	85% / 5%	No Sale / 5%	No Sale*	Swindle
36 - 40	75% / 10%	No Sale / 5%	No Sale	No Sale*
41 - 45	70% / 10%	100% / 5%	No Sale	Turned In*
46 - 50	65% / 10%	85% / 10%	No Sale	No Sale*/Turned In
51 - 55	65% / 10%	75% / 10%	No Sale	No Sale / 10%
56 - 60	60% / 10%	60% / 10%	No Sale	No Sale / 15%
61 - 65	60% / 10%	55% / 10%	No Sale / 5%	No Sale / 15%
66 - 70	55% / 10%	55% / 15%	No Sale / 10%	200% / 20%
71 - 75	55% / 10%	50% / 15%	No Sale / 15%	150% / 20%
76 - 80	55% / 10%	50% / 15%	No Sale / 20%	100% / 25%
81 - 85	50% / 15%	45% / 15%	No Sale / 20%	85% / 30%
86 - 90	50% / 15%	45% / 20%	No Sale / 25%	75% / 35%
91 - 95	50% / 15%	45% / 20%	200% / 25%	60% / 45%
96 - 120	50% / 15%	45% / 20%	150% / 30%	55% / 50%
121 - 140	50% / 20%	40% / 25%	100% / 35%	50% / 60%
141 - 160	45% / 20%	35% / 30%	75% / 35%	50% / 75%
161 - 180	40% / 25%	30% / 35%	55% / 45%	45% / 85%
181 - 200	35% / 30%	25% / 50%	50% / 50%	40% / 100%
201+	30% / 35%	20% / 60%	45% / 75%	30% / 125%

SUPPLIED MARKET				
Avail #	70 / 45	60 / 35	40 / 15	50 / 25
Roll	Regulated Merchant	Street Merchant	Individual Transaction	Black Market
-26	Swindle*	A-Theft*	Theft	A-Theft
-25 - 05	No Sale*	A-Theft	Swindle*	A-Theft*
06 - 10	No Sale* / 5%	Theft*	Swindle*	A-Theft
11 - 15	No Sale / 10%	Swindle*	Swindle	Theft*
16 - 20	No Sale / 15%	No Sale*	Swindle	Theft
21 - 25	300% / 20%	No Sale	No Sale*	Swindle*
26 - 30	200% / 10%	No Sale	Reported*	Swindle
31 - 35	175% / 10%	No Sale / 10%	No Sale*	Swindle
36 - 40	150% / 15%	No Sale / 10%	No Sale	No Sale*
41 - 45	140% / 15%	200% / 15%	No Sale	Turned In*
46 - 50	130% / 15%	175% / 15%	No Sale	No Sale*/Turned In
51 - 55	130% / 15%	150% / 20%	No Sale	No Sale / 25%
56 - 60	120% / 20%	120% / 20%	No Sale	No Sale / 30%
61 - 65	120% / 20%	110% / 25%	No Sale / 10%	No Sale / 35%
66 - 70	110% / 20%	105% / 25%	No Sale / 20%	400% / 40%
71 - 75	110% / 25%	100% / 30%	No Sale / 30%	300% / 45%
76 - 80	110% / 25%	100% / 30%	No Sale / 40%	200% / 50%
81 - 85	105% / 25%	95% / 35%	No Sale / 45%	175% / 60%
86 - 90	105% / 30%	95% / 35%	No Sale / 50%	150% / 75%
91 - 95	105% / 30%	90% / 40%	400% / 55%	125% / 85%
96 - 120	100% / 35%	90% / 45%	300% / 65%	110% / 100%
121 - 140	100% / 35%	80% / 50%	200% / 70%	105% / 125%
141 - 160	90% / 40%	70% / 60%	150% / 75%	100% / 150%
161 - 180	80% / 50%	60% / 75%	110% / 85%	90% / 175%
181 - 200	70% / 60%	50% / 100%	100% / 100%	80% / 200%
201+	60% / 75%	40% / 125%	90% / 150%	60% / 250%

UNDER SUPPLIED MARKET				
Avail #	50 / 25	40 / 15	20 / -5	30 / 5
Roll	Regulated Merchant	Street Merchant	Individual Transaction	Black Market
-26	Swindle*	A-Theft*	Theft	A-Theft
-25 - 05	No Sale*	A-Theft	Swindle*	A-Theft*
06 - 10	No Sale* / 5%	Theft*	Swindle*	A-Theft
11 - 15	No Sale / 10%	Swindle*	Swindle	Theft*
16 - 20	No Sale / 15%	No Sale*	Swindle	Theft
21 - 25	600% / 20%	No Sale	No Sale*	Swindle*
26 - 30	400% / 25%	No Sale	Reported*	Swindle
31 - 35	350% / 25%	No Sale / 20%	No Sale*	Swindle
36 - 40	300% / 30%	No Sale / 25%	No Sale	No Sale*
41 - 45	280% / 30%	400% / 30%	No Sale	Turned In*
46 - 50	260% / 35%	350% / 35%	No Sale	No Sale*/Turned In
51 - 55	250% / 35%	300% / 40%	No Sale	No Sale / 50%
56 - 60	240% / 40%	250% / 45%	No Sale	No Sale / 60%
61 - 65	230% / 40%	225% / 50%	No Sale / 20%	No Sale / 70%
66 - 70	225% / 45%	210% / 55%	No Sale / 40%	800% / 80%
71 - 75	220% / 50%	200% / 60%	No Sale / 60%	600% / 90%
76 - 80	220% / 50%	200% / 65%	No Sale / 80%	400% / 100%
81 - 85	210% / 55%	190% / 70%	No Sale / 90%	350% / 125%
86 - 90	210% / 60%	190% / 75%	No Sale / 100%	300% / 150%
91 - 95	200% / 60%	180% / 80%	800% / 110%	250% / 175%
96 - 120	200% / 70%	180% / 90%	600% / 130%	225% / 200%
121 - 140	190% / 75%	160% / 100%	500% / 140%	210% / 250%
141 - 160	180% / 85%	140% / 125%	400% / 150%	200% / 300%
161 - 180	160% / 100%	120% / 150%	300% / 175%	180% / 350%
181 - 200	140% / 120%	100% / 200%	200% / 200%	160% / 400%
201+	120% / 150%	80% / 250%	150% / 300%	150% / 500%

UNSUPPLIED MARKET				
Avail #	30 / 5	20 / -5	0 / -25	10 / -15
Roll	Regulated Merchant	Street Merchant	Individual Transaction	Black Market
-26	Swindle*	A-Theft*	Theft	A-Theft
-25 - 05	No Sale*	A-Theft	Swindle*	A-Theft*
06 - 10	No Sale* / 10%	Theft*	Swindle*	A-Theft
11 - 15	No Sale / 20%	Swindle*	Swindle	Theft*
16 - 20	No Sale / 30%	No Sale*	Swindle	Theft
21 - 25	1000% / 40%	No Sale	No Sale*	Swindle*
26 - 30	800% / 50%	No Sale	Reported*	Swindle
31 - 35	700% / 55%	No Sale / 40%	No Sale*	Swindle
36 - 40	600% / 60%	No Sale / 50%	No Sale	No Sale*
41 - 45	550% / 65%	800% / 60%	No Sale	Turned In*
46 - 50	525% / 70%	700% / 70%	No Sale	No Sale*/Turned In
51 - 55	500% / 75%	600% / 80%	No Sale	No Sale / 100%
56 - 60	475% / 80%	500% / 90%	No Sale	No Sale / 125%
61 - 65	450% / 80%	450% / 100%	No Sale / 40%	No Sale / 150%
66 - 70	450% / 90%	425% / 110%	No Sale / 80%	1500% / 150%
71 - 75	450% / 100%	400% / 120%	No Sale / 100%	1000% / 175%
76 - 80	450% / 100%	400% / 130%	No Sale / 150%	800% / 200%
81 - 85	425% / 110%	375% / 140%	No Sale / 175%	700% / 250%
86 - 90	425% / 120%	375% / 150%	No Sale / 200%	600% / 300%
91 - 95	400% / 125%	350% / 160%	1500% / 225%	500% / 350%
96 - 120	400% / 140%	325% / 180%	1250% / 250%	550% / 400%
121 - 140	375% / 150%	300% / 200%	1000% / 275%	425% / 500%
141 - 160	375% / 175%	275% / 250%	800% / 300%	400% / 600%
161 - 180	350% / 200%	250% / 300%	600% / 350%	375% / 700%
181 - 200	300% / 250%	200% / 400%	400% / 400%	350% / 800%
201+	250% / 300%	175% / 500%	300% / 600%	300% / 1000%

THE STONE AGE

When the first remains of prehistoric man were excavated in the nineteenth century, Victorian society (and Victorian scientists) pictured our ancient ancestors as stupid, brutish, club-wielding, cave-dwelling savages. It is this image which has come down to the modern day, courtesy of Saturday morning cartoons and a plethora of B-grade movies such as *One Million Years B.C.* and *Cave-man*. When thinking of the stone age, the first picture that springs to mind is the “caveman” charging a mammoth with a spear, or bashing a prospective mate over the head with his trusty club and dragging her back to the cave by her hair. After all, he was a primitive, wrapped in ill-cured hides, barely able to speak, let alone create anything beyond the most rudimentary tools and weapons, right?

Wrong! Cartoon and movie stereotypes and Victorian-era prejudices aside, our stone-age ancestors were far from being barbarous savages who lived exclusively in caves. They were a surprisingly advanced people who left behind a treasury of artwork that depicted their daily lives, the animals that sustained them, and the spirits they looked to for guidance. They danced, played music, raised children, and cared for the sick and the elderly. They were also inventors.

If necessity is the mother of invention, our primitive, stone-age ancestors are the fathers. From the time Neanderthal Man appeared on the scene (c. 240,000 years ago) to the rise of so-called “modern man” (c. 200,000 years later) our ancestors made and used tools. Many of them were finely crafted and of surprisingly high quality considering the materials used. Stone, bone, horn, antler, wood, sinew, leather, and plants of all kinds—all products of nature—were all they had to work with. Yet they managed to produce a wide variety of tools, weapons, and equipment. In fact, many things still used today were invented by these “primitives”: needles; fish hooks and traps; rope; saws; knives; axes; hammers; and drills. The basic form and function of these inventions has remained the same for literally tens of thousands of years.

Of course the big question is why? Why did our forefathers become so inventive? Why not continue on with the rudely shaped sticks and stones that had served our even more ancient ancestors for over a million years? The answer: Survival! Neanderthals, and their successors *homo sapiens sapiens*—us!—appeared on the scene during an interglacial period of the Pleistocene epoch. As the glaciers moved in once more over the millennia, our prehistoric ancestors had to adapt to a changing world in order to survive.

Adapting to changes in the environment is nothing new. Animals do it all the time. They grow thick coats of fur when it gets cold, and shed them when the temperature rises again; hibernate; or migrate to a better climate. What makes man unique is that while purely *physical* adaptations do occur, his true success at surviving can be directly attributed to the *tools* he makes and the way he uses them. Ill-equipped by nature to survive, early man had to develop substitutes. He took the fur from animals to wear as his own, eventually learning to tailor it to his needs. In place of the claws and fangs he didn't possess naturally, man made spears, knives, and other tools.

The herds man followed across the plains of Europe and Asia provided food, as well as the materials he used to build his equipment. Mammoth bone provided the framework



for his home, and the hide kept it safe from the elements. Tusks, horns, antlers, and bones from mammoths and other animals were used to make weapons, needles, musical instruments, and other items. Plants were used for everything from food to providing a soft bed to sleep on at night. The limbs of trees were turned into spear shafts, bows and arrows, clubs, oars for the dugout canoe—you name it.

Neanderthals gave way to *homo sapiens-sapiens* around 30,000 years ago, but their legacy lived on. Originating in Africa, or possibly southern Europe or Asia, the successors of the Neanderthals took the tools and techniques learned over the millennia and improved on them with a vengeance. Considered to be the first truly “technological” men, they applied mechanical principles to their tools and weapons. Before the rise of these “archaic modern men,” weapons and tools were grasped directly with the hand. The addition of the spear-thrower, or atlatl, made their attacks longer-ranging, harder-hitting, and far more accurate than ever before. The introduction of the bow and arrow (around 25,000 B.C.) gave the hunters a lightweight, easily carried weapon that was as useful for bringing down a rabbit as it was a bison, musk ox, or horse. And they did not limit the use of these principles to weaponry, devising tools such as an ingenious fire-starter and a simple rotary drill for boring holes in wood, horn, and bone.

Their advances were not limited to the arts of hunting and tool making. Our stone age ancestors lived close to nature. It is quite likely they discovered the curative (and poisonous) properties of the various plants indigenous to the plains and forests of Eurasia and the savannahs of Africa. Speculation aside, it is certain (based on hundreds of finds made thus far) that their skill as healers was actually quite good. Examination of skeletal remains shows these prehistoric doctors could set broken bones, amputate damaged limbs, and even perform, believe it or not, brain surgery! The latter technique, known as trepanation, involved removing a portion of the skull—probably to remove fragments of bone or reduce swelling after an injury. Of the examples found so far, a surprising number showed signs of healing, which at the very least means they survived the surgery. A few even indicate that they lived for a good many years afterward, because complete, or near complete healing had occurred. Many so-called primitive tribes continued to practice this technique clear into the early twentieth century, with a survival rate far in excess of that of the first “modern” medical doctors to attempt the practice.



... AND A
10-FOOT POLE



Other discoveries include burning coal in place of wood and the preservative effects of freezing and drying meat. Kilns, which doubled as ovens, were used for firing ceramic ornaments and pottery, as well as baking bread. By the end of the last ice age (around 11,000 B.C.) they had domesticated the ancestors of dogs, sheep, goats, cattle, and other animals, and were making a start at cultivating various plants, primarily grains.

Spreading out across the globe, these early men adapted to the diverse environments they encountered. They developed technologies to cope with the different problems posed by each new region settled. Supported by the still extant herds they followed across the Bering Straits, the Indians of the North American plains continued to live the same nomadic life that their ancestors had followed. At the same time, in northern Africa and the Middle East, their distant cousins were settling down into villages and towns. They farmed the land and tended their herds and flocks of domesticated animals. One group built houses of stone, while another used sun-dried brick, and still another group built out of wood. Far from being ignorant, savage, primitives, they were an intelligent, highly adaptive people. These ancient men solved the problems of daily living by using their brains to develop tools and techniques that allowed them to change the world around them.

Of course, much of the above is pure speculation. The simple truth of the matter is, we don't know what life was like in the Stone Age. The evidence is fragmentary, at best, and a great many artifacts have naturally been lost to us over the course of time. Furthermore, there are almost as many theories about our ancient kindred as there are anthropologists, archaeologists, and historians. New finds are being made every year that might validate one theory, invalidate two more, and give birth to a half-dozen others. An example of this was the discovery in 1995 of three spears. Each six to seven feet long and shaped like a javelin, they are about 400,000 years old. Found amid more than ten thousand bones, mostly horses, they were made some 200,000 years before previous evidence indicated systematic hunting by early man.

But if we think of these forerunners of modern man as thinking, creative *people*, we can imagine what kind of implements they created to take care of their daily needs of food, shelter, clothing, and entertainment. One can imagine children in these early times skipping rocks, climbing trees, and playing games. Cave paintings are believed by many to have been part of some spiritual or magical ritual, designed to insure a good hunt, plentiful food, or good weather. But it is just as easy to see them as the ancient equivalent of television or the movies. Stone age artists might have been the tribal story tellers, illustrating their tales to spark the imaginations of those who hadn't taken part in the hunt, or to document the tribe's history for the generations yet to come.

Nor is this setting limited strictly to humanity, or even to the time we consider to be the classic Stone Age. In a fantasy world, Trolls, Orcs, and other nasties, isolated from the more advanced Elves and Men, might rely on home-made stone tools and weapons when they can't steal metal ones. And what about Dwarves? Masters of stonework that they are, they quite likely have any number of items made from stone—even the harder, tougher stones such as granite and marble.



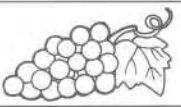
For GMs and players looking for a change, there is the staple of pulp fiction and B-movies: a "lost world" setting. Take characters from almost any setting, send them on an expedition up the uncharted river, or beyond the "impenetrable mountains," and *voila!*—they find themselves in a land where time somehow stopped. Here, Neanderthal Man is still alive and well, hunting the herds of mammoth, horses, deer, or whatever else the GM decides. For an interesting twist, the entire area might be in a magic-dead part of the world (for characters from a traditional magic-filled game), leaving the characters to rely on their wits rather than powerful magic. And, if your game is set in a more "modern" era; a time when magic doesn't exist, or is ignored as superstition; the opposite could be used as well. Using the *Black Ops* sourcebook, draw up a typical CIA agent or soldier of fortune—then imagine his surprise as that primitive-looking shaman stops muttering, and throws lightning from his fingertips.

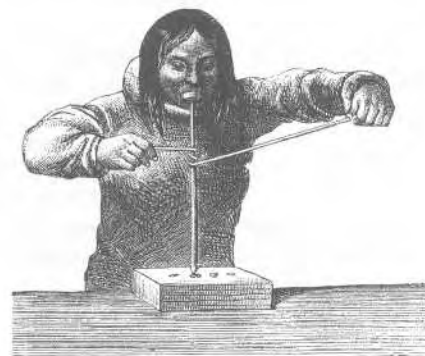
If the lost world setting doesn't appeal to you, remember that even today there are still remnants of stone-age peoples living in isolated points around the globe. Perhaps the characters were sent to study them...or to find out what happened to the *last* expedition. Or perhaps you discovered them strictly by chance, or they found you. A group of players looking for a change might take the roles of stone-age primitives suddenly thrust into the modern world. Excellent examples of this are the films *The Gods Must Be Crazy* and *The Emerald Forest*.

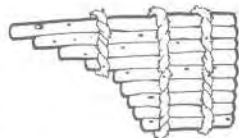
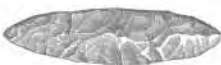
No matter what style of campaign the gamemaster chooses, players and GMs alike can have a great deal of fun in a stone-age setting, limited only by their inventiveness, imagination, and creativity. Focus on what primitive man *had*, rather than what was not available. Look at the things they accomplished, and play a game of "What if?" What if, for example, the stone-age builders of the great standing stones that dot the landscape of England and France hadn't vanished? What type of civilization might have been created, if they had remained? What other structures would they have built? Or ask yourself "How did they do that?" How, exactly, did stone-age peoples around the world excavate, move, and place into position, massive stone blocks weighing tens and hundreds of tons? Did they use magic? Or merely brute force and an unexpected knowledge of engineering and mathematics? The point is: we don't know the answers for certain which leaves the individual GM to tailor his or her own world.

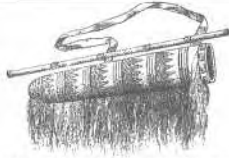
... AND A
10-FOOT POLE



FOOD ITEMS	Cost	Wt.	Size	Avail.	Time	B#	Rel/Str	F	Notes
Flour									
Cracked barley	10 cp	10 lbs.	—	A	7 days	—	—	—	
Fresh Bread									
Flatbread	4 tp	1 lb.	—	A	2 hrs	—	—	—	
Fresh Meat:									
Wild ox (Roast)	4 cp	1 lb.	—	A	2 hrs	—	—	—	Time shows average time butcher
Wild ox (other cut)	12 tp	1 lb.	—	A	2 hrs	—	—	—	
Boar, wild	2 cp	1 lb.	—	A	2 hrs	—	—	—	
Mammoth	5 cp	1 lb.	—	A	6 hrs	—	—	—	Rabbit, squirrel, etc.
Venison	3 cp	1 lb.	—	A	2 hrs	—	—	—	
Small game	5 tp	1 lb.	—	A	30 mins	—	—	—	
Fish									
Carp	5 tp	1 lb.	—	A	1 hr	—	—	—	Time shows average time to catch 
Eel	2 tp	1 lb.	—	A	1 hr	—	—	—	
Fresh river	6 tp	1 lb.	—	A	1 hr	—	—	—	
Pike	4 tp	1 lb.	—	A	1 hr	—	—	—	
Clams/crabs	8 tp	1 lb.	—	A	1 hr	—	—	—	
Dairy Products									
Eggs	2 bp	—	1 doz.	A	1 day	—	—	—	Time shows average time to gather
Fruits & Grains									
Apples	7 cp	—	1 bu.	A	2 hrs	—	—	—	Time shows average time to harvest
Berries, wild	3 cp	—	1 bu.	A	2 hrs	—	—	—	
Crabapples	2 cp	—	1 bu.	A	2 hrs	—	—	—	
Dates	6 cp	—	1 bu.	A	2 hrs	—	—	—	
Figs	25 cp	—	1 bu.	A	2 hrs	—	—	—	
Grapes	13 cp	—	1 bu.	A	2 hrs	—	—	—	
Nuts, wild	4 tp	—	1 bu.	A	2 hrs	—	—	—	
Olives	9 cp	—	1 bu.	A	2 hrs	—	—	—	
Pears	6 cp	—	1 bu.	A	2 hrs	—	—	—	Cost is two times normal cost Price varies by region
Plums	3 cp	—	1 bu.	A	2 hrs	—	—	—	
Dried fruit	**	—	—	—	2 days	—	—	—	
Barley, wild	25-50 cp	—	1 bu.	A	3-4 hrs	—	—	—	
Vegetables									
Beans, fresh	3 cp	—	1 bu.	A	1 day	—	—	—	All are wild plants
Lentils	2 cp	—	1 bu.	A	1 day	—	—	—	
Leeks	3 cp	—	1 bu.	A	1 day	—	—	—	
Carrots	3 cp	—	1 bu.	A	1 day	—	—	—	
Radishes	3 cp	—	1 bu.	A	1 day	—	—	—	
Turnips	4 cp	—	1 bu.	A	1 day	—	—	—	
Beets	4 cp	—	1 bu.	A	1 day	—	—	—	
Cabbage, wild	3 cp	—	1 bu.	A	1 day	—	—	—	
Parsnips	3 cp	—	1 bu.	A	1 day	—	—	—	
Onions	2 cp	—	1 bu.	A	1 day	—	—	—	
Wild Roots	1 cp	—	1 bu.	A	1 day	—	—	—	
Herbs, Spices, & Flavorings									
Honey	16 gp	1 lb.	—	A	1 day	—	—	—	
Mint	3 bp	4 oz.	—	A	1 day	—	—	—	
Parsley	1 bp	4 oz.	—	A	1 day	—	—	—	
Salt	5 bp	1 lb.	—	A	1 day	—	—	—	
Field Rations:									
Fish (various), salted	2 cp	1 lb.	—	A	2 days	—	—	—	
Meat, freeze-dried	7 cp	1 lb.	—	A	5 days	—	—	—	
Beef, jerked	2 cp	1 lb.	—	A	1 day	—	—	—	



OUTDOOR SURVIVAL	Cost	Wt.	Size	Avail.	Time	B#	Rel/Str	F	Notes	
Torch	1 tp	0.5 lbs.	—	A	5 mins	—	—	—	Lasts 1 hour	
Backpack, small leather	2 bp	1 lb.	1 cu. ft.	A	3-5 days	—	—	—		
Backpack, medium leather	4 bp	1.5 lb.	2 cu. ft.	A	3-5 days	—	—	—		
Backpack, large leather	7 bp	3 lb.	3.5 cu. ft.	A	3-5 days	—	—	—		
Fire-starting bow	5 bp	1 lb.	—	A	1 day	1-3	80	—		
Tent, 2-man leather	7 sp	60 lbs.	5'x6'x4'	A	10 days	—	—	—		
Tent, 4-man leather	15 sp	120 lbs.	8'x10'x5'	A	2 wks	—	—	—		
Fishhook & line	2 tp	—	30'	A	1 day	1-4	50	—		
Fishing net, small	5 sp	3-5 lbs.	6'x6'	A	6 days	1-5	55	—		
Fishing net, large	8 sp	10 lbs.	12'x12'	A	10 days	1-4	65	—		
Fish Trap	3 bp	1 lb.	—	A	2-3 days	1-3	65	—		
Sleeping furs, light	50 cp+	10 lbs.	—	A	1 wk	—	—	—		
Sleeping furs, heavy	75 cp+	15 lbs.	—	A	10 days	—	—	—		
Bucket, leather	5 bp	1 lb.	1 gal	A	2 days	—	—	—		
Bucket, leather	1 bp	2 lb.	5 gal	A	2 days	—	—	—		
Waterskin (full)	3 bp	8 lbs.	1 gal	A	2 days	—	—	—		
Waterskin (full)	7 bp	50 lbs.	5 gals	A	2 days	—	—	—		
TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B#	Rel/Str	F	Notes	
Adze	25 cp	2 lbs.	—	A	1 day	1-4	90(w)	—		
Bow drill	3 cp	1 lb.	—	A	3 days	1-3	80	—		
Burin (chisel)	4 bp	0.75 lbs.	—	A	10 days	1-4	65	—		
Hammer (stone)	3 bp	3-5 lbs.	—	A	3 days	1-7	70(w)	05		
Hatchet	12 cp	2.5 lbs.	—	A	8 days	1-7	70(w)	05		
Lamp	5 bp	1 lb.	1 pt	A	2-3 days	—	—	—	Made of stone; requires oil Lasts one day	
Animal fat (oil)	1 bp	0.5 lbs.	1 pt	A	2 days	—	—	—		
Mallet, wood	3 cp	1 lb.	—	A	3 days	1-6	60(w)	05		
Paint	5 bp	—	1 pt	A	2 days	—	—	—		
Pick axe	7 cp	12 lbs.	—	A	2 days	1-8	50	06		
Rope, light (per 50')	4 cp	6 lbs.	—	A	3 days	1-7	45	—		
Rope, standard (per 50')	6 cp	8 lbs.	—	A	3 days	1-6	55	—		
Skin sleeker	12 cp	1 lb.	—	A	1 wk	—	—	—		
Spindle	5 cp	1 lb.	—	A	1 day	—	—	—		
Trident	14 cp	5 lbs.	—	A	2 days	1-6	40(w)	05		
Wood axe	25 cp	5 lbs.	—	A	2 days	1-7	60(w)	04		
TRANSPORT & TACK	Cost	Wt.	Size	Avail.	Time	B#	Rel/Str	F	Notes	
Dugout canoe	8 gp	130 lbs.	2 man	A	14 days	1-3	80	—	For rivers and lakes For open sea	
'Deep Sea' canoe	15 gp	350 lbs.	4-6 man	A	30 days	1-4	90	—		
Coracle	8 sp	140 lbs.	3 man	A	14 days	1-6	50	—		
Paddle	8 bp	7 lbs.	4.5'	A	1 day	—	—	—		
Mast & sail	25 sp	175 lbs.	10'	A	4 days	1-3	45	—		
Dog sled	7 gp	150 lbs.	—	A	5 days	1-2	45	—		
Skis	10 gp	20 lbs.	—	A	14 days	1	30	—		
MUSICAL INSTRUMENTS	Cost	Wt.	Size	Avail.	Time	B#	Rel/Str	F	Notes	
Drum	15 cp	3-8 lbs.	—	A	3-5 days	—	—	—		
Hunting horn	2 sp	1-3 lbs.	—	A	5 days	—	—	—		
Ocarina	12 tp	1 lb.	—	A	2 days	—	—	—		
Pan pipes	8 cp	1 lb.	—	A	3-4 days	—	—	—		
Rattle	3 tp	0.5 lbs.	—	A	1 day	—	—	—		
COOKING & EATING	Cost	Wt.	Size	Avail.	Time	B#	Rel/Str	F	Notes	
Leather pot	7 cp	2.5 lbs.	2 pt.	A	3 days	—	—	—		
Leather pot	10 cp	3.5 lbs.	1 qt.	A	4 days	—	—	—		
Bark pot	7 tp	1.5 lbs.	2 pt.	A	3 days	—	—	—		
Bark pot-1 quart	10 tp	2.5 lbs.	1 qt.	A	4 days	—	—	—		
Turtle shell pot	1 bp	3-7 lbs.	2 gal.	A	2 days	—	—	—		
Hearthstone (baking)	1 bp	10-15 lbs.	—	A	1 day	—	—	—		
Ladle, wooden	3 tp	—	—	A	1 day	—	—	—		
Spoon, wooden	1 tp	—	—	A	1 day	—	—	—		
Knife, obsidian	9 sp	—	—	A	2-3 days	—	—	—		
Bowl, small leather	6 tp	0.75 lbs.	1 pt.	A	1 day	—	—	—		
Bowl, large leather	6 tp	1 lbs.	1 pt.	A	1 day	—	—	—		
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—		
Mug, leather	3 cp	—	1 pt.	A	2 days	—	—	—		
Drinking horn, plain	4 cp	—	1 pt.	A	2 days	—	—	—		
Drinking horn, ornate	2 sp+	—	1 pt.	A	2-8 days	—	—	—		

CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B#	Rel/Str	F	Notes
Wearable Clothes									
Belt, fur	55 cp	1 lb.	—	A	12 hrs	—	—	—	
Belt, leather	10 cp	0.5 lbs.	—	A	1 days	—	—	—	
Soft boots, leather	3-5 sp	2 lbs.	—	A	3-7 days	—	—	—	
Cloak, fur	25 bp	7 lbs.	—	A	3 days	—	—	—	
Coat, leather	18 bp	5-9 lbs.	—	A	2 days	—	—	—	
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—	
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—	
Hat, leather	1 bp	1 lb.	—	A	1 day	—	—	—	
Hat, fur	3 bp	1.5 lbs.	—	A	1 day	—	—	—	
Moccasins, leather	5 bp	1 lb.	—	A	1 day	—	—	—	
Shirt, leather	12 bp	3-5 lbs.	—	A	2 days	—	—	—	
Pants, leather	13 bp	3-6 lbs.	—	A	2 days	—	—	—	
Sandals, leather	4 bp	1 lb.	—	A	2 days	—	—	—	
Furs & Hides									
Light hides	1 sp	5-10 lbs.	—	A	1 wk	—	—	—	From small game animals From large game animals Beaver, rabbit, fox, etc. Mammoth, bear, etc.
Heavy hides	3 sp	7-15 lbs.	—	A	1-2 wks	—	—	—	
Light furs	5 sp	7-12 lbs.	—	A	2-3 wks	—	—	—	
Heavy furs	12 sp	10-20 lbs.	—	A	2-3 wks	—	—	—	
Sewing & Tailoring									
Needles (5)	6 bp	—	—	A	1 day	—	—	—	
Pins (5)	2 bp	—	—	A	1 day	—	—	—	
Thread, flax (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Thread, gut (50 feet)	2 cp	—	—	A	1 day	—	—	—	
MEDICINE	Cost	Wt.	Size	Avail.	Time	B#	Rel/Str	F	Notes
Bandages, leaves	10 cp	0.5 lb.	—	A	1 day	—	—	—	 Price varies by what it cures
Cranial drill	4 bp	2 lbs.	—	A	3-5 days	—	—	—	
Crutches	2 cp	2-4 lbs.	—	A	1 day	—	—	—	
Herbal remedy	3 cp+	0.5 lbs.	1 pt.	A	1-3 days	—	—	—	
Knife, surgical	5 bp	0.5 lbs.	—	A	7 days	—	—	—	
Leeches	2 bp	0.5 lbs.	1 pt.	A	1-3 days	—	—	—	Approximately 50 leeches
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Suturing needle	1 bp	—	—	A	2-3 days	—	—	—	
Thread, flax (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Thread, gut (50 feet)	2 cp	—	—	A	1 day	—	—	—	
MISCELLANEOUS	Cost	Wt.	Size	Avail.	Time	B#	Rel/Str	F	Notes
10' pole	35 cp	3-7 lbs.	10'	A	1 wk	—	—	—	
Amulet	1 bp+	0.1-0.5 lbs.	—	A	1-20 days	—	—	—	
Holy symbol	1 bp+	0.1-1 lb.	—	A	1-20 days	—	—	—	
Beads	2 cp	—	—	A	3 days	—	—	—	
Walking Stick	2 bp	2-5 lbs.	4'	A	1 wk	—	—	—	
ARMOR	Cost	AT	Wt.	Avail.	Time	B#	Rel/Str	F	Notes
Arm greaves, leather	1 sp	—	2-3 lbs.	A	1 day	—	—	—	
Bracer, leather	1 sp	—	0.5 lbs.	A	1 day	—	—	—	
Breastplate, leather	45 bp	9	10-18 lbs.	A	4 days	—	—	—	
Leather jerkin	1 sp	5	7-12 lbs.	A	1 day	—	—	—	
Leg greaves, leather	12 bp	—	2.5-3.5 lbs.	A	1 day	—	—	—	
Target shield	35 bp	—	3-10 lbs.	A	3 days	1-4	40(w)	—	
TYPICAL WEAPONS	Cost	Type	Wt.	Avail.	Time	B#	Rel/Str	F	Notes
Axe	2 sp	1hc	4-6 lbs.	A	1 day	1-7	60(w)	04	
Boar spear	25 bp	pa	3-6 lbs.	A	1 day	1-5	50(w)	05	
Club	1 cp	1 hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Cudgel	5 cp	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	
Dagger, obsidian	3 sp	1hc/th	0.75-1.5 lbs.	A	1 day	1-7	70	03	
Harpoon	25 bp	th	4-8 lbs.	A	1 day	1-7	50(w)	05	
Javelin	3 sp	th	3-5 lbs.	A	1 day	1-5	40(w)	04	
Lasso	2 cp	th	2-5 lbs.	A	6 hrs	1-6	50	06	
Net, fishing	1 sp	1hc/th	3-5 lbs.	A	3 days	1-5	55	08	
Short bow	6 sp	mis	2-3 lbs.	A	3 days	1-2	80	04	
Sling	9 bp	mis	0.5 lbs.	A	6 hrs	1	95	06	
Spear	23 bp	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05	
Weapon Accessories									
Arrows (20)	4 bp	—	3 lbs.	A	1 day	—	—	—	Made of leather; holds twenty arrows
Quiver	12 bp	—	1-2 lbs.	A	1 day	—	—	—	

THE COPPER AGE

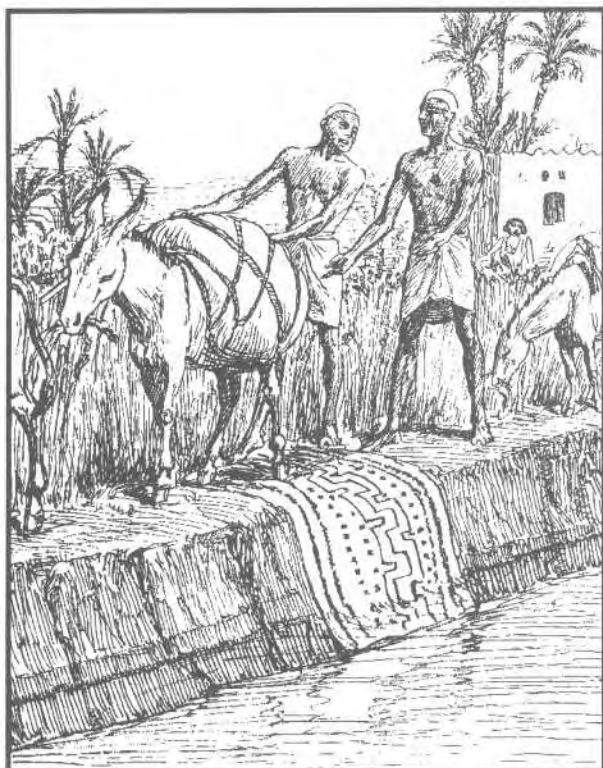
Section 4.0

The Copper Age

Copper Age or Late Stone Age? Actually, either term can be applied to the period when man was making the transition from nomadic hunter-gatherer to settled farmer. The tools of his ancestors were still used, made from the same stone, wood, antler, horn, and bone. But metal was being discovered as well. The earliest metal artifacts found so far were made of copper, hammered into various shapes such as rings and other small ornaments.

Man was settling down, either raising crops, herding animals, or both. These early farmers settled in upland areas, where the soil was light, easily worked, and also easily exhausted. Unlike later farmers, they were not rooted to one spot, but moved on as needed to open new fields. By 5,000 B.C., they had spread into the river valleys of central and southern Europe, the Middle East, north Africa, and India. It is here, in these valleys, that the greatest technological changes began. The rivers acted as roadways, connecting the isolated farms and communities. Annual floods replenished the fields with minerals and rich soil, allowing settlers to crop the same fields year after year. Because no two rivers flood at the same time, however, each area was forced to develop different techniques to cope with the rising water.

In Egypt, the Nile floods in early spring were easily predictable within a period of a few days by the Egyptians. They simply waited for the water to recede before planting, and used a system of canals and ditches to carry water to the fields for irrigation. In Mesopotamia, on the other hand, the Tigris and Euphrates rivers flood in the summer—far too late for planting as unprotected crops would wash away. The solution was a complex system of dikes and canals that protected the fields from the worst of the flooding, while still reaping the benefits.



Once the rivers were conquered and controlled, man settled down to farming in earnest. Various grains were grown, such as millet, barley, and, later, wheat. Grapes, olives, figs, and dates were cultivated as well. With fields that could be planted year after year, more long-term crops, such as orchards, became feasible. Communities began to grow with their expanding fields. A village that once housed a few hundred, could now support a few thousand people.

But as more and more land was given over to agriculture, less was available for the herds of cattle, sheep, and other animals. Cultivated land could not be used for grazing. The herds would quickly turn carefully planted and tended fields into a wasteland. Villages that had once been comfortably far apart might, as their populations grew, develop conflicts over remaining lands for grazing. This ultimately resulted in several things: almost all the land between villages being devoted to crops; a large, dense population in the river valleys; and a breach between the farmers and the herdsmen, with the two groups becoming separate, distinct communities. A breach that hadn't healed by the nineteenth century, when cattle ranchers argued and fought with farmers in the American west.

Man's interest in copper, and other metals was probably piqued while searching for suitable color pigments to decorate the home, temples, and pottery. Broken, weatherworn, and grubby as the artifacts are today, a modern study of primitive peoples shows that early man probably used the brightest colors he could find. Yellow and red ocher, blue azurite, and green malachite—all minerals used as the basis for early paints—contain copper. Unlike iron (where the metal is bound up with other elements, requiring a great deal of work to remove) copper can be found as smallish lumps inside these (and other) minerals. Breaking up the raw ore to use it in paint revealed these lumps, and man soon learned to shape the copper by hammering or carving.

The major drawback to working with these tiny lumps of copper, was that they could not be joined to make larger ones, at least not by hammering alone. Something else was needed. Fire! No one knows when man (or his primitive ancestors) first used fire. But by the Copper Age, it was an important tool in man's ever-growing arsenal of technology. Man used it to heat the home, cook meals, and frighten away predators. By the beginning of the Copper Age, man used fire to transform clay into pottery jars, bowls, and utensils. At first they placed the unbaked pottery directly into the fire, and later into kilns. Experience soon taught these early potters to use heat to transform other materials, like copper.

Soft and malleable, copper takes only limited hammering. It becomes brittle, prone to cracking due to stress. Undoubtedly early metalworkers learned just how far they could push before the breaking point was reached. Modern analysis shows that many of the earliest copper artifacts were almost at that point. With the addition of fire, however, copper can be hammered on as much as you like. Heating the copper relieves the built-up stress within the metal, allowing continual shaping and reshaping until the desired form is achieved. Known as annealing, this continual *hammer—heat—hammer* process was discovered within a century or two of the first known use of copper.

... AND A 10-FOOT POLE



Section 4.0

The Copper Age

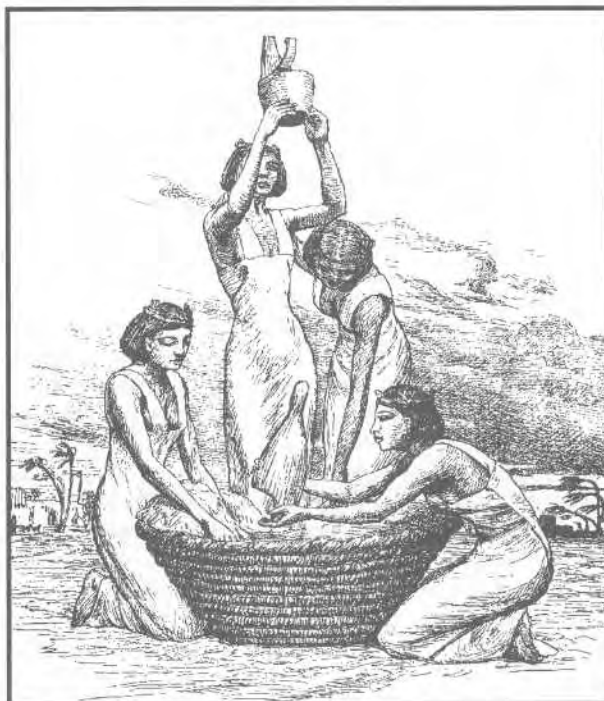
Gold and silver caught man's eye around this time as well. Rarer than copper, they were most likely found in deposits in streams, where they had washed down from veins higher up in the hills and mountains. Gold was highly prized because smaller pieces could be hammered together to form larger ones, and did not have to be heated and reheated to prevent stress cracks. However, it's rarity and softness prevented it from being used for anything except small trinkets. But it was a beginning. Silver, which is found even less frequently than gold in its natural state, was prized as well. Generally found mixed with gold as a natural alloy (electrum, whose properties vary considerably from area to area), pure silver was virtually unknown. Although pure silver was occasionally found, and several artifacts have turned up, the techniques for separating the two metals were not known at that time.

Another *pretty rock*, even more highly prized than silver or gold, was lapis lazuli. A lustrous blue stone, rare in the copper age world, it was used for ornaments and decorations. Before 4,000 B.C., men were actually attempting to synthesize lapis lazuli! By coating a talc stone with powdered azurite or malachite, putting it into a sealed container, and placing it on a hot fire, these early metalworkers produced a blue-colored glass known as *faience*.

A few metal trinkets, pieces of pottery, and bits of colored glass might not seem like much technologically. But they marked man's discovery that he could transform materials from one form to another, and introduced the idea that metals could be altered by high temperatures. Using fire, he bonded smaller lumps of copper together to form larger pieces. Moreover, he learned that fire would actually separate the copper—and other metals—from the raw mineral ore. Man had discovered *smelting*! By 4,000 B.C., man was on his way to a true metal-based technology.

Beyond his use of copper, and other metals, man's technological knowledge developed in other ways. Early forms of pictogram writing—pictures representing animals and objects and words—began to appear. Clay pellets, incised with the owner's seal, were used to count the herds, so the priests and city rulers could take their cut. Agricultural developments insured the growth of cities. This in turn forced mankind to develop new customs, new ideas, and new technologies for living together.

In a Copper Age campaign, GMs and players alike have many options. Because this time period represents a transition between stone and metal, and no two areas advanced at the same rate, gamemasters can easily create worlds whose peoples have widely different technologies. For a strictly historical campaign, characters might be soldiers for one of the early city-states—such as Babylon, Ur, Lagash, or Eridu—fighting to expand territory at the expense of someone else. Or they might be wandering mercenaries. Areas rich in copper traded with other regions, so merchants (or their guards) would be a good choice. For the power-hungry, a GM could develop a world where the great civilizations are just beginning. Characters could ultimately become kings, emperors, and pharaohs—rulers of all they survey.



Another good idea for such a historical setting is to send the characters out exploring. Characters become discoverers of new lands where the people are still in the Copper Age. For an interesting twist, just remember that some cultures skipped the Copper Age entirely, moving straight to the Bronze Age—or even the Iron Age. Take these copper-using adventurers and would-be explorers, put them in contact with a more advanced group, and see what happens.

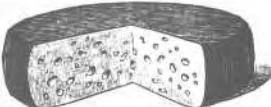
For fantasy campaigns copper weapons and tools might belong only to the dwarves. This is a time when the master metalsmiths are just getting started, before the return of an Eldest Race and the dwarves use their superior technology to keep upstart humans and orcs in line. For those who don't wish to give dwarves so much power, simply insert the race of your choice (e.g. elves or humans or orcs) into the premier spot. Or the GM might even be *nice*, and give access to these wondrous metal tools and weapons to everyone.

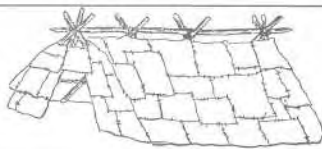
Gaming in the modern age? Once again, there is the classic "lost world" campaign setting. Set your game in the nineteenth century or early twentieth century; throw in a lost copper age civilization in a hidden valley, a trackless jungle, or the center of the Earth; and voila—instant Edgar Rice Burroughs. Now all you need is a maiden to rescue, and Tarzan...

Believe it or not, there are still areas where the people are little advanced beyond the Stone Age or Copper Age. They usually live in little-explored regions that are only now being searched for exploitable resources. Using the *Black Ops* sourcebook, characters can be anything from technicians sent in to evaluate the area to the hired soldiers sent in to guard them (or eliminate any local "resistance"). The only limit is the imagination of both the GM and the players.

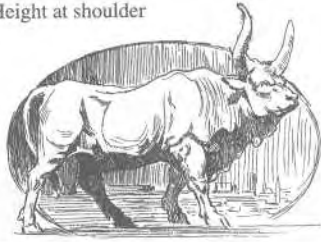
... AND A 10-
FOOT POLE



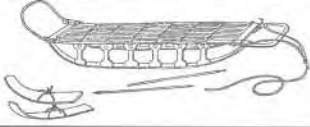
FOOD ITEMS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Flour										
Flour, wheat	15 cp	30 lbs.	—	A	1 day	—	—	—		
Flour, rye	8 cp	30 lbs.	—	A	1 day	—	—	—		
Flour, barley	10 cp	30 lbs.	—	A	1 day	—	—	—		
Flour, oat	10 cp	30 lbs.	—	A	1 day	—	—	—		
Fresh Bread										
Barley	3 tp	1 lb.	—	A	2 hrs	—	—	—		
Brown	2 tp	1 lb.	—	A	2 hrs	—	—	—		
Oat	2 tp	1 lb.	—	A	2 hrs	—	—	—		
Rye	3 tp	1 lb.	—	A	2 hrs	—	—	—		
Wheat	4 tp	1 lb.	—	A	2 hrs	—	—	—		
Fresh Meat									Time shows average time to butcher	
Beef-steak	5 cp	1 lb.	—	R	2 hrs	—	—	—		
Beef-roast	4 cp	1 lb.	—	R	2 hrs	—	—	—		
Beef-other cut	12 tp	1 lb.	—	R	2 hrs	—	—	—		
Pork-loin	6 cp	1 lb.	—	R	2 hrs	—	—	—		
Pork-ham	4 cp	1 lb.	—	R	2 hrs	—	—	—		
Pork-bacon	2 cp	1 lb.	—	R	2 hrs	—	—	—		
Pork-other cut	9 tp	1 lb.	—	R	2 hrs	—	—	—		
Pork-suckling pig	5 sp	20 lbs.	—	R	2 hrs	—	—	—		
Lamb, leg	12 cp	5 lbs.	—	R	2 hrs	—	—	—		
Lamb, whole	10 bp	60 lbs.	—	R	2 hrs	—	—	—		
Mutton, chops	3 cp	2 lbs.	—	R	2 hrs	—	—	—		
Chicken	3 bp	5 lb.	—	R	30 mins.	—	—	—		
Boar, wild	2 cp	1 lb.	—	R	2 hrs	—	—	—		
Venison	5 cp	1 lb.	—	R	2 hrs	—	—	—		
Small game	5 tp	1 lb.	—	R	30 mins.	—	—	—	Rabbit, squirrel, etc.	
Fish									Average time to catch	
Carp	5 tp	1 lb.	—	T	1 hr	—	—	—		
Eel	2 tp	1 lb.	—	T	1 hr	—	—	—		
Fresh river	6 tp	1 lb.	—	R	1 hr	—	—	—		
Herring, salted	8 tp	1 lb.	—	T	1 hr	—	—	—		
Pike	4 tp	1 lb.	—	T	1 hr	—	—	—		
Clams/crabs	8 tp	1 lb.	—	T	1 hr	—	—	—		
Dairy Products										
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—		
Butter, unsalted	6 cp	1 lb.	—	R	30 mins.	—	—	—		
Cheese, low quality	3 tp	1 lb.	—	R	1 day	—	—	—		
Cheese, avg. quality	8 tp	1 lb.	—	R	1 day	—	—	—		
Cream	6 tp	—	1 pt.	R	—	—	—	—		
Eggs	2 bp	—	1 doz.	R	1 hr	—	—	—	Time shows average time to gather	
Milk, cow	6 tp	—	2 qt.	R	30 mins.	—	—	—		
Milk, goat	4 tp	—	1 qt.	R	30 mins.	—	—	—		
Milk, mare	5 tp	—	1 qt.	R	30 mins.	—	—	—		
Fruits & Grains									Time shows average time to harvest	
Apples	7 cp	—	1 bu.	R	2 hrs	—	—	—		
Berries, wild	3 cp	—	1 bu.	R	2 hrs	—	—	—		
Crabapples	2 cp	—	1 bu.	R	2 hrs	—	—	—		
Dates	6 cp	—	1 bu.	R	2 hrs	—	—	—		
Figs	25 cp	—	1 bu.	R	2 hrs	—	—	—		
Grapes	13 cp	—	1 bu.	R	2 hrs	—	—	—		
Nuts, wild	4 tp	—	1 bu.	R	1 day	—	—	—		
Olives	9 cp	—	1 bu.	R	2 hrs	—	—	—		
Pears	6 cp	—	1 bu.	R	2 hrs	—	—	—		
Plums	3 cp	—	1 bu.	R	2 hrs	—	—	—		
Dried fruit	***	—	—	—	2 days	—	—	—	Cost is two times base cost	
Barley	25-50 cp	—	1 bu.	R	3 hrs	—	—	—		
Oats	20-40 cp	—	1 bu.	R	3 hrs	—	—	—		
Rye	15-30 cp	—	1 bu.	R	3 hrs	—	—	—		
Wheat	40-80 cp	—	1 bu.	R	3 hrs	—	—	—		
Vegetables									Time shows average time to harvest	
Beans, fresh	3 cp	—	1 bu.	R	1 hr	—	—	—		
Beans, dried	2 cp	—	1 bu.	R	3 days	—	—	—		
Lentils	2 cp	—	1 bu.	R	1 hr	—	—	—		
Leeks	3 cp	—	1 bu.	R	1 hr	—	—	—		
Carrots	3 cp	—	1 bu.	R	1 hr	—	—	—		
Radishes	3 cp	—	1 bu.	R	1 hr	—	—	—		
Turnips	4 cp	—	1 bu.	R	1 hr	—	—	—		
Beets	4 cp	—	1 bu.	R	1 hr	—	—	—		
Cabbage, wild	3 cp	—	1 bu.	R	1 hr	—	—	—		
Parsnips	3 cp	—	1 bu.	R	1 hr	—	—	—		
Onions	2 cp	—	1 bu.	R	1 hr	—	—	—		

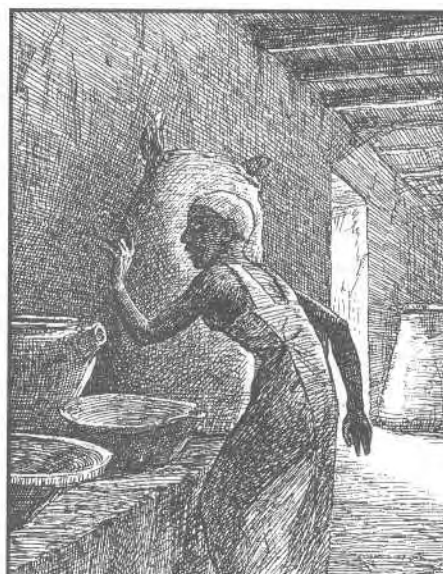
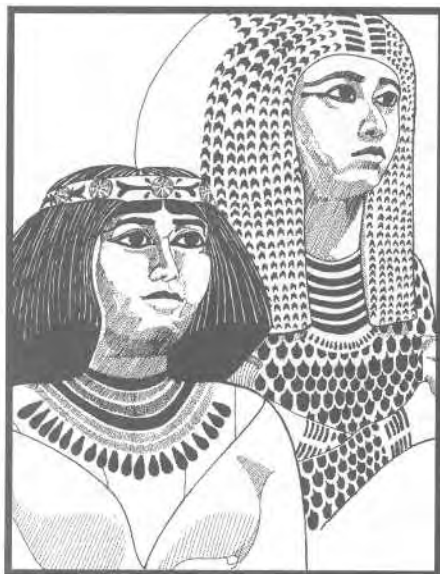
Herbs, Spices, & Flavorings									
Garlic	5 bp	4 oz.	—	R	1 hr	—	—	—	
Honey	16 gp	1 lb.	—	R	1 day	—	—	—	
Mint	3 bp	4 oz.	—	R	1 hr	—	—	—	
Parsley	1 bp	4 oz.	—	R	1 hr	—	—	—	
Pepper	16 gp	4 oz.	—	T	1 day	—	—	—	
Salt	5 bp	1 lb.	—	T	1 hr	—	—	—	
Field Rations:									
Beef, salted	2 bp	1 lb.	—	T	2 days	—	—	—	
Pork, salted	12 cp	1 lb.	—	T	2 days	—	—	—	
Fish (various), salted	2 cp	1 lb.	—	T	2 days	—	—	—	
Salmon, smoked	3 cp	1 lb.	—	T	3 days	—	—	—	
Beef, smoked	7 cp	1 lb.	—	R	5 days	—	—	—	
Pork, smoked	7 cp	1 lb.	—	R	5 days	—	—	—	
Black bread	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Hardtack	1 tp	1 lb.	—	A	2 hrs	—	—	—	
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—	
Beef, jerked	2 cp	1 lb.	—	R	1 day	—	—	—	
Fish (various), dried	1 cp	1 lb.	—	T	3-5 days	—	—	—	
Oils									
Olive oil	8 bp	—	1 gal	T	2 days	—	—	—	
Lard	1 bp	1 lb.	—	R	1 day	—	—	—	
Alcoholic Beverages									
Wine, poor	4 tp	—	1 pt.	A	4-6 wks	—	—	—	Made from spoiled wine
Wine, avg.	6 tp	—	1 pt.	A	4-6 wks	—	—	—	
Beer	2 tp	—	1 pt.	A	2-4 wks	—	—	—	
Vinegar	1 tp	—	1 pt.	A	4-6 wks	—	—	—	
OUTDOOR SURVIVAL									
Torch	1 tp	—	1 hr	A	5 mins	—	—	—	
Backpack, small leather	2 bp	1 lb.	1 cu. ft.	A	3-5 days	—	—	—	
Backpack, medium leather	4 bp	1.5 lb.	2 cu. ft.	A	3-5 days	—	—	—	
Backpack, large leather	7 bp	3 lb.	3.5 cu. ft.	A	3-5 days	—	—	—	
Sack, small	3 bp	—	3 cu. ft.	A	1 day	—	—	—	
Sack, large	5 bp	—	5 cu. ft.	A	1 day	—	—	—	
Fire-starting bow	5 bp	1 lb.	—	R	1 day	1-3	80	—	
Tent, 2-man leather	7 sp	60 lbs.	5'x6'x4'	A	10 days	—	—	—	
Tent, 4-man leather	15 sp	120 lbs.	8'x10'x5'	A	2 wks	—	—	—	
Fishhook & line	2 tp	—	30'	R	1 day	—	—	—	
Fishing Net, small	5 sp	3-5 lbs.	6'x6'	A	3 days	1-5	60	—	
Fishing Net, large	8 sp	10 lbs.	12'x12'	A	5 days	1-4	65	—	
Fish Trap	3 bp	1 lb.	—	A	2 hrs	1-3	65	—	
Blanket, light	20 cp	2.5 lbs.	—	A	1 day	—	—	—	
Blanket, heavy	30 cp	6 lbs.	—	A	1 day	—	—	—	
Sleeping furs, light	50 cp+	10 lbs.	—	A	1 wk	—	—	—	
Sleeping furs, heavy	75 cp+	15 lbs.	—	A	10 days	—	—	—	
Hammock, leather	60 cp	6 lbs.	4'x8'	A	2-3 days	—	—	—	
Bucket, leather	5 cp	1 lb.	1 gal	A	2 days	—	—	—	Made of copper; requires oil Lasts 1 day
Bucket, leather	1 cp	2 lb.	5 gal	A	2 days	—	—	—	
Waterskin (full)	3 bp	8 lbs.	1 gal	R	2 days	—	—	—	
Waterskin (full)	7 bp	50 lbs.	5 gals	R	2 days	—	—	—	
Lamp	1 bp	1 lb.	1 pt	T	1 day	—	—	—	
Lamp oil	1 bp	0.5 lbs.	1 pt	T	2 days	—	—	—	

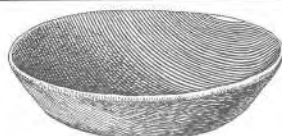


CONTAINERS		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Jar, pottery	3 tp	—	—	1 pt	A	12 hrs	—	—	—		
Jar, pottery	5 tp	—	0.5 lbs.	1 qt	A	12 hrs	—	—	—		
Jar, pottery	2 cp	—	2 lb.	1 gal	A	12 hrs	—	—	—		
Crock, pottery	4 cp	—	4 lbs.	5 gal	A	12 hrs	—	—	—		
Amphora	2 bp	—	30 lbs.	12 gal	T	1 day	—	—	—		
Bucket, leather	5 cp	—	1 lb.	1 gal	A	2 days	—	—	—		
Bucket, leather	1 bp	—	2 lbs.	5 gal	A	2 days	—	—	—		
TOOLS & MACHINES		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Adze	25 cp	—	2 lbs.	—	A	1 day	1-4	80(w)	—		
Anvil, standard	5 gp	—	410 lbs.	—	T	30 days	—	—	—		
Auger	25 cp	—	—	—	T	12 hrs	—	—	—		
Awl	15 cp	—	—	—	T	12 hrs	—	—	—		
Ard	12 bp	—	100 lbs.	—	R	6 days	1-8	45(w)	—	Primitive plow	
Bow drill	3 cp	—	1 lb.	—	T	3 days	1-3	80	—		
Brush	2 cp	—	0.5 lbs.	—	T	1 day	—	—	—		
Carding comb	1 cp	—	1 lb.	—	T	1 day	—	—	—		
Chisel	4 bp	—	0.75 lbs.	—	T	2 days	—	—	—		
Forge, standard	4 gp	—	1000 lbs.	—	T	15 days	1-5	75	—		
Grappling hook	12 bp	—	5 lbs.	—	T	3 days	—	—	—		
Grindstone	28 sp	—	150 lbs.	—	T	18 days	—	—	—		
Hammer, blacksmith's	22 bp	—	5 lbs.	—	T	4 days	1-7	80(w)	05		
Hammer, carpenter's	7 cp	—	2 lbs.	—	T	2 days	1-7	75(w)	05		
Hatchet	12 cp	—	2.5 lbs.	—	T	2 days	1-7	70(w)	05		
Hoe	6 cp	—	3.5 lbs.	—	T	1 day	1-5	80(w)	—		12' wooden
Ladder	15 cp	—	35 lbs.	—	T	4 days	—	—	—		
Mallet, wood	3 cp	—	1 lb.	—	T	1 day	1-6	60(w)	05		
Paint	5-50 bp	—	—	1 gal	T	2 days	—	—	—	Price varies by color	
Pick Axe	7 cp	—	12 lbs.	—	T	1.5 days	1-8	50(w)	06		
Rake, wooden	4 cp	—	4 lbs.	—	T	2 days	1-5	40(w)	—		
Reaping knife	15 cp	—	2 lbs.	—	T	1 day	1-6	80(w)	03		
Rope, light (per 50')	4 cp	—	6 lbs.	—	T	3 days	1-6	55	—		
Rope, standard (per 50')	6 cp	—	8 lbs.	—	T	3 days	1-5	65	—		
Shepherd's crook	4 cp	—	3 lbs.	—	R	3 days	—	—	—		
Shovel	16 cp	—	4.5 lbs.	—	T	1 day	1-4	90(w)	—		
Spindle	5 cp	—	1 lb.	—	T	1 day	—	—	—		
Tongs, large	22 cp	—	6.5 lbs.	—	T	2 days	—	—	—		
Tongs, small	12 cp	—	3 lbs.	—	T	2 days	—	—	—		
Trident	14 cp	—	5 lbs.	—	T	2 days	1-6	40(w)	05		
Weaving loom, small	45 bp	—	125 lbs.	—	T	7 days	1-5	50(w)	—		
Wedge (splitting)-copper	1 bp	—	2.5 lbs.	—	T	2 days	—	—	—		
Wedge (staying)-wooden	5 tp	—	0.5 lbs.	—	T	12 hrs	—	—	—		
Whitewash	7 cp	—	—	10 gals	T	1 day	—	—	—		
Wood axe	25 cp	—	5 lbs.	—	T	2 days	1-7	60(w)	04		
Wood saw, copper	35 cp	—	3 lbs.	—	T	7 days	1-2	35	—		
ANIMALS		Cost	ft/rnd	mph	Man.	Ht./Wt.	Capacity		Notes		
Horse, light	45 sp	100	7	+40	5'/800 lbs.	200 lbs.		Height at shoulder			
Mule	40 sp	100	7	+35	5'/800 lbs.	400 lbs.					
Donkey	32 sp	90	6	+20	4'+/550lbs.	300 lbs.					
Pony	40 sp	70	4.5	+30	4'/500 lbs.	200 lbs.					
Bull	120 sp	60	4	+20	5'/1700 lbs.	600 lbs.					
Cow	75 sp	50	3.5	+15	5'/1400 lbs.	400 lbs.					
Calf	30 sp	45	3	+35	3'/300 lbs.	—					
Ox	90 sp	60	4	+20	5'/2000 lbs.	700 lbs.					
Chicken	2 bp	—	—	+20	5 lbs.	—					
Goat	5 gp	—	—	+50	50 lbs.	—					
Pig	25 sp	—	—	+20	150 lbs.+	—					
Suckling pig	4sp	—	—	+30	30 lbs.	—					
Sheep, coarse wool	35 sp	—	—	+50	110 lbs.	—					
Lamb, coarse wool	15 sp	—	—	+50	50 lbs.	—					



TRANSPORT & TACK		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bridle	15 sp	2 lbs.	—	A	2 days	—	—	—	—	
Saddle	15 gp	10 lbs.	—	A	7 days	—	—	—	—	
Packsaddle	10 sp	7 lbs.	—	T	4 days	—	—	—	—	
Saddle blanket	5 bp	1 lb.	—	A	1 day	—	—	—	—	
Ox yoke	10 bp	40 lbs.	—	A	6 days	—	—	—	—	
Driving whip	15 sp	2 lbs.	—	A	2 days	—	—	—	—	
Ox cart	25 sp	250 lbs.	2 people	T	10 days	—	—	—	—	Size could include up to 1000 lbs. cargo Size could include up to 4000 lbs. cargo Size could include up to 7,000 lbs. cargo
Canoe	8 gp	130 lbs.	2 people	A	14 days	—	—	—	—	
Coracle	8 sp	140 lbs.	3 people	A	14 days	—	—	—	—	
Boat (10')	7 gp	200 lbs.	4 people	T	14 days	—	—	—	—	
Boat (20')	11 gp	800 lbs.	8 people	T	28 days	—	—	—	—	
Longboat (30')	40 gp	2,000 lbs.	16 people	T	30 days	—	—	—	—	
Paddle	8 bp	7 lbs.	4.5'	A	1 day	—	—	—	—	
Oar	15 bp	18 lbs.	8'	A	2 days	—	—	—	—	
Mast & sail	25 sp	175 lbs.	10'	T	4 days	—	—	—	—	
Dog sled	7 gp	150 lbs.	—	R	5 days	—	—	—	—	
Sledge (covered)	12 bp	100 lbs.	400 lbs.	R	2 days	—	—	—	—	
SCRIPTORIUM		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Balance	12 sp	10 lbs.	—	T	15 days	1-2	40	—	—	Counters
Balance weights	2 sp	5 lbs.	—	T	5 days	—	—	—	—	
Counter boards	15 cp	5 lbs.	—	T	3 days	—	—	—	—	
Jettons (per 20)	19 tp	—	—	T	2 days	—	—	—	—	
Paint	7 cp	—	1 pt.	T	2 days	—	—	—	—	
Brush	1 cp	—	—	T	1 day	—	—	—	—	
ALCHEMY & CLERICAL		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Altar cloth (plain)	14 cp	3 lbs.	6'x3'	T	3 days	—	—	—	—	
Altar cloth (ornate)	25 sp+	3-7 lbs.	6'x3'	T	3-6 wks	—	—	—	—	
Holy symbol	1 bp+	0.1-1 lb.	—	T	1-20 days	—	—	—	—	
Incense	3 sp	0.5 lbs.	—	T	—	—	—	—	—	
Prayer beads	2 cp	—	—	T	3 days	—	—	—	—	
Vial, pottery	8 tp	—	4 oz.	T	12 hrs	—	—	—	—	
Jar, pottery	16 tp	—	8 oz.	T	12 hrs	—	—	—	—	
Jar, pottery	2 cp	—	1 pt.	T	12 hrs	—	—	—	—	
Jar, pottery	3 cp	—	1 qt.	T	12 hrs	—	—	—	—	
Jar, pottery	5 cp	—	1 gal	T	12 hrs	—	—	—	—	
Bottle, pottery	4 cp	—	1 qt.	T	12 hrs	—	—	—	—	
MUSICAL INSTRUMENTS		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Drum	15 cp	3-8 lbs.	—	A	3-5 days	—	—	—	—	
Hunting horn	2 sp	1-3 lbs.	—	A	5 days	—	—	—	—	
Ocarina	12 tp	1 lb.	—	T	2 days	—	—	—	—	
Pan pipes	8 cp	1 lb.	—	T	3-4 days	—	—	—	—	
Rattle	3 tp	0.5 lbs.	—	T	1 day	—	—	—	—	



COOKING & EATING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Pottery pot	7 cp	2.5 lbs.	2 pt.	T	12 hrs	—	—	—		
Pottery pot	10 cp	3.5 lbs.	1 qt.	T	12 hrs	—	—	—		
Copper pot	7 sp	3.5 lbs.	2 pt.	T	12 hrs	—	—	—		
Copper pot	10 sp	4.5 lbs.	1 qt.	T	4 days	—	—	—		
Ladle, wooden	3 tp	—	—	A	2 hrs	—	—	—		
Spoon, wooden	1 tp	—	—	A	2 hrs	—	—	—		
Spoon, copper	6 bp	0.5 lbs.	—	A	2-7 days	—	—	—		
Knife, copper	9 bp	0.5 lbs.	—	T	2-3 days	1-7	60	03		
Knife, obsidian	9 sp	0.5 lbs.	—	T	2-3 days	1-8	50	03		
Bowl, small wooden	6 tp	0.5 lbs.	1 pt.	A	1 day	—	—	—		
Bowl, small pottery	1 cp	1 lb.	1 pt.	A	12 hrs	—	—	—		
Bowl, small copper	5 gp	2 lbs.	1 pt.	A	2 days	—	—	—		
Bowl, small leather	6 tp	0.75 lbs.	1 pt.	A	1 day	—	—	—		
Bowl, large wooden	8 tp	1 lb.	1 qt.	A	1 day	—	—	—		
Bowl, large pottery	3 cp	1.5 lbs.	1 qt.	A	12 hrs	—	—	—		
Bowl, large copper	12 gp	3.5 lbs.	1 qt.	A	2 days	—	—	—		
Bowl, large leather	6 tp	1 lbs.	1 pt.	A	1 day	—	—	—		
Pitcher, wooden	3 cp	2 lbs.	2 qt.	A	3 days	—	—	—		
Pitcher, pottery	5 bp	2 lbs.	2 qt.	A	12 hrs	—	—	—		
Platter, small wooden	3 tp	1 lb.	—	A	1 day	—	—	—		
Platter, large wooden	4 tp	1.5 lbs.	—	A	1 day	—	—	—		
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—		
Mug, wooden	2 tp	—	1 pt.	A	1 day	—	—	—		
Mug, pottery	1 cp	—	1 pt.	A	12 hrs	—	—	—		
Mug, leather	3 cp	—	1 pt.	A	2 days	—	—	—		
Drinking horn, plain	4 cp	—	1 pt.	A	2 days	—	—	—		
Drinking horn, ornate	2 sp+	—	1 pt.	T	2-8 days	—	—	—		
HOUSEHOLD	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F		Notes
Bed, small	8 cp	30 lbs.	3'x6'	A	2 days	—	—	—		
Sleeping straw (wkly)	1 tp	5-10 lbs.	—	A	2 hrs	—	—	—		
Blanket, light	20 cp	2.5 lbs.	—	A	2 days	—	—	—		
Blanket, heavy	30 cp	6 lbs.	—	A	2 days	—	—	—		
Sleeping furs, light	50 cp+	10 lbs.	—	A	1 wk	—	—	—		
Sleeping furs, heavy	75 cp+	15 lbs.	—	A	1 wk	—	—	—		
Soap, coarse	7 cp	0.5 lbs.	—	A	1 day	—	—	—		
Table, small wooden	5 cp	30 lbs.	3'x3'	A	2 days	—	—	—		
Table, medium wooden	7 cp	40 lbs.	4'x8'	A	3 days	—	—	—		
Bench, 2-person wooden	13 tp	10 lbs.	1'x4'	A	1 day	—	—	—		
Stool, wooden	6 tp	2-3 lbs.	—	A	1 day	—	—	—		
Seat cushion, plain	1 cp	1 lb.	—	A	1 day	—	—	—		
Carpet, coarse	5 bp	25-30 lbs.	5'x10'	T	1-3 wks	—	—	—	Lasts 1 hour.	
Rushlight	1 tp	0.5 lbs.	—	A	20 mins	—	—	—		
CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Clothing (men)										
Apron, leather	18 cp	2-3 lbs.	—	A	3 days	—	—	—		
Belt pouch, small	8 tp	—	—	A	1 day	—	—	—		
Belt pouch, large	14 tp	—	—	A	1 day	—	—	—		
Belt, fur	55 cp	1 lb.	—	A	12 hrs	—	—	—		
Belt, leather	10 cp	0.5 lbs.	—	A	1 day	—	—	—		
Soft boots, leather	3-5 sp	2 lbs.	—	T	3-7 days	—	—	—		
Bracers, leather	4 cp	1 lb.	—	A	2 days	—	—	—		
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—		
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—		
Coat, leather or heavy linen	18 bp	5-9 lbs.	—	A	2 days	—	—	—		
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—		
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—		
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—		
Tunic, woolen	4 bp	2 lbs.	—	A	1 day	—	—	—		
Clothing (women)										
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—		
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—		
Coat, leather or heavy linen	18 bp	5-9 lbs.	—	A	2 days	—	—	—		
Dress, coarse	10 bp	1-3 lbs.	—	A	2 days	—	—	—		
Dress, normal	18 bp	1-3 lbs.	—	A	2 days	—	—	—		
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—		
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—		
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—		

COPPER AGE EQUIPMENT

Clothing (clerical)									
Robe, coarse woolen	10 cp	2-3 lbs.	—	A	2 days	—	—	—	
Robe, ornate	15 bp+	2-5 lbs.	—	T	4-7 days	—	—	—	
Belt, beaded	3 bp	1 lb.	—	A	1 day	—	—	—	
Belt, rope	2 tp	0.5 lbs.	—	A	10 mins	—	—	—	
Sandals, rope	7 tp	1 lb.	—	A	1 day	—	—	—	
Sandals, leather	4 bp	1 lb.	—	A	2 days	—	—	—	
Cloth & Sewing									
Cloth, coarse	3 sp	55 lbs.	6'x50'	A	8 days	—	—	—	
Cloth, normal	15 sp	50 lbs.	6'x50'	A	8-9 days	—	—	—	
Needles (5)	6 bp	—	—	T	1 day	—	—	—	
Pins (5)	2 bp	—	—	T	1 day	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
LODGING & SERVICE									
Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Meal, light	6 tp	0.5 lbs.	—	A	1 hr	—	—	—	
Meal, normal	10 tp	1 lb.	—	A	1 hr	—	—	—	
Meal, heavy	12 tp	1.5-2 lbs.	—	A	1 hr	—	—	—	
Prostitute	3 cp	—	—	A	1 hr	—	—	—	
Midwife	6 cp	—	—	A	—	—	—	—	
Doctor	2-3 bp+	—	—	T	—	—	—	—	
Public baths	5 tp	—	—	T	—	—	—	—	
Per visit Per visit No separation of genders									
MEDICINE									
Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Bandages, cloth (30')	10 cp	1 lb.	—	A	1 day	—	—	—	
Cranial drill	4 bp	2 lbs.	—	T	3-5 days	—	—	—	
Saw, amputation	35 cp	3 lbs.	—	A	7 days	—	—	—	
Crutches	2 cp	2-4 lbs.	—	A	1 day	—	—	—	
Herbal remedy	3 cp+	—	1 pt.	A	1-3 days	—	—	—	
Exotic cure	5 sp+	varies	varies	T	1-3 days	—	—	—	
Knife, surgical	5 bp	—	—	T	7 days	—	—	—	
Suturing needle, curved	3 bp	—	—	T	3-5 days	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Leeches	2 bp	—	1 pt. (50)	A	1-3 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
MISCELLANEOUS									
Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
10' pole	15 bp	5-10 lbs.	10'	A	4 days	—	—	—	
Stilts	25 bp	3-10 lbs.	4' to 10'	T	5 days	1-4	30(w)	—	
Comb	1 cp	—	—	A	1 day	—	—	—	
Lamp oil	1 bp	—	1 pt.	T	2 days	—	—	—	
Walking stick	2 bp	2-5 lbs.	4'	T	1 wk	—	—	—	
Lasts 1-2 days									
ARMOR									
Cost	AT	Wt.	Avail.	Time	B	Rel/Str	F	Notes	
Arm greaves, leather	1 sp	—	2-3 lbs.	T	1 day	—	—	—	
Bracer, leather	1 sp	—	0.5 lbs.	T	1 day	—	—	—	
Breastplate, leather	45 bp	9	10-18 lbs.	T	4 days	—	—	—	
Leather jerkin	1 sp	5	7-12 lbs.	A	1 day	—	—	—	
Leg greaves, leather	12 bp	—	2.5-3.5 lbs.	A	1 day	—	—	—	
Leather helmet	15 bp	—	1-2 lbs.	A	1 day	—	—	—	
Quilted/padded armor	5 bp	3	5-10 lbs.	A	1 day	—	—	—	
Target shield	35 bp	—	3-10 lbs.	T	3 days	1-4	50(w)	—	
Normal shield	55 bp	—	10-20 lbs.	T	5 days	1-3	60(w)	—	
TYPICAL WEAPONS									
Cost	Wt.	Wt.	Avail.	Time	B	Rel/Str	F	Notes	
Axe	1 sp	1he	4-6 lbs.	A	1 day	1-7	60(w)	04	
Blackjack	1 sp	1hc	0.5 lbs.	T	6 hrs	1-8	50(w)	01	
Boar spear	45 bp	pa	3-6 lbs.	A	1 day	1-5	50(w)	05	
Club	1 cp	1 hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Cudgel	5 cp	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	
Dagger	3 sp	1he/th	0.75-1.5 lbs.	A	1 day	1-7	70	01	
Harpoon	25 bp	th	4-8 lbs.	A	1 day	1-6	50(w)	04	
Javelin	3 sp	th	3-5 lbs.	A	1 day	1-5	40(w)	04	
Lasso	2 cp	th	2-5 lbs.	A	6 hrs	1-4	50	06	
Net, fishing	1 sp	1hc/th	3-5 lbs.	A	3 days	1-5	60	08	
Short bow	6 sp	mis	2-3 lbs.	A	3 days	1-2	80(w)	04	
Sling	9 bp	mis	0.5 lbs.	A	6 hrs	1	95	06	
Spear	23 bp	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05	
Whip	2 sp	1hc	2-5 lbs.	T	1 day	1-4	70	06	
Weapon Accessories									
Arrows (20)	4 bp	—	3 lbs.	A	1 day	—	—	—	
Quiver	12 bp	—	1-2 lbs.	A	1 day	—	—	—	
Sheath, plain	12 bp	—	0.5 lbs.	A	1 day	—	—	—	
Sheath, ornamented	25 bp+	—	0.5-0.75 lbs.	T	2-7 days	—	—	—	
Holds 20 arrows									

THE BRONZE AGE

Section 5.0

The Bronze Age

Copper is soft, and easily worked once the secrets of annealing and smelting are learned. But because it is soft, and bends easily, it is not really suitable for use in tools and weapons. Even as they were learning how to work copper effectively, the early metalsmiths were searching for hardening agents to make copper strong. Their eventual answer: Bronze. An alloy of copper, tin, and occasionally other metals, bronze is light and easily worked while hot—just like copper. Once cooled, however, it is far stronger, and more resistant to damage than copper alone. Moreover, if it is damaged, bronze can be reworked into the original shape. Bronze weapons, and tools with cutting edges, stay sharp longer and can be easily resharpened as necessary.

Like the Copper Age, the early Bronze Age was a period of transition in technology. In some cultures it superseded the Copper Age entirely. In most parts of the world, copper was the first metal worked by man. In others—most notably China and Britain—mankind moved from the Stone Age straight into the Bronze Age. It is not known with any certainty if this was the result of independent discovery, or if bronze-working technology spread to these cultures by some other means. Bronze was most likely developed in the Middle East, and even in the prehistoric past this area was a crossroads of trade and travel. By about 3000 B.C., bronze tools and weapons were in abundant use in the city-states of Mesopotamia and especially Egypt. Copper mines in the Sinai were producing hundreds of tons of copper a year. Because tin was scarce in some areas, however, trade became increasingly important. Without large quantities of tin, bronze could not be mass-produced. It is likely that the “secret” of bronze was spread by merchants. By 1800 B.C., the use of bronze had spread across most of Europe.

With the rise of the city-states, there came the need for soldiers. The advent of bronze meant that durable weapons such as swords, daggers, axes, spearheads, and arrowheads could be mass-produced by casting. They protected the city from its enemies, attacked other cities for land or loot, or enforced the will of their rulers. These soldiers were primarily infantry, armed with a long spear, a large dagger,

and a shield. Armor was of leather, later enhanced by the addition of thin metal plates sewn or riveted into place. A few archers rounded out the army, made even more effective by the addition of the horse-drawn chariot between 3000 B.C. and 2500 B.C. Lighter and more mobile than the carts that preceded them, the war chariots revolutionized military tactics. Continual improvements, such as spoked wheels, metal axes, and lightweight bodies, were made to reduce weight and improve speed. Horseshoes were invented as well, further increasing military mobility. A shod horse travels over terrain that would destroy the hooves of an unshod one.

On the defensive side, tall city walls were built, serving both as a boundary marker, and to protect inhabitants from direct attack. The ancient city of Jericho, the oldest known city on Earth, had started its defensive fortifications around 7000 B.C.—*before they even invented pottery!* By the Bronze Age these walls were some thirteen feet thick, enclosing an area of about ten acres and dominated by a massive stone tower. As the Bronze Age progressed the development of defensive works progressed as well, and continued on long afterward. A sign of the times, perhaps, as the great empires of the ancient world were built, fought over, conquered, and rebuilt anew.

The great works of the Bronze Age were not limited to weapons and war. Bronze revolutionized technology in other ways as well. Woodworking, using bronze tools, was refined, and craftsmen produced some truly remarkable furniture, statues, and works of art. Stonemasons were able to cut blocks with more precision than ever before, while artisans were able to add detail to statues and carvings that was unheard of before the advent of metal tools.

Nor was bronze the only great discovery of the “Bronze Age.” Basic mathematics (e.g., $1+1=2$) had been around for thousands of years, but during the Bronze Age man took math to new heights. Math is the basis of engineering, and some of the greatest engineering feats of the ancient world were built during this time. Examples are: the first of the great pyramids of Egypt; the ziggurats of Ur and Akkad in ancient Babylon; and the palaces and fortifications of the Minoans on the island of Crete. Built of brick and stone, using a basic knowledge of mechanics and raw muscle power, both animal and human, they were impressive in the extreme. Impressive enough to lend credence to the claims of later generations that they were built by the gods.

Along with mathematics, but by no means less important, was the continued development of written language. Beginning in the Stone and Copper Ages, mankind had made marks on stone, wood, bone, metal, and clay. These marks signified the passing of the seasons (the first lunar calendar dates back to around 17,000 B.C.), the count of a herd, and ownership. As time passed, more marks were added, each one signifying something new: a symbol for larger numbers, perhaps, or one for the different types of animals in a herd. During the Bronze Age, these systems of writing continued to evolve. The hieroglyphs of Egypt, the cuneiform of Babylon, the alphabets of India, and the Canaanite alphabet were all developed during this period. For the first time, man was able to express his thoughts and ideas in written form: whether it be orders from a king to his generals, the secrets of a metalsmith passed on to his sons and grandsons, or even the records of the taxman or the temple.



... AND A
10-FOOT POLE



Section 5.0

The Bronze
Age Sections
3.0, 3.1

The Nature
of Time

Free Will
Versus
Predestination

Sections
3.1, 3.2,

Free Will
versus
Predestination

Time Travel

The earliest writing was done on stone, but other methods were soon developed. In Mesopotamia soft clay was used, the letters incised with a stylus. Once the clay was covered it was baked in a kiln to preserve it. In Egypt, papyrus reeds from the Nile were transformed into scrolls and the hieroglyphs painted or drawn on with inks. Other methods included writing on leather hides or vellum and the bark of certain trees. Literally thousands of these tablets and scrolls have survived through the ages. It is from these artifacts that we have learned about these ancient lands.

The Code of Hammurabi, the basis for many ancient legal systems, was found on tablets such as these. It not only provides a look at the laws of our ancestors, it provides a glimpse into their daily lives—and their technology as well. Set down by King Hammurabi of Babylon c. 1750 B.C., towards the end of the Bronze Age, the Code covered such diverse matters as contracts, slavery, property ownership, medicine and doctors—even the price of beer! Most Mesopotamian brewers were women, who made and sold beer out of their homes. In an attempt to regulate these early “bars,” Hammurabi enacted laws telling them how much they could charge. Overcharging was punished by being thrown in the river.

Thievery and banditry were problems as well, and diverse laws covered the crimes and their punishments. Taverns were clearly a hangout for troublemakers, even at this early date. Both Hammurabi and the ancient Egyptians had laws against letting outlaws in taverns, and warnings against loose talk while under the influence. The punishment for letting outlaws drink at a bar, and *not* reporting them to the authorities, was death.

Another law in the Code of Hammurabi shows their advancement in the medical arts. The law governed eye surgery—specifically the removal of cataracts—and included both rewards for success and punishment for failure. Nor were the Babylonians alone in their “advanced” medical knowledge. Egyptian papyri dating from the same period as the Code of Hammurabi, using language at least a thousand years older, describe medical techniques and equipment for sewing up wounds on the head, limbs, and torso. The ancient Hindus were skilled surgeons as well. They developed techniques that were not “discovered” in the west until the nineteenth century. Among these were various plastic surgery techniques, including repair of torn and damaged earlobes, cheeks, and lips. Even more amazing, they invented the techniques of *rhinoplasty*—the repair, or even creation, of noses!

The mere fact that these techniques were developed, and had specific laws directed at them, points to something else as well: that men (and women, too) were settling down into specialized trades. Priests didn’t work in the fields. Instead they served as administrators and tax collectors in addition to their religious duties. Doctors were available at least as early as 2700 B.C. According to surviving records, a man named Lulu practiced medicine in ancient Sumeria. He was undoubtedly not the first, as doctors appear in Egyptian records from around this time as well. Soldiers defended the city-states and kingdoms from invaders—and marched off on wars of conquest. Brewers and bakers and barbers, farmers and herdsmen and fishermen, scribes and accountants and lawyers—these were just a few of the professions practiced in the Bronze Age.

Game options for this period are almost endless, for the Bronze Age was the true age of heroes. The mythical and legendary heroes of ancient Greece; of Egypt, Babylon,

China, India, and more; lived and loved, fought and died during this period. Characters in a Bronze Age world can be of almost any profession. From warrior to magician, it is up to the individual GM to determine what, if any, special abilities characters will enjoy. Does magic really work? Or are the so-called magicians simply charlatans and tricksters, duping the gullible through sleight of hand and misdirections? Are the prayers of the priests and shamans effective? Do the gods answer the faithful with miracles of healing, bountiful crops, and temperate weather? Punish the unbelievers with pestilence and plague and lightning?

For campaign ideas, the GM can steal...er...*borrow* the storylines of Homer’s plays, and tales of classic mythology. Thousands of books have been written about ancient Greece, Egypt, and other nations of the time. There are a hundred movies—B-grade and otherwise. Another good source for campaign information is the Judaeo-Christian Old Testament. Aside from its significance as a religious work, it is the story of Jewish history, and a great deal of it took place in the Bronze Age.

Fantasy games (like *Rolemaster*) can easily be tailored to a Bronze Age setting. The GM designs his world—perhaps modeled on ancient India—and decides what races besides humanity he is willing to allow. Imagine a city-state or burgeoning empire, backed by the wealth of the dwarven mines and ruled by near-immortal elves. Or are they truly, as they claim, the sons of the gods?

For a more traditional fantasy role playing game, there are a number of regions that quite possibly have not advanced beyond the Bronze Age. Perhaps due to isolation, or maybe they are struggling to recover after the end of the Dark Years. The always more primitive Orcs are a good race for this, as are the metal-minded Dwarves. Humans and other races could be from a nation far to the east or south—or one of the new, unexplored lands to the west that replaced lost Atlantis.

Elves and dwarves and orcs in a historical game? Preposterous! Or is it? Legends and myths have their basis in historical fact, and “fairy tales” are no exception. True mythic elves (who could not abide the touch of “cauld iron”) are believed by some to be a corrupted memory of Bronze Age peoples in a world of iron. Stories of dwarves, their love of metal and legendary avarice for gold, could just as easily describe ancient miners. Forced to stoop over to make their way through the twisting, narrow, low-ceilinged passageways of the mines, it would be no wonder they seemed short to ordinary people—and just a bit supernatural as well.

Wanting to play *Black Ops*, but don’t want just another cheap spy thriller? The Mesopotamians had commandos and even had specialized equipment for them. Spycraft has developed right alongside statecraft for as long as there have been cities and nations. They were sent out by their ruler to get the lay of the land and to discover the military strengths and weaknesses of their enemies (and allies). Spies have always been an invaluable tool. Other than the penalty if caught—death—being a spy could be an interesting, and rewarding career for a devious minded player.

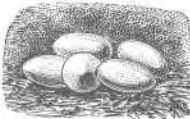
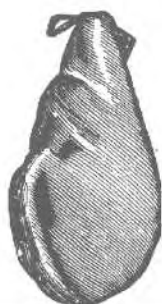
The Bronze Age is an interesting time. A campaign set in this period could be very enjoyable and rewarding for GMs and players looking for something different. A GM, who is willing to put a little time and effort into developing his world, can find any number of resources in their local library. Or search the internet and see what you can find. It’s out there, if you look hard enough.

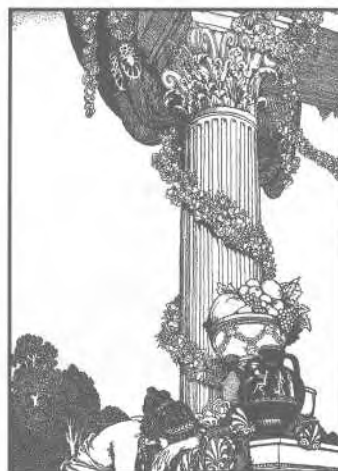
...AND A
10-FOOT POLE



FOOD ITEMS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Flour									
Flour, wheat	15 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, rye	8 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, barley	10 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, oat	10 cp	30 lbs.	—	A	1 day	—	—	—	
Fresh Bread									
Barley	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Brown	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Oat	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Rye	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Wheat	4 tp	1 lb.	—	A	2 hrs	—	—	—	
Fresh Meat									
Beef-steak	5 cp	1 lb.	—	R	2 hrs	—	—	—	Time shows average time to butcher
Beef-roast	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-other cut	12 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-loin	6 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-ham	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-bacon	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-other cut	9 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-suckling pig	5 sp	20 lbs.	—	R	2 hrs	—	—	—	
Lamb, leg	12 bp	5 lbs.	—	R	2 hrs	—	—	—	
Lamb, whole	10 cp	60 lbs.	—	R	2 hrs	—	—	—	
Mutton, chops	3 cp	2 lbs.	—	R	2 hrs	—	—	—	
Chicken	3 bp	5 lb.	—	R	1 hr	—	—	—	
Boar, wild	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Venison	3 cp	1 lb.	—	R	2 hrs	—	—	—	
Small game	5 tp	1 lb.	—	R	30 mins.	—	—	—	
Squirrels, rabbits, etc.									
Fish									
Carp	5 tp	1 lb.	—	T	1 hr	—	—	—	Time shows average time to catch
Eel	2 tp	1 lb.	—	T	1 hr	—	—	—	
Fresh river	6 tp	1 lb.	—	R	1 hr	—	—	—	
Herring, pickled	6 tp	1 lb.	—	T	1 hr	—	—	—	
Herring, salted	8 tp	1 lb.	—	T	1 hr	—	—	—	
Pike	4 tp	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	8 tp	1 lb.	—	T	1 hr	—	—	—	
Fruits & Grains									
Apples	7 cp	—	1 bu.	R	2 hrs	—	—	—	Average time to harvest
Berries, wild	3 cp	—	1 bu.	R	2 hrs	—	—	—	
Cherries	8 cp	—	1 bu.	R	2 hrs	—	—	—	
Crabapples	2 cp	—	1 bu.	R	2 hrs	—	—	—	
Dates	6 cp	—	1 bu.	R	2 hrs	—	—	—	
Figs	25 cp	—	1 bu.	R	2 hrs	—	—	—	
Grapes	13 cp	—	1 bu.	R	2 hrs	—	—	—	
Nuts, wild	4 tp	—	1 bu.	R	1 day	—	—	—	
Olives	9 cp	—	1 bu.	R	2 hrs	—	—	—	
Pears	6 cp	—	1 bu.	R	2 hrs	—	—	—	
Plums	3 cp	—	1 bu.	R	2 hrs	—	—	—	
Raspberries	4 cp	—	1 bu.	R	2 hrs	—	—	—	
Strawberries	11 cp	—	1 bu.	R	2 hrs	—	—	—	
Citrus (oranges, lemons, etc.)	5-50 cp	—	1 bu.	R	2 hrs	—	—	—	
Dried fruit	***	—	—	—	2 days	—	—	—	
Cost is two times normal cost									
Barley	25-50 cp	—	1 bu.	R	3 hrs	—	—	—	
Oats	20-40 cp	—	1 bu.	R	3 hrs	—	—	—	
Rye	15-30 cp	—	1 bu.	R	3 hrs	—	—	—	
Wheat	40-80 cp	—	1 bu.	R	3 hrs	—	—	—	

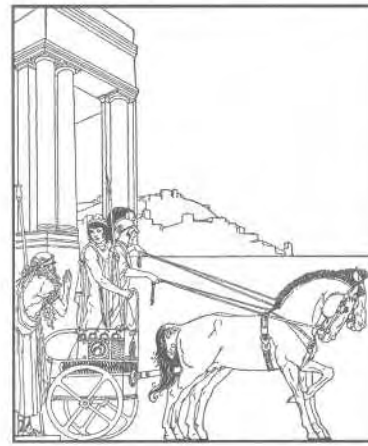


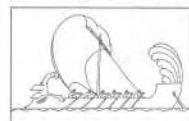
Dairy Products										
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—		
Butter, unsalted	6 cp	1 lb.	—	R	30 mins.	—	—	—		
Cheese, low quality	3 tp	1 lb.	—	R	1 day	—	—	—		
Cheese, avg. quality	8 tp	1 lb.	—	R	1 day	—	—	—		
Cheese, fine quality	15 tp	1 lb.	—	R	1 day	—	—	—		
Cream	6 tp	—	1 pt.	R	—	—	—	—		
Eggs	2 bp	—	1 doz.	R	1 hr	—	—	—		
Milk, cow	6 tp	—	2 qt.	R	20 mins.	—	—	—		
Milk, goat	4 tp	—	1 qt.	R	20 mins.	—	—	—		
Milk, mare	5 tp	—	1 qt.	R	20 mins.	—	—	—		
Vegetables									Time shows average time to harvest	
Beans, fresh	3 cp	—	1 bu.	R	1 hr	—	—	—		
Beans, dried	2 cp	—	1 bu.	R	3 days	—	—	—		
Lentils	2 cp	—	1 bu.	R	1 hr	—	—	—		
Leeks	3 cp	—	1 bu.	R	1 hr	—	—	—		
Peas, fresh	2 cp	—	1 bu.	R	1 hr	—	—	—		
Carrots	3 cp	—	1 bu.	R	1 hr	—	—	—		
Lettuce	4 cp	—	1 bu.	R	1 hr	—	—	—		
Radishes	3 cp	—	1 bu.	R	1 hr	—	—	—		
Turnips	4 cp	—	1 bu.	R	1 hr	—	—	—		
Beets	4 cp	—	1 bu.	R	1 hr	—	—	—		
Cabbage	3 cp	—	1 bu.	R	1 hr	—	—	—		
Parsnips	3 cp	—	1 bu.	R	1 hr	—	—	—		
Angelica root	5 cp	—	1 bu.	R	1 hr	—	—	—		
Onions	2 cp	—	1 bu.	R	1 hr	—	—	—		
Herbs, Spices, & Flavorings										
Garlic	5 bp	4 oz.	—	R	1 hr	—	—	—		
Honey	16 gp	1 lb.	—	R	1 day	—	—	—		
Mint	3 bp	4 oz.	—	R	1 hr	—	—	—		
Nutmeg	2 sp	4 oz.	—	R	1 hr	—	—	—		
Parsley	1 bp	4 oz.	—	R	1 hr	—	—	—		
Pepper	16 gp	4 oz.	—	T	1 hr	—	—	—		
Salt	5 bp	1 lb.	—	T	1 hr	—	—	—		
Sugar	5 sp	1 lb.	—	T	1 day	—	—	—		
Field Rations										
Beef, salted	2 bp	1 lb.	—	T	2 days	—	—	—		
Pork, salted	12 cp	1 lb.	—	T	2 days	—	—	—		
Fish (various), salted	2 cp	1 lb.	—	T	2 days	—	—	—		
Salmon, smoked	3 cp	1 lb.	—	T	3 days	—	—	—		
Beef, smoked	7 cp	1 lb.	—	R	5 days	—	—	—		
Pork, smoked	7 cp	1 lb.	—	R	5 days	—	—	—		
Black bread	3 tp	1 lb.	—	A	2 hrs	—	—	—		
Hardtack	1 tp	1 lb.	—	A	2 hrs	—	—	—		
Waybread	6 tp	1 lb.	—	A	2 hrs	—	—	—		
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—		
Beef, jerked	2 cp	1 lb.	—	R	1 day	—	—	—		
Fish (various), dried	1 cp	1 lb.	—	T	3-5 days	—	—	—		
Oils										
Olive oil	8 bp	—	1 gal	T	2 days	—	—	—		
Lard	1 bp	1 lb.	—	R	1 day	—	—	—		



Alcoholic Beverages									
Apple cider, fresh	1 tp	—	1 pt	R	1 day	—	—	—	
Wine, poor	4 tp	—	1 pt.	A	4-6 wks	—	—	—	
Wine, avg.	6 tp	—	1 pt.	A	4-6 wks	—	—	—	
Wine, fine	8 tp	—	1 pt.	T	4-6 wks	—	—	—	
Mead	5 cp	—	1 pt.	T	4-8 wks	—	—	—	Made from honey
Beer	2 tp	—	1 pt.	A	2-4 wks	—	—	—	
Vinegar	1 tp	—	1 pt.	A	4-6 wks	—	—	—	Made from spoiled wine
OUTDOOR SURVIVAL	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Torch	1 tp	—	1 hr	A	5 mins.	—	—	—	
Backpack, small leather	2 bp	1 lb.	1 cu. ft.	A	2-3 days	—	—	—	
Backpack, medium leather	4 bp	1.5 lb.	2 cu. ft.	A	2-3 days	—	—	—	
Backpack, large leather	7 bp	3 lb.	3.5 cu. ft.	A	2-3 days	—	—	—	
Sack, small	3 bp	—	3 cu. ft.	A	1 day	—	—	—	
Sack, large	5 bp	—	5 cu. ft.	A	1 day	—	—	—	
Fire-starting bow	5 bp	1 lb.	—	R	1 day	—	—	—	
Tent, 2-man leather	7 sp	60 lbs.	5'x6'x4'	A	10 days	—	—	—	
Tent, 4-man leather	15 sp	20 lbs.	8'x10'x5'	A	2 wks	—	—	—	
Tent, 8-man leather	25 sp	200 lbs.	14'x17'x6'	A	3 wks	—	—	—	
Fishhook & line	2 tp	—	30'	R	1 day	—	—	—	
Fishing net, small	5 sp	3-5 lbs.	6'x6'	A	3 days	1-5	60	—	
Fishing net, large	8 sp	10 lbs.	12'x12'	A	5 days	1-4	65	—	
Fish trap	3 bp	1 lb.	—	A	2 hrs	1-3	65	—	
Blanket, light	20 cp	2.5 lbs.	—	A	1 day	—	—	—	
Blanket, heavy	30 cp	6 lbs.	—	A	1 day	—	—	—	
Sleeping furs, light	50 cp+	10 lbs.	—	A	1 wks	—	—	—	
Sleeping furs, heavy	75 cp+	15 lbs.	—	A	10 days	—	—	—	
Hammock, leather	60 cp	6 lbs.	4'x8'	A	2-3 days	—	—	—	
Bucket, leather	5 bp	1 lb.	1 gal	A	2 days	—	—	—	
Bucket, leather	1 bp	2 lb.	5 gal	A	2 days	—	—	—	
Canteen (full)	2 cp	1.25 lbs.	1 pt	R	2 days	—	—	—	
Canteen (full)	5 cp	2.5 lbs.	2 pts	R	2 days	—	—	—	
Canteen (full)	1 bp	5 lbs.	1 qt	R	2 days	—	—	—	
Waterskin (full)	3 bp	8 lbs.	1 gal	R	2 days	—	—	—	
Waterskin (full)	7 bp	50 lbs.	5 gals	R	2 days	—	—	—	Made of bronze; requires oil Lasts one day Lasts 2 hrs Lasts 4 hrs
Lamp	5 bp	1 lb.	1 pt	T	1 day	—	—	—	
Lamp oil	1 bp	0.5 lbs.	1 pt.	T	2 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	
Candle, wax	1 sp	—	—	T	1 day	—	—	—	
CONTAINERS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Jar, pottery	3 tp	—	1 pt	A	12 hrs	—	—	—	
Jar, pottery	5 tp	0.5 lbs.	1 qt	A	12 hrs	—	—	—	
Jar, pottery	2 cp	2 lb.	1 gal	A	12 hrs	—	—	—	
Crock, pottery	4 cp	4 lbs.	5 gal	A	12 hrs	—	—	—	
Amphora	2 bp	30 lbs.	12 gal	T	1 day	—	—	—	
Bucket, leather	5 cp	1 lb.	1 gal	A	2 days	—	—	—	
Bucket, leather	1 bp	2 lbs.	5 gal	A	2 days	—	—	—	
Chest, large wood & leather	30 bp	30 lbs.	2'x2'x3'	T	10 days	—	—	—	
Chest, med. wood & leather	20 bp	20 lbs.	18"x18"x24"	T	1 wk	—	—	—	
Chest, small wood & leather	10 bp	15 lbs.	1'x1'x2'	T	3-5 days	—	—	—	
TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Adze	25 cp	2 lbs.	—	A	1 day	1-4	90(w)	—	
Anvil, standard	5 gp	410 lbs.	—	T	30 days	—	—	—	
Ard	12 bp	100 lbs.	—	R	6 days	1-8	55(w)	—	
Auger	25 cp	—	—	T	12 hrs	—	—	—	
Awl	15 cp	—	—	T	12 hrs	—	—	—	
Bow drill	3 cp	1 lb.	—	T	3 days	1-3	80	—	
Branding iron (bronze)	8 cp	2-4 lbs.	—	T	1 day	—	—	—	
Brush	2 cp	0.5 lbs.	—	T	1 day	—	—	—	
Carding comb	1 cp	1 lb.	—	T	1 day	—	—	—	
Carpenter's square	6 cp	2 lbs.	—	T	2 days	—	—	—	
Chisel, masonry/stone	4 bp	1 lbs.	—	T	2 days	—	—	—	
Chisel, wood	4 bp	0.75 lbs.	—	T	2 days	—	—	—	
Forge, standard	4 gp	1000 lbs.	—	T	15 days	1-5	85	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Grindstone	28 sp	150 lbs.	—	T	18 days	—	—	—	
Hammer, blacksmith's	22 bp	5 lbs.	—	T	4 days	1-8	85(w)	—	
Hammer, carpenter's	7 cp	2 lbs.	—	T	2 days	1-8	80(w)	—	
Hatchet	12 cp	2.5 lbs.	—	T	2 days	1-7	70(w)	—	
Hoe	6 cp	3.5 lbs.	—	T	1 day	1-7	70(w)	—	
Ingot, bronze	7 sp	10 lbs.	—	T	2 days	—	—	—	

TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Ingot, copper	8 sp	10 lbs.	—	T	2 days	—	—	—		
Ingot, lead	5 sp	10 lbs.	—	T	2 days	—	—	—		
Ingot, silver	40 gp	5 lbs.	—	T	2 days	—	—	—		
Ingot, gold	40 pp	5 lbs.	—	T	2 days	—	—	—		
Bronze spikes (10)	24 bp	2 lbs.	—	T	3 days	—	—	—		
Bronze wedge	36 cp	4 lbs.	—	T	3 days	—	—	—		
Ladder (12 ft. wooden)	15 cp	35 lbs.	—	T	4 days	—	—	—		
Mallet, wood	3 cp	1 lb.	—	T	1 day	1-6	60(w)	05		
Molds (metal casting)	1-100 cp	varies	—	T	1-10 days	—	—	—		
Paint	5-50 bp	—	1 gal	T	2 days	—	—	—		
Pick axe	7 cp	12 lbs.	—	T	1.5 days	1-8	50(w)	06		
Pliers	38 cp	2 lbs.	—	T	6 days	—	—	—		
Potter's wheel	6 sp	30 lbs.	—	T	14 days	1-3	50	—		
Rake, wooden	4 cp	4 lbs.	—	T	2 days	—	—	—		
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-6	60	—		
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-5	70	—		
Rope, heavy (per 50')	10 cp	15 lbs.	—	T	4 days	1-5	80	—		
Rope, hawser (per 50')	26 cp	30 lbs.	—	T	7 days	1-4	90	—		
Scythe	18 cp	3.5 lbs.	—	T	3 days	1-4	50(w)	—		
Shepherd's crook	4 cp	3 lbs.	—	R	3 days	—	—	—		
Shovel	16 cp	4.5 lbs.	—	T	1 day	1-4	50	—		
Sickle	15 cp	3 lbs.	—	T	1 day	—	—	—		
Spindle	5 cp	1 lb.	—	T	1 day	—	—	—		
Tongs	22 cp	6.5 lbs.	—	T	2 days	—	—	—		
Trident	14 cp	5 lbs.	—	T	2 days	1-6	40(w)	05		
Weaving loom, large	9 sp	250 lbs.	—	T	10 days	1-5	70(w)	—		
Weaving loom, small	45 bp	125 lbs.	—	T	7 days	1-5	50(w)	—		
Wedge (splitting)-bronze	1 bp	2.5 lbs.	—	T	2 days	—	—	—		
Wedge (staying)-wooden	5 tp	0.5 lbs.	—	T	12 hrs	—	—	—		
Whitewash	7 cp	—	10 gals	T	1 day	—	—	—		
Windlass	75 bp	300 lbs.	—	T	3 days	1-3	70	—		
Winnowing flail	3 cp	4.5 lbs.	—	R	1 day	1-8	50	08		
Wire, bronze (per 10')	3 cp	0.5 lbs.	—	T	6 hrs	—	—	—		
Wood axe	25 cp	5 lbs.	—	T	2 days	1-7	60	04		
Wood glue	4 cp	—	1 pt.	T	1 day	—	—	—		
Wood saw, bronze	35 cp	3 lbs.	—	T	7 days	1-2	45	—		
ANIMALS	Cost	ft/rnd	mph	Man.	Ht./Wt.	Capacity	Notes			
Horse, light	45 sp	100	7	+40	5'/800 lbs.	200 lbs	Height at shoulder			
Horse, medium	60 sp	110	7.5	+25	6'/900 lbs.	300 lbs				
Mule	40 sp	100	7	+35	5'/800 lbs.	400 lbs				
Donkey	32 sp	90	6	+20	4'+/550 lbs.	300 lbs				
Pony	40 sp	70	4.5	+30	4'/500 lbs.	200 lbs				
Bull	120 sp	60	4	+20	5'/1700 lbs.	600 lbs				
Cow	75 sp	50	3.5	+15	5'/1400 lbs.	400 lbs				
Calf	30 sp	45	3	+35	3'/300 lbs.	—				
Ox	90 sp	60	4	+20	5'/2000 lbs.	700 lbs.				
Chicken	2 bp	—	—	+20	5 lbs.	—				
Goat	5 gp	—	—	+50	50 lbs.	—				
Pig	25 sp	—	—	+20	150 lbs.+	—				
Suckling pig	4 sp	—	—	+30	30 lbs.	—				
Sheep, coarse wool	35 sp	—	—	+50	110 lbs.	—				
Lamb, coarse wool	15 sp	—	—	+50	50 lbs.	—				



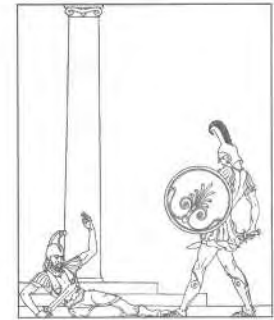
TRANSPORT & TACK		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bridle	15 sp	2 lbs.	—	A	2 days	—	—	—		
Riding saddle	15 gp	10 lbs.	—	A	7 days	—	—	—		
War saddle	30 gp	18 lbs.	—	T	10 days	—	—	—		
Packsaddle	10 sp	7 lbs.	—	T	4 days	—	—	—		
Saddle blanket	5 bp	1 lb.	—	A	1 day	—	—	—		
Draft harness	75 sp	35 lbs.	—	A	14 days	—	—	—		
Ox yoke	10 bp	40 lbs.	—	A	6 days	—	—	—		
Horseshoe, common	2 cp	—	—	A	1 hr	—	—	—		
Riding crop	2 sp	0.5 lb.	—	T	3 days	—	—	—		
Driving whip	15 sp	2 lbs.	—	A	2 days	—	—	—		
Pony cart	25 sp	250 lbs.	2 people	T	10 days	—	—	—		
Cart (1 horse)	4 gp	350 lbs.	3 people	T	14 days	—	—	—		
Chariot, war	16 gp	400 lbs.	2 people	T	14 days	—	—	—		
Canoe	8 gp	130 lbs.	2 people	A	14 days	—	—	—		
Coracle	8 sp	140 lbs.	3 people	A	14 days	—	—	—		
Boat (10')	7 gp	200 lbs.	4 people	T	14 days	—	—	—		
Boat (20')	11 gp	800 lbs.	8 people	T	28 days	—	—	—		
Longboat (30')	40 gp	2,000 lbs.	16 people	T	30 days	—	—	—		
Paddle	8 bp	7 lbs.	4.5'	A	1 day	—	—	—		
Oar	15 bp	18 lbs.	8'	A	2 days	—	—	—		
Mast & sail	25 sp	175 lbs.	10'	T	4 days	—	—	—		
Dog sled	7 gp	150 lbs.	—	R	5 days	—	—	—		
Sledge (covered)	12 bp	100 lbs.	400 lbs.	R	2 days	—	—	—		
SCRIPTORIUM		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Balance	12 sp	10 lbs.	—	T	15 days	1-2	40	—		Magic, alchemy, sorcery, etc.
Balance weights	2 sp	5 lbs.	—	T	5 days	—	—	—		
Scroll, arcane	500 sp+	8-15	—	T	3-6 months	—	—	—		
Scroll, religious	100 sp+	8-15 lbs.	—	T	3-6 months	—	—	—		
Scroll, scholarly	200 sp+	8-15 lbs.	—	T	3-6 months	—	—	—		
Chalk, 10 pieces	3 tp	—	—	A	1 day	—	—	—		
Counter boards	15 cp	5 lbs.	—	T	3 days	—	—	—		
Jettons (per 20)	19 tp	—	—	T	2 days	—	—	—		
Gold leaf	25 bp	—	6"x6" sheet	T	7 days	—	—	—		
Ink, colored	15 bp	—	1 pt.	T	2 days	—	—	—		
Ink, black	15 cp	—	1 pt.	T	2 days	—	—	—		
Inkwell, horn	6 cp	—	1 pt.	T	3 days	—	—	—		
Paint	7 cp	—	1 pt.	T	2 days	—	—	—		
Parchment (per sheet)	65 cp	—	30"x40"	T	21 days	—	—	—		
Vellum (per sheet)	8 bp	—	30"x40"	T	7 days	—	—	—		
Papyrus (per 6' scroll)	150 sp+	1.5 lbs.	—	T	1-2 months	—	—	—		
Stylus (for clay tablets)	2 tp	4 oz.	—	T	1 hr	—	—	—		
Writing tablet, clay	4 tp	0.5 lbs.	—	T	6 hrs	—	—	—		
Writing tablet, slate	6 sp	1 lb.	—	T	1 day	—	—	—		
Writing brush	1 cp	—	—	T	1 day	—	—	—		
ALCHEMY		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Acid, weak	1 gp	—	0.5 pt.	T	7 days	—	—	—		
Brazier, small (bronze)	25 sp	2 lbs.	—	T	2 days	—	—	—		
Brazier, large (bronze)	55 sp	20 lbs.	—	T	3 days	—	—	—		
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—		
Vial, pottery	8 tp	—	4 oz.	T	12 hrs	—	—	—		
Vial, tin	2 cp	—	4 oz.	T	2 days	—	—	—		
Jar, pottery	16 tp	—	8 oz.	T	12 hrs	—	—	—		
Jar, pottery	2 cp	—	1 pt.	T	12 hrs	—	—	—		
Jar, pottery	3 cp	—	1 qt.	T	12 hrs	—	—	—		
Jar, pottery	5 cp	—	1 gal	T	12 hrs	—	—	—		
Bottle, pottery	4 cp	—	1 qt.	T	12 hrs	—	—	—		
Censer	10 sp	1 lb.	—	T	5 days	—	—	—	For burning incense	
RELIGIOUS		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Altar cloth (plain)	14 cp	3 lbs.	6'x3'	T	3 days	—	—	—		
Altar cloth (ornate)	25 sp+	3-7 lbs.	6'x3'	T	3-6 wks	—	—	—		
Brazier, small (bronze)	25 sp	2 lbs.	—	T	2 days	—	—	—		
Brazier, large (bronze)	55 sp	20 lbs.	—	T	3 days	—	—	—		
Candle, tallow	3 tp	—	—	A	1 day	—	—	—		
Candle, wax	1 sp	—	—	T	1 day	—	—	—		
Chalice (plain)	2 cp	1 lb.	1 pt.	T	3 days	—	—	—		
Chalice (ornate)	15 sp	1 lb.	1 pt.	T	1-5 wks	—	—	—		
Censer	10 sp	1 lb.	—	T	5 days	—	—	—		
Holy symbol	1 bp+	0.1-1 lb.	—	T	1-20 days	—	—	—		
Incense	3 sp	0.5 lbs.	—	T	—	—	—	—		
Prayer beads	2 cp	—	—	T	3 days	—	—	—		

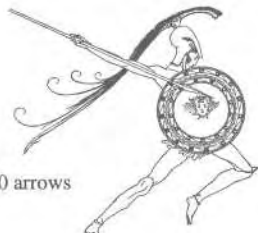
MUSICAL INSTRUMENTS		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Bells	4 bp		3 lbs.	—	T	3 days	—	—	—		
Chimes	1 sp		1-5 lbs.	—	T	7-10 days	—	—	—		
Cymbals	35 bp		2 lbs.	—	T	3-5 days	—	—	—		
Drum	15 cp		3-8 lbs.	—	A	3-5 days	—	—	—		
Hunting horn	2 sp		1-3 lbs.	—	A	5 days	—	—	—		
Kettle drums	35 bp		50-100 lbs.	—	T	6-10 days	—	—	—		
Lyre	9 sp		3-7 lbs.	—	T	16 days	—	—	—		
Ocarina	12 tp		1 lb.	—	T	2 days	—	—	—		
Pan pipes	8 cp		1 lb.	—	T	3-4 days	—	—	—		
Rattle	3 tp		0.5 lbs.	—	T	1 day	—	—	—		
Triangle	12 cp		1 lb.	—	T	2 days	—	—	—		
COOKING & EATING		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F		Notes
Copper pot	7 bp		3.5 lbs.	2 pt.	T	3 days	—	—	—		Bronze gear adds 50-75% to cost
Copper pot	10 bp		4.5 lbs.	1 qt.	T	4 days	—	—	—		
Copper pot	25 bp		20 lbs.	1 gal.	T	1 wk	—	—	—		
Copper kettle	35 bp		30 lbs.	3 gal.	T	1 wk	—	—	—		
Copper kettle	55 bp		40 lbs.	5 gal.	T	1 wk	—	—	—		
Copper cauldron	75 bp		60 lbs.	10 gal.	T	2 wks	—	—	—	Bronze gear adds 50-75% to cost	
Pot hanger, small	8 cp		5 lbs.	—	T	3 days	—	—	—		
Pot hanger, medium	15 cp		15 lbs.	—	T	5 days	—	—	—		
Pot hanger, large	35 cp		40 lbs.	—	T	7 days	—	—	—		
Spit, small	20 cp		30 lbs.	—	T	6 days	—	—	—		
Spit, large	42 cp		50 lbs.	—	T	7 days	—	—	—		
Ladle, wooden	3 tp		—	—	A	1 day	—	—	—		
Spoon, wooden	1 tp		—	—	A	1 day	—	—	—		
Spoon, bronze	2 sp		0.25 lbs.	—	A	2-7 days	—	—	—		
Spoon, copper	6 bp		0.25 lbs.	—	A	2-7 days	—	—	—		
Knife, bronze	3 sp		0.5 lbs.	—	T	2-3 days	1-6	70	03		
Knife, copper	9 bp		0.5 lbs.	—	T	2-3 days	1-7	60	03		
Knife, obsidian	9 sp		0.5 lbs.	—	T	2-3 days	1-8	50	03		
Bowl, small wooden	6 tp		0.5 lbs.	1 pt.	A	1 day	—	—	—		
Bowl, small pottery	1 cp		1 lb.	1 pt.	A	12 hrs	—	—	—		
Bowl, small copper	5 sp		2 lbs.	1 pt.	A	2 days	—	—	—		
Bowl, small bronze	12 sp		2 lbs.	1 pt.	A	2 days	—	—	—		
Bowl, small leather	6 tp		0.75 lbs.	1 pt.	A	1 day	—	—	—		
Bowl, large wooden	8 tp		1 lb.	1 qt.	A	1 day	—	—	—		
Bowl, large pottery	3 cp		1.5 lbs.	1 qt.	A	12 hrs	—	—	—		
Bowl, large copper	12 sp		3.5 lbs.	1 qt.	A	2 days	—	—	—		
Bowl, large bronze	3 gp		3.5 lbs.	1 qt.	A	2 days	—	—	—		
Bowl, large leather	6 tp		1 lbs.	1 pt.	A	1 day	—	—	—		
Pitcher, wooden	3 cp		2 lbs.	2 qt.	A	3 days	—	—	—		
Pitcher, pottery	5 bp		2 lbs.	2 qt.	A	12 hrs	—	—	—		
Platter, small wooden	3 tp		1 lb.	—	A	1 day	—	—	—		
Platter, large wooden	4 tp		1.5 lbs.	—	A	1 day	—	—	—		
Platter, large bronze	12 gp		1.5 lbs.	—	T	3-7 days	—	—	—		
Mortar & pestle	3 cp		2 lbs.	—	A	3-5 days	—	—	—		
Mug, wooden	2 tp		0.5 lbs.	1 pt.	A	1 day	—	—	—		
Mug, pottery	1 cp		0.5 lbs.	1 pt.	A	12 hrs	—	—	—		
Mug, leather	3 cp		0.5 lbs.	1 pt.	A	2 days	—	—	—		
Drinking horn, plain	4 cp		0.25 lbs.	1 pt.	A	2 days	—	—	—		
Drinking horn, ornate	2 sp+		0.25 lbs.	1 pt.	T	2-8 days	—	—	—		
HOUSEHOLD		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Bed, small	8 cp		30 lbs.	3'x6'	A	2 days	—	—	—		
Bed, large	15 cp		60 lbs.	5'x6'	A	3 days	—	—	—		
Sleeping straw (wkly)	1 tp		5-10 lbs.	—	A	2 hrs	—	—	—		
Feather mattress	2 sp		50-250 lbs.	varies	A	12 days	—	—	—		
Blanket, light	20 cp		2.5 lbs.	—	A	2 days	—	—	—		
Blanket, heavy	30 cp		6 lbs.	—	A	2 days	—	—	—		
Sleeping furs, light	50 cp+		10 lbs.	—	A	1 wk	—	—	—		
Sleeping furs, heavy	75 cp+		15 lbs.	—	A	1 wk	—	—	—		
Soap, coarse	7 cp		0.5 lbs.	—	A	1 day	—	—	—		
Soap, perfumed	25 cp		0.5 lbs.	—	T	1 day	—	—	—		
Table, small wooden	5 cp		30 lbs.	3'x3'	A	2 days	—	—	—		
Table, medium wooden	7 cp		40 lbs.	4'x8'	A	3 days	—	—	—		
Table, large wooden	1 sp		60 lbs.	4'x12'	A	3 days	—	—	—		
Bench, 2-person wooden	13 tp		10 lbs.	1'x4'	A	1 day	—	—	—		
Bench, 4-person wooden	3 cp		15 lbs.	1'x8'	A	1 day	—	—	—		
Bench, 6-person wooden	5 cp		20 lbs.	1'x12'	A	1 day	—	—	—		
Chair, plain wooden	6 cp		10 lbs.	—	T	2-3 days	—	—	—		

HOUSEHOLD	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Chair, ornate wooden	2 sp+	10-25 lbs.	—	T	3-14 days	—	—	—		
Stool, wooden	6 tp	2-3 lbs.	—	A	1 day	—	—	—		
Seat cushion, plain	1 cp	1 lb.	—	A	1 day	—	—	—		
Seat cushion, fine	15 cp+	1 lb.	—	T	1 day	—	—	—		
Seat cushion, ornate	24 bp+	1 lb.	—	T	3-6 days	—	—	—		
Candelabra, wooden	8 cp	3 lbs.	—	A	3 days	—	—	—		
Candelabra, bronze	26 sp	3.5 lbs.	—	T	3 days	—	—	—		
Candelabra, silver	30 gp	4 lbs.	—	T	3-7 days	—	—	—		
Candelabra, gold	35 pp	4 lbs.	—	T	3-7 days	—	—	—		
Candle, tallow	3 tp	—	—	A	1 day	—	—	—		
Candle, wax	1 sp	—	—	T	1 day	—	—	—		
Carpet, coarse	5 bp	25-30 lbs.	5'x10'	T	1-3 wks	—	—	—		
Carpet, fine	35 bp	25-30 lbs.	5'x10'	T	4-16 wks	—	—	—		
Rushlight	1 tp	—	1 hr	A	20 mins	—	—	—		
Tapestry, coarse	2 sp	20 lbs.	4'x6'	T	2 days	—	—	—		
Tapestry, fine	5 sp	20 lbs.	4'x6'	T	3-21 days	—	—	—		
Torch stand	4 cp	2 lbs.	—	A	2 days	—	—	—		
CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Clothing (men)										
Apron, leather	18 cp	2-3 lbs.	—	A	3 days	—	—	—		
Belt pouch, small	8 tp	—	—	A	1 day	—	—	—		
Belt pouch, large	14 tp	—	—	A	1 day	—	—	—		
Belt, fur	55 cp	1 lb.	—	A	12 hrs	—	—	—		
Belt, leather	10 cp	0.5 lbs.	—	A	1 days	—	—	—		
Sword belt, leather	14 cp	1 lb.	—	A	2 days	—	—	—		
Soft boots, leather	3-5 sp	2 lbs.	—	T	3-7 days	—	—	—		
Workman's boots, leather	1 sp	4 lbs.	—	A	2-3 days	—	—	—		
Bracers, leather	4 cp	1 lb.	—	A	2 days	—	—	—		
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—		
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—		
Coat, leather or heavy linen	18 bp	5-9 lbs.	—	A	2 days	—	—	—		
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—		
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—		
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—		
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—		
Tunic, linen	7 bp	1.5 lbs.	—	A	1 day	—	—	—		
Tunic, woolen	4 bp	2 lbs.	—	A	1 day	—	—	—		
Clothing (women)										
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—		
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—		
Coat, leather or heavy linen	18 bp	5-9 lbs.	—	A	2 days	—	—	—		
Dress, coarse	10 bp	1-3 lbs.	—	A	2 days	—	—	—		
Dress, normal	18 bp	1-3 lbs.	—	A	2 days	—	—	—		
Dress, fine	35 bp	1-3 lbs.	—	A	4 days	—	—	—		
Dress, exotic	7 sp+	1-3 lbs.	—	A	6 days+	—	—	—		
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—		
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—		
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—		
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—		



Clothing (religiou)										
Robe, coarse woolen	10 cp	2-3 lbs.	—	A	2 days	—	—	—	—	
Robe, fine woolen	18 cp	2-3 lbs.	—	A	2 days	—	—	—	—	
Robe, linen	2 bp	1-2 lbs.	—	A	2 days	—	—	—	—	
Robe, ornate	25 cp+	2-5 lbs.	—	T	4-7 days	—	—	—	—	
Belt, beaded	3 bp	1 lb.	—	A	1 day	—	—	—	—	
Belt, rope	2 tp	0.5 lbs.	—	A	10 mins	—	—	—	—	
Sandals, rope	7 tp	1 lb.	—	A	1 day	—	—	—	—	
Sandals, leather	4 bp	1 lb.	—	A	2 days	—	—	—	—	
Shift, linen	14 bp	1 lb.	—	A	2 days	—	—	—	—	
Sewing										Embroidered adds 50-200% to the cost Embroidered adds 50-200% to the cost Embroidered adds 50-200% to the cost
Cloth, coarse (6'x50' bolt)	3 sp	55 lbs.	—	A	2 days	—	—	—	—	
Cloth, normal (6'x50' bolt)	15 sp	50 lbs.	—	A	2-3 days	—	—	—	—	
Cloth, fine (6'x50' bolt)	15 gp+	35-55 lbs.	—	T	3 days+	—	—	—	—	
Needles (5)	6 bp	—	—	T	1 day	—	—	—	—	
Pins (5)	2 bp	—	—	T	1 day	—	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	—	
Thread, colored (50 yards)	3 bp	—	—	T	2 days	—	—	—	—	
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—	—	
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—	—	
Shears	6 bp	—	—	T	2-3 days	—	—	—	—	
LODGING & SERVICES										
Meal, light	6 tp	0.5 lbs.	—	A	1 hr	—	—	—	—	
Meal, normal	10 tp	1 lb.	—	A	1 hr	—	—	—	—	
Meal, heavy	12 tp	1.5-2 lbs.	—	A	1 hr	—	—	—	—	
Stabling	2 tp+	—	—	A	—	—	—	—	—	
Lodgings, average	1 cp	—	—	A	—	—	—	—	—	Communal sleeping
Public baths	5 tp	—	—	T	—	—	—	—	—	No separation of gender
Private baths	1 cp	—	—	T	—	—	—	—	—	Cost is per page of simple text One message per hour
Scribe	1 cp	—	—	T	1 hr	—	—	—	—	
Town crier/herald	5 tp	—	—	T	4 hrs	—	—	—	—	Cost is per legal appearance Cost is per visit Cost is per visit
Legal services	3 sp	—	—	T	3 hrs	—	—	—	—	
Midwife	6 cp	—	—	A	—	—	—	—	—	
Doctor	2-3 bp+	—	—	T	—	—	—	—	—	
Prostitute	3 cp	—	—	A	1 hr	—	—	—	—	
MEDICINE										Notes
Bandages, linen (30')	10 cp	1 lb.	—	A	1 day	—	—	—	—	
Cranial drill	4 bp	2 lbs.	—	T	3-5 days	—	—	—	—	
Saw, amputation	35 cp	3 lbs.	—	A	7 days	—	—	—	—	
Crutches	2 cp	2-4 lbs.	—	A	1 day	—	—	—	—	
Herbal remedy	3 cp+	—	1 pt.	A	1-3 days	—	—	—	—	Bat wing, mummy dust, etc. for research; usually illegal
Exotic cure	5 sp+	varies	varies	T	1-3 days	—	—	—	—	
Knife, surgical	5 bp	—	—	T	7 days	—	—	—	—	
Medical book — modern	20 gp+	10-15 lbs.	—	T	3-6 months	—	—	—	—	
Medical book — exotic	35 gp+	10-15 lbs.	—	T	3-6 months	—	—	—	—	
Cadaver	5-50 bp	100-150 lbs.	—	A	—	—	—	—	—	
Suturing needle, curved	3 bp	—	—	T	3-5 days	—	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	—	
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—	—	
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—	—	
Flat probe, bronze	4 sp	0.5 lbs.	—	T	2 days	—	—	—	—	
Syringe, bronze & gut	35 sp	1 lb.	—	T	8 days	—	—	—	—	
Leeches	2 bp	—	1 pt. (50)	A	1-3 days	—	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	—	
Hook, bronze	8 sp	1 lb.	—	T	1-2 wks	—	—	—	—	
Pegleg, wooden	8 bp	3-5 lbs.	—	A	1 wk	—	—	—	—	
Pegleg, ivory	1 gp+	3-7 lbs.	—	T	3-6 wks	—	—	—	—	



THIEVES & SPIES		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Lockpicks, poor quality	6 bp	0.5 lbs.	—	T	1 day	1-5	50	—			
Lockpicks, average quality	1 sp	0.5 lbs.	—	T	2 days	1-4	60	—			
Lock, simple	2 sp	3 lbs.	—	T	2 days	1-5	50	—			
Lock, average	4 sp	3 lbs.	—	T	2-3 days	1-3	60	—			
Grappling Hook	12 bp	5 lbs.	—	T	3 days	—	—	—			
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-6	60	—			
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-5	70	—			
Rosin	4 bp	1 lb.	—	T	1 day	—	—	—			
Air tank, leather	7 bp	10 lbs.	—	T	1 day	1-4	40	—		20 minutes of air supply	
MISCELLANEOUS		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
10' pole	20 bp	5-10 lbs.	10'	A	5 days	—	—	—			
Stilts	25 bp	3-10 lbs.	4' to 10'	T	5 days	1-4	30	—			
Brush, grooming	2 bp	0.5 lbs.	—	A	2 days	—	—	—			
Brush, cleaning	2 bp	0.5 lbs.	—	A	2 days	—	—	—			
Comb	1 cp	—	—	A	1 day	—	—	—			
Hairbrush	5 bp	0.5 lbs.	—	A	2 days	—	—	—			
Mapcase, leather	1 sp	1 lb.	—	T	2 days	—	—	—			
Map, local	3 sp	—	20"x30"	T	1 wk	—	—	—			
Map, known world	6 gp+	—	20"x30"	T	2-4 wks	—	—	—			
Flag, small	5 sp+	3 lbs.	18"x36"	T	2-3 wks	—	—	—			
Flag, large	1 gp+	7 lbs.	3'x5'	T	3-6 wks	—	—	—			
Mirror, metal	15 sp	45 lbs.	4'	T	2 wks	—	—	—			
Hand mirror, metal	25 bp	5 lbs.	8"	T	1 wk	—	—	—			
Lamp oil	1 bp	—	1 pt.	T	2 days	—	—	—			
Walking stick	2 bp	2-5 lbs.	4'	T	1 wk	—	—	—			
ARMOR		Cost	AT	Wt.	Avail.	Time	B	Rel/Str	F	Notes	
Arm greaves, leather	1 sp	—	—	2-3 lbs.	T	1 day	—	—	—		
Arm greaves, bronze	3 sp	—	—	3-4 lbs.	T	3-5 days	—	—	—		
Banded armor	15 sp	10	—	20-30 lbs.	T	18 days	—	—	—	As leather armor with a +10 DB	
Bracer, leather	1 sp	—	—	0.5 lbs.	T	1 day	—	—	—		
Breastplate, bronze	15 sp	13	—	20-30 lbs.	T	21 days	—	—	—	Encumbers as AT 17	
Breastplate, leather	45 bp	9	—	10-18 lbs.	T	4 days	—	—	—		
Leather jerkin	1 sp	5	—	7-12 lbs.	A	1 day	—	—	—		
Leg greaves, leather	12 bp	—	—	2.5-3.5 lbs.	A	1 day	—	—	—		
Leg greaves, bronze	4 sp	—	—	3-4 lbs.	T	3-5 days	—	—	—		
Leather helmet	15 bp	—	—	1-2 lbs.	A	1 day	—	—	—		
Leather helmet, reinforced	25 bp	—	—	1.5-2.5 lbs.	A	1.5 days	—	—	—		
Quilted/padded armor	5 bp	3	—	5-10 lbs.	A	1 day	—	—	—		
Target shield	35 bp	—	—	3-10 lbs.	T	3 days	1-4	50(w)	—		
Normal shield	55 bp	—	—	10-20 lbs.	T	5 days	1-3	60(w)	—		
TYPICAL WEAPONS		Cost	Type	Wt.	Avail.	Time	B	Rel/Str	F	Notes	
Axe	2 sp	1hc	4-6 lbs.	A	1 day	1-7	60(w)	04			
Blackjack	2 cp	1hc	0.5 lbs.	T	6 hrs	1-8	50(w)	01			
Boar Spear	25 bp	pa	3-6 lbs.	A	1 day	1-5	50(w)	05			
Club	1 cp	1hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04			
Composite bow	17 sp	mis	2-3 lbs.	A	14 days	1	90(w)	04			
Cudgel	5 cp	1hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03			
Dagger	3 sp	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01			
Dart	1 sp	th	0.5 lbs.	T	6 hrs	1-6	40	05		Made of bronze	
Dirk	4 sp	1hc	0.75-1.5 lbs.	A	1 day	1-6	80	01			
Handaxe	12 bp	1hc/th	3-6 lbs.	A	1 day	1-7	70(w)	04			
Harpoon	25 bp	th	4-8 lbs.	A	1 day	1-6	50(w)	04			
Javelin	3 sp	th	3-5 lbs.	A	1 day	1-5	40(w)	04			
Lasso	2 cp	th	2-5 lbs.	A	6 hrs	1-4	50	06			
Net, fishing	1 sp	1hc/th	3-5 lbs.	A	3 days	1-5	60	08			
Pilum	10 sp	th	4-7 lbs.	T	2 days	1-6	30	06		Bronze-headed javelin	
Short bow	6 sp	mis	2-3 lbs.	A	3 days	1-2	80	04			
Short sword	7 sp	1hc	2-4 lbs.	T	2 days	1-6	80	02			
Sling	9 bp	mis	0.5 lbs.	A	6 hrs	1	95	06			
Spear	23 bp	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05			
Trident	14 cp	pa	4-6 lbs.	A	2 days	1-6	40(w)	05			
Whip	2 sp	1hc	2-5 lbs.	T	1 day	1-4	70	06			
Weapon Accessories		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Arrows (20)	4 bp	—	3 lbs.	A	1 day	—	—	—			
Quiver	12 bp	—	1-2 lbs.	A	1 day	—	—	—		Holds 20 arrows	
Belt scabbard, plain	25 bp	—	1.5 lbs.	T	1 day	—	—	—			
Belt scabbard, ornamented	4 sp+	—	1.5-2 lbs.	T	2-7 days	—	—	—			
Sheath, plain	12 bp	—	0.5 lbs.	A	1 day	—	—	—			
Sheath, ornamented	25 bp+	—	0.5-0.75 lbs.	T	2-7 days	—	—	—			

THE IRON AGE

Iron was known from ancient times, and for millennia held a near-mystical importance. Locked away in various ores, requiring high temperatures and special techniques to extract it, native iron was virtually unknown. The only source came from the heavens! Shooting stars (meteorites) were seen as omens and signs. It is no wonder pre-Iron Age man thought of the metal as magical; it was a gift from the gods! Early iron artifacts were therefore reserved for the wealthy. Kings, priests, nobles, and wealthy merchants used iron mostly for ornamentation: rings, amulets, ceremonial weapons, and the like. It had a value on a par with gold.

Unlike gold, silver, copper, and other metals, ores did not yield iron. Other metals could easily be extracted in a wood-fired furnace. But the temperatures required for obtaining iron are higher than can be achieved by burning wood alone. It was not until the discovery of charcoal that the smelting of iron from native ores became feasible. Charcoal, made by burning wood with an insufficient amount of air, reaches a higher temperature than wood does. With the aid of a bellows, temperatures could be made hotter still—though still not hot enough to actually melt the iron. The iron extracted in this manner was disappointing to these early metalworkers. It was strong, yes, but inferior to meteoric iron—weaker even than the best quality bronze.

Iron producing ore was readily available in many areas. The techniques of iron smelting soon spread across the Middle East and into Europe, Asia, and Africa. Experimentation finally yielded a stronger, tougher form of iron—steel. An alloy of iron and carbon, steel is harder than bronze. Steel holds an edge much longer, making it ideal for weapons and the edged portions of tools. By 1000 B.C., it was being produced in quantity and the true Iron Age had begun.

Soldiering was one of the first professions of man to feel the impact of iron and steel. When the barbarian Dorians, ancestors of the Greeks, invaded from the north, the Mycenaean Empire was still firmly entrenched in the Bronze Age. The Dorians, on the other hand, had acquired a knowledge of iron; perhaps on their own, perhaps from travelling merchants. Whatever the source, their iron weaponry made the difference. In the end, the Mycenaean civilization was gone. In the Middle East, the Israelites defeated the Philistines with their iron weapons. They established an empire of their own that controlled much of the eastern Mediterranean coastline for many years.

Other professions were affected by iron as well. Farmers found iron tools were far stronger than bronze ones, and needed less repair. Iron tools revolutionized the stonemason and woodcrafter arts, just as bronze had done a millennia before. Pieces of iron and steel found their way into any number of artifacts, from furniture to ships. Once the technique of extracting iron was discovered, it was produced in such quantities that even the common man could afford to buy it.

The concept of money had been around since at least the Bronze Age. The Code of Hammurabi contained many financial penalties for various crimes and set the prices for various products—all in shekels. Originally a unit of measurement, equal to approximately one quarter to one half ounce in weight, it later evolved into the coinage of

several Middle Eastern peoples, primarily the Israelites. The first coins were produced by the Lydians of Asia Minor, and were in use prior to 700 B.C. Stamped with a royal seal or the face of a sovereign (or even animals, plants, or gods) the concept of using coins spread throughout the Mediterranean and beyond.

Commerce played a big part in the spread of knowledge and ideas during the Copper and Bronze Ages. It played an even bigger one in the centuries yet to come. The greatest merchants of the ancient world were the Phoenicians. They plied the seaways in swift galleys, mounting both sails and oars. Earlier sailors, when they strayed from the rivers to venture onto the sea, stayed close to land. Even the Mycenaeans, who ruled an empire from the island of Crete, sailed the Aegean by "island hopping." Not so the Phoenicians—the first of the deep-water sailors. With their newly developed skill of celestial navigation, they sailed far and wide across the Mediterranean and Black Seas.

With mastery of the seas came exploration. Once the Phoenicians had shown the way they were no longer alone on their voyages. The Greeks and Egyptians were setting sail as well. Lengthy voyages were made to as far away as the northern coast of Africa; the mouth of the Atlantic Ocean; and perhaps beyond. And where they went to trade, others soon came to settle. The Greeks founded colonies in Italy and Sicily and France. Phoenician colonies dotted the north coast of Africa. One—the city of Carthage—survived the fall of the Phoenician empire to become a powerful city-state in its own right. The Egyptians, meanwhile, were not idle. A great series of canals connected the

Nile with the Red Sea. Egyptian mariners sailed from the heart of their empire to the coasts of Arabia and Africa. They carried with them their knowledge and culture, and returned with raw materials, trade goods, and slaves.

But while the discovery of iron smelting might have given this era its name, a far more important discovery was made during this period: science. The Mesopotamians and Egyptians had developed the rudiments of science in ages past, but it was little more than general observation and lists of practical applications for daily use. Around the sixth century B.C. all that changed.

Like the majority of their neighbors, the ancient Greeks had a diverse pantheon of deities, each with their own powers and history and place in the order of heaven. Merchants travelling to Greece brought with them their own religions, legends, and myths; Greek colonists encountered still others. Comparing these with their own religion, many Greek philosophers began to wonder if, perhaps, there were some other explanation. One that didn't require gods, religion, or mystical, magical occurrences. They looked beyond the general and the practical



AND A
10-FOOT POLE



for the unifying principles that guided nature. "Speculative philosophy" applies logic and reasoning to observation and experimentation, searching for an explanation of the universe.

Starting with the learning and knowledge of Egypt and Mesopotamia, Greek philosophers pushed ahead, developing new theories and ideas. They sought to understand the natural world through reason and observation alone. This new "scientific method" was applied to mathematics, medicine, engineering, and astronomy. Almost every science of today has its roots in the speculative philosophy of the Greeks.



And they were not alone. The Egyptians in particular applied science to more practical concerns. Several schools were founded in the city of Alexandria, among them a school of engineering. Men (and women) from all across the known world came to Alexandria to study and work. Among their inventions were numerous labor-saving devices, like the force pump or the

Archimedean screw. Descriptions survive of mechanically-driven water clocks and model steam engine experiments. Undoubtedly many more have been lost with time. Applied engineering allowed the building of great aqueducts, bridges, tunnels, and networks of roads. Not as impressive as the pyramids and other monuments of the past, perhaps, but far more important in the long run.

Nor were all of their inventions strictly above-board. Some were pure showmanship, designed to deceive the masses. Like the automatic door opener, designed for one of the Egyptian temples. A brazier outside the doors, when lit, heated a concealed kettle of water. The resulting steam travelled through a series of copper pipes to another kettle, in a chamber beneath the door. As the steam condensed, the kettle was lowered to the ground—pulling on an ingenious system of ropes and pulleys. The door opened just like magic...

The Iron Age was an important time. No longer a race of land-locked farmers and coast-hugging sailors, men met the challenge of the sea and travelled where and when they wanted. Production of iron and steel provided cheap and abundant metal tools for the first time, allowing even the common man to possess them. The beginnings of science broadened their understanding of the world around them, and set the stage for developments yet to come.

In a fantasy game setting such as *Rolemaster* the Iron Age has the makings for an excellent campaign. Earlier "empires" were made up of a few dozen towns and cities, and covered a few thousand square miles. Now, whether through trade and colonization, or outright conquest, the Phoenicians, Greeks, Egyptians, and Persians were founding empires that covered whole regions. These stretched from one end of the Mediterranean to another, and beyond. It is the time of Alexander the Great, conqueror of the known world; of Xerxes, King of Persia, whose armies nearly overran Greece. Periclean Athens and the "Golden Age"; and the founding of Rome.



In a straight historical campaign, players could take on many roles. Explorers could sail the seas in search of new lands to trade with, colonize, or conquer. Merchants might travel the length and breadth of the known world where vast fortunes were made and lost. And where there is money, there are invariably thieves, and guards hired to foil them. Mercenaries and soldiers could wander the roads between wars, looking for work. Priests might be honest, pious believers or involved in politics up to their eyeballs, plotting to control the land through fear of divine retribution.

Want a little magic in your world? History shows that most people in this era *believed* in magic. So what if it did work? What changes would take place if magic and spells actually existed? Would the Greeks have triumphed over the Persian army? Or would the law of Xerxes have held sway from one end of the Mediterranean to the other? Perhaps the early Greek philosophers, rather than studying nature, turned toward magic instead, applying reason and logic to codifying the "laws" that governed it. Would Alexandria, center of learning and culture, have developed its famous school of engineering? Or a school of magic?

In a similar vein, there is the "Alternate Earth" campaign. Choose an important event from the period: a key battle or invasion; the death of an important ruler; an invention—anything you want. Then try to imagine the turn of events if things had turned out differently. What if Alexander the Great hadn't died at the age of thirty-three, but instead went on to fulfill his plans of conquest? He had already conquered Greece, Egypt, and northern India—why not Carthage or Rome or even China? Or go back a couple of centuries, and let the Persians overrun the Greek peninsula? Don't think a single invention could change the world? What about the experiments with steam, conducted in Alexandria? The finest engineers in the world at that time lived and worked in that city. They had all the necessary elements to construct a primitive steam engine: efficient pistons and cylinders; valves; and the metal-working skill to build a high-pressure boiler. The Greeks already had a muscle-powered version of the railway across the isthmus of Corinth in the sixth century B.C.—so why not a steam locomotive to pull it? What if some

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inventive philosopher-scientist had stumbled across the recipe for gunpowder? They certainly had the chemical know-how to produce it, and the metalworking expertise to build cannons at the very least. Could they have developed firearms two thousand years early?

In a more traditional fantasy campaign, humans are just beginning to use iron and steel. Perhaps they acquired the techniques from the more learned elves, or the dwarven metalsmiths. Savage orcs, living on the fringes of civilization, covet iron and steel more fiercely than gold. Lacking the skill and technology to smelt it themselves, they acquire it in brutal raids on the villages and towns.

Other genres that could be used include historical-fantasy settings. Here the elves, dwarves, and other fantasy races co-exist with humans in our own world. In a world such as this, seafaring elves might be in direct competition with the human empire-builders. Or have they already established their empire, and resent the intrusion of human upstarts? Dwarven metalsmiths are making a fortune, selling iron and steel weapons to all comers. Their engineers are hired to build the roads, bridges, and tunnels

necessary to hold a widespread empire together. For a twist take a look at the Bronze Age—and the idea that stories of elves and faeries, and their aversion to “cold iron” are a memory of Bronze Age peoples. But what if it wasn’t just a story? What if it were true, and elves are burned by the touch of iron and steel? Or even killed? What effect would that have on a traditional fantasy or historical-fantasy campaign?

For adventure ideas set in the Iron Age, a GM need look no further than his or her local library. Thousands of books have been written on “Classical Greece” and the other city-states and empires of the Iron Age era. Homer wrote his great epic poems in this era, chronicling events that were at least based in fact. The city of Troy, for example, actually existed. The story of Jason and the Argonauts is believed to be a chronicle of early voyages into the Black Sea. And that is just scratching the surface. The Iron Age is ripe with possibilities for adventure, especially for GMs and players who are looking for more than just another “hack’n’slash” dungeon crawl.

THE AGE OF EMPIRE

The Age of Empire was the age of Rome. Rome the City. Rome the Republic. Rome the Empire. Rome the Eternal. From a technological standpoint, this was the late Iron Age—set apart by the marching of Rome’s legions, conquerors of half the known world. Starting its life as a poorly situated village on the banks of the Tiber, Rome grew in a few short centuries to become the most important city in the western world: capital of the most impressive civilization the world had ever seen.

The origins of Rome are shrouded in legend and myth. According to the traditional story, the city of Rome was founded in 753 B.C. by Romulus and Remus, twin sons of Mars and a mortal woman. Shortly after the city was completed, the brothers quarreled over the name, and Romulus killed his brother. Whether or not the story of the brothers is true, modern archaeology indicates the city was founded between 700 and 800 B.C., when the Sabines, Etruscans, and Latins were united under a monarchy. Rome was dominated by the Etruscans, a technologically advanced people whose culture and language remain undeciphered to this day. In 509 B.C., according to tradition, the Latins rose up and overthrew their Etruscan masters. They founded the Republic of Rome and vowed never again to have a king.

For the next three hundred years, Rome was a city on the march. The Etruscans, the Greek cities of the south, the Latin League; all these, and more, the Roman legions brought under the banner of the Republic. By 272 B.C., almost all of Italy was under Roman control, and they began to look toward the horizon.

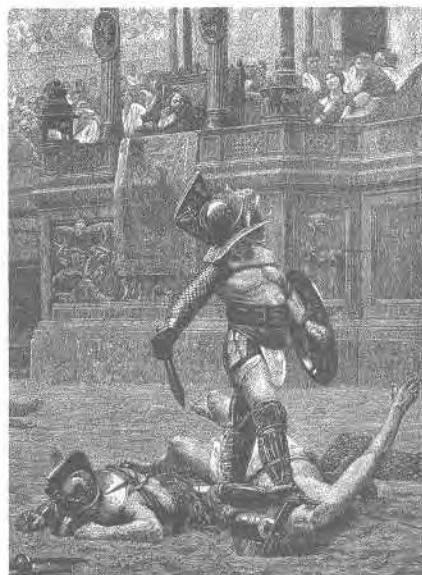
Roman expansion eventually led to conflict with Carthage, a former Phoenician colony that had grown into the wealthiest city in the Mediterranean. Initially clashing over the island of Sicily, the Romans and Carthaginians were at each other’s throats for the next one hundred years. The Punic Wars eventually led to the fall of Carthage by the

might of Roman arms. When it was finally over, Carthage was destroyed, her once great empire becoming provinces of Rome. Greek and Macedonian kingdoms that had supported Carthage were conquered as well. Over the course of the next century, the legions would conquer Gaul, the middle eastern nations of Syria and Judea, and parts of Asia and Africa. And though they acted in “the name of the Senate and the People of Rome,” they were building an empire that would last for five hundred years.

To control the empire, Rome needed the legions—and the legions needed the roads. Everywhere the Romans marched, through every land they conquered, army engineers surveyed the land. They laid out cities and towns, set the boundaries of fields,

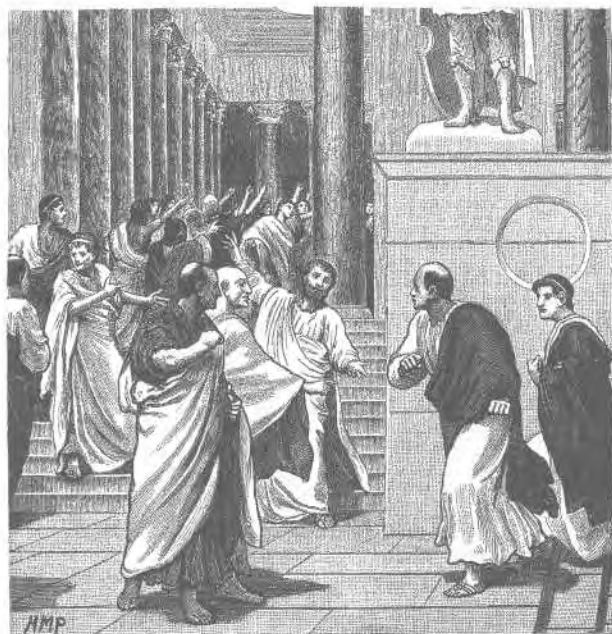
and laid out a network of roads that criss-crossed the empire. Built and maintained by the army, the roads were the lifeblood of the empire; the arteries and veins that carried troops and supplies, merchants and merchandise from one corner of the world to the other. In the Age of Empire, all roads *did* lead to Rome.

The vastness of the Roman Empire, and its impact on civilization, demands a section of its own. The empire was a combination of dozens of different regions. Each had its own culture, language, customs, and yes, technology. But



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the empire changed all of that. While the legions carried Rome to the provinces—Roman law, Roman customs, Roman language, and Roman technology—the Romans also learned from those they conquered. Greek philosophy and religion; Egyptian mathematics and engineering; culture, knowledge, and technology from across the known world were carried back to Rome, spreading from there to every corner of the empire. Sharing of ideas and information helped to build the empire. After the fall of Rome and the empire's collapse, the very fact that Roman civilization was so widespread preserved their knowledge and technology for future generations.

Role playing in the Age of Empire has all sorts of interesting possibilities, whether the empire be Rome or one of the GM's own creation. Conquerors of half the world, players could be merchants, diplomats, colonists, or conquered subjects. Are they proud citizens of the Imperium? Or rebels, working to bring it to its knees? Spread across three continents, the empire has room to spare for adventure.

Historic-minded GMs and players will find plenty of action in the Roman Empire. Set your campaign in Rome, and characters can be anything from wealthy senators, vying for control of the empire, to gladiators battling in the arena games. Vigiles—the city watch and fire department—patrol the streets, the bane of an honest thief's existence. In the homes of the patricians plots are being laid to seize the Imperial Throne, and the legions choose up spots for the battles to come.

If a more rustic campaign is more your style, move your game to the frontiers. Here, in the wilderness fringes of the empire, player characters will encounter barbarian tribes (or perhaps even be the barbarians, encountering the might of Rome), and strange beasts. Many Roman colonists were former soldiers, given grants of land to settle in the provinces. They formed the core of local militia forces in times of trouble.

For a spice of magic in the world, GMs might want to add spells—or perhaps some of the creatures of Roman myth and legend. Monster vs. man, in an arena battle to the death, and all for the delight of the bloodthirsty crowds. Priests receive omens and messages from the gods, while street magicians peddle charms and curses that just might work. Nor is magic the only way to alter historic Rome. Play a little game of “What if...” and see where it takes you. What if...the Carthaginians had won the Punic Wars? Or the legions *hadn't* succeeded in conquering Greece? Take any historical event, change the outcome, and run with it. And what about things that *never* happened? The Romans knew of the existence of China, for example, though they only traded indirectly and never marched against them. But what if they had? What if the two mightiest empires of the age had gone to war, locked in a struggle for Asian supremacy?

From a technological standpoint, the Romans were highly advanced for the time. They had the knowledge and technical skills of dozens of peoples and cultures, but what about the things they *didn't* invent? They were certainly capable of building a steam engine—so what if they had? Simple firearms are also within the realm of possibility, but an even more likely one is the crossbow. The legions employed them on a larger scale—ballistae—but the smallest required a crew of two men. But what if they *had* made crossbows? Would it have made a difference? Their possible achievements are not limited to steam power and weaponry. Many of the developments of the Middle Ages were actually produced at a *lower* level of technology than the Romans possessed.

In a strict fantasy world such as portrayed in *Rolemaster*, the empire—whatever its name—produces mighty works, both technological and magical. Its citizens create marvels their ancestors never dreamed possible. For campaigns set in or other places, the empire could be “the enemy beyond the horizon,” known only through rumors of fabulous wealth and military might. Or perhaps the empire is nothing more than remembered glory; a name invoked to inspire awe, or grant a degree of legitimacy to the present ruler. Charlemagne, for example, was proclaimed Holy Roman Emperor—though he was neither holy nor Roman, and his empire was a tenth the size of the original. Characters might be adventurers, journeying to see the grandeur of the empire for themselves—or searching for the treasures of a bygone age. Adventurers in the modern world might stumble across a “lost city”—an outpost of the Roman Empire, hidden away for centuries. Or they could be time travellers, journeying backward to prevent the fall of Rome—or to loot the lost treasures of the past.

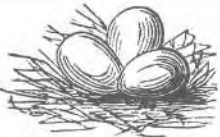
The empire will make an interesting addition to any world, whatever the style of campaign. Whether ally or enemy, the empire is a formidable force—one whose legend lives on long after its fall. GMs searching for information will have an easy time finding it. Thousands of reference books have been written, and there are plenty of novels as well—speculations on what might have been.

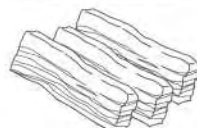
Section 6.0

The Iron Age

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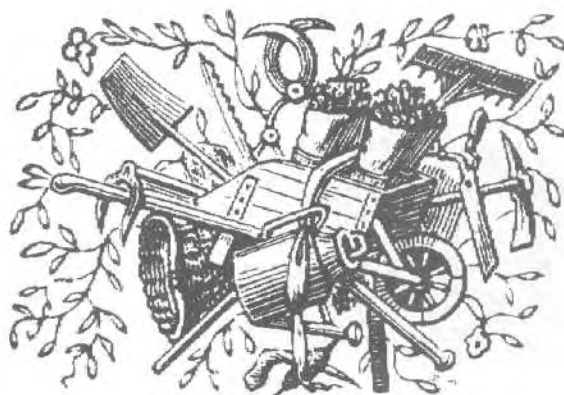


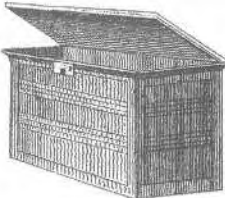
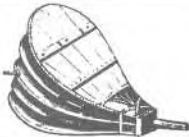
FOOD ITEM	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Flour									
Flour, wheat	15 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, rye	8 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, barley	10 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, oat	10 cp	30 lbs.	—	A	1 day	—	—	—	
Fresh Bread									
Barley	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Brown	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Oat	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Rye	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Wheat	4 tp	1 lb.	—	A	2 hrs	—	—	—	
Fresh Meat									
Beef-veal	8 cp	1 lb.	—	R	2 hrs	—	—	—	Time shows average time to butcher
Beef-steak	5 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-Roast	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-other cut	12 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-loin	6 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-ham	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-bacon	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-other cut	9 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-suckling pig	5 sp	20 lbs.	—	R	2 hrs	—	—	—	
Lamb, leg	12 bp	5 lbs.	—	R	2 hrs	—	—	—	
Lamb, whole	10 cp	60 lbs.	—	R	2 hrs	—	—	—	
Mutton, chops	3 cp	2 lbs.	—	R	2 hrs	—	—	—	
Blackbird	3 tp	3 lbs.	—	R	1 hr	—	—	—	
Chicken	3 bp	5 lb.	—	R	1 hr	—	—	—	
Duck	6 bp	5 lb.	—	R	1 hr	—	—	—	
Goose	8 bp	15 lb.	—	R	1 hr	—	—	—	
Heron	25 bp	10 lb.	—	R	1 hr	—	—	—	
Pigeon	4 bp	1 lb.	—	R	1 hr	—	—	—	
Squab	3 bp	0.5 lbs.	—	R	1 hr	—	—	—	
Swan	35 sp	15 lbs.	—	R	1 hr	—	—	—	
Boar, wild	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Venison	3 cp	1 lb.	—	R	2 hrs	—	—	—	
Small game	5 tp	1 lb.	—	R	30 mins.	—	—	—	
Fish									
Carp	5 tp	1 lb.	—	T	1 hr	—	—	—	Time shows average time to catch 
Eel	2 tp	1 lb.	—	T	1 hr	—	—	—	
Fresh river	6 tp	1 lb.	—	R	1 hr	—	—	—	
Herring, pickled	6 tp	1 lb.	—	T	1 hr	—	—	—	
Herring, salted	8 tp	1 lb.	—	T	1 hr	—	—	—	
Pike	4 tp	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	8 tp	1 lb.	—	T	1 hr	—	—	—	
Shrimp	12 tp	1 lb.	—	T	1 hr	—	—	—	
Dairy Products									
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—	
Butter, unsalted	6 cp	1 lb.	—	R	30 mins.	—	—	—	
Cheese, low quality	3 tp	1 lb.	—	R	2 days	—	—	—	
Cheese, avg. quality	8 tp	1 lb.	—	R	1 wk	—	—	—	
Cheese, fine quality	15 tp	1 lb.	—	R	2 wks	—	—	—	
Cream	6 tp	—	1 pt.	R	—	—	—	—	
Eggs	2 bp	—	1 doz.	R	1 hr	—	—	—	
Milk, cow	6 tp	—	2 qt.	R	20 mins.	—	—	—	
Milk, goat	4 tp	—	1 qt.	R	20 mins.	—	—	—	
Milk, mare	5 tp	—	1 qt.	R	20 mins.	—	—	—	
Vegetables									
Beans, fresh	3 cp	—	1 bu.	R	1 hr	—	—	—	Time shows average time to harvest
Beans, dried	2 cp	—	1 bu.	R	3 days	—	—	—	
Lentils	2 cp	—	1 bu.	R	1 hr	—	—	—	
Leeks	3 cp	—	1 bu.	R	1 hr	—	—	—	
Peas, fresh	2 cp	—	1 bu.	R	1 hr	—	—	—	
Carrots	3 cp	—	1 bu.	R	1 hr	—	—	—	
Lettuce	4 cp	—	1 bu.	R	1 hr	—	—	—	
Radishes	3 cp	—	1 bu.	R	1 hr	—	—	—	
Turnips	4 cp	—	1 bu.	R	1 hr	—	—	—	
Beets	4 cp	—	1 bu.	R	1 hr	—	—	—	
Cabbage	3 cp	—	1 bu.	R	1 hr	—	—	—	
Parsnips	3 cp	—	1 bu.	R	1 hr	—	—	—	
Angelica root	5 cp	—	1 bu.	R	1 hr	—	—	—	
Onions	2 cp	—	1 bu.	R	1 hr	—	—	—	

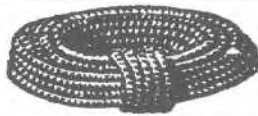
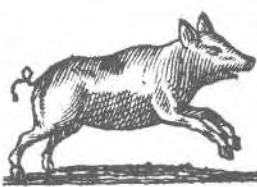
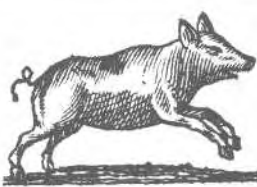
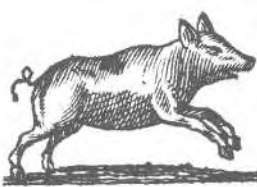
Fruits & Grains									
Apples	7 cp	—	1 bu.	R	2 hrs	—	—	—	Time shows average time to harvest
Berries, wild	3 cp	—	1 bu.	R	2 hrs	—	—	—	
Cherries	8 cp	—	1 bu.	R	2 hrs	—	—	—	
Crabapples	2 cp	—	1 bu.	R	2 hrs	—	—	—	
Dates	6 cp	—	1 bu.	R	2 hrs	—	—	—	
Figs	25 cp	—	1 bu.	R	2 hrs	—	—	—	
Grapes	13 cp	—	1 bu.	R	2 hrs	—	—	—	
Nuts, wild	4 tp	—	1 bu.	R	1 day	—	—	—	
Olives	9 cp	—	1 bu.	R	2 hrs	—	—	—	
Pears	6 cp	—	1 bu.	R	2 hrs	—	—	—	
Plums	3 cp	—	1 bu.	R	2 hrs	—	—	—	
Raspberries	4 cp	—	1 bu.	R	2 hrs	—	—	—	
Strawberries	11 cp	—	1 bu.	R	2 hrs	—	—	—	
Citrus	5-50 cp	—	1 bu.	R	2 hrs	—	—	—	
Dried fruit	***	—	—	—	2 days	—	—	—	
Candied fruit	***	—	—	—	1 day	—	—	—	Oranges, lemons, etc. Cost is two times normal cost
Barley	25-50 cp	—	1 bu.	R	3 hrs	—	—	—	
Oats	20-40 cp	—	1 bu.	R	3 hrs	—	—	—	
Rye	15-30 cp	—	1 bu.	R	3 hrs	—	—	—	
Wheat	40-80 cp	—	1 bu.	R	3 hrs	—	—	—	
Herbs, Spices, & Flavorings									
Cloves	2 sp	4 oz.	—	R	1 hr	—	—	—	
Garlic	5 bp	4 oz.	—	R	1 hr	—	—	—	
Honey	16 gp	1 lb.	—	R	1 day	—	—	—	
Mint	3 bp	4 oz.	—	R	1 hr	—	—	—	
Mustard seed	5 bp	4 oz.	—	R	1 hr	—	—	—	
Nutmeg	2 sp	4 oz.	—	R	1 hr	—	—	—	
Parsley	1 bp	4 oz.	—	R	1 hr	—	—	—	
Pepper	16 gp	4 oz.	—	T	1 day	—	—	—	
Rosemary	3 sp	4 oz.	—	R	1 day	—	—	—	
Saffron	5 gp	4 Oz.	—	R	1 day	—	—	—	
Sage	18 bp	4 oz.	—	R	1 day	—	—	—	
Salt	5 bp	1 lb.	—	T	1 hr	—	—	—	
Sugar	5 sp	1 lb.	—	C	1 day	—	—	—	
Thyme	7 cp	4 oz.	—	R	1 hr	—	—	—	
Field Rations									
Beef, salted	2 bp	1 lb.	—	T	2 days	—	—	—	
Pork, salted	12 cp	1 lb.	—	T	2 days	—	—	—	
Fish (various), salted	2 cp	1 lb.	—	T	2 days	—	—	—	
Salmon, smoked	3 cp	1 lb.	—	T	3 days	—	—	—	
Beef, smoked	7 cp	1 lb.	—	R	5 days	—	—	—	
Pork, smoked	7 cp	1 lb.	—	R	5 days	—	—	—	
Black bread	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Hardtack	1 tp	1 lb.	—	A	2 hrs	—	—	—	
Waybread	6 tp	1 lb.	—	A	2 hrs	—	—	—	
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—	
Beef, jerked	2 cp	1 lb.	—	R	1 day	—	—	—	
Fish (various), dried	1 cp	1 lb.	—	T	3-5 days	—	—	—	
Oils									
Olive oil	8 bp	—	1 gal	T	2 days	—	—	—	
Lard	1 bp	1 lb.	—	R	1 day	—	—	—	

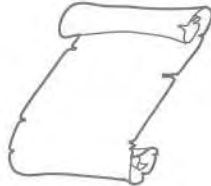
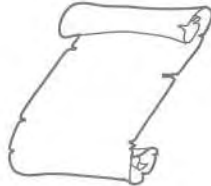


Alcoholic Beverages										
Apple cider, fresh	1 tp	—	1 pt.	R	1 day	—	—	—		
Apple cider, fermented	3 tp	—	1 pt.	T	4-6 wks	—	—	—		
Wine, poor	4 tp	—	1 pt.	A	4-6 wks	—	—	—		
Wine, avg.	6 tp	—	1 pt.	A	4-6 wks	—	—	—		
Wine, fine	8 tp	—	1 pt.	T	4-6 wks	—	—	—		
Wine, excellent	15 tp+	—	1 pt.	T	4-6 wks	—	—	—		
Wine, perfumed	18 tp+	—	1 pt.	T	4-6 wks	—	—	—		
Mead	5 cp	—	1 pt.	T	4-8 wks	—	—	—		
Beer	2 tp	—	1 pt.	A	2-4 wks	—	—	—		
Double beer	3 tp	—	1 pt.	A	3-6 wks	—	—	—		Made from honey
Small beer	1 tp	—	1 pt.	A	2-3 wks	—	—	—		Made from spoiled wine
Ale	2 tp	—	1 pt.	A	2-4 wks	—	—	—		
Stout	3 tp	—	1 pt.	A	2-4 wks	—	—	—		
Bitter	3 tp	—	1 pt.	A	2-4 wks	—	—	—		
Vinegar	1 tp	—	1 pt.	A	4-6 wks	—	—	—		
OUTDOOR SURVIVAL		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Torch	1 tp	—	—	1 hr	A	5 mins.	—	—	—	
Backpack, small leather	2 bp	—	1 lb.	1 cu. ft.	A	2 days	—	—	—	
Backpack, medium leather	4 bp	—	1.5 lb.	2 cu. ft.	A	2 days	—	—	—	
Backpack, large leather	7 bp	—	3 lb.	3.5 cu. ft.	A	2 days	—	—	—	
Sack, small	5 cp	—	—	3 cu. ft.	A	1 day	—	—	—	
Sack, large	7 cp	—	—	5 cu. ft.	A	1 day	—	—	—	
Flint & Steel	1 sp	—	—	—	T	1 day	—	—	—	
Tinderbox	3 cp	—	—	—	T	2 hrs	—	—	—	
Fire-starting bow	5 cp	—	1 lb.	—	R	1 day	1-3	80	—	
Tent, 2-man leather	15 sp	—	60 lbs.	5'x6'x4'	A	10 days	—	—	—	
Tent, 4-man leather	25 sp	—	120 lbs.	8'x10'x5'	A	2 wks	—	—	—	
Tent, 8-man leather	25 sp	—	200 lbs.	14'x17'x6'	A	3 wks	—	—	—	
Fishhook & line	2 tp	—	—	30'	R	1 day	—	—	—	
Fishing net, small	5 sp	—	3-5 lbs.	6'x6'	A	3 days	1-5	60	—	
Fishing net, large	8 sp	—	10 lbs.	12'x12'	A	5 days	1-4	65	—	
Fish trap	3 bp	—	1 lb.	—	A	2 hrs	1-3	65	—	
Blanket, light	15 cp	—	2.5 lbs.	—	A	1 day	—	—	—	
Blanket, heavy	25 cp	—	6 lbs.	—	A	1 day	—	—	—	
Sleeping furs, light	25 bp+	—	10 lbs.	—	A	1 wk	—	—	—	
Sleeping furs, heavy	45 bp+	—	15 lbs.	—	A	10 days	—	—	—	
Hammock, leather	55 bp	—	6 lbs.	4'x8'	A	2-3 days	—	—	—	
Camp bed, leather & wood	35 sp	—	25 lbs.	3'x6'	A	1 day	—	—	—	
Bucket, leather	5 bp	—	1 lb.	1 gal.	A	1 day	—	—	—	
Bucket, leather	1 bp	—	2 lb.	5 gal.	A	1 day	—	—	—	
Canteen (full)	2 cp	—	1.25 lbs.	1 pt.	R	1 day	—	—	—	
Canteen (full)	5 cp	—	2.5 lbs.	2 pts.	R	1 day	—	—	—	
Canteen (full)	1 bp	—	5 lbs.	1 qt.	R	1 day	—	—	—	
Waterskin (full)	3 bp	—	8 lbs.	1 gal.	R	2 days	—	—	—	
Waterskin (full)	7 bp	—	50 lbs.	5 gal.	R	2 days	—	—	—	
Lamp	5 bp	—	1 lb.	1 pt.	T	1 day	—	—	—	
Lamp oil	1 bp	—	0.5 lbs.	1 pt.	T	2 days	—	—	—	
Candle, tallow	3 tp	—	—	—	A	1 day	—	—	—	Made of brass; requires oil
Candle, wax	1 sp	—	—	—	T	1 day	—	—	—	Lasts 2 hrs
										Lasts 4 hrs

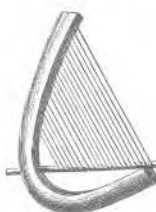
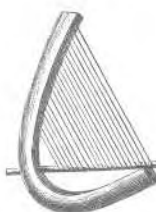


CONTAINERS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Barrel	12 bp	10 lbs.	12 gal.	A	1.5 days	—	—	—	Straight sided; leaks 
Barrel	2 sp	30 lbs.	25 gal.	A	2 days	—	—	—	
Barrel	4 sp	50 lbs.	50 gal.	A	3 days	—	—	—	
Barrel	10 sp	125 lbs.	100 gal.	T	3 days	—	—	—	
Jar, pottery	3 tp	—	1 pt.	A	12 hrs	—	—	—	
Jar, pottery	5 tp	0.5 lbs.	1 qt.	A	12 hrs	—	—	—	
Jar, pottery	2 cp	2 lb.	1 gal.	A	12 hrs	—	—	—	
Crock, pottery	4 cp	4 lbs.	5 gal.	A	12 hrs	—	—	—	
Amphora	2 bp	30 lbs.	12 gal.	T	1 day	—	—	—	
Jar, glass	4 bp	—	1 pt.	T	0.25 day	—	—	—	
Jar, glass	8 bp	0.5 lbs.	1 qt.	T	6 hrs	—	—	—	
Jar, glass	4 sp	2 lbs.	1 gal.	T	6 hrs	—	—	—	
Bucket, leather	5 cp	1 lb.	1 gal.	A	1 day	—	—	—	
Bucket, leather	1 bp	2 lbs.	5 gal.	A	1 day	—	—	—	
Bucket, wooden	2 cp	3 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, wooden	3 cp	4 lbs.	5 gal.	A	1 day	—	—	—	
Chest, large wood & leather	30 bp	30 lbs.	2'x2'x3'	T	10 days	—	—	—	
Chest, med. wood & leather	20 bp	20 lbs.	18"x18"x24"	T	1 wk	—	—	—	
Chest, small wood & leather	10 bp	15 lbs.	1'x1'x2'	T	3-5 days	—	—	—	
Chest, large wood & iron	55 bp	45 lbs.	2'x2'x3'	T	2 wks	—	—	—	
Chest, medium wood & iron	45 bp	35 lbs.	18"x18"x24"	T	10 days	—	—	—	
Chest, small wood & iron	32 bp	25 lbs.	1'x1'x2'	T	1 wk	—	—	—	
Adze	25 cp	2 lbs.	—	A	1 day	1-4	90(w)	—	
Anvil, light portable	2 gp	110 lbs.	—	T	20 days	—	—	—	
Anvil, heavy portable	3 gp	210 lbs.	—	T	25 days	—	—	—	
Anvil, standard	5 gp	410 lbs.	—	T	30 days	—	—	—	
Ard	12 bp	100 lbs.	—	R	6 days	1-6	65(w)	—	
Auger	25 cp	—	—	T	12 hrs	—	—	—	
Awl	15 cp	—	—	T	12 hrs	—	—	—	
Bellows, portable	2 cp	20 lbs.	—	T	2 days	1-2	50(w)	—	
Bellows, standard	5 bp	100 lbs.	—	T	5 days	1-2	60	—	
Block & tackle	7 sp	35 lbs.	—	T	14 days	1-2	70	—	
Bow drill	3 cp	1 lb.	—	T	3 days	1-3	80	—	
Branding iron	8 cp	2-4 lbs.	—	T	1 day	—	—	—	
Brush	2 cp	0.5 lbs.	—	T	1 day	—	—	—	
Carding comb	1 cp	1 lb.	—	T	1 day	—	—	—	
Carpenter's square	6 cp	2 lbs.	—	T	2 days	—	—	—	
Chain, per foot	2 sp	2.5 lbs.	—	T	1 day	1-2	70	—	
Heavy chain, per foot	5 sp	5 lbs.	—	T	1 day	1-2	80	—	
Chisel, cold	6 bp	0.5 lb.	—	T	3 days	—	—	—	
Chisel, masonry/stone	4 bp	1 lbs.	—	T	2 days	—	—	—	
Chisel, wood	4 bp	0.75 lbs.	—	T	2 days	—	—	—	
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Drill bits, iron	4 bp	—	—	T	5 days	1-4	40	—	
Forge, portable	2 gp	300 lbs.	—	T	7 days	1-4	65	—	
Forge, standard	4 gp	1000 lbs.	—	T	15 days	1-4	85	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Grindstone	28 sp	150 lbs.	—	T	18 days	—	—	—	
Hammer, armorer's	15 bp	3 lbs.	—	T	3 days	1-8	80(w)	05	
Hammer, blacksmith's	22 bp	5 lbs.	—	T	4 days	1-8	90(w)	05	
Hammer, carpenter's	7 cp	2 lbs.	—	T	2 days	1-8	70(w)	05	
Hatchet	12 cp	2.5 lbs.	—	T	2 days	1-7	70(w)	05	
Hoe	6 cp	3.5 lbs.	—	T	1 day	1-4	90(w)	—	
Ingot, bronze	8 sp	10 lbs.	—	T	2 days	—	—	—	
Ingot, copper	7 sp	10 lbs.	—	T	2 days	—	—	—	
Ingot, iron	3 cp	10 lbs.	—	T	4 days	—	—	—	
Ingot, lead	5 sp	10 lbs.	—	T	2 days	—	—	—	
Ingot, silver	40 gp	5 lbs.	—	C	2 days	—	—	—	22 yards
Ingot, gold	40 pp	5 lbs.	—	C	2 days	—	—	—	
Iron spikes (10)	24 bp	2 lbs.	—	T	3 days	—	—	—	
Iron wedge	36 cp	4 lbs.	—	T	3 days	—	—	—	
Ladder (12 ft. wooden)	15 cp	35 lbs.	—	T	4 days	—	—	—	
Lathe	125 sp	150 lbs.	—	T	10 days	1-5	50(w)	—	
Mallet, wood	3 cp	1 lb.	—	T	1 day	1-6	60(w)	05	
Measuring chain	35 bp	25 lbs.	—	T	4 days	1-2	60	—	
Metal file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	

TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Molds (metal casting)	1-100 cp	varies	—	T	1-10 days	—	—	—	 Add 20% to cost per 100 lb. lift	
Nails	5 sp	10 lbs.	—	T	6 days	—	—	—		
Paint	5-50 bp	—	1 gal.	T	2 days	—	—	—		
Pick axe	7 cp	12 lbs.	—	T	1.5 days	1-8	50(w)	06		
Pitchfork	15 cp	7 lbs.	—	T	2 days	1-6	40(w)	05		
Pliers, large	38 cp	2 lbs.	—	T	6 days	—	—	—		
Pliers, small	20 cp	1 lb.	—	T	6 days	—	—	—		
Potter's wheel	6 sp	30 lbs.	—	T	4 days	1-3	50(w)	—		
Pulley, small (2:1)	28 cp	5 lbs.	—	T	3 days	1-2	50	—		
Pulley, large (5:1)	35 cp	7 lbs.	—	T	5 days	1-2	50	—		
Rake, wooden	4 cp	4 lbs.	—	T	2 days	—	—	—		
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-5	60	—		
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-5	70	—		
Rope, heavy (per 50')	10 cp	15 lbs.	—	T	4 days	1-5	80	—		
Rope, hawser (per 50')	26 cp	30 lbs.	—	T	7 days	1-5	90	—		
Scythe	18 cp	3.5 lbs.	—	T	3 days	1-4	50(w)	—		
Shepherd's crook	4 cp	3 lbs.	—	R	3 days	—	—	—		
Shovel	16 cp	4.5 lbs.	—	T	1 day	1-4	90(w)	—		
Sickle	15 cp	3 lbs.	—	T	1 day	1-4	50(w)	—		
Spindle	5 cp	1 lb.	—	T	1 day	—	—	—		
Tongs, large	22 cp	6.5 lbs.	—	T	2 days	—	—	—		
Tongs, small	12 cp	3 lbs.	—	T	2 days	—	—	—		
Trident	14 cp	5 lbs.	—	T	2 days	1-6	40(w)	05		
Weaving loom, large	9 sp	250 lbs.	—	T	10 days	1-4	70(w)	—		
Weaving loom, small	45 bp	125 lbs.	—	T	7 days	1-5	70(w)	—		
Wedge (splitting)-iron	1 bp	2.5 lbs.	—	T	2 days	—	—	—		
Wedge (staying)-wooden	5 tp	0.5 lbs.	—	T	12 hrs	—	—	—		
Wheelbarrow, wood	7 bp	25 lbs.	—	T	2 days	1-4	45(w)	—		
Whitewash	7 cp	—	10 gal.	T	1 day	—	—	—		
Windlass	75 bp	300 lbs.	—	T	3 days	1-3	70(w)	—		
Winnowing flail	3 cp	4.5 lbs.	—	R	1 day	1-3	50(w)	—		
Wire, iron (per 10')	25 cp	0.5 lbs.	—	T	6 hrs	—	—	—		
Wood axe	4 cp	5 lbs.	—	T	2 days	1-7	60(w)	04		
Wood glue	8 bp	—	1 pt.	T	1 day	—	—	—		
Wood file, small	8 bp	1 lb.	—	T	6 days	—	—	—		
Wood file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—		
Wood file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—		
Wood saw, iron	35 cp	3 lbs.	—	T	7 days	1-2	60	—		
Wood saw, steel	95 cp	3 lbs.	—	T	10 days	1-2	75	—		
ANIMALS	Cost	ft/rnd	mph	Man.	Ht./Wt.	Capacity	Notes			
Camel, riding	15 gp	75	5	+15	7'/800 lbs.	300 lbs.	Height at shoulder 			
Camel, racing	40 gp	90	6	+20	7'/750 lbs.	200 lbs.				
Camel, draft	12 gp	60	4	+10	7'/900 lbs.	350 lbs.				
Elephant	50 gp	120	8	+10	12'/11,000 lbs.	1000 lbs.				
Horse, light	45 sp	100	7	+40	5'/800 lbs.	200 lbs.				
Horse, medium	60 sp	110	7.5	+25	6'/900 lbs.	300 lbs.				
Horse, heavy	80 sp	80	5	+10	6'+1,300 lbs.	400 lbs.				
Warhorse, lesser	20 gp	90	6	+30	6'/950 lbs.	350 lbs.				
Warhorse, greater	75 gp	80	5	+40	6'+1,100 lbs.	375 lbs.				
Mule	40 sp	100	7	+35	5'/800 lbs.	400 lbs.				
Donkey	32 sp	90	6	+20	4'+550 lbs.	300 lbs.				
Pony	40 sp	70	4.5	+30	4'/500 lbs.	200 lbs.				
Bull	120 sp	60	4	+20	5'/1700 lbs.	600 lbs.				
Cow	75 sp	50	3.5	+15	5'/1400 lbs.	400 lbs.				
Calf	30 sp	45	3	+35	3'/300 lbs.	—				
Ox	90 sp	60	4	+20	5'/2000 lbs.	700 lbs.				
Chicken	2 bp	—	—	+20	5 lbs.	—				
Duck	4 bp	—	—	+15	5 lbs.	—				
Goose	7 bp	—	—	+15	10 lbs.	—				
Swan	35 sp	—	—	+20	15 lbs.	—				
Goat	5 gp	—	—	+50	50 lbs.	—				
Pig	25 sp	—	—	+20	150 lbs.+	—				
Suckling pig	4 sp	—	—	+30	30 lbs.	—				
Sheep, coarse wool	35 sp	—	—	+50	110 lbs.	—				
Sheep, fine wool	5 gp	—	—	+50	110 lbs.	—				
Lamb, coarse wool	15 sp	—	—	+50	50 lbs.	—				
Lamb, fine wool	1 gp	—	—	+50	50 lbs.	—				

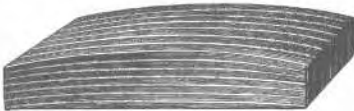
TRANSPORT & TACK	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bit & bridle	15 sp	2 lbs.	—	A	2 days	—	—	—	
Riding saddle	15 gp	10 lbs.	—	A	7 days	—	—	—	
War saddle	30 gp	18 lbs.	—	T	10 days	—	—	—	
Packsaddle	10 sp	7 lbs.	—	T	4 days	—	—	—	
Saddle blanket	5 bp	1 lb.	—	A	1 day	—	—	—	
Saddle bags, small	2 sp	2.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, medium	5 sp	3.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, large	12 sp	5 lbs.	—	T	1 day	—	—	—	
Horse chair, enclosed	175 sp	250 lbs.	2 people	T	3 days	—	—	—	
Draft harness	75 sp	35 lbs.	—	A	14 days	—	—	—	
Ox yoke	10 bp	40 lbs.	—	A	6 days	—	—	—	
Horseshoe, common	2 cp	—	—	A	1 hr	—	—	—	
Horseshoe, warhorse	6 cp	—	—	T	1.5 hrs	—	—	—	
Riding crop	2 sp	0.5 lb.	—	T	3 days	—	—	—	
Driving whip	15 sp	2 lbs.	—	A	2 days	—	—	—	
Dog cart (1 dog)	15 sp	100 lbs.	1 person	A	4 days	—	—	—	
Pony cart	25 sp	250 lbs.	2 people	T	10 days	—	—	—	
Cart (1 horse)	4 gp	350 lbs.	3 people	T	14 days	—	—	—	
Chariot, war	16 gp	400 lbs.	2 people	T	14 days	—	—	—	
Small wagon (2-horse)	6 gp	600 lbs.	2 people	T	16 days	—	—	—	
Howdah	85 sp	200 lbs.	3 people	T	4 days	—	—	—	
Canoe	8 gp	130 lbs.	2 people	A	14 days	—	—	—	
Coracle	8 sp	140 lbs.	3 people	A	14 days	—	—	—	
Boat (10')	7 gp	200 lbs.	4 people	T	14 days	—	—	—	
Boat (20')	11 gp	800 lbs.	8 people	T	28 days	—	—	—	
Longboat (30')	40 gp	2,000 lbs.	16 people	T	30 days	—	—	—	
Paddle	8 bp	7 lbs.	4.5'	A	1 day	—	—	—	
Oar	15 bp	18 lbs.	8'	A	2 days	—	—	—	
Mast & sail	25 sp	175 lbs.	10'	T	4 days	—	—	—	
Dog sled	7 gp	150 lbs.	—	R	5 days	—	—	—	
Sledge (covered)	12 bp	100 lbs.	400 lbs.	R	2 days	—	—	—	
SCRIPTORIUM	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Balance	12sp	10 lbs.	—	T	15 days	1-2	40	—	
Balance weights	2 sp	5 lbs.	—	T	5 days	—	—	—	
Bindery glue	3 cp	—	1 pt.	T	2 days	—	—	—	
Book covers	15 cp	6 lbs.	—	T	1 day	—	—	—	
Book, religious	100 sp+	8-15 lbs.	—	T	3-6 months	—	—	—	
Book, arcane	500 sp+	8-15	—	C	3-6 months	—	—	—	
Book, scholarly	200 sp+	8-15 lbs.	—	C	3-6 months	—	—	—	
Chalk, 10 pieces	3 tp	—	—	A	1 day	—	—	—	
Counter boards	15 cp	5 lbs.	—	T	3 days	—	—	—	
Jettons (per 20)	19 tp	—	—	T	2 days	—	—	—	
Gold leaf	25 bp	—	6"x6" sheet	C	7 days	—	—	—	
Ink, colored	15 bp	—	1 pt.	T	2 days	—	—	—	
Ink, black	15 cp	—	1 pt.	T	2 days	—	—	—	
Inkwell, horn	6 cp	—	1 pt.	T	3 days	—	—	—	
Inkwell, silver	10 sp	—	1 pt.	T	5 days	—	—	—	
Inkwell, tin	10 bp	—	1 pt.	T	5 days	—	—	—	
Paint	7 cp	—	1 pt.	T	2 days	—	—	—	
Parchment (per sheet)	65 cp	—	30"x40"	T	21 days	—	—	—	
Vellum (per sheet)	8 bp	—	30"x40"	T	7 days	—	—	—	
Personal seal, silver	5 gp	0.5 lbs.	—	C	8 days	—	—	—	



SCRIPTORIUM		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Personal seal, gold		50 gp	0.5 lbs.	—	C	10 days	—	—	—	Various subjects Various subjects
Personal seal, bronze		8 sp	0.5 lbs.	—	C	8 days	—	—	—	
Portable writing case		25 sp	8 lbs.	—	C	4 days	—	—	—	
Scrolls, papyrus		150 sp+	1.5 lbs.	—	C	1-2 months	—	—	—	
Scrolls, parchment		100 sp+	3 lbs.	—	C	1-2 months	—	—	—	
Sealing wax		15 sp	4 oz.	—	C	1 day	—	—	—	
Sealing ribbon		5 bp	—	8"	C	1 day	—	—	—	
Stylus (for wax tablets)		2 tp	4 oz.	—	T	1 hr	—	—	—	
Writing tablet, wax		40 sp	0.5 lbs.	—	T	6 hrs	—	—	—	
Writing tablet, slate		6 sp	1 lb.	—	T	1 day	—	—	—	
Writing brush		1 cp	—	—	T	1 day	—	—	—	
ALCHEMY		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Acid, weak		1 gp	—	0.5 pt.	C	7 days	—	—	—	
Acid, standard		3 gp	—	0.5 pt.	C	7 days	—	—	—	
Acid, strong		10 gp	—	0.5 pt.	C	14 days	—	—	—	
Brazier, small (bronze)		25 sp	2 lbs.	—	T	2 days	—	—	—	
Brazier, small (iron)		15 sp	3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)		55 sp	20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)		40 sp	30 lbs.	—	T	3 days	—	—	—	
Mortar & pestle		3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Vial, pottery		8 tp	—	4 oz.	T	2 days	—	—	—	
Vial, tin		2 cp	—	4 oz.	T	2 days	—	—	—	
Vial, glass		6 sp	—	4 oz.	T	2 days	—	—	—	
Jar, pottery		16 tp	—	8 oz.	T	2 days	—	—	—	
Jar, glass		15 sp	—	8 oz.	T	2 days	—	—	—	
Jar, pottery		2 cp	—	1 pt.	T	2 days	—	—	—	
Jar, glass		35 sp	—	1 pt.	T	2 days	—	—	—	
Jar, pottery		3 cp	—	1 qt.	T	2 days	—	—	—	
Jar, glass		55 sp	—	1 qt.	T	2 days	—	—	—	
Jar, pottery		5 cp	—	1 gal	T	2 days	—	—	—	
Jar, glass		75 sp	—	1 gal	T	2 days	—	—	—	
Bottle, pottery		4 cp	—	1 qt.	T	2 days	—	—	—	
Bottle, glass		65 sp	—	1 qt.	T	2 days	—	—	—	
Beaker, glass		45 sp	—	1 pt.	T	2 days	—	—	—	
Censer		10 sp	1 lb.	—	T	5 days	—	—	—	
MUSICAL INSTRUMENTS		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Aeolian (wind) harp		25 sp	6 lbs.	—	T	18 days	—	—	—	 
Bells		4 bp	3 lbs.	—	T	3 days	—	—	—	
Bell, temple		12 sp+	100 lbs.	—	T	12-24 days	—	—	—	
Chimes		1 sp	1-5 lbs.	—	T	7-10 days	—	—	—	
Cymbals		35 bp	2 lbs.	—	T	3-5 days	—	—	—	
Drum		15 cp	3-8 lbs.	—	A	3-5 days	—	—	—	
Harp		8 sp	8-10 lbs.	—	T	20 days	—	—	—	
Harp, large		16 sp	25-35 lbs.	—	T	30-40 days	—	—	—	
Hunting horn		2 sp	1-3 lbs.	—	A	5 days	—	—	—	
Kettle drums		35 bp	50-100 lbs.	—	T	6-10 days	—	—	—	
Lute		12 sp	5-10 lbs.	—	T	28 days	—	—	—	 
Lyre		9 sp	3-7 lbs.	—	T	16 days	—	—	—	
Ocarina		12 tp	1 lb.	—	T	2 days	—	—	—	
Pan pipes		8 cp	1 lb.	—	T	3-4 days	—	—	—	
Rattle		3 tp	0.5 lbs.	—	T	1 day	—	—	—	
Triangle		12 cp	1 lb.	—	T	2 days	—	—	—	
Xylophone, wooden		4 sp	25 lbs.	—	T	8 days	—	—	—	



RELIGIOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Altar cloth (plain)	14 cp	3 lbs.	6'x3'	T	3 days	—	—	—	
Altar cloth (ornate)	25 sp+	3-7 lbs.	6'x3'	T	3-6 wks	—	—	—	
Aspergill (gold)	200 gp	3 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (silver)	35 gp	2 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (bronze)	25 bp	2 lbs.	—	T	1-2 wks	—	—	—	
Bishop's ring	500 sp+	—	—	C	1 month	—	—	—	
Brazier, small (bronze)	25 sp	2 lbs.	—	T	2 days	—	—	—	
Brazier, small (iron)	15 sp	3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)	55 sp	20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)	40 sp	30 lbs.	—	T	3 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	
Candle, wax	1 sp	—	—	T	1 day	—	—	—	
Chalice (plain)	2 cp	1 lb.	1 pt.	T	3 days	—	—	—	For carrying holy relics
Chalice (ornate)	15 sp	1 lb.	1 pt.	T	1-5 wks	—	—	—	
Censer	10 sp	1 lb.	—	T	5 days	—	—	—	
Holy symbol	1 bp+	0.1-1 lb.	—	T	1-20 days	—	—	—	
Incense	3 sp	0.5 lbs.	—	T	—	—	—	—	
Prayer beads	2 cp	—	—	T	3 days	—	—	—	
Snuffing bell	5 cp	1 lb.	—	T	5 days	—	—	—	
Reliquary	25 gp	20 lbs.	—	T	2 wks	—	—	—	
COOKING & EATING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Iron pot	7 cp	3.5 lbs.	2 pt.	T	3 days	—	—	—	Copper gear adds 50-75% of the cost.
Iron pot	10 cp	4.5 lbs.	1 qt.	T	4 days	—	—	—	
Iron pot	25 cp	20 lbs.	1 gal.	T	1 wk	—	—	—	
Iron kettle	35 cp	30 lbs.	3 gal.	T	1 wk	—	—	—	
Iron kettle	55 cp	40 lbs.	5 gal.	T	1 wk	—	—	—	
Iron cauldron	75 cp	60 lbs.	10 gal.	T	2 wks	—	—	—	
Iron cauldron	15 bp	100 lbs.	20 gal.	T	2 wks	—	—	—	Copper gear adds 50-75% to the cost.
Iron cauldron	30 bp	150 lbs.	50 gal.	T	2 wks	—	—	—	
Pot hanger, small	8 cp	5 lbs.	—	T	3 days	—	—	—	
Pot hanger, medium	15 cp	15 lbs.	—	T	5 days	—	—	—	
Pot hanger, large	35 cp	40 lbs.	—	T	7 days	—	—	—	
Spit, portable	12 cp	15 lbs.	—	T	3 days	—	—	—	
Spit, small	20 cp	30 lbs.	—	T	6 days	—	—	—	
Spit, large	42 cp	50 lbs.	—	T	7 days	—	—	—	
Ladle, wooden	3 tp	—	—	A	1 day	—	—	—	
Ladle, pewter	5 cp	0.5 lbs.	—	T	1 day	—	—	—	
Ladle, silver	40 sp	0.5 lbs.	—	T	2-7 days	—	—	—	
Spoon, wooden	1 tp	—	—	A	1 day	—	—	—	
Spoon, pewter	8 tp	0.25 lbs.	—	T	1 day	—	—	—	
Spoon, silver	8 sp	0.25 lbs.	—	T	2-7 days	—	—	—	
Spoon, gold	8 gp	0.25 lbs.	—	T	2-7 days	—	—	—	
Knife, pewter	9 tp	0.25 lbs.	—	T	2-3 days	1-6	70	03	
Knife, silver	10 sp	0.25 lbs.	—	T	2-7 days	1-7	60	03	
Knife, gold	15 gp	0.25 lbs.	—	T	2-7 days	1-8	50	03	
Bowl, small wooden	6 tp	0.5 lbs.	1 pt.	A	1 day	—	—	—	
Bowl, small pewter	2 cp	1 lb.	1 pt.	T	2 days	—	—	—	
Bowl, small pottery	1 cp	1 lb.	1 pt.	A	12 hrs	—	—	—	
Bowl, small china	2 sp	1 lb.	1 pt.	C	4 days	—	—	—	
Bowl, large wooden	8 tp	1 lb.	1 qt.	A	1 day	—	—	—	
Bowl, large pewter	6 cp	2 lbs.	1 qt.	T	2 days	—	—	—	
Bowl, large pottery	3 cp	1.5 lbs.	1 qt.	A	12 hrs	—	—	—	
Bowl, large china	5 sp	3 lbs.	1 qt.	C	4-6 days	—	—	—	
Pitcher, wooden	3 cp	2 lbs.	2 qt.	A	3 days	—	—	—	
Pitcher, pewter	3 bp	3 lbs.	2 qt.	T	2 days	—	—	—	
Pitcher, pottery	5 bp	2 lbs.	2 qt.	A	12 hrs	—	—	—	
Pitcher, silver	2 gp	3 lbs.	2 qt.	T	3-10 days	—	—	—	
Pitcher, china	12 sp	3 lbs.	2 qt.	C	5 days	—	—	—	
Platter, small wooden	3 tp	1 lb.	—	A	1 day	—	—	—	
Platter, small pewter	1 cp	1 lb.	—	T	2 days	—	—	—	
Platter, large wooden	4 tp	1.5 lbs.	—	A	1 day	—	—	—	
Platter, large pewter	3 cp	2 lbs.	—	T	2 days	—	—	—	
Platter, large silver	12 gp	1.5 lbs.	—	T	3-7 days	—	—	—	
Trencher, small wooden	2 tp	0.5 lbs.	—	A	1 day	—	—	—	
Trencher, small pewter	9 tp	0.5 lbs.	—	T	2 days	—	—	—	
Trencher, large wooden	3 tp	1 lb.	—	A	1 day	—	—	—	
Trencher, large pewter	12 tp	1 lb.	—	T	2 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Mug, wooden	2 tp	0.5 lbs.	1 pt.	A	1 day	—	—	—	
Mug, pewter	2 cp	0.5 lbs.	1 pt.	T	2 days	—	—	—	

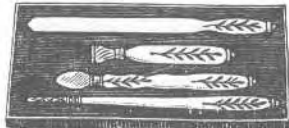
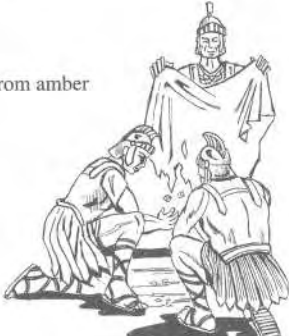
COOKING & EATING		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Mug, pottery	1 cp	0.5 lbs.	1 pt.	A	12 hrs	—	—	—	—		
Mug, silver	6 sp+	0.5 lbs.	1 pt.	T	3-7 days	—	—	—	—		
Drinking horn, plain	4 cp	0.5 lbs.	1 pt.	A	2 days	—	—	—	—		
Drinking horn, ornate	2 sp+	0.5 lbs.	1 pt.	T	2-8 days	—	—	—	—		
Goblet, silver	6 sp+	0.5 lbs.	1 pt.	T	3-10 days	—	—	—	—		
Goblet, gold	20 gp+	0.5 lbs.	1 pt.	T	3-10 days	—	—	—	—		
Goblet, glass	75 sp+	0.5 lbs.	1 pt.	T	2-3 days	—	—	—	—		
Goblet, crystal	125 sp+	0.5 lbs.	1 pt.	T	3-6 days	—	—	—	—		
Salt cellar, pewter	6 sp+	1 lb.	—	T	2-3 days	—	—	—	—		
Salt cellar, silver	8 gp+	1 lb.	—	T	2-7 days	—	—	—	—		
Salt cellar, gold	75 gp+	1 lb.	—	T	3-10 days	—	—	—	—		
HOUSEHOLD		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Bed, small	8 cp	30 lbs.	3'x6'	A	2 days	—	—	—	—		
Bed, medium	15 cp	60 lbs.	5'x6'	A	3 days	—	—	—	—		
Bed, large	12 bp	120 lbs.	8'x8'	T	5 days	—	—	—	—		
Bed, state	125 sp	350 lbs.	10'x10'	C	2-3 wks	—	—	—	—		
Sleeping straw (wkly)	1 tp	5-10 lbs.	—	A	2 hrs	—	—	—	—		
Feather mattress	2 sp	50-250 lbs.	varies	A	12 days	—	—	—	—		
Blanket, light	20 cp	2.5 lbs.	—	A	2 days	—	—	—	—		
Blanket, heavy	30 cp	6 lbs.	—	A	2 days	—	—	—	—		
Sleeping furs, light	50 cp+	10 lbs.	—	A	1 wk	—	—	—	—		
Sleeping furs, heavy	75 cp+	15 lbs.	—	A	1 wk	—	—	—	—		
Sheets, woolen	5 sp	2 lbs.	—	T	3 days	—	—	—	—		
Sheets, linen	14 sp	1.5 lbs.	—	T	3 days	—	—	—	—		
Bed curtains, plain woolen	20 bp	15 lbs.	—	T	4 days	—	—	—	—		
Bed curtains, plain linen	50 sp	12.5 lbs.	—	T	4 days	—	—	—	—		
Bed curtains, ornate woolen	35 sp	15 lbs.	—	T	2-6 wks	—	—	—	—		
Bed curtains, ornate linen	75 sp	12.5 lbs.	—	T	2-6 wks	—	—	—	—		
Bird cage, wooden	15 cp	1-2 lbs.	—	T	4 days	—	—	—	—		
Soap, coarse	7 cp	0.5 lbs.	—	A	1 day	—	—	—	—		
Soap, perfumed	25 cp	0.5 lbs.	—	T	1 day	—	—	—	—		
Table, small wooden	5 cp	30 lbs.	3'x3'	A	2 days	—	—	—	—		
Table, medium wooden	7 cp	40 lbs.	4'x8'	A	3 days	—	—	—	—		
Table, large wooden	1 sp	60 lbs.	4'x12'	A	3 days	—	—	—	—		
Bench, 2-person wooden	13 tp	10 lbs.	1'x4'	A	1 day	—	—	—	—		
Bench, 4-person wooden	3 cp	15 lbs.	1'x8'	A	1 day	—	—	—	—		
Bench, 6-person wooden	5 cp	20 lbs.	1'x12'	A	1 day	—	—	—	—		
Chair, plain wooden	6 cp	10 lbs.	—	T	2-3 days	—	—	—	—		
Chair, ornate wooden	2 sp+	10-25 lbs.	—	T	3-14 days	—	—	—	—		
Stool, wooden	6 tp	2-3 lbs.	—	A	1 day	—	—	—	—		
Seat cushion, plain	1 cp	1 lb.	—	A	1 day	—	—	—	—		
Seat cushion, fine	15 cp+	1 lb.	—	T	1 day	—	—	—	—		
Seat cushion, ornate	24 bp+	1 lb.	—	T	3-6 days	—	—	—	—		
Book case	8 cp	15 lbs.	3'x5'x1'	T	2 days	—	—	—	—		
Book stand	3 cp	12 lbs.	—	T	2 days	—	—	—	—		
Candelabra, wooden	8 cp	3 lbs.	—	A	3 days	—	—	—	—		
Candelabra, pewter	15 cp	3.5 lbs.	—	T	3 days	—	—	—	—		
Candelabra, bronze	26 bp	3.5 lbs.	—	T	3 days	—	—	—	—		
Candelabra, silver	30 gp	4 lbs.	—	T	3-7 days	—	—	—	—		
Candelabra, gold	35 pp	4 lbs.	—	T	3-7 days	—	—	—	—		
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	—		
Candle, wax	1 sp	—	—	T	1 day	—	—	—	—		
Carpet, coarse	5 bp	25-30 lbs.	5'x10'	T	1-3 wks	—	—	—	—		
Carpet, fine	35 bp	25-30 lbs.	5'x10'	T	4-16 wks	—	—	—	—		
Carpet, exotic	60 sp+	25-30 lbs.	5'x10'	C	1-6 months	—	—	—	—		
Fire dogs	3 cp	3 lbs.	—	A	2-3 days	—	—	—	—		
Glass window (per pane)	5 gp	1 lb.	6"x6"	T	3-5 days	—	—	—	—		
Chandelier, bronze	10 gp	35-50 lbs.	—	T	3-4 months	—	—	—	—		
Chandelier, wood	34 bp	25-30 lbs.	—	A	2-3 days	—	—	—	—		
Rushlight	1 tp	—	—	A	20 mins	—	—	—	—		
Tapestry, coarse	2 sp	20 lbs.	4'x6'	T	2 days	—	—	—	—		
Tapestry, fine	5 sp	20 lbs.	4'x6'	T	3-21 days	—	—	—	—		
Tapestry, ornate	15-45 sp	20 lbs.	4'x6'	T	1-6 wks	—	—	—	—		
Tapestry, exotic	20 gp+	varies	varies	C	2-6 months	—	—	—	—		
Torch stand	4 cp	2 lbs.	—	A	2 days	—	—	—	—		
Tub, wooden	2 sp	30 lbs.	25 gal	A	2 days	—	—	—	—		
Water clock	75 gp+	80 lbs.	—	C	2-3 wks	1-6	50	—	—		

CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Clothing (men)										
Apron, cloth	8 cp	1 lb.	—	A	2 days	—	—	—		
Apron, leather	18 cp	2-3 lbs.	—	A	3 days	—	—	—		
Belt pouch, small	8 tp	—	—	A	1 day	—	—	—		
Belt pouch, large	14 tp	—	—	A	1 day	—	—	—		
Belt, fur	55 cp	1 lb.	—	A	12 hrs	—	—	—		
Belt, leather	10 cp	0.5 lbs.	—	A	1 days	—	—	—		
Sword belt, leather	14 cp	1 lb.	—	A	2 days	—	—	—		
Boots, doeskin lined	4 sp	2 lbs.	—	T	3-7 days	—	—	—		
Boots, leather & steel	5-12 sp	5 lbs.	—	T	1-2 wks	—	—	—		
Riding boots, leather	25 bp	3 lbs.	—	T	3-7 days	—	—	—		
Soft boots, leather	4 sp	2 lbs.	—	T	3-7 days	—	—	—		
Workman's boots, leather	1 sp	4 lbs.	—	A	2-3 days	—	—	—		
Bracers, leather	4 cp	1 lb.	—	A	2 days	—	—	—		
Breeches	6 bp	1 lb.	—	A	1 day	—	—	—		
Buckle, silver	18 sp	—	—	A	3-7 days	—	—	—		
Buckle, brass	5 bp	—	—	A	1-3 days	—	—	—		
Buckle, copper	6 cp	—	—	A	1-3 days	—	—	—		
Buckle, iron	8 tp	—	—	A	1-3 days	—	—	—		
Buckle, gold	20 gp	—	—	A	3-7 days	—	—	—		
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—		
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—		
Hooded cloak, woolen	12 bp	4 lbs.	—	A	1 day	—	—	—		
Hooded cloak, fur-lined	32 bp	8 lbs.	—	A	3 days	—	—	—		
Coat, leather or heavy linen	18 bp	5-9 lbs.	—	A	2 days	—	—	—		
Gloves, doeskin	2 sp	—	—	T	2 days	—	—	—		
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—		
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—		
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—		
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—		
Slippers, leather	3 bp	0.5 lbs.	—	T	1 day	—	—	—		
Tunic, linen	7 bp	1.5 lbs.	—	A	1 day	—	—	—		
Tunic, woolen	4 bp	2 lbs.	—	A	1 day	—	—	—		
Clothing (women)										
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—		
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—		
Hooded cloak, woolen	12 bp	4 lbs.	—	A	1 day	—	—	—		
Hooded cloak, fur-lined	32 bp	8 lbs.	—	A	3 days	—	—	—		
Coat, leather or heavy linen	18 bp	5-9 lbs.	—	A	2 days	—	—	—		
Dress, coarse	10 bp	1-3 lbs.	—	A	2 day	—	—	—		
Dress, normal	18 bp	1-3 lbs.	—	A	2 day	—	—	—		
Dress, fine	35 bp	1-3 lbs.	—	A	4 days	—	—	—		
Dress, exotic	7 sp+	1-3 lbs.	—	A	6 days+	—	—	—		
Gloves, doeskin	2 sp	—	—	T	2 days	—	—	—		
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—		
Hood, woolen	3 bp	1 lb.	—	A	1 day	—	—	—		
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—		
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—		



Clothing (clerical)									
Robe, coarse woolen	10 bp	2-3 lbs.	—	A	2 days	—	—	—	
Robe, fine woolen	18 bp	2-3 lbs.	—	A	2 days	—	—	—	
Robe, linen	2 cp	1-2 lbs.	—	A	2 days	—	—	—	
Robe, ornate	15 cp+	2-5 lbs.	—	T	4-7 days	—	—	—	
Belt, beaded	3 bp	1 lb.	—	A	1 day	—	—	—	
Belt, rope	2 tp	0.5 lbs.	—	A	10 mins	—	—	—	
Sandals, rope	7 tp	1 lb.	—	A	1 day	—	—	—	
Sandals, leather	4 bp	1 lb.	—	A	2 days	—	—	—	
Shift, linen	14 bp	1 lb.	—	A	2 days	—	—	—	
—Sewing									
Cloth, coarse	3 sp	55 lbs.	6'x50'	A	2 days	—	—	—	Embroidered adds 50-200% to cost
Cloth, normal	15 sp	50 lbs.	6'x50'	A	2-3 days	—	—	—	Embroidered adds 50-200% to cost
Cloth, fine	6 gp	45 lbs.	6'x50'	A	2-3 days	—	—	—	Embroidered adds 50-200% to cost
Cloth, exotic	15 gp+	35-55 lbs.	6'x50'	C	3 days+	—	—	—	Velvet or silk
Needles (5)	6 bp	—	—	T	1 day	—	—	—	
Pins (5)	2 bp	—	—	T	1 day	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Thread, colored (50 yards)	3 bp	—	—	T	2 days	—	—	—	
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—	
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—	
Shears	6 bp	—	—	T	2-3 days	—	—	—	
LODGING & SERVICE									
Meal, light	6 tp	0.5 lbs.	—	A	1 hr	—	—	—	
Meal, normal	10 tp	1 lb.	—	A	1 hr	—	—	—	
Meal, heavy	12 tp	1.5-2 lbs.	—	A	1 hr	—	—	—	
Lodgings, poor	1 cp	—	—	A	—	—	—	—	Communal sleeping
Lodgings, average	2 cp	—	—	A	—	—	—	—	Separate bedding
Lodgings, good	22 tp	—	—	A	—	—	—	—	Private room
Stabling	2 tp+	—	—	A	—	—	—	—	
Library access	1 sp	—	—	C	—	—	—	—	
Public baths	5 tp	—	—	T	—	—	—	—	No separation of gender
Private baths	1 cp	—	—	T	—	—	—	—	
Scribe	1 cp	—	—	T	—	—	—	—	Cost is per page of simple text
Town crier/herald	5 tp	—	—	T	4 hrs	—	—	—	Cost is for one message per hour
Legal services	3 sp	—	—	T	3 hrs	—	—	—	Cost is per legal appearance
Laundry	3 tp	—	—	T	2-5 hrs	—	—	—	
Midwife	6 cp	—	—	A	—	—	—	—	Cost per visit
Doctor	2-3 bp+	—	—	T	—	—	—	—	Cost per visit
Barber	3 cp	—	—	T	1 hr	—	—	—	
Sage	1 sp+	—	—	T	1-10 hrs	—	—	—	Cost per simple topic researched
Prostitute	3 cp	—	—	A	1 hr	—	—	—	



MEDICINE	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bandages, linen (30')	10 cp	1 lb.	—	A	1 day	—	—	—	
Basin, bleeding	8 tp	2 lbs.	1 qt.	A	1 day	—	—	—	
Lancet, bleeding	2 bp	—	—	T	2 days	—	—	—	
Cranial drill	4 bp	2 lbs.	—	T	3-5 days	—	—	—	
Knife, surgical	5 bp	—	—	T	7 days	—	—	—	
Saw, amputation	35 cp	3 lbs.	—	A	7 days	—	—	—	Price varies by what it cures Bat wing, mummy dust, etc.
Tooth-wrench	20 cp	1 lb.	—	T	6 days	—	—	—	
Crutches	2 cp	2-4 lbs.	—	A	1 day	—	—	—	
Herbal remedy	3 cp+	—	1 pt.	A	1-3 days	—	—	—	
Exotic cure	5 sp+	varies	varies	C	1-3 days	—	—	—	
Medical book — classical	20 gp+	10-15 lbs.	—	C	3-6 months	—	—	—	For research; usually illegal
Medical book — modern	20 gp+	10-15 lbs.	—	C	3-6 months	—	—	—	
Medical book — exotic	35 gp+	10-15 lbs.	—	C	3-6 months	—	—	—	
Cadaver	5-50 bp	100-150 lbs.	—	A	—	—	—	—	
Suturing needle, curved	3 bp	—	—	T	3-5 days	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—	
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—	
Forceps, small bronze	8 sp	1 lb.	—	T	4-6 days	—	—	—	
Forceps, large bronze	12 sp	1.5 lbs.	—	T	4-6 days	—	—	—	
Flat probe, bronze	4 sp	0.5 lbs.	—	T	2 days	—	—	—	
Tongue depressor, bronze	2 sp	4 oz.	—	T	1 day	—	—	—	
Surgical scissors, bronze	15 sp	0.5 lbs.	—	T	3-5 days	—	—	—	
Syringe, bronze & gut	35 sp	1 lb.	—	T	8 days	—	—	—	
Obstetrical chair, wooden	2 bp	25 lbs.	—	T	2 days	—	—	—	
Leeches	2 bp	—	1 pt. (50)	A	1-3 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Hook, steel	35 sp	1.5 lbs.	—	T	1-2 wks	—	—	—	
Hook, bronze	8 sp	1 lb.	—	T	1-2 wks	—	—	—	
Pegleg, wooden	8 bp	3-5 lbs.	—	A	1 wk	—	—	—	
Pegleg, ivory	1 gp+	3-7 lbs.	—	C	3-6 wks	—	—	—	
THIEVES & SPIES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Lockpicks, poor quality	6 bp	0.5 lbs.	—	T	1 day	1-5	50	—	
Lockpicks, average quality	1 sp	0.5 lbs.	—	T	2 days	1-4	60	—	
Lockpicks, fine quality	5 sp+	1 lb.	—	C	2-4 days	1-3	70	—	
Lock, simple	2 sp	3 lbs.	—	T	2 days	1-5	50	—	
Lock, average	4 sp	3 lbs.	—	T	2-3 days	1-3	60	—	
Lock, complex	7 sp	3-4 lbs.	—	T	3-5 days	1-2	75	—	
Padlock, simple	12 bp	1 lb.	—	T	2 days	1-5	50	—	
Padlock, average	23 bp	1 lb.	—	T	2 days	1-3	60	—	
Padlock, complex	9 sp	1.5 lbs.	—	T	3 days	1-2	75	—	
Chisel, cold	3 bp	0.5 lb.	—	T	3 days	—	—	—	
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Metal file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-5	60	—	
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-5	70	—	
Rosin	4 bp	1 lb.	—	T	1 day	—	—	—	
Caltrops (20)	1 cp	0.5 lbs.	—	A	1 day	—	—	—	
Invisible Ink	1 sp+	—	1 pt.	C	2 hrs	—	—	—	
Lemon juice									
MISCELLANEOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
10' pole	20 bp	5-10 lbs.	10'	A	5 days	—	—	—	Made from amber
Dice, pair	2 cp	—	6-sided	T	1 day	—	—	—	
Dice, pair (loaded)	3-5 bp	—	6-sided	T	2 days	—	—	—	
Dice, pair (clear)	8 bp	—	6-sided	T	1 day	—	—	—	
Stilts	25 bp	3-10 lbs.	4' to 10'	T	5 days	1-4	30(w)	—	
Brush, grooming	2 bp	0.5 lbs.	—	A	2 days	—	—	—	
Brush, cleaning	2 bp	0.5 lbs.	—	A	2 days	—	—	—	
Comb	1 cp	—	—	A	1 day	—	—	—	
Hairbrush	5 bp	0.5 lbs.	—	A	2 days	—	—	—	
Mapcase, leather	1 sp	1 lb.	—	T	2 days	—	—	—	
Map, local	3 sp	—	20"x30"	T	1 wk	—	—	—	Cost increases with accuracy
Map, regional	5 sp	—	20"x30"	T	1-3 wks	—	—	—	
Map, national	1 gp	—	20"x30"	C	2-4 wks	—	—	—	
Map, continent	3 gp	—	20"x30"	C	2-4 wks	—	—	—	
Map, known world	6 gp+	—	20"x30"	C	2-4 wks	—	—	—	
Flag, small	5 sp+	3 lbs.	18"x36"	T	2-3 wks	—	—	—	

MISCELLANEOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Flag, large	1 gp+	7 lbs.	3'x5'	T	3-6 wks	—	—	—	
Mirror, metal	15 sp	45 lbs.	4'	T	2 wks	—	—	—	
Hand mirror, metal	25 bp	5 lbs.	8"	T	1 wk	—	—	—	
Lamp oil	1 bp	—	1 pt.	T	2 days	—	—	—	
Walking stick	2 bp	2-5 lbs.	4'	T	1 wk	—	—	—	
ARMOR	Cost	AT	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Banded/roman armor	15 sp	10	20-30 lbs.	T	18 days	—	—	—	As leather armor with a +10 DB
Studded leather armor	1 sp	7	17-25 lbs.	T	2 wks	—	—	—	
Arm greaves, leather	1 sp	—	2-3 lbs.	T	1 day	—	—	—	
Arm greaves, iron	4 sp	—	3-4 lbs.	T	3-5 days	—	—	—	
Arm greaves, bronze	3 sp	—	3-4 lbs.	T	3-5 days	—	—	—	
Bracer, leather	1 sp	—	0.5 lbs.	T	1 day	—	—	—	Encumbers as AT 17
Bracer, plate	2 sp	—	0.75 lbs.	T	2 days	—	—	—	
Breastplate, bronze	15 sp	13	20-30 lbs.	T	21 days	—	—	—	
Breastplate, leather	45 bp	9	10-18 lbs.	T	4 days	—	—	—	
Hood (quilted/padded)	14 bp	—	2-3 lbs.	A	2 days	—	—	—	
Leather jerkin	1 sp	5	7-12 lbs.	A	1 day	—	—	—	Has iron or bronze straps
Leg greaves, leather	12 bp	—	2.5-3.5 lbs.	A	1 day	—	—	—	
Leg greaves, iron	5 sp	—	3.5-4.5 lbs.	T	3-5 days	—	—	—	
Leg greaves, bronze	4 sp	—	3-4 lbs.	T	3-5 days	—	—	—	
Leather helmet	15 bp	—	1-2 lbs.	A	1 day	—	—	—	
Leather helmet, reinforced	25 bp	—	1.5-2.5 lbs.	A	1.5 days	—	—	—	
Quilted/padded armor	5 bp	3	5-10 lbs.	A	1 day	—	—	—	
Roman helmet	2 sp	—	2-3 lbs.	T	3 days	—	—	—	
Target shield	35 bp	—	3-10 lbs.	T	3 days	1-4	50(w)	—	
Normal shield	55 bp	—	10-20 lbs.	T	5 days	1-3	60(w)	—	
Full shield	7 sp	—	15-30 lbs.	T	6 days	1-3	75(w)	—	Covers horse's body Covers horse's face Covers horse's neck
Wall shield	9 sp	—	30-50 lbs.	T	7 days	1-2	95(w)	—	
Horse Armor									
Leather barding	35 sp	7	100 lbs.	T	2 wks	—	—	—	
Leather chanfron	6 sp	—	15 lbs.	T	1 wk	—	—	—	
Leather crinet	5 sp	—	25 lbs.	T	6 days	—	—	—	
TYPICAL WEAPONS	Cost	Type	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Axe	2 sp	1hc	4-6 lbs.	A	1 day	1-7	60(w)	04	
Blackjack	2 cp	1hc	0.5 lbs.	T	6 hrs	1-8	50(w)	01	
Boar spear	25 bp	pa	3-6 lbs.	A	1 day	1-5	50(w)	05	
Cat'o'nine tails	1 sp	1hc/1hc	2.5-3.5 lbs.	A	1 day	1-4	60	07	
Club	1 cp	1 hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Composite bow	17 sp	mis	2-3 lbs.	A	14 days	1	90	04	Iron-headed javelin
Cudgel	5 cp	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	
Dagger	3 sp	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Dart	1 sp	th	0.5 lbs.	T	6 hrs	1-6	40(w)	05	
Dirk	4 sp	1hc	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Handaxe	12 bp	1hc/th	3-6 lbs.	A	1 day	1-7	70(w)	04	
Harpoon	25 bp	th	4-8 lbs.	A	1 day	1-6	50(w)	04	
Javelin	3 sp	th	3-5 lbs.	A	1 day	1-5	50(w)	04	
Lasso	2 cp	th	2-5 lbs.	A	6 hrs	1-4	50	06	
Net, fishing	1 sp	1hc/th	3-5 lbs.	A	3 days	1-5	60	08	
Net, gladiator	7 sp	1hc/th	2-4 lbs.	T	7 days	1-5	60	05	Holds 20 arrows
Pilum	10 sp	th	4-7 lbs.	T	2 days	1-6	40(w)	05	
Short bow	6 sp	mis	2-3 lbs.	A	3 days	1-2	80(w)	04	
Short sword	7 sp	1hc	2-4 lbs.	T	2 days	1-6	80	02	
Sling	9 bp	mis	0.5 lbs.	A	6 hrs	1	95	06	
Spear	23 bp	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05	
Trident	14 cp	pa	4-6 lbs.	A	2 days	1-6	40(w)	05	
Whip	2 sp	1hc	2-5 lbs.	T	1 day	1-4	70	06	
Weapon Accessories									
Arrows (20)	6 bp	—	3 lbs.	A	1 day	—	—	—	Holds 20 arrows
Quiver	12 bp	—	1-2 lbs.	A	1 day	—	—	—	
Belt scabbard, plain	25 bp	—	1.5 lbs.	T	1 day	—	—	—	
Belt scabbard, ornamented	4 sp+	—	1.5-2 lbs.	T	2-7 days	—	—	—	
Sheath, plain	12 bp	—	0.5 lbs.	A	1 day	—	—	—	
Sheath, ornamented	25 bp+	—	0.5-0.75 lbs.	T	2-7 days	—	—	—	



THE MIDDLE AGES

Section 7.0

The Middle Ages

Modern historians call the early years of this period "The Dark Ages." In the centuries following the collapse of Rome, the flame of civilization almost went out. Rome the city might be eternal, but the Empire of Rome was not. Weakened by internal strife, corruption, and decay, divided off and on into both Eastern and Western Empires, the Romans were no match for the "barbarians" from the borderlands. When Rome was captured in 476 A.D. by the Goths, the Roman Empire ceased to be.

In western Europe, the collapse of the central government left the former provinces in the hands of governors, senators, and generals. Some held onto the fiction of Roman authority, in an effort to add legitimacy to their rule. Others used their new-found freedom to found independent states. Nor were the "barbarians" idle, founding kingdoms of their own in Gaul, Iberia, and Italy, attempting to recreate the empire that they had torn apart.

The Eastern Empire was having troubles of its own, though not as severe as in the west. More populous than the west, the great cities managed to survive, but the empire was still beset by barbarian invaders. They raided the frontiers, picking away at the lands ruled from Constantinople—later known as Byzantium. The emperors of the east—who considered themselves rulers of the western empire as well, now that Rome had fallen—paid many of these barbarian tribes to move westward. In effect, they became mercenaries in the employ of the Empire, attacking their gothic cousins who had already taken Italy. The emperors intended for their leaders to be viceroys, ruling their newly conquered territories in the name of a reunited empire. Like the tribes who had come before them, however, these barbarian mercenaries had other ideas. They became kings in their own right, their campaigns of conquest financed by Constantinople.

Without the legions to repair them, the roads in the west decayed, becoming muddy quagmires. Without the legions to patrol them, the roads became the haunts of bandits, and travel and trade virtually ceased. Without travel and trade, the remains of Roman civilization began to fall apart. First to go were the cities. Already in a decline, the loss of trade meant that the large cities could no longer support their population as food supplies dwindled. Only the wealthiest could afford to flee, retiring to country estates and farms.

Technology took a step backward with the death of the cities. Without raw materials—or customers—manufacturing stopped. Skilled craftsmen were out of work, and many of them died—either during one or another of the invasions, from the plague, or from starvation. A lucky few managed to flee to the comparative safety of the Eastern Empire. Those who remained were too busy surviving to preserve the knowledge and technology of Rome.

Two things acted to keep at least a semblance of civilization and culture alive in western Europe: the Catholic Church and feudalism. Proclaimed the state religion of the empire, Christianity survived the collapse and even managed to convert many of the invaders. The church provided a unifying force that brought together Roman and invader alike. As they had in the days of the empire, church leaders encouraged Christians to "do their duty" and obey their overlords, pay their taxes, and provide military service. In the monasteries, much of the learning of Greece and Rome

was preserved in collections of books and scrolls. The monks kept alive a tradition of learning throughout the Dark Ages.

As they forged new kingdoms from the ashes of the empire, the kings and princes followed the ancient Roman practice of rewarding military service with grants of land. Trusted generals and advisors were given titles and placed in charge of large territories. Further divisions parcelled the land out to lesser nobles, who swore fealty to the noble above them. In exchange they were to act as judges, enforce the laws, and provide their overlord with a certain amount of military service each year. In the feudal system each man knew his place in society, and while at times it could be cruel and harsh, it provided needed order and stability.

The feudal system was at its peak from the ninth to the fourteenth centuries. It was during this period that the kings and nobles built their great castles and fortifications, and the church built its great cathedrals. Sometimes known as the Age of Chivalry, or the High Feudal Age, this era saw the evolution of a new civilization; one that drew on the classical world of Greece and Rome, welded together with the culture and traditions of the "barbarians." As conditions stabilized in western Europe, the chivalric era saw a rebirth of long-distance trade and commerce. The monastic orders, having hoarded the knowledge of the

ancient world, began to teach the children of nobles and wealthy merchants. At first their pupils were only those destined to become priests or monks themselves, but this was later expanded to other noble children—even daughters. In fact, a nobleman's daughter often received a more scholarly education than his sons would, as the sons' education concentrated primarily on hunting and fighting.

The term "Middle Ages" was actually coined in the 15th century, by an Italian historian, Flavio Biondo. Like most Renaissance scholars, he considered the era between the collapse of Rome and the Renaissance a void of ignorance and superstition, where learning disappeared and progress stopped completely. Like most one-sided arguments, however, this was not strictly true. As a matter of fact, many of the things we take for granted today first appeared in western Europe during the Middle Ages: universities, movable type printing presses, cast iron, and paper mills. Or how about something a little closer to home? The ancients had knives and spoons, but the fork as an eating utensil didn't appear until the Middle Ages. The manners your mother drilled into you as a child are descended from the "high table" manners of noble and royal banquets.

Perhaps the most important invention of the Middle Ages, however, was the lowly horse collar. Before this era, horses were restricted in the load they could pull by their harness, which cut across their windpipes. Light chariots and carts were about all they could manage, and oxen were



... AND A
10-FOOT POLE



used in agriculture. The horse collar, however, puts the load of the harness on the horse's shoulders—more than doubling the load it could pull. An ox-drawn plow was slow. Using horses, farmers could cover more ground in a shorter period.

Medieval towns were small—usually less than 2000 people—and were limited by the availability of food. More land under cultivation meant a larger surplus for the peasants (or, more accurately, their lord) to sell. This surplus food fueled a population explosion in the towns and cities. While none had yet reached the population of Rome at its peak, there were still several that approached the one hundred thousand mark—and a few that even passed it. The growth of the cities sparked still more trade, and the beginnings of manufacturing. Techniques and technology that had been lost for generations were reinvented, and new discoveries were made as well.

Warfare was almost constant throughout the Middle Ages: noble vs. noble; kingdom vs. kingdom; crusader vs. infidel. As it has throughout history, the art of war both benefitted from and encouraged the development of new technologies. Forts were built as strongholds to fall back to in time of war, gradually evolving from simple wooden palisades around a hilltop keep into imposing structures of stone. Virtually a village unto itself, the medieval castle had its own blacksmith and armourer, stables for the lord's horses and cattle, storehouses for grain. Many even had their own church. Tall walls and cunning defenses protected the residents—which in time of war might have included the village peasants as well. Catapults and other engines of war hurled destruction at the enemy.



Improvements in metalworking made the individual warrior more powerful. During the Middle Ages weapons and armor appeared in a diversity never before seen: broadswords and bastard swords; dirks and

daggers and short swords; spears and javelins and lances; polearms of every description. Plain leather jerkins or breastplates protected the infantry—mostly peasants and yeoman farmers or townsmen—while a knight or lord might have metal plates or rings added. Rings were later joined to make the stronger, more flexible chain mail. The addition of steel breastplates, gauntlets, and other pieces added even more protection, eventually evolving into the classic full-plate “suit of armor.”

The most important wars of the Middle Ages were the crusades to free the Holy Land from the “infidel Moslems.” Though in the long run they failed, the effect they had on Europe as a whole was immense. The Crusader States—kingdoms carved from Moslem territory in and around the Holy Land—helped to reopen contact with the east. Both the Byzantine Empire and the “infidels” had managed to preserve Roman knowledge, and in many cases had improved upon it. The exchange of information and ideas led to further discoveries, and helped to set the stage for the Renaissance that was to come.

Most GMs and players are familiar with the Middle Ages. It is, after a fashion, the standard setting for fantasy role playing games, including *Rolemaster*. Heroic fantasy, however, tends to ignore the harsher realities of life in medieval times—though reality is sometimes the best source for adventure. Peasant life could be harsh, and

uprisings were not uncommon. Characters who find themselves caught up in a full-scale peasant rebellion—on whichever side—will find there are plenty of possibilities for both fun and profit.

Another interesting campaign setting is the crusades. Spread across several centuries, these so-called “holy wars” were as much about land and loot as they were liberation of the Holy Land. There is plenty of room for just about any character class or type. Priests or monks might be pilgrims searching for enlightenment, or scholars in search of truth. Are the warriors in your party devout believers in the Faith? Or are they younger sons, with no prospects at home, searching for fame, glory, and riches...and land of their own? Dozens of kingdoms, principalities, duchies, and counties were hacked from the Holy Land by force of arms. Nor did the crusaders confine their attacks to the infidel Moslems: they also attacked the “infidel Christians” of the Byzantine Empire, eventually sacking Byzantium in 1204.

Medieval thieves stood to make a great deal of money by preying on wealthy merchants in the large cities, or attacking caravans on the road—provided they did not get caught. The penalties for thievery were harsh, often involving the removal of limbs (or heads). Part of a nobleman's duties to his overlord was to keep the roads safe for travellers and merchants. Of course noble bandits were not unheard of in the Middle Ages (raiding a caravan or two—then charging extra to protect the others). Many of the oldest noble houses of western Europe got their start this way, no matter how much they would like to deny it.

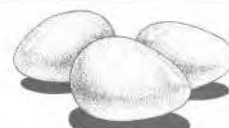
The people of the Middle Ages were largely ignorant of the wider world around them, and superstitious to boot. Magic, as far as they were concerned, was real, and creatures and monsters of all sorts actually existed. Stone and Bronze Age burial mounds became “fairy halls” where mortals could become trapped for eternity if they strayed too close. The great standing stones scattered across France, England, Ireland, and elsewhere became giants—trapped in stone for all eternity by some ancient curse, waiting for the day when they would be set free. So why not take these beliefs one step further? Set your game in a slightly altered medieval France or England—one where the Wild Hunt rides from the fairy hall on moonless nights. Where no army goes into battle without a sorcerer or two to help breach the castle walls or destroy the enemy siege engines with magical lightning or fire.

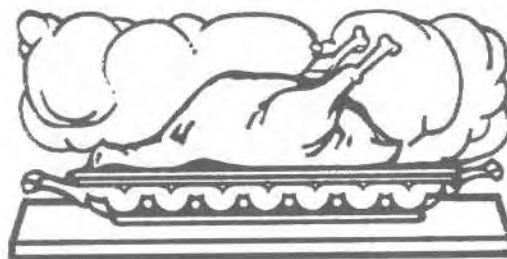
Take it a step further, and crusading armies of the faithful aren't trying to oust Moslems from the Holy Land, but rather invading orcs and goblins. Or perhaps the orcs and goblins were the invading “barbarians” that brought about the collapse of the western Empire—driven from their ancient homelands by some pestilence...or a more powerful horde?

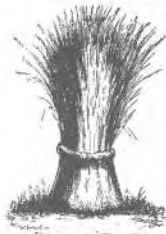
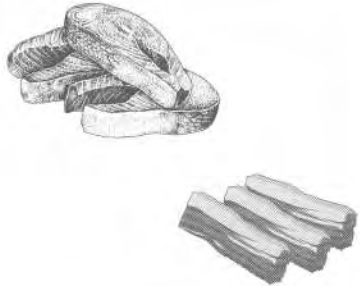
Gamemasters shouldn't feel constrained to use just the Middle Ages as their campaign setting either. Combining several different eras could produce an interesting world. For instance, what would the Middle Ages have been like if the technology was limited to that of the Bronze Age? What if Rome hadn't fallen until much later, and medieval Europe had steam power? What if Charlemagne's empire hadn't fallen apart after his death, instead going on to become the new Western Empire? Speculative history aside, the Middle Ages are full of possibilities, both for campaign settings and as a source of ideas for your own world.

... AND A
10-FOOT POLE



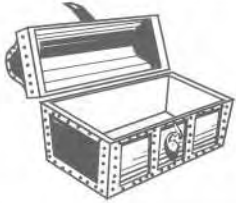
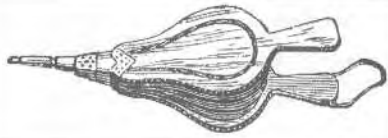
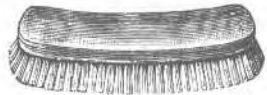
FOOD ITEM	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Flour									
Flour, wheat	15 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, rye	8 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, barley	10 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, oat	10 cp	30 lbs.	—	A	1 day	—	—	—	
Fresh Bread									
Barley	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Brown	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Machets	1 tp	1 lb.	—	A	2 hrs	—	—	—	
Oat	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Rye	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Wheat	4 tp	1 lb.	—	A	2 hrs	—	—	—	
Trencher	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Fresh Meat									
Beef-veal	8 cp	1 lb.	—	R	2 hrs	—	—	—	Time shows average time to butcher
Beef-steak	5 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-roast	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-other cut	12 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-loin	6 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-ham	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-bacon	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-other cut	9 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-suckling pig	5 sp	20 lbs.	—	R	2 hrs	—	—	—	
Lamb, leg	12 cp	5 lbs.	—	R	2 hrs	—	—	—	
Lamb, whole	10 bp	60 lbs.	—	R	2 hrs	—	—	—	
Mutton, chops	3 cp	2 lbs.	—	R	2 hrs	—	—	—	
Blackbird	3 tp	3 lbs.	—	R	1 hr	—	—	—	
Chicken	3 bp	5 lb.	—	R	1 hr	—	—	—	
Duck	6 bp	5 lb.	—	R	1 hr	—	—	—	
Goose	8 bp	15 lb.	—	R	1 hr	—	—	—	
Heron	25 bp	10 lb.	—	R	1 hr	—	—	—	
Pigeon	4 bp	1 lb.	—	R	1 hr	—	—	—	
Squab	3 bp	0.5 lbs.	—	R	1 hr	—	—	—	
Swan	35 sp	15 lbs.	—	R	1 hr	—	—	—	Squirrel, rabbit, etc.
Boar, wild	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Venison	3 cp	1 lb.	—	R	2 hrs	—	—	—	
Small game	5 tp	1 lb.	—	R	30 mins.	—	—	—	
Fish									
Carp	5 tp	1 lb.	—	T	1 hr	—	—	—	Time shows average time to catch
Eel	2 tp	1 lb.	—	T	1 hr	—	—	—	
Fresh river	6 tp	1 lb.	—	R	1 hr	—	—	—	
Herring, pickled	6 tp	1 lb.	—	T	1 hr	—	—	—	
Herring, salted	8 tp	1 lb.	—	T	1 hr	—	—	—	
Pike	4 tp	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	8 tp	1 lb.	—	T	1 hr	—	—	—	
Shrimp	12 tp	1 lb.	—	T	1 hr	—	—	—	
Dairy Products									
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—	
Butter, unsalted	6 cp	1 lb.	—	R	30 mins.	—	—	—	
Cheese, low quality	3 tp	1 lb.	—	R	2 days	—	—	—	
Cheese, avg. quality	8 tp	1 lb.	—	R	1 wk	—	—	—	
Cheese, fine quality	15 tp	1 lb.	—	R	2 wks	—	—	—	
Cream	6 tp	—	1 pt.	R	—	—	—	—	
Eggs	2 bp	—	1 doz.	R	1 hr	—	—	—	
Milk, cow	6 tp	—	2 qt.	R	20 mins.	—	—	—	
Milk, goat	4 tp	—	1 qt.	R	20 mins.	—	—	—	
Milk, mare	5 tp	—	1 qt.	R	20 mins.	—	—	—	



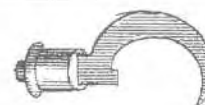
Fruits & Grains										
Apples	7 cp	—	1 bu.	R	2 hrs	—	—	—	Time shows average time to harvest 	
Berries, wild	3 cp	—	1 bu.	R	2 hrs	—	—	—		
Cherries	8 cp	—	1 bu.	R	2 hrs	—	—	—		
Crabapples	2 cp	—	1 bu.	R	2 hrs	—	—	—		
Dates	6 cp	—	1 bu.	R	2 hrs	—	—	—		
Figs	25 cp	—	1 bu.	R	2 hrs	—	—	—		
Grapes	13 cp	—	1 bu.	R	2 hrs	—	—	—		
Nuts, wild	4 tp	—	1 bu.	R	1 day	—	—	—		
Olives	9 cp	—	1 bu.	R	2 hrs	—	—	—		
Pears	6 cp	—	1 bu.	R	2 hrs	—	—	—		
Plums	3 cp	—	1 bu.	R	2 hrs	—	—	—	Oranges, lemons, etc. Two times base cost Three times base cost 	
Raspberries	4 cp	—	1 bu.	R	2 hrs	—	—	—		
Strawberries	11 cp	—	1 bu.	R	2 hrs	—	—	—		
Citrus	5-50 cp	—	1 bu.	R	2 hrs	—	—	—		
Dried fruit	**	—	—	—	2 days	—	—	—		
Candied fruit	***	—	—	—	1 day	—	—	—		
Barley	25-50 cp	—	1 bu.	R	2 hrs	—	—	—		
Oats	20-40 cp	—	1 bu.	R	2 hrs	—	—	—		
Rye	15-30 cp	—	1 bu.	R	2 hrs	—	—	—		
Wheat	40-80 cp	—	1 bu.	R	2 hrs	—	—	—		
Vegetables										
Beans, fresh	3 cp	—	1 bu.	R	1 hr	—	—	—	Time shows average time to harvest 	
Beans, dried	2 cp	—	1 bu.	R	3 days	—	—	—		
Lentils	2 cp	—	1 bu.	R	1 hr	—	—	—		
Leeks	3 cp	—	1 bu.	R	1 hr	—	—	—		
Peas, fresh	2 cp	—	1 bu.	R	1 hr	—	—	—		
Carrots	3 cp	—	1 bu.	R	1 hr	—	—	—		
Lettuce	4 cp	—	1 bu.	R	1 hr	—	—	—		
Radishes	3 cp	—	1 bu.	R	1 hr	—	—	—		
Turnips	4 cp	—	1 bu.	R	1 hr	—	—	—		
Beets	4 cp	—	1 bu.	R	1 hr	—	—	—		
Cabbage	3 cp	—	1 bu.	R	1 hr	—	—	—		
Parsnips	3 cp	—	1 bu.	R	1 hr	—	—	—		
Angelica root	5 cp	—	1 bu.	R	1 hr	—	—	—		
Onions	2 cp	—	1 bu.	R	1 hr	—	—	—		
Herbs, Spices, & Flavorings										
Cloves	2 sp	4 oz.	—	R	1 hr	—	—	—		
Garlic	5 bp	4 oz.	—	R	1 hr	—	—	—		
Honey	16 gp	1 lb.	—	R	1 day	—	—	—		
Mint	3 bp	4 oz.	—	R	1 hr	—	—	—		
Mustard seed	5 bp	4 oz.	—	R	1 hr	—	—	—		
Nutmeg	2 sp	4 oz.	—	R	1 hr	—	—	—		
Parsley	1 bp	4 oz.	—	R	1 hr	—	—	—		
Pepper	16 gp	4 oz.	—	T	1 day	—	—	—		
Rosemary	3 sp	4 oz.	—	R	1 day	—	—	—		
Saffron	5 gp	4 oz.	—	R	1 day	—	—	—		
Sage	18 bp	4 oz.	—	R	1 day	—	—	—		
Salt	5 bp	1 lb.	—	T	1 hr	—	—	—		
Sugar	5 sp	1 lb.	—	C	1 day	—	—	—		
Thyme	7 cp	4 oz.	—	R	1 hr	—	—	—		
Field Rations										
Beef, salted	2 bp	1 lb.	—	T	2 days	—	—	—		
Pork, salted	12 cp	1 lb.	—	T	2 days	—	—	—		
Fish (various), salted	2 cp	1 lb.	—	T	2 days	—	—	—		
Salmon, smoked	3 cp	1 lb.	—	T	3 days	—	—	—		
Beef, smoked	7 cp	1 lb.	—	R	5 days	—	—	—		
Pork, smoked	7 cp	1 lb.	—	R	5 days	—	—	—		
Black bread	3 tp	1 lb.	—	A	2 hrs	—	—	—		
Hardtack	1 tp	1 lb.	—	A	2 hrs	—	—	—		
Waybread	6 tp	1 lb.	—	A	2 hrs	—	—	—		
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—		
Beef, jerked	2 cp	1 lb.	—	R	1 day	—	—	—		
Fish (various), dried	1 cp	1 lb.	—	T	3-5 days	—	—	—		



Oils											
Olive oil	8 bp	—	1 gal	T	2 days	—	—	—			
Lard	1 bp	1 lb.	—	R	1 day	—	—	—			
Alcoholic Beverages											
Apple cider, fresh	1 tp	—	1 pt.	R	1 day	—	—	—			
Apple cider, fermented	3 tp	—	1 pt.	T	4-6 wks	—	—	—			
Brandy	3 cp	—	1 pt.	T	2 days	—	—	—			
Wine, poor	4 tp	—	1 pt.	A	4-6 wks	—	—	—			
Wine, avg.	6 tp	—	1 pt.	A	4-6 wks	—	—	—			
Wine, fine	8 tp	—	1 pt.	T	4-6 wks	—	—	—			
Wine, excellent	15 tp+	—	1 pt.	C	4-6 wks	—	—	—			
Wine, perfumed	18 cp+	—	1 pt.	C	4-6 wks	—	—	—			
Whiskey	5 cp	—	1 pt.	A	2-3 days	—	—	—			
Beer	2 tp	—	1 pt.	A	2-4 wks	—	—	—			
Double beer	3 tp	—	1 pt.	A	3-6 wks	—	—	—			
Small beer	1 tp	—	1 pt.	A	2-3 wks	—	—	—			
Ale	2 tp	—	1 pt.	A	2-4 wks	—	—	—			
Stout	3 tp	—	1 pt.	A	2-4 wks	—	—	—			
Bitter	3 tp	—	1 pt.	A	2-4 wks	—	—	—			
Mead	5 cp	—	1 pt.	T	4-8 wks	—	—	—			
Vinegar	1 tp	—	1 pt.	A	4-6 wks	—	—	—			
OUTDOOR SURVIVAL		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Torch	1 tp	—	—	1 hr	A	5 mins.	—	—	—	Lasts 1 hr	
Backpack, small leather	2 bp	—	1 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium leather	4 bp	—	1.5 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large leather	7 bp	—	3 lb.	3.5 cu. ft.	A	1 day	—	—	—		
Backpack, small canvas	5 bp	—	0.75 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium canvas	7 bp	—	1 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large canvas	10 bp	—	2 lb.	4 cu. ft.	A	1 day	—	—	—		
Sack, small	3 bp	—	—	3 cu. ft.	A	1 day	—	—	—		
Sack, large	5 bp	—	—	5 cu. ft.	A	1 day	—	—	—		
Flint & steel	1 sp	—	—	—	T	1 day	—	—	—		
Tinderbox	3 cp	—	—	—	T	2 hrs	—	—	—		
Fire-starting bow	5 bp	—	1 lb.	—	R	1 day	1-3	80	—		
Tent, 2-man leather	7 sp	—	60 lbs.	5'x6'x4'	A	10 days	—	—	—		
Tent, 4-man leather	15 sp	—	120 lbs.	8'x10'x5'	A	2 wks	—	—	—		
Tent, 8-man leather	25 sp	—	200 lbs.	14'x17'x6'	A	3 wks	—	—	—		
Tent, 2-man canvas	12 sp	—	45 lbs.	5'x6'x4'	A	10 days	—	—	—		
Tent, 4-man canvas	24 sp	—	60 lbs.	8'x10'x5'	A	2 wks	—	—	—		
Tent, 8-man canvas	50 sp	—	90 lbs.	14'x17'x6'	A	3 wks	—	—	—		
Pavillion	100 sp	—	150 lbs.	16'x20'x9'	T	30 days	—	—	—		
Fishhook & line	2 tp	—	—	30'	R	1 day	—	—	—		
Fishing net, small	5 sp	—	3-5 lbs.	6'x6'	A	3 days	1-5	60	—		
Fishing net, large	8 sp	—	10 lbs.	12'x12'	A	5 days	1-4	65	—		
Fish trap	3 bp	—	1 lb.	—	A	2 hrs	1-3	65	—		
Blanket, light	20 cp	—	2.5 lbs.	—	A	1 day	—	—	—		
Blanket, heavy	30 cp	—	6 lbs.	—	A	1 day	—	—	—		
Sleeping furs, light	50 cp+	—	10 lbs.	—	A	1 wk	—	—	—		
Sleeping furs, heavy	75 cp+	—	15 lbs.	—	A	10 days	—	—	—		
Hammock, canvas	30 sp	—	2 lbs.	4'x8'	A	1 day	—	—	—		
Hammock, leather	60 cp	—	6 lbs.	4'x8'	A	2-3 days	—	—	—		
Camp bed, cloth & wood	15 sp	—	15 lbs.	3'x6'	A	1 day	—	—	—		
Camp bed, leather & wood	35 sp	—	25 lbs.	3'x6'	A	1 day	—	—	—		
Bucket, canvas	1 sp	—	0.5 lbs.	1 gal	A	1 day	—	—	—		
Bucket, canvas	3 sp	—	1 lb.	5 gal	A	1 day	—	—	—		
Bucket, leather	1 bp	—	1 lb.	1 gal	A	1 day	—	—	—		
Bucket, leather	5 bp	—	2 lb.	5 gal	A	1 day	—	—	—		
Canteen (full)	2 cp	—	1.25 lbs.	1 pt	R	1 day	—	—	—		
Canteen (full)	5 cp	—	2.5 lbs.	2 pts	R	1 day	—	—	—		
Canteen (full)	1 bp	—	5 lbs.	1 qt	R	1 day	—	—	—		
Waterskin (full)	3 bp	—	8 lbs.	1 gal	R	2 days	—	—	—		
Waterskin (full)	7 bp	—	50 lbs.	5 gals	R	2 days	—	—	—		
Lantern	12 bp	—	2 lbs.	2 pts.	T	1 day	—	—	—	Requires oil	
Lamp	5 bp	—	1 lb.	1 pt.	T	1 day	—	—	—	Requires oil	
Lamp oil	1 bp	—	0.5 lbs.	1 pt.	T	2 days	—	—	—		
Candle, tallow	3 tp	—	—	—	A	1 day	—	—	—	Lasts 2 hrs	
Candle, wax	1 sp	—	—	—	T	1 day	—	—	—	Lasts 4 hrs	

CONTAINERS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Barrel	12 bp	10 lbs.	12 gal	A	1.5 days	—	—	—	Straight sided; leaks
Barrel	2 sp	30 lbs.	25 gal	A	2 days	—	—	—	
Barrel	4 sp	50 lbs.	50 gal	A	3 days	—	—	—	
Barrel	10 sp	125 lbs.	100 gal	T	3 days	—	—	—	
Jar, pottery	3 tp	—	1 pt	A	12 hrs	—	—	—	
Jar, pottery	5 tp	0.5 lbs.	1 qt	A	12 hrs	—	—	—	
Jar, pottery	2 cp	2 lb.	1 gal	A	12 hrs	—	—	—	
Crock, pottery	4 cp	4 lbs.	5 gal	A	12 hrs	—	—	—	
Amphora	2 bp	30 lbs.	12 gal	T	1 day	—	—	—	
Jar, glass	4 bp	—	1 pt	T	6 hrs	—	—	—	
Jar, glass	8 bp	0.5 lbs.	1 qt	T	6 hrs	—	—	—	
Jar, glass	4 sp	2 lbs.	1 gal	T	6 hrs	—	—	—	
Bucket, canvas	1 sp	0.5 lbs.	1 gal	A	1 day	—	—	—	
Bucket, canvas	3 sp	1 lb.	5 gal	A	1 day	—	—	—	
Bucket, leather	5 cp	1 lb.	1 gal	A	1 day	—	—	—	
Bucket, leather	1 bp	2 lbs.	5 gal	A	1 day	—	—	—	
Bucket, wooden	2 cp	3 lbs.	1 gal	A	1 day	—	—	—	
Bucket, wooden	3 cp	4 lbs.	5 gal	A	1 day	—	—	—	
Chest, large wood & leather	30 bp	30 lbs.	2'x2'x3'	T	10 days	—	—	—	
Chest, med. wood & leather	20 bp	20 lbs.	18"x18"x24"	T	1 wk	—	—	—	
Chest, small wood & leather	10 bp	15 lbs.	1'x1'x2'	T	3-5 days	—	—	—	
Chest, large wood & iron	55 bp	45 lbs.	2'x2'x3'	T	2 wks	—	—	—	
Chest, medium wood & iron	45 bp	35 lbs.	18"x18"x24"	T	10 days	—	—	—	
Chest, small wood & iron	32 bp	25 lbs.	1'x1'x2'	T	1 wk	—	—	—	
TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Adze	25 cp	2 lbs.	—	A	1 day	1-4	90(w)	—	
Anvil, light portable	2 gp	110 lbs.	—	T	10 days	—	—	—	
Anvil, heavy portable	3 gp	210 lbs.	—	T	12 days	—	—	—	
Anvil, standard	5 gp	410 lbs.	—	T	14 days	—	—	—	
Auger	25 cp	—	—	T	12 hrs	—	—	—	
Awl	15 cp	—	—	T	12 hrs	—	—	—	
Bellows, portable	2 cp	20 lbs.	—	T	2 days	1-2	50(w)	—	
Bellows, standard	5 bp	100 lbs.	—	T	5 days	1-2	60(w)	—	
Blast furnace	75 gp	2500 lbs.	—	T	30 days	1-2	80	—	
Block & tackle	7 sp	35 lbs.	—	T	14 days	1-2	70	—	
Bow drill	3 cp	1 lb.	—	T	3 days	1-3	80	—	
Brace & bit (hand drill)	5 sp	2 lbs.	—	T	14 days	1-2	50	—	
Branding iron	8 cp	2-4 lbs.	—	T	1 day	—	—	—	
Brush	2 cp	0.5 lbs.	—	T	1 day	—	—	—	
Carding comb	1 cp	1 lb.	—	T	1 day	—	—	—	
Carpenter's square	6 cp	2 lbs.	—	T	2 days	—	—	—	
Chain, per foot	2 sp	2.5 lbs.	—	T	1 day	1-2	70	—	
Heavy chain, per foot	5 sp	5 lbs.	—	T	1 day	1-2	80	—	
Chisel, cold	6 bp	0.5 lb.	—	T	3 days	—	—	—	
Chisel, masonry/stone	4 bp	1 lbs.	—	T	2 days	—	—	—	
Chisel, wood	4 bp	0.75 lbs.	—	T	2 days	—	—	—	
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Drill bits, steel	5 sp	—	—	T	7 days	1-4	50	—	
Drill bits, iron	4 bp	—	—	T	5 days	1-4	40	—	
Forge, portable	2 gp	300 lbs.	—	T	7 days	—	—	—	
Forge, standard	4 gp	1,000 lbs.	—	T	15 days	—	—	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Grindstone	28 sp	150 lbs.	—	T	18 days	—	—	—	
Hammer, armorer's	15 bp	3 lbs.	—	T	3 days	1-8	80(w)	05	
Hammer, blacksmith's	22 bp	5 lbs.	—	T	4 days	1-8	90(w)	05	
Hammer, carpenter's	7 cp	2 lbs.	—	T	2 days	1-8	70(w)	05	
Hatchet	12 cp	2.5 lbs.	—	T	2 days	1-7	70(w)	05	
Hoe	6 cp	3.5 lbs.	—	T	1 day	1-4	90(w)	—	
Ingot, bronze	7 sp	10 lbs.	—	T	2 days	—	—	—	
Ingot, copper	8 sp	10 lbs.	—	T	2 days	—	—	—	
Ingot, iron	3 cp	10 lbs.	—	T	4 days	—	—	—	
Ingot, lead	5 sp	10 lbs.	—	T	2 days	—	—	—	
Ingot, silver	40 gp	5 lbs.	—	C	2 days	—	—	—	
Ingot, gold	40 pp	5 lbs.	—	C	2 days	—	—	—	
Iron spikes (10)	24 bp	2 lbs.	—	T	3 days	—	—	—	
Iron wedge	36 cp	4 lbs.	—	T	3 days	—	—	—	
Ladder (12 ft. wooden)	15 cp	35 lbs.	—	T	4 days	—	—	—	
Lathe	125 sp	150 lbs.	—	T	10 days	1-5	55(w)	—	
Mallet, wood	3 cp	1 lb.	—	T	1 day	1-6	60(w)	—	

TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Measuring chain	35 bp	25 lbs.	—	T	4 days	1-2	60	—	22 yards
Metal file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Molds (metal casting)	1-100 cp	varies	—	T	1-10 days	—	—	—	
Nails	5 sp	10 lbs.	—	T	6 days	—	—	—	
Paint	5-50 bp	—	1 gal.	T	2 days	—	—	—	
Pick axe	7 cp	12 lbs.	—	T	1.5 days	1-5	50(w)	06	
Pitchfork	15 cp	7 lbs.	—	T	2 days	1-6	40(w)	05	
Pliers, large	38 cp	2 lbs.	—	T	6 days	—	—	—	
Pliers, small	20 cp	1 lb.	—	T	6 days	—	—	—	
Plow, wooden	12 bp	125 lbs.	—	R	10 days	1-4	70(w)	—	
Plow blade, iron	7 cp	35 lbs.	—	R	12 days	—	—	—	
Potter's wheel	6 sp	30 lbs.	—	T	4 days	1-3	50(w)	—	
Printing press, carved block	6 gp	250 lbs.	—	C	18 days	1-6	40(w)	—	
Pulley, small (2:1)	28 cp	5 lbs.	—	T	3 days	1-2	50	—	
Pulley, large (5:1)	35 cp	7 lbs.	—	T	5 days	1-2	50	—	
— per 100 lb lift	+20%	—	—	T	—	—	—	—	
Rake, wooden	4 cp	4 lbs.	—	T	2 days	—	—	—	
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-4	60	—	
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-4	70	—	
Rope, heavy (per 50')	10 cp	15 lbs.	—	T	4 days	1-4	80	—	
Rope, hawser (per 50')	26 cp	30 lbs.	—	T	7 days	1-4	90	—	
Scythe	18 cp	3.5 lbs.	—	T	3 days	1-4	50(w)	—	
Scythe, reaver	30 cp	4 lbs.	—	T	3.5 days	1-4	60(w)	—	
Shepherd's crook	4 cp	3 lbs.	—	R	3 days	—	—	—	
Shovel	16 cp	4.5 lbs.	—	T	1 day	1-4	90(w)	—	
Sickle	15 cp	3 lbs.	—	T	1 day	1-4	50(w)	—	
Spindle	5 cp	1 lb.	—	T	1 day	—	—	—	
Tongs, large	22 cp	6.5 lbs.	—	T	2 days	—	—	—	
Tongs, small	12 cp	3 lbs.	—	T	2 days	—	—	—	
Trident	14 cp	5 lbs.	—	T	2 days	1-6	40(w)	05	
Weaving loom, large	9 sp	250 lbs.	—	T	10 days	1-4	80(w)	—	
Weaving loom, small	45 bp	125 lbs.	—	T	7 days	1-5	80(w)	—	
Wedge (splitting)-iron	1 bp	2.5 lbs.	—	T	2 days	—	—	—	
Wedge (staying)-wooden	5 tp	0.5 lbs.	—	T	12 hrs	—	—	—	
Wheelbarrow, wood	7 bp	25 lbs.	—	T	2 days	1-4	45(w)	—	
Whitewash	7 cp	—	10 gal.	T	1 day	—	—	—	
Windlass	75 bp	300 lbs.	—	T	3 days	1-3	70(w)	—	
Winnowing flail	3 cp	4.5 lbs.	—	R	1 day	1-3	50(w)	—	
Wire, iron (per 10')	3 cp	0.5 lbs.	—	T	10 mins.	—	—	—	
Wire-drawing machine	65 bp	150 lbs.	—	T	3 days	1-3	60(w)	—	
Wood axe	25 cp	5 lbs.	—	T	2 days	1-7	60(w)	04	
Wood glue	4 cp	—	1 pt.	T	1 day	—	—	—	
Wood file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Wood file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Wood file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Wood saw, iron	35 cp	3 lbs.	—	T	7 days	1-2	60(w)	—	
Wood saw, steel	95 cp	3 lbs.	—	T	10 days	1-2	75(w)	—	



ANIMALS	Cost	ft/rnd	mph	Man.	Ht./Wt.	Capacity	Notes		
Camel, riding	15 gp	75	5	+15	7/800 lbs.	300 lbs.	Height at shoulder 		
Camel, racing	40 gp	90	6	+20	7/750 lbs.	200 lbs.			
Camel, draft	12 gp	60	4	+10	7/900 lbs.	350 lbs.			
Elephant	50 gp	120	8	+10	12/11,000 lbs.	1,000 lbs.			
Horse, light	45 sp	100	7	+40	5/800 lbs.	200 lbs.			
Horse, medium	60 sp	110	7.5	+25	6/900 lbs.	300 lbs.			
Horse, heavy	80 sp	80	5	+10	6'+1,300 lbs.	400 lbs.			
Warhorse, lesser	20 gp	90	6	+30	6/950 lbs.	350 lbs.			
Warhorse, greater	75 gp	80	5	+40	6'+1,100 lbs.	375 lbs.			
Mule	40 sp	100	7	+35	5/800 lbs.	400 lbs.			
Donkey	32 sp	90	6	+20	4'+550lbs.	300 lbs.			
Pony	40 sp	70	4.5	+30	4/500 lbs.	200 lbs.			
Bull	120 sp	60	4	+20	5/1,700 lbs.	600 lbs.			
Cow	75 sp	50	3.5	+15	5/1,400 lbs.	400 lbs.			
Calf	30 sp	45	3	+35	3/300 lbs.	—			
Ox	90 sp	60	4	+20	5/2,000 lbs.	700 lbs.			
Chicken	2 bp	—	—	+20	5 lbs.	—			
Duck	4 bp	—	—	+15	5 lbs.	—			
Goose	7 bp	—	—	+15	10 lbs.	—			
Swan	35 sp	—	—	+20	15 lbs.	—			
Goat	5 gp	—	—	+50	50 lbs.	—			
Pig	25 sp	—	—	+20	150 lbs.+	—			
Suckling pig	4 sp	—	—	+30	30 lbs.	—			
Sheep, coarse wool	35 sp	—	—	+50	110 lbs.	—			
Sheep, fine wool	5 gp	—	—	+50	110 lbs.	—			
Lamb, coarse wool	15 sp	—	—	+50	50 lbs.	—			
Lamb, fine wool	2 gp	—	—	+50	50 lbs.	—			
TRANSPORT & TACK	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bit & bridle	15 sp	2 lbs.	—	A	2 days	—	—	—	
Riding saddle	15 gp	10 lbs.	—	A	7 days	—	—	—	
War saddle	30 gp	18 lbs.	—	T	10 days	—	—	—	
Packsaddle	10 sp	7 lbs.	—	T	4 days	—	—	—	
Stirrups (pair)	4 sp	2 lbs.	—	A	1 day	—	—	—	
Saddle blanket	5 bp	1 lb.	—	A	1 day	—	—	—	
Saddle bags, small	2sp	2.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, medium	5 sp	3.5 lbs	—	T	1 day	—	—	—	
Saddle bags, large	12 sp	5 lbs.	—	T	1 day	—	—	—	
Horse chair, enclosed	175 sp	250 lbs.	2 people	T	3 days	—	—	—	
Horse collar	8 sp	10 lbs.	—	A	7 days	—	—	—	
Draft harness	75 sp	35 lbs.	—	A	14 days	—	—	—	
Ox yoke	10 bp	40 lbs.	—	A	6 days	—	—	—	
Horseshoe, common	2 cp	—	—	A	1 hr	—	—	—	
Horseshoe, warhorse	6 cp	—	—	T	1.5 hrs	—	—	—	
Riding crop	2 sp	0.5 lb.	—	T	3 days	—	—	—	
Driving whip	15 sp	2 lbs.	—	A	2 days	—	—	—	
Dog cart (1 dog)	15 sp	100 lbs.	1 person	A	4 days	—	—	—	
Pony cart	25 sp	250 lbs.	2 people	T	10 days	—	—	—	
Cart (1 horse)	4 gp	350 lbs.	3 people	T	14 days	—	—	—	
Closed coach (2-horse)	20 gp	1,000 lbs.	4 people	T	16 days	—	—	—	Can carry 1,200 lbs. cargo Can carry 1,800 lbs. cargo
Closed coach (4-horse)	40 gp	1,200 lbs.	4 people	T	16 days	—	—	—	
Small wagon (2-horse)	6 gp	600 lbs.	2 people	T	16 days	—	—	—	
Large wagon (4-horse)	8 gp	600 lbs.	2 people	T	16 days	—	—	—	
Howdah	85 sp	200 lbs.	3 people	T	4 days	—	—	—	
Canoe	8 gp	130 lbs.	2 people	A	14 days	—	—	—	Size could include up to 1,000 lbs. cargo Size could include up to 4,000 lbs. cargo Size could include up to 7,000 lbs. cargo
Coracle	8 sp	140 lbs.	3 people	A	14 days	—	—	—	
Boat (10')	7 gp	200 lbs.	4 people	T	14 days	—	—	—	
Boat (20')	11 gp	800 lbs.	8 people	T	28 days	—	—	—	
Longboat (30')	40 gp	2,000 lbs.	16 people	T	30 days	—	—	—	



TRANSPORT & TACK		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Paddle	8 bp		7 lbs.	4.5'	A	1 day	—	—	—	
Oar	15 bp		18 lbs.	8'	A	2 days	—	—	—	
Mast & sail	25 sp		175 lbs.	10'	T	4 days	—	—	—	
Dog sled	7 gp		150 lbs.	—	R	5 days	—	—	—	
Sledge (covered)	12 bp		100 lbs.	400 lbs.	R	2 days	—	—	—	
SCRIPTORIUM		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Balance	12 sp		10 lbs.	—	T	2 days	1-2	40	—	Magic, alchemy, sorcery
Balance weights	2 sp		5 lbs.	—	T	5 days	—	—	—	
Bindery glue	3 cp		—	1 pt.	T	2 days	—	—	—	
Book covers	15 cp		6 lbs.	—	T	1 day	—	—	—	
Book, arcane	500 sp+		8-15	—	C	3-6 months	—	—	—	
Book, scholarly	200 sp+		8-15 lbs.	—	C	3-6 months	—	—	—	History, mathematics, etc.
Book, religious	100 sp+		8-15 lbs.	—	T	3-6 months	—	—	—	
Chalk, 10 pieces	3 tp		—	—	A	1 day	—	—	—	
Counter boards	15 cp		5 lbs.	—	T	3 days	—	—	—	
Jettons (per 20)	19 tp		—	—	T	2 days	—	—	—	
Gold leaf	25 bp		—	6"x6" sheet	C	7 days	—	—	—	
Hourglass	4 gp		6 lbs.	—	C	6 days	—	—	—	
Minute glass	2 gp		1.5 lbs.	—	C	6 days	—	—	—	
Ink, colored	15 bp		—	1 pt.	T	2 days	—	—	—	
Ink, black	15 cp		—	1 pt.	T	2 days	—	—	—	
Inkwell, horn	6 cp		—	1 pt.	T	3 days	—	—	—	
Inkwell, silver	10 sp		—	1 pt.	T	5 days	—	—	—	
Inkwell, tin	10 bp		—	1 pt.	T	5 days	—	—	—	
Paint	7 cp		—	1 pt.	T	2 days	—	—	—	
Paper (per sheet)	85 cp		—	30"x40"	T	2 wks	—	—	—	
Parchment (per sheet)	65 cp		—	30"x40"	T	21 days	—	—	—	
Vellum (per sheet)	8 bp		—	30"x40"	T	7 days	—	—	—	
Personal seal, silver	5 gp		0.5	—	C	8 days	—	—	—	
Personal seal, gold	50 gp		0.5	—	C	10 days	—	—	—	
Personal seal, bronze	8 bp		0.5	—	C	8 days	—	—	—	
Portable writing case	25 sp		8 lbs.	—	C	4 days	—	—	—	
Quill pens	8 cp		—	—	T	1 hr	—	—	—	
Scrolls, papyrus	150 sp+		1.5 lbs.	—	C	1-2 months	—	—	—	
Scrolls, parchment	100 sp+		3 lbs.	—	C	1-2 months	—	—	—	
Sealing wax	15 sp		4 oz.	—	C	1 day	—	—	—	
Sealing ribbon	5 bp		—	8"	C	1 day	—	—	—	
Stylus (for wax tablets)	2 tp		4 oz.	—	T	1 hr	—	—	—	
Writing tablet, wax	40 sp		0.5 lbs.	—	T	6 hrs	—	—	—	
Writing tablet, slate	6 sp		1 lb.	—	T	1 day	—	—	—	
Writing brush	1 cp		—	—	T	1 day	—	—	—	
ALCHEMY		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Acid, weak	1 gp		—	0.5 pt.	C	7 days	—	—	—	
Acid, standard	3 gp		—	0.5 pt.	C	7 days	—	—	—	
Acid, strong	10 gp		—	0.5 pt.	C	14 days	—	—	—	
Astrolabe	200 gp+		15 lbs.	—	C	3 months	—	—	—	
Armillary	350 gp+		75 lbs.	—	C	1 year	—	—	—	
Brazier, small (bronze)	25 sp		2 lbs.	—	T	2 days	—	—	—	
Brazier, small (iron)	15 sp		3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)	55 sp		20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)	40 sp		30 lbs.	—	T	3 days	—	—	—	
Mortar & pestle	3 cp		2 lbs.	—	A	3-5 days	—	—	—	
Vial, pottery	8 tp		—	4 oz.	T	12 hrs	—	—	—	
Vial, tin	2 cp		—	4 oz.	T	12 hrs	—	—	—	
Vial, glass	6 sp		—	4 oz.	T	12 hrs	—	—	—	
Jar, pottery	16 tp		—	8 oz.	T	12 hrs	—	—	—	
Jar, glass	15 sp		—	8 oz.	T	12 hrs	—	—	—	
Jar, pottery	2 cp		—	1 pt.	T	12 hrs	—	—	—	
Jar, glass	35 sp		—	1 pt.	T	12 hrs	—	—	—	
Jar, pottery	3 cp		—	1 qt.	T	12 hrs	—	—	—	
Jar, glass	55 sp		—	1 qt.	T	12 hrs	—	—	—	
Jar, pottery	5 cp		—	1 gal	T	12 hrs	—	—	—	
Jar, glass	75 sp		—	1 gal	T	12 hrs	—	—	—	
Bottle, pottery	4 cp		—	1 qt.	T	12 hrs	—	—	—	
Bottle, glass	65 sp		—	1 qt.	T	12 hrs	—	—	—	
Beaker, glass	45 sp		—	1 pt.	T	12 hrs	—	—	—	
Censer	10 sp		1 lb.	—	T	5 days	—	—	—	
Hourglass	4 gp		6 lbs.	—	C	6 days	—	—	—	
Minute glass	2 gp		1.5 lbs.	—	C	6 days	—	—	—	



RELIGIOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Altar cloth (plain)	14 cp	3 lbs.	6'x3'	T	3 days	—	—	—	
Altar cloth (ornate)	25 sp+	3-7 lbs.	6'x3'	T	3-6 wks	—	—	—	
Aspergill (gold)	200 gp	3 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (silver)	35 gp	2 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (bronze)	25 bp	2 lbs.	—	T	1-2 wks	—	—	—	
Bishop's ring	500 sp+	—	—	C	1 month	—	—	—	
Brazier, small (bronze)	25 sp	2 lbs.	—	T	2 days	—	—	—	
Brazier, small (iron)	15 sp	3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)	55 sp	20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)	40 sp	30 lbs.	—	T	3 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	Lasts 2 hrs Lasts 4 hrs
Candle, wax	1 sp	—	—	T	1 day	—	—	—	
Chalice (plain)	2 cp	1 lb.	1 pt.	T	3 days	—	—	—	
Chalice (ornate)	15 sp	1 lb.	1 pt.	T	1-5 wks	—	—	—	
Censer	10 sp	1 lb.	—	T	5 days	—	—	—	
Holy symbol	1 bp+	0.1-1 lb.	—	T	1-20 days	—	—	—	For carrying holy relics
Incense	3 sp	0.5 lbs.	—	T	—	—	—	—	
Pilgrimage badges	2 tp	—	—	A	1 day	—	—	—	
Reliquary	25 gp	20 lbs.	—	T	2 wks	—	—	—	
Prayer beads	2 cp	—	—	T	3 days	—	—	—	
Snuffing bell	5 cp	1 lb.	—	T	5 days	—	—	—	
MUSICAL INSTRUMENTS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	
Aeolian (wind) harp	25 sp	6 lbs.	—	T	18 days	—	—	—	
Bagpipes	1 gp	7 lbs.	—	A	15 days	—	—	—	
Bells	4 bp	3 lbs.	—	T	3 days	—	—	—	
Bell, church	12 sp+	100 lbs.	—	T	12-24 days	—	—	—	
Castanets	4 cp	—	—	A	1 day	—	—	—	
Chimes	1 sp	1-5 lbs.	—	T	7-10 days	—	—	—	
Cittern	1 gp	5 lbs.	—	T	24-30 days	—	—	—	
Cymbals	35 bp	2 lbs.	—	T	3-5 days	—	—	—	
Drum	15 cp	3-8 lbs.	—	A	3-5 days	—	—	—	
Dulcimer	23 sp	15 lbs.	—	T	5-10 days	—	—	—	
Fiddle (5-string)	14 sp	2-4 lbs.	—	T	20-30 days	—	—	—	
Fife	8 cp	1 lb.	—	T	5 days	—	—	—	
Harp	8 sp	8-10 lbs.	—	T	20 days	—	—	—	
Harp, large	16 sp	25-35 lbs.	—	T	30-40 days	—	—	—	
Hunting horn	2 sp	1-3 lbs.	—	A	5 days	—	—	—	
Hurdy-gurdy	1 gp	10 lbs.	—	T	25 days	—	—	—	
Jew's harp	4 cp	0.5 lbs.	—	T	2 days	—	—	—	
Kettle drums	35 bp	50-100 lbs.	—	T	6-10 days	—	—	—	
Lute	12 sp	5-10 lbs.	—	T	28 days	—	—	—	
Lyre	9 sp	3-7 lbs.	—	T	16 days	—	—	—	
Mandolin	9 sp	5-10 lbs.	—	T	25-30 days	—	—	—	
Ocarina	12 tp	1 lb.	—	T	2 days	—	—	—	
Pan pipes	8 cp	1 lb.	—	T	3-4 days	—	—	—	
Rattle	3 tp	0.5 lbs.	—	T	1 day	—	—	—	
Recorder	9 bp	0.5 lbs.	—	T	7 days	—	—	—	
Sackbut	2-3 gp	8-15 lbs.	—	T	30-40 days	—	—	—	
Sitar	1 gp	8-12 lbs.	—	T	26 days	—	—	—	
Tabor	8 cp	2-3 lbs.	—	T	3-4 days	—	—	—	
Tambourine	9 bp	2 lbs.	—	T	3-4 days	—	—	—	
Triangle	12 cp	1 lb.	—	T	2 days	—	—	—	
Trumpet, fanfare	6 sp	2-6 lbs.	—	T	10-20 days	—	—	—	
Viol	24 sp	6-10 lbs.	—	T	20-30 days	—	—	—	
Xylophone, wooden	4 sp	25 lbs.	—	T	8 days	—	—	—	
Xylophone, metal	14 sp	35 lbs.	—	T	10-12 days	—	—	—	
Zither	22 sp	15 lbs.	—	T	5-10 days	—	—	—	
COOKING & EATING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Iron pan, small	6 cp	2 lbs.	—	T	3 days	—	—	—	Made from copper adds 50-75% to cost
Iron pan, large	8 cp	5 lbs.	—	T	3 days	—	—	—	Made from copper adds 50-75% to cost
Iron pot	7 cp	3.5 lbs.	2 pt.	T	3 days	—	—	—	Made from copper adds 50-75% to cost
Iron pot	10 cp	4.5 lbs.	1 qt.	T	4 days	—	—	—	Made from copper adds 50-75% to cost
Iron pot	25 cp	20 lbs.	1 gal.	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Iron kettle	35 cp	30 lbs.	3 gal.	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Iron kettle	55 cp	40 lbs.	5 gal.	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Iron cauldron	75 cp	60 lbs.	10 gal.	T	2 wks	—	—	—	Made from copper adds 50-75% to cost
Iron cauldron	15 bp	100 lbs.	20 gal.	T	2 wks	—	—	—	Made from copper adds 50-75% to cost
Iron cauldron	30 bp	150 lbs.	50 gal.	T	2 wks	—	—	—	Made from copper adds 50-75% to cost
Pot hanger, small	8 cp	5 lbs.	—	T	3 days	—	—	—	Made from copper adds 50-75% to cost

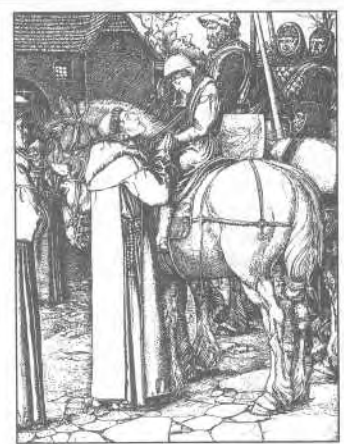
COOKING & EATING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Pot hanger, medium	15 cp	15 lbs.	—	T	5 days	—	—	—	
Pot hanger, large	35 cp	40 lbs.	—	T	7 days	—	—	—	
Spit, portable	12 cp	15 lbs.	—	T	3 days	—	—	—	
Spit, small	20 cp	30 lbs.	—	T	6 days	—	—	—	
Spit, large	42 cp	50 lbs.	—	T	7 days	—	—	—	
Spit, mechanical	150 sp	350 lbs.	—	T	3-6 wks	—	—	—	
Ladle, wooden	3 tp	0.25 lbs.	—	A	1 day	—	—	—	
Ladle, pewter	5 cp	0.5 lbs.	—	T	1 day	—	—	—	
Ladle, silver	40 sp	0.5 lbs.	—	T	2-7 days	—	—	—	
Spoon, wooden	1 tp	0.25 lbs.	—	A	1 day	—	—	—	
Spoon, pewter	8 tp	0.25 lbs.	—	T	1 day	—	—	—	
Spoon, silver	8 sp	0.25 lbs.	—	T	2-7 days	—	—	—	
Spoon, gold	8 gp	0.25 lbs.	—	T	2-7 days	—	—	—	
Knife, pewter	9 tp	0.25 lbs.	—	T	2-3 days	1-6	70	03	
Knife, silver	10 sp	0.25 lbs.	—	T	2-7 days	1-7	60	03	
Knife, gold	15 gp	0.25 lbs.	—	T	2-7 days	1-8	50	03	
2-tined fork, pewter	7 tp	0.25 lbs.	—	T	2 days	—	—	—	
2-tined fork, silver	10 sp	0.25 lbs.	—	T	2-7 days	—	—	—	
2-tined fork, gold	12 gp	0.25 lbs.	—	T	2-7 days	—	—	—	
Bowl, small wooden	6 tp	0.5 lbs.	1 pt.	A	1 day	—	—	—	
Bowl, small pewter	2 cp	1 lb.	1 pt.	T	2 days	—	—	—	
Bowl, small pottery	1 cp	1 lb.	1 pt.	A	12 hrs	—	—	—	
Bowl, small china	2 sp	1 lb.	1 pt.	C	4 days	—	—	—	
Bowl, large wooden	8 tp	1 lb.	1 qt.	A	1 day	—	—	—	
Bowl, large pewter	6 cp	2 lbs.	1 qt.	T	2 days	—	—	—	
Bowl, large pottery	3 cp	1.5 lbs.	1 qt.	A	12 hrs	—	—	—	
Bowl, large china	5 sp	3 lbs.	1 qt.	C	4-6 days	—	—	—	
Pitcher, wooden	3cp	2 lbs.	2 qt.	A	3 days	—	—	—	
Pitcher, pewter	3 bp	3 lbs.	2 qt.	T	2 days	—	—	—	
Pitcher, pottery	5 bp	2 lbs.	2 qt.	A	12 hrs	—	—	—	
Pitcher, silver	2 gp	3 lbs.	2 qt.	T	3-10 days	—	—	—	
Pitcher, china	12 sp	3 lbs.	2 qt.	C	5 days	—	—	—	
Platter, small wooden	3 tp	1 lb.	—	A	1 day	—	—	—	
Platter, small pewter	1 cp	1 lb.	—	T	2 days	—	—	—	
Platter, large wooden	4 tp	1.5 lbs.	—	A	1 day	—	—	—	
Platter, large pewter	3 cp	2 lbs.	—	T	2 days	—	—	—	
Platter, large silver	12 gp	1.5 lbs.	—	T	3-7 days	—	—	—	
Trencher, small wooden	2 tp	0.5 lbs.	—	A	1 day	—	—	—	
Trencher, small pewter	9 tp	0.5 lbs.	—	T	2 days	—	—	—	
Trencher, large wooden	3 tp	1 lb.	—	A	1 day	—	—	—	
Trencher, large pewter	12 tp	1 lb.	—	T	2 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Mug, wooden	2 tp	—	1 pt.	A	1 day	—	—	—	
Mug, pewter	2 cp	—	1 pt.	T	2 days	—	—	—	
Mug, pottery	1 cp	—	1 pt.	A	12 hrs	—	—	—	
Mug, silver	6 sp+	—	1 pt.	T	3-7 days	—	—	—	
Drinking horn, plain	4 cp	—	1 pt.	A	2 days	—	—	—	
Drinking horn, ornate	2 sp+	—	1 pt.	T	2-8 days	—	—	—	
Goblet, silver	6 sp+	—	1 pt.	T	3-10 days	—	—	—	
Goblet, gold	20 gp+	—	1 pt.	T	3-10 days	—	—	—	
Goblet, glass	75 sp+	—	1 pt.	T	2-3 days	—	—	—	
Goblet, crystal	125 sp+	—	1 pt.	T	3-6 days	—	—	—	
Salt cellar, pewter	6 sp+	1 lb.	—	T	2-3 days	—	—	—	
Salt cellar, silver	8 gp+	1 lb.	—	T	2-7 days	—	—	—	
Salt cellar, gold	75 gp+	1 lb.	—	T	3-10 days	—	—	—	



HOUSEHOLD	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bed, small	8 cp	30 lbs.	3'x6'	A	2 days	—	—	—	
Bed, medium	15 cp	60 lbs.	5'x6'	A	3 days	—	—	—	
Bed, large	12 bp	120 lbs.	8'x8'	T	5 days	—	—	—	
Bed, state	125 sp	350 lbs.	10'x10'	C	2-3 wks	—	—	—	
Sleeping straw (weekly)	1 tp	5-10 lbs.	—	A	2 hrs	—	—	—	
Feather Mattress	2 sp	50-250 lbs.	varies	A	12 days	—	—	—	
Blanket, light	20 cp	2.5 lbs.	—	A	2 days	—	—	—	
Blanket, heavy	30 cp	6 lbs.	—	A	2 days	—	—	—	
Sleeping furs, light	50 cp+	10 lbs.	—	A	1 wk	—	—	—	
Sleeping furs, heavy	75 cp+	15 lbs.	—	A	1 wk	—	—	—	
Sheets, woolen	5 sp	2 lbs.	—	T	3 days	—	—	—	
Sheets, linen	14 sp	1.5 lbs.	—	T	3 days	—	—	—	
Bed curtains, plain woolen	20 bp	15 lbs.	—	T	4 days	—	—	—	
Bed curtains, plain linen	50 sp	12.5 lbs.	—	T	4 days	—	—	—	
Bed curtains, ornate woolen	35 sp	15 lbs.	—	T	2-6 wks	—	—	—	
Bed curtains, ornate linen	75 sp	12.5 lbs.	—	T	2-6 wks	—	—	—	
Bird cage, wooden	15 cp	1-2 lbs.	—	T	4 days	—	—	—	
Soap, coarse	7 cp	0.5 lbs.	—	A	1 day	—	—	—	
Soap, perfumed	25 cp	0.5 lbs.	—	T	1 day	—	—	—	
Table, small wooden	5 cp	30 lbs.	3'x3'	A	2 days	—	—	—	
Table, medium wooden	7 cp	40 lbs.	4'x8'	A	3 days	—	—	—	
Table, large wooden	1 sp	60 lbs.	4'x12'	A	3 days	—	—	—	
Bench, 2-person wooden	13 tp	10 lbs.	1'x4'	A	1 day	—	—	—	
Bench, 4-person wooden	3 cp	15 lbs.	1'x8'	A	1 day	—	—	—	
Bench, 6-person wooden	5 cp	20 lbs.	1'x12'	A	1 day	—	—	—	
Chair, plain wooden	6 cp	10 lbs.	—	T	2-3 days	—	—	—	
Chair, ornate wooden	2 sp+	10-25 lbs.	—	T	3-14 days	—	—	—	
Stool, wooden	6 tp	2-3 lbs.	—	A	1 day	—	—	—	
Seat cushion, plain	1 cp	1 lb.	—	A	1 day	—	—	—	
Seat cushion, fine	15 cp+	1 lb.	—	T	1 day	—	—	—	
Seat cushion, ornate	24 bp+	1 lb.	—	T	3-6 days	—	—	—	
Book case	8 cp	15 lbs.	3'x5'x1'	T	2 days	—	—	—	
Book stand	3 cp	12 lbs.	—	T	2 days	—	—	—	
Candelabra, wooden	8 cp	3 lbs.	—	A	3 days	—	—	—	
Candelabra, pewter	15 cp	3.5 lbs.	—	T	3 days	—	—	—	
Candelabra, bronze	26 bp	3.5 lbs.	—	T	3 days	—	—	—	
Candelabra, silver	30 gp	4 lbs.	—	T	3-7 days	—	—	—	
Candelabra, gold	35 pp	4 lbs.	—	T	3-7 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	
Candle, wax	1 sp	—	—	T	1 day	—	—	—	
Carpet, coarse	5 bp	25-30 lbs.	5'x10'	T	1-3 wks	—	—	—	
Carpet, fine	35 bp	25-30 lbs.	5'x10'	T	4-16 wks	—	—	—	
Carpet, exotic	60 sp+	25-30 lbs.	5'x10'	C	1-6 months	—	—	—	
Chandelier, bronze	10 gp	35-50 lbs.	—	T	3-4 months	—	—	—	
Chandelier, wood	34 bp	25-30 lbs.	—	A	2-3 days	—	—	—	
Fire dogs	3 cp	3 lbs.	—	A	2-3 days	—	—	—	
Glass window (per pane)	5 gp	1 lb.	6"x6"	T	3-5 days	—	—	—	
Glass window (stained)	50 gp+	25-75 lbs.	varies	C	2-6 months	—	—	—	
Rushlight (1 hr)	1 tp	—	1 hr.	A	20 mins	—	—	—	
Tapestry, coarse	2 sp	20 lbs.	4'x6'	T	2 days	—	—	—	
Tapestry, fine	5 sp	20 lbs.	4'x6'	T	3-21 days	—	—	—	
Tapestry, ornate	15-45 sp	20 lbs.	4'x6'	T	1-6 wks	—	—	—	
Tapestry, exotic	20 gp+	varies	varies	C	2-6 months	—	—	—	
Torch stand	4 cp	2 lbs.	—	A	2 days	—	—	—	
Tub, wooden	2 sp	30 lbs.	25 gal.	A	2 days	—	—	—	
Water clock	75 gp+	80 lbs.	—	C	2-3 wks	1-6	50(w)	—	



CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Clothing (men)									
Apron, cloth	8 cp	1 lb.	—	A	2 days	—	—	—	
Apron, leather	8 bp	2-3 lbs.	—	A	3 days	—	—	—	
Baldric	15 cp	1-2 lbs.	—	A	3 days	—	—	—	
Belt pouch, small	8 tp	—	—	A	1 day	—	—	—	
Belt pouch, large	14 tp	—	—	A	1 day	—	—	—	
Belt, fur	55 cp	1 lb.	—	A	12 hrs	—	—	—	
Belt, leather	10 cp	0.5 lbs.	—	A	1 days	—	—	—	
Sword belt, leather	14 cp	1 lb.	—	A	2 days	—	—	—	
Boots, doeskin lined	3-5 sp	2 lbs.	—	T	3-7 days	—	—	—	
Boots, leather & steel	5-12 sp	5 lbs.	—	T	1-2 wks	—	—	—	
Riding boots, leather	2-3 sp	3 lbs.	—	T	3-7 days	—	—	—	Ornamentation adds 50-100% to cost
Soft boots, leather	3-5 sp	2 lbs.	—	T	3-7 days	—	—	—	
Workman's boots, leather	1 sp	4 lbs.	—	A	2-3 days	—	—	—	
Bracers, leather	4 cp	1 lb.	—	A	2 days	—	—	—	
Breeches	6 bp	1 lb.	—	A	1 day	—	—	—	
Buckle, silver	18 sp	—	—	A	3-7 days	—	—	—	
Buckle, brass	5 bp	—	—	A	1-3 days	—	—	—	
Buckle, copper	6 cp	—	—	A	1-3 days	—	—	—	
Buckle, iron	8 tp	—	—	A	1-3 days	—	—	—	
Buckle, gold	20 gp	—	—	A	3-7 days	—	—	—	
Cassock, woolen	10 bp	3 lbs.	—	A	1 day	—	—	—	
Cassock, linen	22 bp	2.5 lbs.	—	A	1 day	—	—	—	
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—	
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—	
Hooded cloak, woolen	12 bp	4 lbs.	—	A	1 day	—	—	—	
Hooded cloak, fur-lined	32 bp	8 lbs.	—	A	3 days	—	—	—	
Coat, leather or heavy linen	18 bp	5-9 lbs.	—	A	2 days	—	—	—	
Coif, linen	6 bp	0.5 lbs.	—	A	1 day	—	—	—	
Coif, woolen	3 bp	0.5 lbs.	—	A	1 day	—	—	—	
Girdle, leather	10 bp	2 lbs.	—	A	2 days	—	—	—	
Gloves, doeskin	2 sp	—	—	T	2 days	—	—	—	
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—	
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—	
Gorget, linen	6 bp	0.5 lbs.	—	T	1 day	—	—	—	
Hood, woolen	3 bp	1 lb.	—	A	1 day	—	—	—	
Liripipe (long hood)	4 bp	1.5 lbs.	—	A	1 day	—	—	—	
Mantle, leather	4 bp	1.5 lbs.	—	A	1 day	—	—	—	
Hat, leather	6 bp	1 lb.	—	A	1 day	—	—	—	
Hose, woolen	1 bp	0.5 lbs.	—	A	1 day	—	—	—	
Hose, linen	5 bp	0.5 lbs.	—	A	1 day	—	—	—	
Shirt, linen	6 bp	1 lb.	—	A	2 days	—	—	—	
Shirt, woolen	3 bp	1 lb.	—	A	2 days	—	—	—	
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—	
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—	
Pattens (wooden overshoes)	5 bp	2 lbs.	—	A	2 days	—	—	—	
Poulaines (long-toed shoes)	5 cp	1 lb.	—	T	1 day	—	—	—	
Slippers, leather	3 bp	0.5 lbs.	—	T	1 day	—	—	—	
Stirrups (pants), linen	8 bp	1 lb.	—	T	1 day	—	—	—	
Surcoat	9 bp	3-5 lbs.	—	A	1 day	—	—	—	
Tabard	7 bp	1-3 lbs.	—	A	1 day	—	—	—	
Tunic, linen	7 bp	1.5 lbs.	—	A	1 day	—	—	—	
Tunic, woolen	4 bp	2 lbs.	—	A	1 day	—	—	—	
Vest, linen	4 bp	1 lb.	—	A	1 day	—	—	—	
Clothing (women)									
Caul (netted cap)	8 bp	0.5 lbs.	—	A	1 day	—	—	—	
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—	
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—	
Hooded cloak, woolen	12 bp	4 lbs.	—	A	1 day	—	—	—	
Hooded cloak, fur-lined	32 bp	8 lbs.	—	A	3 days	—	—	—	
Coat, leather or heavy linen	18 bp	5-9 lbs.	—	A	2 days	—	—	—	
Coif, linen	6 bp	0.5 lbs.	—	A	1 day	—	—	—	
Coif, woolen	3 bp	0.5 lbs.	—	A	1 day	—	—	—	
Dress, coarse	10 bp	1-3 lbs.	—	A	2 day	—	—	—	
Dress, normal	18 bp	1-3 lbs.	—	A	2 day	—	—	—	
Dress, kirtle	15 bp	1.5 lbs.	—	A	2 days	—	—	—	
Dress, fine	35 bp	1-3 lbs.	—	A	4 days	—	—	—	
Dress, exotic	7 sp+	1-3 lbs.	—	C	6 days+	—	—	—	
Garters, leather	1 bp	0.5 lbs.	—	A	1 day	—	—	—	
Girdle, leather	10 bp	2 lbs.	—	A	2 days	—	—	—	

CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Clothing (women) Gloves, doeskin Gloves, fur lined Gorget, linen Headwraps, linen Hennin 2 sp 4 bp 6 bp 12 bp 10 bp+ — 0.5 lbs. 0.5 lbs. 1-3 lbs. 1-3 lbs. — — — — — T A T A T 2 days 1 day 1 day 1 day 2-3 days — — — — — — — — — — Pointed hat; late 15th century 										
Hood, woolen Shift, woolen Shift, linen Shoes, fine leather Shoes, normal 3 bp 10 bp 14 bp 2 sp 5 bp 1 lb. 1.5 lbs. 1 lb. 1 lb. 1 lb. — — — — — A T T A A 1 day 2 days 2 days 2 days 1 day — — — — — — — — — —										
Pattens (wooden overshoes) Stockings, linen Stockings, woolen Wimple 5 bp 5 bp 1 bp 4 bp 2 lbs. 0.5 lbs. 0.5 lbs. 1 lb. — — — — A A A T 2 days 1 day 1 day 1-2 days — — — — — — — —										
Clothing (religious) Bishop's miter Robe, coarse woolen Robe, fine woolen Robe, linen Robe, ornate 5 cp+ 10bp 18 bp 2 cp 15 cp+ 1-3 lbs. 2-3 lbs. 2-3 lbs. 1-2 lbs. 2-5 lbs. — — — — — T A A A T 3-5 days 2 days 2 days 2 days 4-7 days — — — — — — — — — — Belt, beaded Belt, rope Sandals, rope Sandals, leather Shift, linen 3 bp 2 tp 7 tp 4 bp 14 bp 1 lb. 0.5 lbs. 1 lb. 1 lb. 1 lb. — — — — — A A A A A 1 day 10 mins 1 day 2 days 2 days — — — — — — — — — —										
Sewing Needles (5) Pins (5) Thread (50 yards) Thread, colored (50 yards) Wire, silver (50') Wire, gold (50') 6 bp 2 bp 2 cp 3 bp 4 sp 5 gp — — — — — — — — — — — — T T A T T T 1 day 1 day 1 day 2 days 2-3 days 2-3 days — — — — — — — — — — — — Shears Cloth, coarse Cloth, normal Cloth, fine Cloth, exotic 6 bp 3 sp 15 sp 6 gp 15 gp+ — 55 lbs. 50 lbs. 45 lbs. 35-55 lbs. — 6'x50' 6'x50' 6'x50' 6'x50' — — — — — T A A A C 2-3 days 2 days 2-3 days 2-3 days 3 days+ — — — — — — — — — —										Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost Velvet or silk
LODGING & SERVICES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Meal, light Meal, normal Meal, heavy Lodgings, poor Lodgings, average 6 tp 10 tp 12 tp 1 cp 2 cp 0.5 lbs. 1 lb. 1.5-2 lbs. — — — — — — — A A A A A 1 hr 1 hr 1 hr — — — — — — — — — — — —	Communal sleeping Separate bedding									
Lodgings, good Stabling Library access Public baths Private baths 22 tp 2 tp+ 1 sp 5 tp 1 cp — — — — — — — — — — A A C T T — — — — — — — — — — — — — — —	Private room No separation of gender									
Scribe Town crier/herald Legal services Laundry Midwife 1 cp 5 tp 3 sp 3 tp 6 cp — — — — — — — — — — T T T T A — 4 hrs 3 hrs 2-5 hrs — — — — — — — — — — —	Cost is per page of simple text 1 message per hour Cost is per legal appearance Cost is per visit									
Doctor Barber Sage Prostitute 2-3 bp 3 cp 1 sp+ 3 cp — — — — — — — — T T T A — 1 hr 1-10 hrs 1 hr — — — — — — — —	Cost is per visit Cost is per simple topic									



MEDICINE	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bandages, linen (30')	10 cp	1 lb.	—	A	1 day	—	—	—	
Basin, bleeding	8 tp	2 lbs.	1 qt.	A	1 day	—	—	—	
Lancet, bleeding	2 bp	—	—	T	2 days	—	—	—	
Cranial drill	4 bp	2 lbs.	—	T	3-5 days	—	—	—	
Saw, amputation	35 cp	3 lbs.	—	A	7 days	—	—	—	
Tooth-wrench	20 cp	1 lb.	—	T	6 days	—	—	—	Price varies by what it cures Bat wing, mummy dust, etc. For research; usually illegal
Crutches	2 cp	2-4 lbs.	—	A	1 day	—	—	—	
Herbal remedy	3 cp+	—	1 pt.	A	1-3 days	—	—	—	
Exotic cure	5 sp+	varies	varies	C	1-3 days	—	—	—	
Cadaver	5-50 bp	100-150 lbs.	—	A	—	—	—	—	
Eyeglasses	1 gp+	0.5	—	C	1-4 wks	—	—	—	
Knife, surgical	5 bp	—	—	T	7 days	—	—	—	
Medical book — classical	20 gp+	10-15 lbs.	—	C	3-6 months	—	—	—	
Medical book — modern	20 gp+	10-15 lbs.	—	C	3-6 months	—	—	—	
Medical book — exotic	35 gp+	10-15 lbs.	—	C	3-6 months	—	—	—	
Suturing needle, curved	3 bp	—	—	T	3-5 days	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—	
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—	
Flat probe, bronze	4 sp	0.5 lbs.	—	T	2 days	—	—	—	
Tongue depressor, bronze	2 sp	4 oz.	—	T	1 day	—	—	—	
Surgical scissors, bronze	15 sp	0.5 lbs.	—	T	3-5 days	—	—	—	
Syringe, bronze & gut	35 sp	1 lb.	—	T	8 days	—	—	—	
Obstetrical chair, wooden	2 bp	25 lbs.	—	T	2 days	—	—	—	
Leeches	2 bp	—	1 pt. (50)	A	1-3 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Hook, steel	35 sp	1.5 lbs.	—	T	1-2 wks	—	—	—	
Hook, bronze	8 sp	1 lb.	—	T	1-2 wks	—	—	—	
Pegleg, wooden	8 bp	3-5 lbs.	—	A	1 wk	—	—	—	
Pegleg, ivory	1 gp+	3-7 lbs.	—	C	3-6 wks	—	—	—	
THIEVES & SPIES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Lockpicks, poor quality	6 bp	0.5 lbs.	—	T	1 day	1-5	50	—	
Lockpicks, average quality	1 sp	0.5 lbs.	—	T	2 days	1-4	60	—	
Lockpicks, fine quality	5 sp+	1 lb.	—	C	2-4 days	1-3	70	—	
Lock, simple	2 sp	3 lbs.	—	T	2 days	1-5	50	—	
Lock, average	4 sp	3 lbs.	—	T	2-3 days	1-3	60	—	
Lock, complex	7 sp	3-4 lbs.	—	T	3-5 days	1-2	75	—	
Padlock, simple	12 bp	1 lb.	—	T	2 days	1-5	50	—	
Padlock, average	23 bp	1 lb.	—	T	2 days	1-3	60	—	
Padlock, complex	9 sp	1.5 lbs.	—	T	3 days	1-2	75	—	
Chisel, cold	3 bp	0.5 lb.	—	T	3 days	—	—	—	
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Metal file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Purse-cutter blade	24 bp	—	—	T	3 days	—	—	—	
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-4	60	—	
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-4	70	—	
Rosin	4 bp	1 lb.	—	T	1 day	—	—	—	
Caltrops (20)	1 cp	0.5 lbs.	—	A	1 day	—	—	—	



MISCELLANEOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
10' pole	20 bp	5-10 lbs.	10'	A	5 days	—	—	—	Made from amber
Dice, pair	2 cp	—	6-sided	T	1 day	—	—	—	
Dice, pair (loaded)	3-5 bp	—	6-sided	T	2 days	—	—	—	
Dice, pair (clear)	8 bp	—	6-sided	T	1 day	—	—	—	
Stilts	25 bp	3-10 lbs.	4' to 10'	T	5 days	—	—	—	
Brush, grooming	2 bp	0.5 lbs.	—	A	2 days	—	—	—	Cost increases with accuracy
Brush, cleaning	2 bp	0.5 lbs.	—	A	2 days	—	—	—	
Comb	1 cp	—	—	A	1 day	—	—	—	
Hairbrush	5 bp	0.5 lbs.	—	A	2 days	—	—	—	
Flag, small	5 sp+	3 lbs.	18"x36"	T	2-3 wks	—	—	—	
Flag, large	1 gp+	7 lbs.	3'x5'	T	3-6 wks	—	—	—	Cost increases with accuracy
Mapcase, leather	1 sp	1 lb.	—	T	2 days	—	—	—	
Map, known world	6 gp+	—	20"x30"	C	2-4 wk	—	—	—	
Map, local	3 sp	—	20"x30"	T	1 wk	—	—	—	
Map, regional	5 sp	—	20"x30"	T	1-3 wks	—	—	—	
Map, national	1 gp	—	20"x30"	C	2-4 wks	—	—	—	Cost increases with accuracy
Map, continent	3 gp	—	20"x30"	C	2-4 wks	—	—	—	
Spyglass	150 gp+	5 lbs.	1'-2'	C	1-3 months	—	—	—	
Mirror, metal	15 sp	45 lbs.	4'	T	2 wks	—	—	—	
Hand mirror, metal	25 bp	5 lbs.	8"	T	1 wk	—	—	—	
Lamp oil	1 bp	—	1 pt.	T	2 days	—	—	—	Cost increases with accuracy
Chess set, standard	2 sp	5 lbs.	—	T	2-3 wks	—	—	—	
Chess set, ornate	15 sp+	5-15 lbs.	—	T	1-3 months	—	—	—	
Walking stick	2 bp	2-5 lbs.	4'	T	1 wk	—	—	—	
ARMOR	Cost	AT	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Arm greaves, leather	1 sp	—	2-3 lbs.	T	1 day	—	—	—	+10 DB leather armor
Arm greaves, iron	4 sp	—	3-4 lbs.	T	3-5 days	—	—	—	
Arm greaves, bronze	3 sp	—	3-4 lbs.	T	3-5 days	—	—	—	
Aventail	3 sp	—	1 lb.	T	5 days	—	—	—	
Banded/roman armor	15 sp	10	20-30 lbs.	T	18 days	—	—	—	
Studded leather armor	1 sp	7	17-25 lbs.	T	2 wks	—	—	—	Encumbers as AT 17
Bracer, leather	1 sp	—	0.5 lbs.	T	1 day	—	—	—	
Bracer, plate	2 sp	—	0.75 lbs.	T	2 days	—	—	—	
Breastplate, iron	20 sp	17	25-30 lbs.	T	21 days	—	—	—	
Breastplate, bronze	15 sp	13	20-30 lbs.	T	21 days	—	—	—	
Breastplate, leather	45 bp	9	10-18 lbs.	T	4 days	—	—	—	Encumbers as AT 17
Chain shirt	15 sp	13	15-25 lbs.	T	3 wks	—	—	—	
Chain hauberk	55 sp	16	35-40 lbs.	T	35 days	—	—	—	
Chainmail coif	7 sp	—	5-7 lbs.	T	2 wks	—	—	—	
Full chainmail	65 sp	15	35-50 lbs.	T	2 months	—	—	—	
Half plate	100 sp	19	50-70 lbs.	T	10 wks	—	—	—	Encumbers as AT 17
Full plate	200 sp	20	60-85 lbs.	T	4 months	—	—	—	
Gauntlet, metal	2 sp	—	1 lb.	T	8 days	—	—	—	
Gorget, steel	6 sp	—	3-5 lbs.	T	4-6 days	—	—	—	
Hood (quilted/padded)	14 bp	—	2-3 lbs.	A	2 days	—	—	—	
Leather jerkin	1 sp	5	7-12 lbs.	A	1 day	—	—	—	Encumbers as AT 17
Leg greaves, leather	12 bp	—	2.5-3.5 lbs.	A	1 day	—	—	—	
Leg greaves, iron	5 sp	—	3.5-4.5 lbs.	T	3-5 days	—	—	—	
Leg greaves, bronze	4 sp	—	3-4 lbs.	T	3-5 days	—	—	—	
Full helm	9 sp	—	3-5 lbs.	T	6-10 days	—	—	—	
Leather helmet	15 bp	—	1-2 lbs.	A	1 day	—	—	—	Has iron straps
Leather helmet, reinforced	25 bp	—	1.5-2.5 lbs.	A	1.5 days	—	—	—	
Plate helm	35 bp	—	1.5-3 lbs.	T	1 day	—	—	—	
Pot helm	4 sp	—	1.5-3 lbs.	T	3 days	—	—	—	
Quilted/padded armor	5 bp	3	5-10 lbs.	A	1 day	—	—	—	
Roman helmet	2 sp	—	2-3 lbs.	T	3 days	—	—	—	Has iron straps
Visored helmet	125 bp	—	2-5 lbs.	T	10 days	—	—	—	
Target shield	35 bp	—	3-10 lbs.	T	3 days	1-4	50(w)	—	
Normal shield	55 bp	—	10-20 lbs.	T	5 days	1-3	60(w)	—	
Full shield	7 sp	—	15-30 lbs.	T	6 days	1-3	75(w)	—	
Wall shield	9 sp	—	30-50 lbs.	T	7 days	1-2	95(w)	—	Covers horse's body
Horse Armor									
Leather barding	35 sp	7	100 lbs.	T	2 wk	—	—	—	
Chain barding	150 sp	16	160 lbs.	T	40 days	—	—	—	
Plate mail barding	300 sp	19	190 lbs.	T	4 months	—	—	—	
Leather chanfron	6 sp	—	15 lbs.	T	1 wk	—	—	—	Covers horse's face
Plate chanfron	9 sp	—	25 lbs.	T	9 days	—	—	—	
Leather crinet	5 sp	—	25 lbs.	T	6 days	—	—	—	
Chain crinet	27 sp	—	31 lbs.	T	10 days	—	—	—	
Plate crinet	5 gp	—	38 lbs.	T	20 days	—	—	—	



TYPICAL WEAPONS	Cost	Type	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Axe	2 sp	1hc	4-6 lbs.	A	1 day	1-7	60(w)	04	
Bastard sword	20 sp	1hc/2h	5 lbs.	T	4-5 days	1-4/1-5	75	04/05	
Battle axe	13 sp	2h	5-9 lbs.	A	2 days	1-8	70	05	
Blackjack	2 cp	1hc	0.5 lbs.	T	6 hrs	1-8	50(w)	01	
Boar spear	25 bp	pa	3-6 lbs.	A	1 day	1-5	50(w)	05	
Broadsword	10 sp	1 hc	3-5 lbs.	T	3-4 days	1-7	80	03	
Cat'o' nine tails	1 sp	1hc/1hc	2.5-3.5 lbs.	A	1 day	1-4	60	07	  
Claymore	20 sp	1 hc	5-10 lbs.	T	3-5 days	1-8	75	04	
Club	1 cp	1 hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Composite bow	17 sp	mis	2-3 lbs.	A	14 days	1	90	04	
Crossbow, heavy	25 sp	mis	8-12 lbs.	T	16 days	1-3	80	05	
Crossbow, light	11 sp	mis	4-8 lbs.	T	10 days	1-3	75	05	
Cudgel	5 cp	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	  
Dagger	3 sp	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Dart	1 sp	th	0.5 lbs.	T	6 hrs	1-6	40(w)	05	
Dirk	4 sp	1hc	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Falchion	15 sp	1hc	3.5-5 lbs.	T	3 days	1-7	80	05	
Flail, footman's	19 sp	2h	4-8 lbs.	T	5 days	1-7	70	08	
Flail, horseman's	15 sp	1hc	3-6 lbs.	T	5 days	1-7	70	09	  
Halbard	14 sp	pa	4-8 lbs.	T	2-3 days	1-7	70(w)	07	
Handaxe	12 bp	1hc/th	3-6 lbs.	A	1 day	1-7	70(w)	04	
Harpoon	25 bp	th	4-8 lbs.	A	1 day	1-6	50(w)	04	
Javelin	3 sp	th	3-5 lbs.	A	1 day	1-5	40(w)	04	
Lance	5 sp	pa	8-15 lbs.	A	1 day	1-8	65(w)	07	
Lasso	2 cp	th	2-5 lbs.	A	6 hrs	1-4	50	06	  
Long bow	10 sp	mis	2-3 lbs.	A	9-12 days	1-2	85	05	
Long sword	18 sp	1hc	3.5-6 lbs.	T	4 days	1-6	70	04	
Mace	6 sp	1hc	4-8 lbs.	T	2 days	1-8	80(w)	02	
Morning star	16 sp	1hc	4-8 lbs.	T	2 days	1-7	70(w)	08	
Pick	4 sp	2h	3-7 lbs.	T	2 days	1-8	50(w)	06	
Pike	17 sp	pa	8-10 lbs.	T	2-3 days	1-7	70(w)	07	 Iron-headed javelin
Pilum	10 sp	th	4-7 lbs.	T	2 days	1-6	40(w)	05	
Quarterstaff	5 cp	2h	3-5 lbs.	A	1-3 day	1-7	70(w)	03	
Sabre	9 sp	1hc	3-4 lbs.	T	2-3 days	1-5	70	03	
Scimitar	10 sp	1hc	3-5 lbs.	T	2-3 day	1-5	60	04	
Short bow	6 sp	mis	2-3 lbs.	A	3 days	1-2	80	04	
Short sword	7 sp	1hc	2-4 lbs.	T	2 days	1-6	80	02	
Sling	9 bp	mis	0.5 lbs.	A	6 hrs	1	95	06	
Spear	23 bp	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05	
Trident	14 cp	pa	4-6 lbs.	A	2 days	1-6	40(w)	05	
Two-handed sword	20 sp	2h	7-12 lbs.	T	5-7 days	1-8	75	05	
War hammer	15 sp	1hc	4-7 lbs.	T	2 days	1-8	80(w)	04	
War mattock	15 sp	2h	4-8 lbs.	T	2 days	1-8	70(w)	06	  
Whip	2 sp	1hc	2-5 lbs.	T	1 day	1-4	70	06	
Firearms									
Handgonne	1 gp+	2h	15-25 lbs.	C	2-3 wk	1-7	40	08	
Arquebus	1 gp+	2h	15 lbs.	C	2-3 wk	1-7	40	08	
Weapon Accessories									
Quiver	12 bp	—	1-2 lbs.	A	1 day	—	—	—	  
Arrows (20)	4 bp	—	3 lbs.	A	1 day	—	—	—	
Belt scabbard, plain	25 bp	—	1.5 lbs.	T	1 day	—	—	—	
Belt scabbard, ornamented	4 sp+	—	1.5-2 lbs.	T	2-7 days	—	—	—	
Shoulder scabbard, plain	3 sp	—	1.5-2 lbs.	T	1 day	—	—	—	
Shoulder scabbard, ornament	6 sp+	—	2-2.5 lbs.	T	2-7 days	—	—	—	
Sheath, plain	12 bp	—	0.5 lbs.	A	1 day	—	—	—	  
Sheath, ornamented	25 bp+	—	0.5-0.75 lbs.	T	2-7 days	—	—	—	
Gunpowder	1 gp+	—	10 lbs.	C	1 wk	—	—	—	
Match (6')	5 sp+	—	0.5 lbs.	C	1-2 days	—	—	—	
Bullet mold	9 bp	—	0.5 lbs.	C	2-3 days	—	—	—	
Powder flask	5 bp	—	1 lb.	C	1 day	—	—	—	



THE RENAISSANCE

Renaissance means, literally, rebirth, and in fifteenth century Italy, that was just what was happening. A rebirth in culture. A rebirth in art and literature. A rebirth in mathematics. A rebirth in science. A rebirth, in fact, in almost every human endeavor—especially technology.

Looking back there is still no one thing we can point to and say, “This is it! This is what started it all!” In fact, there were probably as many reasons for the Renaissance as there were for the initial collapse of the Roman Empire a thousand years earlier. They differed just as widely from region to region. One of the most important factors leading up to the Renaissance, however, was widespread. Very widespread indeed: The Black Plague.

Medical historians are almost certain that the Black Plague that ravaged Europe in the Middle Ages was a virulent form of bubonic or pneumonic plague. Carried by fleas, it spread via rats from ship to ship and seaport to seaport. Young or old, highborn or low, the Black Plague was an indiscriminate killer. First appearing in Italy in 1348, it soon spread to almost every corner of Europe. Between one-quarter and one-third of the entire population of Europe died (up to two-thirds in some of the largest cities). Many villages and manors were abandoned completely, not to be reclaimed until the height of the Renaissance in the sixteenth century. The “Black Plague” became deeply ingrained in folklore of the time. Moreover, it had a lasting impact on medicine and science, as debates in the medical community on the origin and spread of disease led doctors away from the ideas of Aristotle, Galen, and other ancients, and toward new theories of contagion.

The plague’s most dramatic effect on the Renaissance, however, was more indirect. Every city, every town, every family lost someone to the Black Death. Among the nobility and wealthy merchants a few survivors found themselves heir to a multitude of titles, lands, and vast amounts of money. Money that they, and their descendants, used to sponsor artists, writers, and musicians; sculptors and architects; even inventors. Michelangelo. D’Vinci. Where would the world be today without their like; without the patrons who supported them and their work?

The patronage of the arts and literature, of science and technology, had its roots in the earlier rebirth of literacy. Prior to the fifteenth century, few outside the church could read or write. Those that could were hampered by the limited number of books available to them. By the fourteenth century a few universities had been founded in the larger cities. The teachers were typically churchmen; the pupils were the sons of nobles and wealthy merchants and craftsmen. There was no homework because books were far too rare and expensive. Monks and other members of the clergy had to write them out by hand. The printing press helped, but the process was still time consuming and expensive. It was not until the goldsmith-turned-printer Johann Gutenberg invented movable type in 1450 that the process of producing books became less arduous. Suddenly books were available to the masses!

The first books printed were the Bible and reprints of certain ancient Greek and Roman texts. But as literacy became more widespread, and with the patronage of wealthy aristocrats, new books were written as well, with subjects ranging from alchemy to zoology. Translations from the old Greek and Roman texts (Aristotle, Euclid, Homer, and Plato, to name but a few) were popular, as were the pseudo-

authentic “voyages of discovery.” These fictional works purported to chronicle actual voyages, and to describe the faraway lands, cities, and peoples the travellers encountered. Some were meant as an intellectual exercise, describing “the perfect society.” However, the vast majority seem to have been written for pure entertainment—the first fantasy / science fiction novels!

Yet these novelists’ stories were inspired by fact, for the Renaissance was the great age of exploration. Kings and princes financed ships and explorers. They offered fabulous rewards to anyone who could find a shorter route to the fabled lands of Cipango and Cathay; the modern-day Japan and China. Wherever they travelled, these explorers took with them the culture and technology of home. Upon their return, the tall-tales of their adventures inspired others to write about these “new” lands...and still others to set sail.

And they brought back more than just stories: spices and tea from the Orient; gold, jewels, fabulous furs and hides from the Americas; slaves from Africa. The wealth that flooded homeward from these voyages sparked jealous rivalries, bloody wars, and waves of immigration to the New World. The nations of Europe planted colonies wherever their ships sailed. The colonies suffered as much, if not more, than their mother countries as the wars for control of these vast riches spread across the ocean.

Not since the Iron Age discovery of steel has warfare been changed so dramatically as it was during the Renaissance. The first surviving mention of gunpowder in Europe comes from the mid-13th century *Opus Majus* by Roger Bacon. Cannons were developed by the mid-fourteenth century. These early artillery pieces were ineffective, and as dangerous to the cannoneers as they were to the enemy. But continued development produced a more effective cannon within fifty years. Within a hundred years, the number and types of cannon could not easily be counted, and were found on fortresses and city walls across Europe.

The fifteenth century marked the development of the first man-portable “handgonne.” Large and ungainly, it was little more than a tube with a touch-hole to ignite the powder. Iron nerves were required to use one of these in battle, facing down a charging enemy while you prayed your powder ignited. The addition of an external “flash pan,” which held a small amount of powder just outside the touchhole, made these six or seven foot long monsters a bit more reliable, but still unwieldy to aim and fire. A prop was needed for the barrel, and changing targets rapidly was simply out of the question!

Around 1450, the first matchlocks appeared. Similar in design to the handgonne, the matchlock added a simple arm-and-lever action. The arm held a burning wick or match—actually a length of slow-burning fuse. When the lever was pulled, the arm fell into the touch-hole, igniting (hopefully) the powder in the flash pan, which in turn (again hopefully) set off the powder in the barrel. Simple and easy to build, the matchlock continued to be produced until the early 1700s, long after more sophisticated, more reliable ignition systems were developed.

Next up was the wheel lock. Similar in design to a modern flint lighter, the wheel lock uses a roughened metal wheel, wound-up by a spring, and an arm which holds a piece of flint. When the trigger lever is pulled, the arm falls forward and the wound-up spring is released. The wheel spins against the flint, creating sparks which set off the

... AND A
10-FOOT POLE



chain reaction ignition of powder. Complex and difficult to build, they were even harder to maintain. Few but the wealthiest could afford to own them. Armies were still equipped with matchlocks. As for civilians, many countries had strict laws against gun ownership—mainly to prevent an uprising.

The first flintlock, also known as the snaphaunce, appeared in 1570. Far simpler than the complicated wheel lock, the flintlock operates by snapping a spring-loaded arm down against a metal striker positioned directly over the flashpan. The primary difference between the true flintlock and its precursor is that, in the flintlock, the striker plate and the flash pan cover are all one piece, while in the snaphaunce they are separate. This made the flintlock even easier to produce. By the end of the Renaissance it had become the standard firearm of European militaries and colonists alike.

Technological advances were not limited to warfare, however. Discoveries were made in mathematics, and algebra was introduced into western Europe from the Middle East. Astronomers like Galileo, Copernicus, and Kepler were studying the heavens, and making such controversial claims as, "The Earth revolves around the Sun." An obvious absurdity, as any right-thinking Renaissance scholar could tell you! Accepted or not, their theories and discoveries laid the groundwork for the modern science of astronomy, forever separating it from the mysticism of astrology—a "science" most people in the Renaissance believed in.

Medicine saw advances as well. The lessons learned during the plague years were not forgotten. The connection between health and decent sanitation did more to prevent a widespread epidemic during later outbreaks than anything else. Moreover, doctors of the age were at least beginning to question the so-called "truths" of the ancients. They began looking at illness and injury from different perspectives. Still as likely to kill as to cure, they were at least peeking down the right road.

The Renaissance was a period of great social, economic, and technological upheaval. As literacy became more widespread, and advances in science and technology became more widely known and used, people began to question other aspects of their world as well. Dissenters wrote tracts about corruption in the government and especially within the Church. The more the Church tried to stamp out this dissent, the larger and more widespread it became. Religious war, both literal and figurative, was added to the general upheaval that was the Renaissance. All in all, an excellent period for adventure and intrigue! In confusion there is profit!

Gamemasters wanting a swashbuckling campaign would do well to look at the Renaissance, especially the later period between 1550 and 1650. This was the age of D'Artagnan and the Musketeers; the early days of pirates flying the skull and crossbones while they preyed on Spanish treasure ships. Cannons roared and steel clattered on steel on the battlefields of Europe and the decks of gold- and jewel-laden galleons. Characters could take on the role of sailors sent to safeguard a merchant convoy, or to prey on enemy shipping. Or stick them in the uniform of the King's Musketeers, whose plots and intrigues both for and against His Majesty, the King of France, have been documented in works both fiction and non-fiction.

Wilderness adventures more the thing? Then imagine what it must have been like for the early colonists of America. People accustomed to the large towns and cities



of Europe, where the forests were almost non-existent, were suddenly confronted by unimaginable, unexplored wilderness. A wilderness filled with savages, wild animals, and God alone knew what! Few colonists had any idea how to hunt (game in Europe usually belonged to the king or the nobility). There was a genuine fear that the same might hold true in the New World. Poachers, after all, were hanged.

The Renaissance is easily adapted to classic fantasy role playing games such as *Rolemaster*. This is especially true for games which revolve around intricate plots and intrigue, and for players who like a bit of backstabbing and political mayhem to spice things up. Take a leaf from the pages of history. Set your campaign against the backdrop of politics and intrigue of the Catholic Church (or whatever powerful religion you desire). Another good choice would be the machinations of high-ranking nobles and clergymen for control of France. Throw in Musketeers, pitted against the Cardinal's guard of Orc mercenaries, an assassination or two, and you have the beginnings of a tale to rival Dumas or Sabatini.

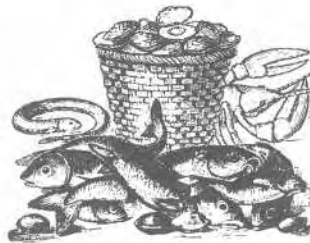
For those with a bit of salt water in their veins, there are plenty of adventures to be had: sailing the high seas with a bloodthirsty band of cutthroats; sinking ships; and attacking coastal towns. Orcs make especially good pirates, though it would be wise to have a human or two aboard who know how to navigate. Notoriously less-than-bright, a ship sailed by Orcs alone just might get lost. Say, though... that isn't a bad idea!

Though only a few have been presented here, it is easy to see that the Renaissance is bursting with opportunities for role playing campaigns. Some excellent sources on the period include the works of Alexandre Dumas (*The Three Musketeers*; *The Man in the Iron Mask*) and Raphael Sabatini (*Captain Blood*; et al). And there have been various movies based on them. Renaissance politics and intrigue are to be found in several of Shakespeare's works, such as *Much Ado About Nothing* and *Romeo and Juliet*. There have been several books written on the exploits of the Borgias, a family dynasty of scoundrels, murderers, politicians, and popes. No matter what source you use, or what variation of the Renaissance strikes your fancy, in the end all that matters is that you have fun!

... AND A
10-FOOT POLE

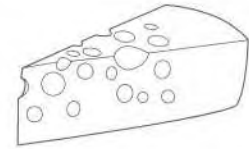


FOOD ITEM	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Flour									
Flour, wheat	15 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, rye	8 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, barley	10 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, oat	10 cp	30 lbs.	—	A	1 day	—	—	—	
Fresh Bread									
Barley	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Brown	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Oat	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Rye	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Wheat	4 tp	1 lb.	—	A	2 hrs	—	—	—	
Oil Cakes	4 tp	0.5 lbs.	—	A	2 hrs	—	—	—	
Pie	5 tp	1 lb.	—	A	2 hrs	—	—	—	
Cookies	3 tp	—	1 doz.	A	2 hrs	—	—	—	
Cruller	4 tp	1 lb.	—	A	2-3 hrs	—	—	—	
Fresh Meat									Time shows average time to butcher 
Beef-veal	8 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-steak	5 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-roast	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-other cut	12 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-loin	6 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-ham	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-bacon	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-other cut	9 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-suckling pig	5 sp	20 lbs.	—	R	2 hrs	—	—	—	
Lamb, leg	12 cp	5 lbs.	—	R	2 hrs	—	—	—	
Lamb, whole	10 bp	60 lbs.	—	R	2 hrs	—	—	—	
Mutton, chops	3 cp	2 lbs.	—	R	2 hrs	—	—	—	
Chicken	3 bp	5 lb.	—	R	1 hr	—	—	—	
Duck	6 bp	5 lb.	—	R	1 hr	—	—	—	
Goose	8 bp	15 lb.	—	R	1 hr	—	—	—	Squirrel, rabbit, etc. 
Turkey	7 bp	10 lb.	—	R	1 hr	—	—	—	
Pigeon	4 bp	1 lb.	—	R	1 hr	—	—	—	
Squab	3 bp	0.5 lbs.	—	R	1 hr	—	—	—	
Boar, wild	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Venison	3 cp	1 lb.	—	R	2 hrs	—	—	—	Time shows average time to catch 
Small game	5 tp	1 lb.	—	R	30 mins.	—	—	—	
Fish									
Carp	5 tp	1 lb.	—	T	1 hr	—	—	—	
Eel	2 tp	1 lb.	—	T	1 hr	—	—	—	
Fresh river	6 tp	1 lb.	—	R	1 hr	—	—	—	
Herring, pickled	6 tp	1 lb.	—	T	1 hr	—	—	—	
Herring, salted	8 tp	1 lb.	—	T	1 hr	—	—	—	
Pike	4 tp	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	8 tp	1 lb.	—	T	1 hr	—	—	—	
Shrimp	12 tp	1 lb.	—	T	1 hr	—	—	—	



Dairy Products

Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—
Butter, unsalted	6 cp	1 lb.	—	R	30 mins.	—	—	—
Cheese, low quality	3 tp	1 lb.	—	R	2 days	—	—	—
Cheese, avg. quality	8 tp	1 lb.	—	R	1 wk	—	—	—
Cheese, fine quality	15 tp	1 lb.	—	R	2 wks	—	—	—
Cream	6 tp	—	1 pt.	R	—	—	—	—
Eggs	2 bp	—	1 doz.	R	1 hr	—	—	—
Milk, cow	6 tp	—	2 qt.	R	20 mins.	—	—	—
Milk, goat	4 tp	—	1 qt.	R	20 mins.	—	—	—

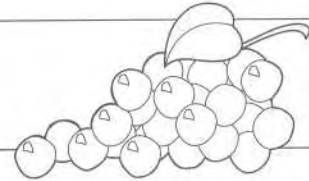


Time shows average time to gather

Fruits & Grains

Apples	7 cp	—	1 bu.	R	2 hrs	—	—	—
Berries, wild	3 cp	—	1 bu.	R	2 hrs	—	—	—
Cherries	8 cp	—	1 bu.	R	2 hrs	—	—	—
Crabapples	2 cp	—	1 bu.	R	2 hrs	—	—	—
Dates	6 cp	—	1 bu.	R	2 hrs	—	—	—
Figs	25 cp	—	1 bu.	R	2 hrs	—	—	—
Grapes	13 cp	—	1 bu.	R	2 hrs	—	—	—
Melon	5 cp	—	1 bu.	R	2 hrs	—	—	—
Nuts, wild	4 tp	—	1 bu.	R	1 day	—	—	—
Olives	7 cp	—	1 bu.	R	2 hrs	—	—	—
Pears	6 cp	—	1 bu.	R	2 hrs	—	—	—
Pineapple	3 bp	—	1 bu.	R	2 hrs	—	—	—
Plums	3 cp	—	1 bu.	R	2 hrs	—	—	—
Raspberries	4 cp	—	1 bu.	R	2 hrs	—	—	—
Strawberries	8 cp	—	1 bu.	R	2 hrs	—	—	—
Citrus	1 bp	—	1 bu.	R	2 hrs	—	—	—
Dried fruit	***	—	—	—	2 days	—	—	—
Candied fruit	***	—	—	—	1 day	—	—	—
Barley	15-30 cp	—	1 bu.	R	2 hrs	—	—	—
Oats	10-30 cp	—	1 bu.	R	2 hrs	—	—	—
Rye	15-30 cp	—	1 bu.	R	2 hrs	—	—	—
Wheat	20-40 cp	—	1 bu.	R	2 hrs	—	—	—
Maize	20-40 cp	—	1 bu.	R	2 hrs	—	—	—
Rice	40-50 cp	—	1 bu.	R	2 hrs	—	—	—
Coffee beans	5 sp	1 lb.	—	T	2 hrs	—	—	—
Tea	5 sp	1 lb.	—	T	2 hrs	—	—	—

Time shows average time to harvest



Oranges, lemons, etc.
Cost is two times the normal cost.
Cost is three times the normal cost


Vegetables

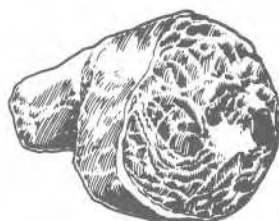
Angelica root	5 cp	—	1 bu.	R	1 hr	—	—	—
Artichokes	4 cp	—	1 bu.	R	1 hr	—	—	—
Beans, fresh	3 cp	—	1 bu.	R	1 hr	—	—	—
Beans, dried	2 cp	—	1 bu.	R	3 days	—	—	—
Beets	4 cp	—	1 bu.	R	1 hr	—	—	—
Cabbage	3 cp	—	1 bu.	R	1 hr	—	—	—
Carrots	3 cp	—	1 bu.	R	1 hr	—	—	—
Cauliflower	3 cp	—	1 bu.	R	1 hr	—	—	—
Leeks	3 cp	—	1 bu.	R	1 hr	—	—	—
Lentils	2 cp	—	1 bu.	R	1 hr	—	—	—
Lettuce	4 cp	—	1 bu.	R	1 hr	—	—	—
Onions	2 cp	—	1 bu.	R	1 hr	—	—	—
Parsnips	3 cp	—	1 bu.	R	1 hr	—	—	—
Peas, fresh	2 cp	—	1 bu.	R	1 hr	—	—	—
Potatoes	2 cp	—	1 bu.	R	1 hr	—	—	—
Radishes	3 cp	—	1 bu.	R	1 hr	—	—	—
Turnips	4 cp	—	1 bu.	R	1 hr	—	—	—

Time shows average time to harvest


Herbs, Spices, & Flavorings

Cloves	2 sp	4 oz.	—	T	1 hr	—	—	—
Cocoa	3 sp	4 oz.	—	T	1 hr	—	—	—
Garlic	5 bp	4 oz.	—	R	1 hr	—	—	—
Ginger	1 sp	4 oz.	—	T	1 hr	—	—	—
Honey	16 sp	1 lb.	—	R	1 hr	—	—	—
Mint	3 bp	4 oz.	—	R	1 hr	—	—	—
Mustard seed	5 bp	4 oz.	—	R	1 hr	—	—	—
Nutmeg	2 sp	4 oz.	—	T	1 hr	—	—	—
Parsley	1 bp	4 oz.	—	R	1 hr	—	—	—
Pepper	10 gp	4 oz.	—	T	1 hr	—	—	—
Rosemary	3 sp	4 oz.	—	R	1 hr	—	—	—
Saffron	5 gp	4 oz.	—	T	1 hr	—	—	—
Sage	18 bp	4 oz.	—	R	1 hr	—	—	—
Salt	5 bp	1 lb.	—	T	1 hr	—	—	—
Sugar	5 sp	1 lb.	—	C	1 day	—	—	—
Thyme	7 cp	4 oz.	—	R	1 hr	—	—	—

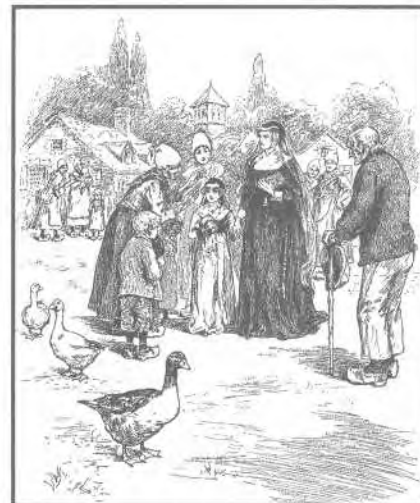
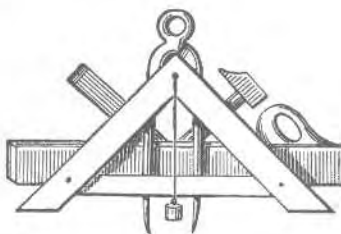
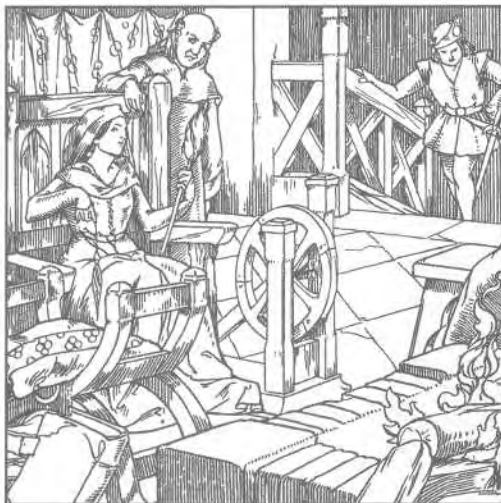


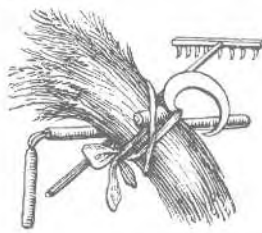
FOOD ITEM	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Field Rations										
Beef, salted	2 bp	1 lb.	—	T	2 days	—	—	—		
Pork, salted	12 cp	1 lb.	—	T	2 days	—	—	—		
Fish (various), salted	2 cp	1 lb.	—	T	2 days	—	—	—		
Salmon, smoked	3cp	1 lb.	—	T	3 days	—	—	—		
Beef, smoked	7 cp	1 lb.	—	R	5 days	—	—	—		
Pork, smoked	7 cp	1 lb.	—	R	5 days	—	—	—		
Black bread	3 tp	1 lb.	—	A	2 hrs	—	—	—		
Hardtack	1 tp	1 lb.	—	A	2 hrs	—	—	—		
Waybread	6 tp	1 lb.	—	A	2 hrs	—	—	—		
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—		
Beef, jerked	2 cp	1 lb.	—	R	1 day	—	—	—		
Fish (various), dried	1 cp	1 lb.	—	T	3-5 days	—	—	—		
Oils										
Olive oil	8 bp	—	1 gal.	T	2 days	—	—	—		
Lard	1 bp	1 lb.	—	R	1 day	—	—	—		
Beverages										
Apple cider, fresh	1 tp	—	1 pt.	R	1 day	—	—	—		
Apple cider, fermented	3 tp	—	1 pt.	T	4-6 wks	—	—	—		
Brandy	3 cp	—	1 pt.	T	2 days	—	—	—		
Wine, poor	4 tp	—	1 pt.	A	4-6 wks	—	—	—		
Wine, average	6 tp	—	1 pt.	A	4-6 wks	—	—	—		
Wine, fine	8 tp	—	1 pt.	T	4-6 wks	—	—	—		
Wine, excellent	15 tp+	—	1 pt.	C	4-6 wks	—	—	—		
Wine, perfumed	18 tp+	—	1 pt.	C	4-6 wks	—	—	—		
Whiskey	5 cp	—	1 pt.	A	2-3 days	—	—	—	Made from honey Made from spoiled wine	
Beer	2 tp	—	1 pt.	A	2-4 wks	—	—	—		
Double beer	3 tp	—	1 pt.	A	3-6 wks	—	—	—		
Small beer	1 tp	—	1 pt.	A	1-2 wks	—	—	—		
Ale	2 tp	—	1 pt.	A	2-4 wks	—	—	—		
Stout	3 tp	—	1 pt.	A	2-4 wks	—	—	—		
Bitter	3 tp	—	1 pt.	A	2-4 wks	—	—	—		
Mead	5 cp	—	1 pt.	T	4-8 wks	—	—	—		
Vinegar	1 tp	—	1 pt.	A	4-6 wks	—	—	—		
Coffee	1 bp	—	1 pt.	T	—	—	—	—		
Tea	1 bp	—	1 pt.	T	—	—	—	—		
OUTDOOR SURVIVAL										
Torch	1 tp	—	1 hr.	A	5 mins.	—	—	—		
Backpack, small leather	2 bp	1 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium leather	4 bp	1.5 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large leather	7 bp	3 lb.	3.5 cu. ft.	A	1 day	—	—	—		
Backpack, small canvas	5 bp	0.75 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium canvas	7 bp	1 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large canvas	10 bp	2 lb.	4 cu. ft.	A	1 day	—	—	—		
Compass	1 sp	1 lb.	—	T	1 day	—	—	—		
Sack, small	3 bp	—	3 cu. ft.	A	1 day	—	—	—		
Sack, large	5 bp	—	5 cu. ft.	A	1 day	—	—	—		
Flint & steel	1 sp	—	—	T	1 day	—	—	—		
Tinderbox	3 cp	—	—	T	2 hrs	—	—	—		
Fire-starting bow	5 bp	1 lb.	—	R	1 day	1-3	80	—		
Tent, 2-man leather	7 sp	60 lbs.	5'x6'x4'	A	10 days	—	—	—		
Tent, 4-man leather	15 sp	120 lbs.	8'x10'x5'	A	2 wks	—	—	—		
Tent, 8-man leather	25 sp	200 lbs.	14'x17'x6'	A	3 wks	—	—	—		
Tent, 2-man canvas	12 sp	45 lbs.	5'x6'x4'	A	1 wk	—	—	—		
Tent, 4-man canvas	24 sp	60 lbs.	8'x10'x5'	A	10 days	—	—	—		
Tent, 8-man canvas	50 sp	90 lbs.	14'x17'x6'	A	2 wks	—	—	—		
Pavillion	100 sp	150 lbs.	16'x20'x9'	T	2 wks	—	—	—		
Fishhook & line	2 tp	—	30'	R	1 day	—	—	—		
Fishing net, small	5 sp	3-5 lbs.	6'x6'	A	3 days	1-5	60	—		
Fishing net, large	8 sp	10 lbs.	12'x12'	A	5 days	1-5	65	—		
Fish trap	3 bp	1 lb.	—	A	2 hrs	1-3	65	—		
Blanket, light	20 cp	2.5 lbs.	—	A	1 day	—	—	—		
Blanket, heavy	30 cp	6 lbs.	—	A	1 day	—	—	—		
Sleeping furs, light	50 bp+	10 lbs.	—	A	1 wk	—	—	—		
Sleeping furs, heavy	75 bp+	15 lbs.	—	A	10 days	—	—	—		
Hammock, cloth	30 cp	2 lbs.	4'x8'	A	1 day	—	—	—		
Hammock, leather	60 cp	6 lbs.	4'x8'	A	2-3 days	—	—	—		
Camp bed, cloth & wood	15 sp	15 lbs.	3'x6'	A	1 day	—	—	—		
Camp bed, leather & wood	35 sp	25 lbs.	3'x6'	A	1 day	—	—	—		

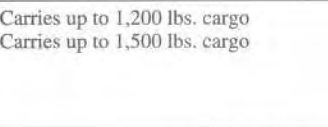
OUTDOOR SURVIVAL	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bucket, canvas	1 bp	0.5 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, canvas	3 bp	1 lb.	5 gal.	A	1 day	—	—	—	
Bucket, leather	5 cp	1 lb.	1 gal.	A	1 day	—	—	—	
Bucket, leather	1 bp	2 lb.	5 gal.	A	1 day	—	—	—	
Canteen (full)	2 cp	1.25 lbs.	1 pt.	R	1 day	—	—	—	
Canteen (full)	5 cp	2.5 lbs.	2 pts.	R	1 day	—	—	—	
Canteen (full)	1 bp	5 lbs.	1 qt.	R	1 day	—	—	—	
Waterskin (full)	3 bp	8 lbs.	1 gal.	R	2 days	—	—	—	
Waterskin (full)	7 bp	50 lbs.	5 gal.	R	2 days	—	—	—	
Lantern	12 bp	2 lbs.	2 pts.	T	1 day	—	—	—	
Lamp	5 bp	1 lb.	1 pt.	T	1 day	—	—	—	
Lamp oil, 1 pt	1 bp	0.5 lbs.	1 day	T	1 day	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	Lasts 2 hrs
Candle, wax	1 bp	—	—	T	1 day	—	—	—	Lasts 4 hrs
CONTAINERS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Barrel	12 bp	10 lbs.	12 gal	A	1.5 days	—	—	—	trad. "barrel" shape; few leaks
Barrel	2 sp	30 lbs.	25 gal	A	2 days	—	—	—	
Barrel	4 sp	50 lbs.	50 gal	A	3 days	—	—	—	
Barrel	10 sp	125 lbs.	100 gal	T	3 days	—	—	—	
Jar, pottery	3 tp	—	1 pt	A	12 hrs	—	—	—	
Jar, pottery	5 tp	0.5 lbs.	1 qt	A	12 hrs	—	—	—	
Jar, pottery	2 cp	2 lb.	1 gal	A	12 hrs	—	—	—	
Crock, pottery	4 cp	4 lbs.	5 gal	A	12 hrs	—	—	—	
Amphora	2 bp	30 lbs.	12 gal	T	1 day	—	—	—	
Jar, glass	4 bp	—	1 pt	T	6 hrs	—	—	—	
Jar, glass	8 bp	0.5 lbs.	1 qt	T	6 hrs	—	—	—	
Jar, glass	4 sp	2 lbs.	1 gal	T	6 hrs	—	—	—	
Bucket, canvas	1 bp	0.5 lbs.	1 gal	A	1 day	—	—	—	
Bucket, canvas	3 bp	1 lb.	5 gal	A	1 day	—	—	—	
Bucket, leather	5 cp	1 lb.	1 gal	A	1 day	—	—	—	
Bucket, leather	1 bp	2 lbs.	5 gal	A	1 day	—	—	—	
Bucket, wooden	2 cp	3 lbs.	1 gal	A	1 day	—	—	—	
Bucket, wooden	3 cp	4 lbs.	5 gal	A	1 day	—	—	—	
Chest, large wood & leather	30 bp	30 lbs.	2'x2'x3'	T	10 days	—	—	—	
Chest, med. wood & leather	20 bp	20 lbs.	18"x18"x24"	T	1 wk	—	—	—	
Chest, small wood & leather	10 bp	15 lbs.	1'x1'x2'	T	3-5 days	—	—	—	
Chest, large wood & iron	55 bp	45 lbs.	2'x2'x3'	T	2 wks	—	—	—	
Chest, medium wood & iron	45 bp	35 lbs.	18"x18"x24"	T	10 days	—	—	—	
Chest, small wood & iron	32 bp	25 lbs.	1'x1'x2'	T	1 wk	—	—	—	Ornamented adds 200% to cost
TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Adze	25 cp	2 lbs.	—	A	1 day	1-4	90(w)	—	
Anvil, light portable	2 gp	110 lbs.	—	T	10 days	—	—	—	
Anvil, heavy portable	3 gp	210 lbs.	—	T	12 days	—	—	—	
Anvil, standard	5 gp	410 lbs.	—	T	14 days	—	—	—	
Auger	25 cp	—	—	T	12 hrs	—	—	—	
Awl	15 cp	—	—	T	12 hrs	—	—	—	
Beehive	9 bp	15 lbs.	1'x1'x2'	T	1 day	—	—	—	
Bellows, portable	2 cp	20 lbs.	—	T	2 days	1-2	50(w)	—	
Bellows, standard	5 bp	100 lbs.	—	T	5 days	1-2	60(w)	—	
Blast furnace	75 gp	2500 lbs.	—	T	30 days	1-2	80	—	



TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Block & tackle	7 sp	35 lbs.	—	T	14 days	1-2	70	—	
Brace & bit (hand drill)	5 sp	2 lbs.	—	T	14 days	1-3	80	—	
Branding iron	8 cp	2-4 lbs.	—	T	1 day	1-2	50	—	
Brush	2 cp	0.5 lbs.	—	T	1 day	—	—	—	
Carding comb	1 cp	1 lb.	—	T	1 day	—	—	—	
Carpenter's square	6 cp	2 lbs.	—	T	2 days	—	—	—	
Chain, per foot	2 sp	2.5 lbs.	—	T	1 day	1-2	70	—	
Heavy chain, per foot	5 sp	5 lbs.	—	T	1 day	1-2	80	—	
Chisel, cold	6 bp	0.5 lb.	—	T	3 days	—	—	—	
Chisel, masonry/stone	4 bp	1 lbs.	—	T	2 days	—	—	—	
Chisel, wood	4 bp	0.75 lbs.	—	T	2 days	—	—	—	
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Drill bits, steel	5 sp	—	—	T	7 days	—	—	—	
Drill bits, iron	4 bp	—	—	T	5 days	—	—	—	
Forge, portable	2 gp	300 lbs.	—	T	7 days	—	—	—	
Forge, standard	4 gp	1,000 lbs.	—	T	15 days	—	—	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Grindstone	28 sp	150 lbs.	—	T	18 days	—	—	—	
Hammer, armorer's	15 bp	3 lbs.	—	T	3 days	1-8	80(w)	05	
Hammer, blacksmith's	22 bp	5 lbs.	—	T	4 days	1-8	90(w)	05	
Hammer, carpenter's	7 cp	2 lbs.	—	T	2 days	1-8	70(w)	05	
Hatchet	12 cp	2.5 lbs.	—	T	2 days	1-7	70(w)	05	
Hoe	6 cp	3.5 lbs.	—	T	1 day	1-4	90(w)	—	
Ingot, bronze	7 sp	10 lbs.	—	T	2 days	—	—	—	
Ingot, copper	8 sp	10 lbs.	—	T	2 days	—	—	—	
Ingot, iron	3 cp	10 lbs.	—	T	4 days	—	—	—	
Ingot, lead	5 sp	10 lbs.	—	T	2 days	—	—	—	
Ingot, silver	40 gp	5 lbs.	—	C	2 days	—	—	—	
Ingot, gold	40 pp	5 lbs.	—	C	2 days	—	—	—	
Iron spikes (10)	24 bp	2 lbs.	—	T	3 days	—	—	—	
Iron wedge	36 cp	4 lbs.	—	T	3 days	—	—	—	
Ladder (12 ft. wooden)	15 cp	35 lbs.	—	T	4 days	—	—	—	
Lathe	125 sp	150 lbs.	—	T	10 days	1-5	55(w)	—	
Mallet, wood	3 cp	1 lb.	—	T	1 day	1-6	60(w)	—	
Measuring chain	35 bp	25 lbs.	—	T	4 days	1-2	60	—	22 yards 
Metal file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Molds (metal casting)	1-100 cp	varies	—	T	1-10 days	—	—	—	
Nails	5 sp	10 lbs.	—	T	6 days	—	—	—	
Paint	5-50 bp	—	1 gal.	T	2 days	—	—	—	
Pick axe	7 cp	12 lbs.	—	T	1.5 days	1-5	50(w)	06	
Pitchfork	15 cp	7 lbs.	—	T	5 days	1-6	40(w)	05	
Pliers, large	38 cp	2 lbs.	—	T	6 days	—	—	—	

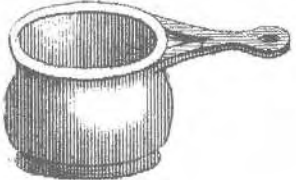


TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Pliers, small	20 cp	1 lb.	—	T	6 days	—	—	—		
Plow, wooden	12 bp	125 lbs.	—	R	10 days	1-4	70(w)	—		
Plow blade, iron	7 bp	35 lbs.	—	R	12 days	—	—	—		
Potter's wheel	6 sp	30 lbs.	—	T	14 days	1-3	50(w)	—		
Printing press, movable type	35 gp	250 lbs.	—	C	30 days	1-5	50(w)	—		
Pulley, small (2:1)	28 cp	5 lbs.	—	T	3 days	1-2	50	—		
Pulley, large (5:1)	35 cp	7 lbs.	—	T	5 days	1-2	50	—		
— per 100 lb lift	+20%	—	—	T	—	—	—	—		
Rake, wooden	4 cp	4 lbs.	—	T	2 days	—	—	—		
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-4	60	—		
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-4	70	—		
Rope, heavy (per 50')	10 cp	15 lbs.	—	T	4 days	1-4	80	—		
Rope, hawser (per 50')	26 cp	30 lbs.	—	T	7 days	1-4	90	—		
Scythe	18 cp	3.5 lbs.	—	T	3 days	1-4	50(w)	—		
Scythe, reaver	30 cp	4 lbs.	—	T	3.5 days	1-4	60(w)	—		
Shepherd's crook	4 cp	3 lbs.	—	R	3 days	—	—	—		
Shovel	16 cp	4.5 lbs.	—	T	1 day	1-4	90(w)	—		
Sickle	15 cp	3 lbs.	—	T	1 day	1-4	50(w)	—		
Spindle	5 cp	1 lb.	—	T	1 day	—	—	—		
Spinning wheel	7 sp	25 lbs.	—	T	10-15 days	1-2	75	—		
Spoke shave	2 bp	2-3 lbs.	—	A	1 day	—	—	—		
Tongs, large	22 cp	6.5 lbs.	—	T	2 days	—	—	—		
Tongs, small	12 cp	3 lbs.	—	T	2 days	—	—	—		
Trident	14 cp	5 lbs.	—	T	5 days	1-6	40(w)	05		
Weaving loom, large	9 sp	250 lbs.	—	T	10 days	1-3	80(w)	—		
Weaving loom, small	45 bp	125 lbs.	—	T	7 days	1-4	80(w)	—		
Wedge (splitting)-iron	1 bp	2.5 lbs.	—	T	2 days	—	—	—		
Wedge (staying)-wooden	5 tp	0.5 lbs.	—	T	12 hrs	—	—	—		
Wheelbarrow, wood	7 bp	25 lbs.	—	T	2 days	1-4	55(w)	—		
Whitewash	7 cp	—	10 gal.	T	1 day	—	—	—		
Windlass	75 bp	300 lbs.	—	T	3 days	1-3	60(w)	—		
Winnowing flail	3 cp	4.5 lbs.	—	R	1 day	1-5	70(w)	—		
Wire, iron (per 10')	3 cp	0.5 lbs.	—	T	6 hrs	—	—	—		
Wire-drawing machine	65 bp	150 lbs.	—	T	3 days	1-3	60(w)	—		
Wood axe	25 cp	5 lbs.	—	T	2 days	1-7	60(w)	04		
Wood glue	4 cp	—	1 pt.	T	1 day	—	—	—		
Wood file, small	8 bp	1 lb.	—	T	6 days	—	—	—		
Wood file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—		
Wood file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—		
Wood saw, iron	35 cp	3 lbs.	—	T	7 days	1-2	60(w)	—		
Wood saw, steel	95 cp	3 lbs.	—	T	10 days	1-2	75(w)	—		
ANIMALS	Cost	ft/rnd	mph	Man.	Ht./Wt.	Capacity	Notes			
Camel, riding	15 gp	75	5	+15	7'800 lbs.	300 lbs.	Height at shoulder			
Camel, racing	40 gp	90	6	+20	7'750 lbs.	200 lbs.				
Camel, draft	12 gp	60	4	+10	7'900 lbs.	350 lbs.				
Elephant	50 gp	120	8	+10	12'11,000 lbs.	1000 lbs.				
Horse, light	45 sp	100	7	+40	5'800 lbs.	200 lbs.				
Horse, medium	60 sp	110	7.5	+25	6'900 lbs.	300 lbs.				
Horse, heavy	80 sp	80	5	+10	6'+1,300 lbs.	400 lbs.				
Warhorse, lesser	20 gp	90	6	+30	6'950 lbs.	350 lbs.				
Warhorse, greater	75 gp	80	5	+40	6'+1,100 lbs.	375 lbs.				
Mule	40 sp	100	7	+35	5'800 lbs.	400 lbs.				
Donkey	32 sp	90	6	+20	4'+550 lbs.	300 lbs.				
Pony	40 sp	70	4.5	+30	4'500 lbs.	200 lbs.				
Bull	120 sp	60	4	+20	5'1,700 lbs.	600 lbs.				
Cow	75 sp	50	3.5	+15	5'1,400 lbs.	400 lbs.				
Calf	30 sp	45	3	+35	3'300 lbs.	—				
Ox	90 sp	60	4	+20	5'2,000 lbs.	700 lbs.				
Chicken	2 bp	—	—	+20	5 lbs.	—				
Duck	4 bp	—	—	+15	5 lbs.	—				
Goose	7 bp	—	—	+15	10 lbs.	—				
Swan	35 sp	—	—	+20	15 lbs.	—				
Goat	5 gp	—	—	+50	50 lbs.	—				
Pig	25 sp	—	—	+20	150 lbs.+	—				
Suckling pig	4 sp	—	—	+30	30 lbs.	—				
Sheep, coarse wool	35 sp	—	—	+50	110 lbs.	—				
Sheep, fine wool	5 gp	—	—	+50	110 lbs.	—				
Lamb, coarse wool	15 sp	—	—	+50	50 lbs.	—				
Lamb, fine wool	1 gp	—	—	+50	50 lbs.	—				

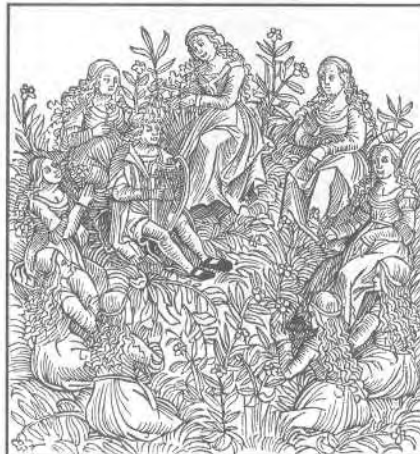
TRANSPORT & TACK	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bit & Bridle	5 sp	2 lbs.	—	A	2 days	—	—	—	
Riding saddle	15 sp	10 lbs.	—	A	7 days	—	—	—	
War saddle	30 sp	18 lbs.	—	T	10 days	—	—	—	
Stirrups (pair)	4 bp	2 lbs.	—	A	1 day	—	—	—	
Packsaddle	10 sp	7 lbs.	—	T	4 days	—	—	—	
Saddle blanket	5 bp	1 lb.	—	A	1 day	—	—	—	
Saddle bags, small	2 sp	2.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, medium	5 sp	3.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, large	12 sp	5 lbs.	—	T	1 day	—	—	—	
Horse chair, enclosed	175 sp	250 lbs.	2 people	T	3 days	—	—	—	
Horse collar	8 sp	10 lbs.	—	A	7 days	—	—	—	
Draft harness	75 sp	35 lbs.	—	A	14 days	—	—	—	
Ox yoke	10 bp	40 lbs.	—	A	6 days	—	—	—	
Horseshoe, common	2 cp	—	—	A	1 hr	—	—	—	
Horseshoe, warhorse	6 cp	—	—	T	1.5 hrs	—	—	—	
Riding crop	2 sp	0.5 lb.	—	T	3 days	—	—	—	
Driving whip	15 sp	2 lbs.	—	A	8 days	—	—	—	
Dog cart (1 dog)	15 sp	100 lbs.	1 person	A	4 days	—	—	—	
Pony cart	25 sp	250 lbs.	2 people	T	10 days	—	—	—	
Cart (1 horse)	4 gp	350 lbs.	3 people	T	14 days	—	—	—	
Small wagon (2-horse)	6 gp	600 lbs.	2 people	T	16 days	—	—	—	
Large wagon (4-horse)	8 gp	600 lbs.	2 people	T	16 days	—	—	—	
Closed coach (2-horse)	20 gp	1,000 lbs.	4 people	T	16 days	—	—	—	
Closed coach (4-horse)	40 gp	1,200 lbs.	4 people	T	16 days	—	—	—	
Howdah	85 sp	200 lbs.	3 people	T	4 days	—	—	—	
Boat (10')	7 gp	200 lbs.	4 people	T	14 days	—	—	—	
Boat (20')	11 gp	800 lbs.	8 people	T	28 days	—	—	—	
Longboat (30')	40 gp	2,000 lbs.	16 people	T	30 days	—	—	—	
Canoe	8 gp	130 lbs.	2 people	A	14 days	—	—	—	
Coracle	8 sp	140 lbs.	3 people	A	14 days	—	—	—	
Paddle	8 bp	7 lbs.	4.5'	A	1 day	—	—	—	
Oar	15 bp	18 lbs.	8'	A	2 days	—	—	—	
Mast & sail	25 sp	175 lbs.	10'	T	4 days	—	—	—	
Dog sled	7 gp	150 lbs.	—	R	5 days	—	—	—	
Sledge (covered)	12 bp	100 lbs.	400 lbs.	R	2 days	—	—	—	
SCRIPTORIUM	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Balance	12 sp	10 lbs.	—	T	2 days	1-2	40	—	
Balance weights	2 sp	5 lbs.	—	T	5 days	—	—	—	
Bindery glue	3 cp	—	1 pt.	T	2 days	—	—	—	
Book covers	15 sp	6 lbs.	—	T	1 day	—	—	—	
Book, arcane	50 sp+	8-15	—	C	3-6 wk	—	—	—	Magic, alchemy, sorcery
Book, religious	10 sp+	8-15 lbs.	—	T	3-6 wk	—	—	—	
Book, scholarly	20 sp+	8-15 lbs.	—	C	3-6 wks	—	—	—	
Horn Book	2 sp	3-5 lbs.	—	T	1-3 wks	—	—	—	
Chalk, 10 pieces	3 tp	—	—	A	1 day	—	—	—	
Counter boards	15 cp	5 lbs.	—	T	3 days	—	—	—	
Jettons (per 20)	19 tp	—	—	T	2 days	—	—	—	
Gold leaf	25 bp	—	6"x6" sheet	C	7 days	—	—	—	
Graphite / lead pencil	1 bp	0.25 lbs.	—	T	1 day	—	—	—	
Hourglass	4 gp	6 lbs.	—	C	6 days	—	—	—	
Minute glass	2 gp	1.5 lbs.	—	C	6 days	—	—	—	
Ink, colored	15 bp	—	1 pt.	T	2 days	—	—	—	
Ink, black	15 cp	—	1 pt.	T	2 days	—	—	—	
Inkwell, horn	6 cp	—	1 pt.	T	3 days	—	—	—	
Inkwell, silver	10 sp	—	1 pt.	T	5 days	—	—	—	
Inkwell, tin	10 bp	—	1 pt.	T	5 days	—	—	—	
Paint	7 cp	—	1 pt.	T	2 days	—	—	—	
Paper (per sheet)	25 cp	—	30"x40"	T	14 days	—	—	—	
Parchment (per sheet)	65 cp	—	30"x40"	T	21 days	—	—	—	
Vellum (per sheet)	8 bp	—	30"x40"	T	7 days	—	—	—	
Personal seal, silver	5 gp	0.5	—	C	8 days	—	—	—	
Personal seal, gold	50 gp	0.5	—	C	10 days	—	—	—	
Personal seal, bronze	8 bp	0.5	—	C	8 days	—	—	—	
Portable writing case	25 sp	8 lbs.	—	C	4 days	—	—	—	
Quill pens	8 cp	—	—	T	1 hr	—	—	—	
Sealing wax	15 sp	4 oz.	—	C	1 day	—	—	—	
Sealing ribbon	5 bp	—	8"	C	1 day	—	—	—	
Writing tablet, slate	6 sp	1 lb.	—	T	1 day	—	—	—	
Writing brush	1 cp	—	—	T	1 day	—	—	—	

ALCHEMY	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Acid, weak	1 gp	—	0.5 pt.	C	7 days	—	—	—	
Acid, standard	3 gp	—	0.5 pt.	C	7 days	—	—	—	
Acid, strong	10 gp	—	0.5 pt.	C	14 days	—	—	—	
Astrolabe	20 gp+	15 lbs.	—	C	3 months	—	—	—	
Armillary	50 gp+	75 lbs.	—	C	2-3 months	—	—	—	
Barometer	5 gp	2 lbs.	—	C	14 days	—	—	—	
Brazier, small (bronze)	25 sp	2 lbs.	—	T	2 days	—	—	—	
Brazier, small (iron)	15 sp	3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)	55 sp	20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)	40 sp	30 lbs.	—	T	3 days	—	—	—	
Microscope	20 gp+	10 lbs.	—	C	4-6 months	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Telescope	40 gp+	10-15 lbs.	—	C	4-6 months	—	—	—	
Thermometer	7 gp	1.5-2 lbs.	—	C	14 days	—	—	—	
Vial, pottery	8 tp	—	4 oz.	T	12 hrs	—	—	—	
Vial, tin	2 cp	—	4 oz.	T	12 hrs	—	—	—	
Vial, glass	6 sp	—	4 oz.	T	12 hrs	—	—	—	
Jar, pottery	16 tp	—	8 oz.	T	12 hrs	—	—	—	
Jar, glass	15 sp	—	8 oz.	T	12 hrs	—	—	—	
Jar, pottery	2 cp	—	1 pt.	T	12 hrs	—	—	—	
Jar, glass	35 sp	—	1 pt.	T	12 hrs	—	—	—	
Jar, pottery	3 cp	—	1 qt.	T	12 hrs	—	—	—	
Jar, glass	55 sp	—	1 qt.	T	12 hrs	—	—	—	
Jar, pottery	5 cp	—	1 gal.	T	12 hrs	—	—	—	
Jar, glass	75 sp	—	1 gal.	T	12 hrs	—	—	—	
Bottle, pottery	4 cp	—	1 qt.	T	12 hrs	—	—	—	
Bottle, glass	65 sp	—	1 qt.	T	12 hrs	—	—	—	
Beaker, glass	45 sp	—	1 pt.	T	12 hrs	—	—	—	
Censer	10 sp	1 lb.	—	T	5 days	—	—	—	
Hrglass	4 gp	6 lbs.	—	C	6 days	—	—	—	
Min glass	2 gp	1.5 lbs.	—	C	6 days	—	—	—	
RELIGIOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Altar cloth (plain)	14 cp	3 lbs.	6'x3'	T	3 days	—	—	—	
Altar cloth (ornate)	25 sp+	3-7 lbs.	6'x3'	T	3-6 wks	—	—	—	
Aspergill (gold)	200 gp	3 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (silver)	35 gp	2 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (bronze)	25 bp	2 lbs.	—	T	1-2 wks	—	—	—	
Bishop's ring	500 sp+	—	—	C	1 month	—	—	—	
Brazier, small (bronze)	25 sp	2 lbs.	—	T	2 days	—	—	—	
Brazier, small (iron)	15 sp	3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)	55 sp	20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)	40 sp	30 lbs.	—	T	3 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	
Candle, wax	1 sp	—	—	T	1 day	—	—	—	
Reliquary	25 gp	20 lbs.	—	T	2 wks	—	—	—	
Chalice (plain)	2 xp	1 lb.	1 pt.	T	3 days	—	—	—	
Chalice (ornate)	15 sp	1 lb.	1 pt.	T	1-5 wks	—	—	—	
Censer	10 sp	1 lb.	—	T	5 days	—	—	—	
Holy symbol	1 bp+	0.1-1 lb.	—	T	1-20 days	—	—	—	
Incense	3 sp	0.5 lbs.	—	T	—	—	—	—	
Pilgrimage badges	2 tp	—	—	A	1 day	—	—	—	
Prayer beads	2 cp	—	—	T	3 days	—	—	—	
Snuffing bell	5 cp	1 lb.	—	T	5 days	—	—	—	

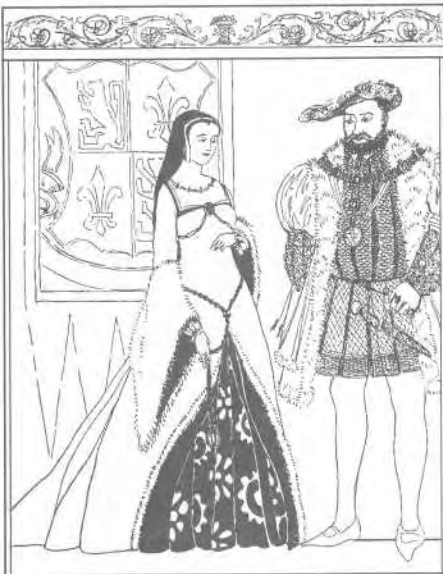


MUSICAL INSTRUMENTS		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Aeolian (wind) harp	25 sp	6 lbs.	—	T	18 days	—	—	—	—	
Bagpipes	1 gp	7 lbs.	—	A	15 days	—	—	—	—	
Bells	4 bp	3 lbs.	—	T	3 days	—	—	—	—	
Bell, church	12 sp+	100 lbs.	—	T	12-24 days	—	—	—	—	
Castanets	4 cp	—	—	A	1 day	—	—	—	—	
Chimes	1 sp	1-5 lbs.	—	T	7-10 days	—	—	—	—	
Cittern	1 gp	5 lbs.	—	T	24-30 days	—	—	—	—	
Cymbals	35 bp	2 lbs.	—	T	3-5 days	—	—	—	—	
Drum	15 cp	3-8 lbs.	—	A	3-5 days	—	—	—	—	
Dulcimer	23 sp	15 lbs.	—	T	5-10 days	—	—	—	—	
Fiddle (5-string)	14 sp	2-4 lbs.	—	T	20-30 days	—	—	—	—	
Fife	8 cp	1 lb.	—	T	5 days	—	—	—	—	
Harp	8 sp	8-10 lbs.	—	T	20 days	—	—	—	—	
Harp, large	16 sp	25-35 lbs.	—	T	30-40 days	—	—	—	—	
Hunting horn	2 sp	1-3 lbs.	—	A	5 days	—	—	—	—	
Hurdy-gurdy	1 gp	10 lbs.	—	T	25 days	—	—	—	—	
Jew's harp	4 cp	0.5 lbs.	—	T	2 days	—	—	—	—	
Kettle drums	35 bp	50-100 lbs.	—	T	6-10 days	—	—	—	—	
Lute	12 sp	5-10 lbs.	—	T	28 days	—	—	—	—	
Lyre	9 sp	3-7 lbs.	—	T	16 days	—	—	—	—	
Mandolin	9 sp	5-10 lbs.	—	T	25-30 days	—	—	—	—	
Ocarina	12 tp	1 lb.	—	T	2 days	—	—	—	—	
Pan pipes	8 cp	1 lb.	—	T	3-4 days	—	—	—	—	
Pipe organ	125 gp	1,500 lbs.	—	C	2-3 months	—	—	—	—	
Rattle	3 tp	0.5 lbs.	—	T	1 day	—	—	—	—	
Recorder	9 bp	0.5 lbs.	—	T	7 days	—	—	—	—	
Sackbut	2-3 gp	8-15 lbs.	—	T	30-40 days	—	—	—	—	
Sitar	1 gp	8-12 lbs.	—	T	26 days	—	—	—	—	
Tabor	8 cp	2-3 lbs.	—	T	3-4 days	—	—	—	—	
Tambourine	9 bp	2 lbs.	—	T	3-4 days	—	—	—	—	
Triangle	12 cp	1 lb.	—	T	2 days	—	—	—	—	
Trumpet, fanfare	6 sp	2-6 lbs.	—	T	10-20 days	—	—	—	—	
Viol	24 sp	6-10 lbs.	—	T	20-30 days	—	—	—	—	
Violin	14 sp	2-4 lbs.	—	T	20-30 days	—	—	—	—	
Xylophone, wooden	4 sp	25 lbs.	—	T	8 days	—	—	—	—	
Xylophone, metal	14 sp	35 lbs.	—	T	10-12 days	—	—	—	—	
Zither	22 sp	15 lbs.	—	T	5-10 days	—	—	—	—	
Sheet music (roll)	3 sp	2 lbs.	—	T	3 days	—	—	—	—	
COOKING & EATING		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Iron pan, small	6 cp	2 lbs.	—	T	3 days	—	—	—	—	
Iron pan, large	8 cp	5 lbs.	—	T	3 days	—	—	—	—	
Iron pot	7 cp	3.5 lbs.	2 pt.	T	3 days	—	—	—	—	
Iron pot	10 cp	4.5 lbs.	1 qt.	T	4 days	—	—	—	—	
Iron pot	25 cp	20 lbs.	1 gal.	T	1 wk	—	—	—	—	
Iron kettle	35 cp	30 lbs.	3 gal.	T	1 wk	—	—	—	—	
Iron kettle	55 cp	40 lbs.	5 gal.	T	1 wk	—	—	—	—	
Iron cauldron	75 cp	60 lbs.	10 gal.	T	2 wks	—	—	—	—	
Iron cauldron	15 bp	100 lbs.	20 gal.	T	2 wks	—	—	—	—	
Iron cauldron	30 bp	150 lbs.	50 gal.	T	2 wks	—	—	—	—	
Pot hanger, small	8 cp	5 lbs.	—	T	3 days	—	—	—	—	
Pot hanger, medium	15 cp	15 lbs.	—	T	5 days	—	—	—	—	
Pot hanger, large	35 cp	40 lbs.	—	T	7 days	—	—	—	—	
Spit, portable	12 cp	15 lbs.	—	T	3 days	—	—	—	—	
Spit, small	20 cp	30 lbs.	—	T	6 days	—	—	—	—	
Spit, large	42 cp	50 lbs.	—	T	7 days	—	—	—	—	
Spit, mechanical	150 sp	350 lbs.	—	T	3-6 wks	—	—	—	—	
Ladle, wooden	3 tp	—	—	A	1 day	—	—	—	—	
Ladle, pewter	5 cp	0.5 lb.	—	T	1 day	—	—	—	—	
Ladle, silver	40 sp	0.5 lb.	—	T	2-7 days	—	—	—	—	
Spoon, wooden	1 tp	0.25 lbs.	—	A	1 day	—	—	—	—	
Spoon, pewter	8 tp	0.25 lbs.	—	T	1 day	—	—	—	—	
Spoon, silver	8 sp	0.25 lbs.	—	T	2-7 days	—	—	—	—	
Spoon, gold	8 gp	0.25 lbs.	—	T	2-7 days	—	—	—	—	
Knife, pewter	9 tp	0.25 lbs.	—	T	2-3 days	1-6	70	03	—	
Knife, silver	10 sp	0.25 lbs.	—	T	2-7 days	1-7	60	03	—	
Knife, gold	15 gp	0.25 lbs.	—	T	2-7 days	1-8	50	03	—	
2-tined fork, pewter	7 tp	0.25 lbs.	—	T	2 days	—	—	—	—	
2-tined fork, silver	10 sp	0.25 lbs.	—	T	2-7 days	—	—	—	—	
2-tined fork, gold	12 gp	0.25 lbs.	—	T	2-7 days	—	—	—	—	

COOKING & EATING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bowl, small wooden	6 tp	0.5 lbs.	1 pt.	A	1 day	—	—	—	
Bowl, small pewter	2 cp	1 lb.	1 pt.	T	2 days	—	—	—	
Bowl, small pottery	1 cp	1 lb.	1 pt.	A	2 days	—	—	—	
Bowl, small china	2 sp	1 lb.	1 pt.	C	4 days	—	—	—	
Bowl, large wooden	8 tp	1 lb.	1 qt.	A	1 day	—	—	—	
Bowl, large pewter	6 cp	2 lbs.	1 qt.	T	2 days	—	—	—	
Bowl, large pottery	3 cp	1.5 lbs.	1 qt.	A	12 hrs	—	—	—	
Bowl, large china	5 sp	3 lbs.	1 qt.	C	4-6 days	—	—	—	
Pitcher, wooden	3 cp	2 lbs.	2 qt.	A	3 days	—	—	—	
Pitcher, pewter	3 bp	3 lbs.	2 qt.	T	2 days	—	—	—	
Pitcher, pottery	5 bp	2 lbs.	2 qt.	A	12 hrs	—	—	—	
Pitcher, silver	2 gp	3 lbs.	2 qt.	T	3-10 days	—	—	—	
Pitcher, china	12 sp	3 lbs.	2 qt.	C	5 days	—	—	—	
Platter, small wooden	3 tp	1 lb.	—	A	1 day	—	—	—	
Platter, small pewter	1 cp	1 lb.	—	T	2 days	—	—	—	
Platter, large wooden	4 tp	1.5 lbs.	—	A	1 day	—	—	—	
Platter, large pewter	3 cp	2 lbs.	—	T	2 days	—	—	—	
Platter, large silver	12 gp	1.5 lbs.	—	T	3-7 days	—	—	—	
Trencher, small wooden	2 tp	0.5 lbs.	—	A	1 day	—	—	—	
Trencher, small pewter	9 tp	0.5 lbs.	—	T	2 days	—	—	—	
Trencher, large wooden	3 tp	1 lb.	—	A	1 day	—	—	—	
Trencher, large pewter	12 tp	1 lb.	—	T	2 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Mug, wooden	2 tp	—	1 pt.	A	1 day	—	—	—	
Mug, pewter	2 cp	—	1 pt.	T	2 days	—	—	—	
Mug, pottery	1 cp	—	1 pt.	A	12 hrs	—	—	—	
Mug, silver	6 sp+	—	1 pt.	T	3-7 days	—	—	—	
Drinking horn, plain	4 cp	—	1 pt.	A	2 days	—	—	—	
Drinking horn, ornate	2 sp+	—	1 pt.	T	2-8 days	—	—	—	
Goblet, silver	6 sp+	—	1 pt.	T	3-10 days	—	—	—	
Goblet, gold	20 gp+	—	1 pt.	T	3-10 days	—	—	—	
Goblet, glass	75 sp+	—	1 pt.	T	2-3 days	—	—	—	
Goblet, crystal	125 sp+	—	1 pt.	T	3-6 days	—	—	—	
Salt cellar, pewter	6 sp+	1 lb.	—	T	2-3 days	—	—	—	
Salt cellar, silver	8 gp+	1 lb.	—	T	2-7 days	—	—	—	
Salt cellar, gold	75 gp+	1 lb.	—	T	3-10 days	—	—	—	
HOUSEHOLD	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bed, small	8 cp	30 lbs.	3'x6'	A	2 days	—	—	—	
Bed, medium	15 cp	60 lbs.	5'x6'	A	3 days	—	—	—	
Bed, large	12 bp	120 lbs.	8'x8'	T	5 days	—	—	—	
Bed, state	125 sp	350 lbs.	10'x10'	C	2-3 wks	—	—	—	
Sleeping straw (weekly)	1 tp	5-10 lbs.	—	A	2 hrs	—	—	—	
Feather mattress	2 sp	50-250 lbs.	varies	A	12 days	—	—	—	
Blanket, light	20 cp	2.5 lbs.	—	A	2 days	—	—	—	
Blanket, heavy	30 cp	6 lbs.	—	A	2 days	—	—	—	
Sleeping furs, light	50 bp+	10 lbs.	—	A	1 wk	—	—	—	
Sleeping furs, heavy	75 bp+	15 lbs.	—	A	1 wk	—	—	—	
Sheets, woolen	5 sp	2 lbs.	—	T	3 days	—	—	—	
Sheets, linen	14 sp	1.5 lbs.	—	T	3 days	—	—	—	
Bed curtains, plain woolen	20 bp	15 lbs.	—	T	4 days	—	—	—	
Bed curtains, plain linen	50 sp	12.5 lbs.	—	T	4 days	—	—	—	
Bed curtains, ornate woolen	35 sp	15 lbs.	—	T	2-6 wks	—	—	—	



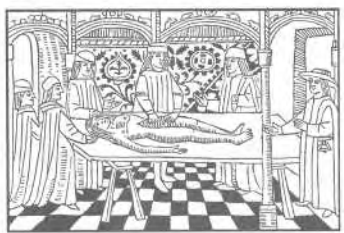
HOUSEHOLD	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bed curtains, ornate linen	75 sp	12.5 lbs.	—	T	2-6 wks	—	—	—	
Bird cage, brass	5 sp	2-3 lbs.	—	T	4 days	—	—	—	
Wardrobe	35 sp	125 lbs.	—	T	2-3 wks	—	—	—	
Soap, coarse	7 cp	0.5 lbs.	—	A	1 day	—	—	—	
Soap, perfumed	25 cp	0.5 lbs.	—	T	1 day	—	—	—	
Table, small wooden	5 bp	30 lbs.	3'x3'	A	2 days	—	—	—	
Table, medium wooden	7 bp	40 lbs.	4'x8'	A	3 days	—	—	—	
Table, large wooden	1 sp	60 lbs.	4'x12'	A	3 days	—	—	—	
Bench, 2-person wooden	13 tp	10 lbs.	1'x4'	A	1 day	—	—	—	
Bench, 4-person wooden	3 cp	15 lbs.	1'x8'	A	1 day	—	—	—	
Bench, 6-person wooden	5 cp	20 lbs.	1'x12'	A	1 day	—	—	—	
Chair, plain wooden	6 bp	10 lbs.	—	T	2-3 days	—	—	—	
Chair, ornate wooden	2 sp+	10-25 lbs.	—	T	3-14 days	—	—	—	
Stool, wooden	6 tp	2-3 lbs.	—	A	1 day	—	—	—	
Seat cushion, plain	1 cp	1 lb.	—	A	1 day	—	—	—	
Seat cushion, fine	15 cp+	1 lb.	—	T	1 day	—	—	—	
Seat cushion, ornate	24 bp+	1 lb.	—	T	3-6 days	—	—	—	
Book case	8 bp	15 lbs.	3'x5'x1'	T	2 days	—	—	—	
Book stand	3 bp	12 lbs.	—	T	2 days	—	—	—	
Candelabra, wooden	8 cp	3 lbs.	—	A	3 days	—	—	—	
Candelabra, pewter	15 cp	3.5 lbs.	—	T	3 days	—	—	—	
Candelabra, bronze	26 bp	3.5 lbs.	—	T	3 days	—	—	—	
Candelabra, silver	30 gp	4 lbs.	—	T	3-7 days	—	—	—	
Candelabra, gold	35 pp	4 lbs.	—	T	3-7 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	—
Candle, wax	1 sp	—	—	T	1 day	—	—	—	—
Carpet, coarse	5 bp	25-30 lbs.	5'x10'	T	1-3 wks	—	—	—	—
Carpet, fine	35 bp	25-30 lbs.	5'x10'	T	4-16 wks	—	—	—	—
Carpet, exotic	60 sp+	25-30 lbs.	5'x10'	C	1-6 months	—	—	—	—
Chandelier, bronze	10 gp	35-50 lbs.	—	T	3-4 months	—	—	—	—
Chandelier, wood	34 bp	25-30 lbs.	—	A	2-3 days	—	—	—	
Chandelier, glass	25 gp	40-50 lbs.	—	T	4-5 months	—	—	—	
Fire dogs	3 cp	3 lbs.	—	A	2-3 days	—	—	—	
Glass window (per pane)	5 sp	1 lb.	6"x6"	T	3-5 days	—	—	—	
Glass window (stained)	30 gp+	25-75 lbs.	varies	C	2-6 months	—	—	—	
Rushlight (1 hour)	1 tp	—	—	A	20 mins	—	—	—	
Tapestry, coarse	2 sp	20 lbs.	4'x6'	T	2 days	—	—	—	
Tapestry, fine	5 sp	20 lbs.	4'x6'	T	3-21 days	—	—	—	
Tapestry, ornate	15-45 sp	20 lbs.	4'x6'	T	1-6 wks	—	—	—	
Tapestry, exotic	20 gp+	varies	varies	C	2-6 months	—	—	—	
Painting (framed)	5 sp+	25-35 lbs.	varies	T	1-3 months	—	—	—	
Sculpture, bronze	1 gp+	40-50 lbs.	varies	T	2-3 months	—	—	—	
Sculpture, marble	1 gp+	40-50 lbs.	varies	T	2-3 months	—	—	—	
Torch stand	4 cp	2 lbs.	—	A	2 days	—	—	—	
Tub, wooden	2 sp	30 lbs.	25 gal.	A	2 days	—	—	—	
Mechanical clock	10 gp	25-50 lbs.	—	T	2-3 wks	1-5	60(w)	—	



CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Clothing (men)									
Apron, cloth	8 cp	1 lb.	—	A	2 days	—	—	—	
Apron, leather	8 bp	2-3 lbs.	—	A	3 days	—	—	—	
Baldric	15 cp	1-2 lbs.	—	A	3 days	—	—	—	
Belt pouch, small	8 tp	—	—	A	1 day	—	—	—	
Belt pouch, large	14 tp	—	—	A	1 day	—	—	—	
Belt, fur	55 cp	1 lb.	—	A	12 hrs	—	—	—	
Belt, leather	10 cp	0.5 lbs.	—	A	1 days	—	—	—	
Sword belt, leather	14 cp	1 lb.	—	A	2 days	—	—	—	
Boots, doeskin lined	5-7 sp	2 lbs.	—	T	3-7 days	—	—	—	
Boots, leather & steel	5-12 sp	5 lbs.	—	T	1-2 wks	—	—	—	
Riding boots, leather	3-5 sp	3 lbs.	—	T	3-7 days	—	—	—	
Soft boots, leather	5-7 sp	2 lbs.	—	T	3-7 days	—	—	—	
Workman's boots, leather	1 sp	4 lbs.	—	A	2-3 days	—	—	—	
Bracers, leather	4 cp	1 lb.	—	A	2 days	—	—	—	
Breeches	6 bp	1 lb.	—	A	1 day	—	—	—	
Buckle, silver	18 sp	—	—	A	3-7 days	—	—	—	Ornamentation adds 50-100% to cost
Buckle, brass	5 bp	—	—	A	1-3 days	—	—	—	
Buckle, copper	6 cp	—	—	A	1-3 days	—	—	—	
Buckle, iron	8 tp	—	—	A	1-3 days	—	—	—	
Buckle, gold	20 gp	—	—	A	3-7 days	—	—	—	
Cape, linen	9 bp	1-2 lbs.	—	A	1 day	—	—	—	
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—	
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—	
Hooded cloak, woolen	12 bp	4 lbs.	—	A	1 day	—	—	—	
Hooded cloak, fur-lined	32 bp	8 lbs.	—	A	3 days	—	—	—	
Codpiece	7 bp	1-3 lbs.	—	T	1-3 days	—	—	—	
Doublet	8 bp	3 lbs.	—	T	1 day	—	—	—	
Doublet, padded	11 bp	5 lbs.	—	T	1 day	—	—	—	
Girdle, leather	10 bp	2 lbs.	—	A	2 days	—	—	—	
Gauntlet, leather	7 bp	0.5 lbs.	—	T	1 day	—	—	—	
Gloves, doeskin	2 sp	—	—	T	2 days	—	—	—	
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—	
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—	
Hat, leather	6 bp	1 lb.	—	A	1 day	—	—	—	
Hat, wide-brimmed felt	1 sp	1-1.5 lbs.	—	T	1-3 days	—	—	—	
Hose, woolen	1 bp	0.5 lbs.	—	A	1 day	—	—	—	
Hose, linen	5 bp	0.5 lbs.	—	A	1 day	—	—	—	
Jerkin, leather	1 sp	5-8 lbs.	—	A	1-2 days	—	—	—	
Shirt, linen	6 bp	1 lb.	—	A	2 days	—	—	—	
Shirt, woolen	3 bp	1 lb.	—	A	2 days	—	—	—	
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—	
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—	
Slippers, leather	3 bp	0.5 lbs.	—	T	1 day	—	—	—	
Tabard	7 bp	1-3 lbs.	—	A	1 day	—	—	—	
Tunic, linen	7 bp	1.5 lbs.	—	A	1 day	—	—	—	
Tunic, woolen	4 bp	2 lbs.	—	A	1 day	—	—	—	
Vest, linen	4 bp	1 lb.	—	A	1 day	—	—	—	
Clothing (women)									
Cape, linen	9 bp	1-2 lbs.	—	A	1 day	—	—	—	
Cape, hooded linen	11 bp	2-2.5 lbs.	—	A	1 day	—	—	—	
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—	
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—	
Hooded cloak, woolen	12 bp	4 lbs.	—	A	1 day	—	—	—	
Hooded cloak, fur-lined	32 bp	8 lbs.	—	A	3 days	—	—	—	
Collar, plain	3 bp	0.5 lbs.	—	A	1 day	—	—	—	
Collar, ruff	7 bp	0.75 lbs.	—	T	2 days	—	—	—	
Dress, coarse	10 bp	1-3 lbs.	—	A	2 day	—	—	—	
Dress, normal	18 bp	1-3 lbs.	—	A	2 day	—	—	—	
Dress, fine	35 bp	1-3 lbs.	—	A	4 days	—	—	—	Whalebone hooped petticoat
Dress, exotic	7 sp+	1-3 lbs.	—	C	6 days+	—	—	—	
Farthingale	3 sp	10-15 lbs.	—	T	1 wk	—	—	—	
Garters, leather	1 bp	0.5 lbs.	—	A	1 day	—	—	—	
Girdle, leather	10 bp	2 lbs.	—	A	2 days	—	—	—	
Gauntlet, leather	7 bp	0.5 lbs.	—	T	1 day	—	—	—	
Gloves, doeskin	2 sp	—	—	T	2 days	—	—	—	
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—	
Gorget, linen	6 bp	0.5 lbs.	—	T	1 day	—	—	—	
Shift, woolen	10 bp	1.5 lbs.	—	T	2 days	—	—	—	

CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Shift, linen	14 bp	1 lb.	—	T	2 days	—	—	—	
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—	
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—	
Stockings, linen	5 bp	0.5 lbs.	—	A	1 day	—	—	—	
Stockings, woolen	1 bp	0.5 lbs.	—	A	1 day	—	—	—	
Clothing (religious)									
Bishop's miter	5 cp+	1-3 lbs.	—	T	3-5 days	—	—	—	
Robe, coarse woolen	10 bp	2-3 lbs.	—	A	2 days	—	—	—	
Robe, fine woolen	18 bp	2-3 lbs.	—	A	2 days	—	—	—	
Robe, linen	2 cp	1-2 lbs.	—	A	2 days	—	—	—	
Robe, ornate	15 cp+	2-5 lbs.	—	T	4-7 days	—	—	—	
Belt, beaded	3 bp	1 lb.	—	A	1 day	—	—	—	
Belt, rope	2 tp	0.5 lbs.	—	A	10 mins	—	—	—	
Sandals, rope	7 tp	1 lb.	—	A	1 day	—	—	—	
Sandals, leather	4 bp	1 lb.	—	A	2 days	—	—	—	
Shift, linen	14 bp	1 lb.	—	A	2 days	—	—	—	
Sewing									
Cloth, coarse	3 bp	55 lbs.	6'x50'	A	2 days	—	—	—	
Cloth, normal	15 bp	50 lbs.	6'x50'	A	2-3 days	—	—	—	
Cloth, fine	6 sp	45 lbs.	6'x50'	A	2-3 days	—	—	—	
Cloth, exotic	15 gp+	35-55 lbs.	6'x50'	C	3 days+	—	—	—	
Needles (5)	6 bp	—	—	T	1 day	—	—	—	
Pins (5)	2 bp	—	—	T	1 day	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Thread, colored (50 yards)	8 cp	—	—	T	2 days	—	—	—	
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—	
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—	
Shears	6 bp	—	—	T	2-3 days	—	—	—	
LODGING & SERVICES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	
Meal, light	6 tp	0.5 lbs.	—	A	1 hr	—	—	—	
Meal, normal	10 tp	1 lb.	—	A	1 hr	—	—	—	
Meal, heavy	12 tp	1.5-2 lbs.	—	A	1 hr	—	—	—	
Lodgings, poor	1 cp	—	—	A	—	—	—	—	
Lodgings, average	2 cp	—	—	A	—	—	—	—	
Lodgings, good	22 tp	—	—	A	—	—	—	—	
Stabling	2 tp+	—	—	A	—	—	—	—	
Baker's oven	3 tp	—	—	T	2 hrs	—	—	—	
Library access	1 sp	—	—	C	—	—	—	—	
Public baths	5 tp	—	—	T	—	—	—	—	Separated by gender
Private baths	1 cp	—	—	T	—	—	—	—	Cost is per page of simple text One message per hour Cost is per legal appearance
Scribe	1 cp	—	—	T	—	—	—	—	
Town crier/herald	5 tp	—	—	T	4 hrs	—	—	—	
Legal services	3 sp	—	—	T	3 hrs	—	—	—	
Laundry	3 tp	—	—	T	2-5 hrs	—	—	—	Cost is per visit Cost is per visit Cost is per simple topic
Midwife	6 cp	—	—	A	—	—	—	—	
Doctor	4 bp	—	—	T	—	—	—	—	
Barber	3 cp	—	—	T	1 hr	—	—	—	
Sage	1 sp+	—	—	T	1-10 hrs	—	—	—	
Prostitute	5 cp	—	—	A	1 hr	—	—	—	



MEDICINE	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bandages, linen (30')	10 cp	1 lb.	—	A	1 day	—	—	—	
Basin, bleeding	8 tp	2 lbs.	1 qt.	A	1 day	—	—	—	
Lancet, bleeding	2 bp	—	—	T	2 days	—	—	—	
Cranial drill	4 bp	2 lbs.	—	T	3-5 days	—	—	—	
Saw, amputation	35 cp	3 lbs.	—	A	7 days	—	—	—	
Tooth-wrench	22 cp	1 lb.	—	T	6 days	—	—	—	
Crutches	3 cp	2-4 lbs.	—	A	1 day	—	—	—	
Medical book — classical	20 sp+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Medical book — modern	20 sp+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Medical book — exotic	35 sp+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Herbal remedy	3 cp+	—	1 pt.	A	1-3 days	—	—	—	Price varies by what it cures Bat wings, mummy dust, etc.
Exotic cure	5 sp+	varies	varies	C	1-3 days	—	—	—	
Eyeglasses	1 gp+	0.5	—	C	1-4 wks	—	—	—	
Knife, surgical	5 bp	—	—	T	7 days	—	—	—	
Cadaver	5-50 bp	100-150 lbs.	—	A	—	—	—	—	For research; usually illegal 
Suturing needle, curved	3 bp	—	—	T	3-5 days	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—	
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—	
Flat probe, bronze	4 sp	0.5 lbs.	—	T	2 days	—	—	—	
Tongue depressor, bronze	2 sp	4 oz.	—	T	1 day	—	—	—	
Surgical scissors, bronze	15 sp	0.5 lbs.	—	T	3-5 days	—	—	—	
Syringe, bronze & gut	35 sp	1 lb.	—	T	8 days	—	—	—	
Obstetrical chair, wooden	2 bp	25 lbs.	—	T	2 days	—	—	—	
Leeches	2 bp	—	1 pt. (50)	A	1-3 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Hook, steel	35 sp	1.5 lbs.	—	T	1-2 wks	—	—	—	
Hook, bronze	8 sp	1 lb.	—	T	1-2 wks	—	—	—	
Pegleg, wooden	8 sp	3-5 lbs.	—	A	1 wk	—	—	—	
Pegleg, ivory	1 gp+	3-7 lbs.	—	C	3-6 wks	—	—	—	
THIEVES & SPIES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Lockpicks, poor quality	6 bp	0.5 lbs.	—	T	1 day	1-5	50	—	
Lockpicks, average quality	1 sp	0.5 lbs.	—	T	2 days	1-4	60	—	
Lockpicks, fine quality	5 sp+	1 lb.	—	C	2-4 days	1-3	70	—	
Skeleton key	5 sp+	—	—	C	1-2 days	1-2	80	—	
Lock, simple	2 sp	3 lbs.	—	T	2 days	1-4	60	—	
Lock, average	4 sp	3 lbs.	—	T	2-3 days	1-3	70	—	
Lock, complex	7 sp	3-4 lbs.	—	T	3-5 days	1-2	80	—	
Lock, impossible	1 gp+	3-5 lbs.	—	T	1-2 wks	1	100	—	
Padlock, simple	12 bp	1 lb.	—	T	2 days	1-4	60	—	
Padlock, average	23 bp	1 lb.	—	T	2 days	1-3	70	—	
Padlock, complex	9 sp	1.5 lbs.	—	T	3 days	1-2	80	—	
Chisel, cold	3 bp	0.5 lb.	—	T	3 days	—	—	—	
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Metal file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Purse-cutter blade	24 bp	—	—	T	3 days	—	—	—	
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-4	60	—	
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-4	70	—	Lemon juice
Rosin	4 bp	1 lb.	—	T	1 day	—	—	—	
Caltrops (20)	1 cp	0.5 lbs.	—	A	1 day	—	—	—	
Invisible ink	1 sp+	—	1 pt.	C	1 day	—	—	—	
MISCELLANEOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
10' pole	20 bp	5-10 lbs.	10'	A	5 days	—	—	—	
Billiard table	4 gp	350 lbs.	4'x8'	C	1 month	—	—	—	
Billiard cues	5 sp	1.5 lbs.	5'	C	2-3 days	—	—	—	
Cockfighting spurs (pair)	4 bp	—	—	A	1 day	—	—	—	
Dice, pair	2 cp	—	6-sided	T	1 day	—	—	—	
Dice, pair (loaded)	3-5 bp	—	6-sided	T	2 days	—	—	—	
Tarot cards	5 sp+	0.5 lbs.	—	T	4-7 days	—	—	—	
Playing cards	5 sp+	0.5 lbs.	—	T	4-7 days	—	—	—	
Crystal ball	2 gp	3-5 lbs.	—	T	2 wks	—	—	—	
Stilts	25 bp	3-10 lbs.	4' to 10'	T	5 days	—	—	—	
Tennis racquet	7 sp	1 lb.	—	T	2 wks	—	—	—	
Tennis ball (leather)	3 sp	0.25 lbs.	—	T	1 day	—	—	—	
Brush, grooming	2 bp	0.5 lbs.	—	A	2 days	—	—	—	
Brush, cleaning	2 bp	0.5 lbs.	—	A	2 days	—	—	—	

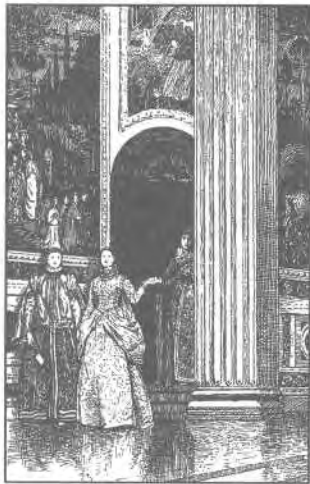
MISCELLANEOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Comb	1 cp	—	—	A	1 day	—	—	—	
Hairbrush	5 bp	0.5 lbs.	—	A	2 days	—	—	—	
Mapcase, leather	1 sp	1 lb.	—	T	2 days	—	—	—	
Map, local	3 sp	—	20"x30"	T	1 wk	—	—	—	
Map, regional	5 sp	—	20"x30"	T	1-3 wks	—	—	—	
Map, national	1 gp	—	20"x30"	C	2-4 wks	—	—	—	Cost increases w/accuracy
Map, continent	3 gp+	—	20"x30"	C	2-4 wks	—	—	—	
Map, known world	6 gp+	—	20"x30"	C	2-4 wks	—	—	—	
Flag, small	5 sp+	3 lbs.	18"x36"	T	2-3 wks	—	—	—	
Flag, large	1 gp+	7 lbs.	3'x5'	T	3-6 wks	—	—	—	
Spyglass	8 gp+	5 lbs.	1'-2'	C	1-3 months	—	—	—	
Mirror, metal	15 sp	45 lbs.	4'	T	2 wks	—	—	—	
Mirror, silvered glass	15 gp+	65 lbs.	4'	T	2 wks	—	—	—	
Hand mirror, metal	25 bp	5 lbs.	8"	T	1 wk	—	—	—	
Hand mirror, silvered glass	5 gp+	5 lbs.	8"	T	1 wk	—	—	—	
Shoe horn	1 bp	0.5 lbs.	—	T	1 day	—	—	—	
Lamp oil	1 bp	—	1 pt.	T	2 days	—	—	—	
Chess set, standard	2 sp	5 lbs.	—	T	2-3 wks	—	—	—	
Chess set, ornate	15 sp+	5-15 lbs.	—	T	1-3 months	—	—	—	
Walking stick	2 bp	2-5 lbs.	4'	T	1 wk	—	—	—	
Watch, mechanical	45 sp	0.25-0.5 lbs.	—	T	1 month	—	—	—	
Travelling clock	14 sp	15-25 lbs.	—	T	1 month	—	—	—	
Rocking horse, wooden	9 sp	35-50 lbs.	—	T	1 month	—	—	—	
China doll	15 sp	1 lb.	—	A	1 wk	—	—	—	
China doll	15 sp	1 lb.	—	A	1 wk	—	—	—	
ARMOR	Cost	AT	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Arm greaves, leather	1 sp	—	2-3 lbs.	T	1 day	—	—	—	
Arm greaves, iron	4 sp	—	3-4 lbs.	T	3-5 days	—	—	—	
Bracer, leather	1 sp	—	0.5 lbs.	T	1 day	—	—	—	
Bracer, plate	2 sp	—	0.75 lbs.	T	2 days	—	—	—	
Breastplate, iron	20 sp	17	25-30 lbs.	T	21 days	—	—	—	
Breatplate, leather	45 sp	9	10-18 lbs.	T	4 days	—	—	—	
Double-chain shirt	15 sp	13	20-35 lbs.	T	3 wks	—	—	—	
Double-chain hauberk	55 sp	16	40-45 lbs.	T	35 days	—	—	—	
Double-chainmail coif	7 sp	—	7-9 lbs.	T	2 wks	—	—	—	
Full double chainmail	65 sp	15	35-50 lbs.	T	2 months	—	—	—	
Half plate	100 sp	19	50-70 lbs.	T	10 wks	—	—	—	
Full plate	200 sp	20	60-85 lbs.	T	4 months	—	—	—	
Gauntlet, metal	2 sp	—	1 lb.	T	8 days	—	—	—	
Gorget, steel	6 sp	—	3-5 lbs.	T	4-6 days	—	—	—	
Hood (quilted/padded)	14 bp	—	2-3 lbs.	A	2 days	—	—	—	
Leather jerkin	1 sp	5	7-12 lbs.	A	1 day	—	—	—	
Leg greaves, leather	12 bp	—	2.5-3.5 lbs.	A	1 day	—	—	—	
Leg Greaves, iron	5 sp	—	3.5-4.5 lbs.	T	3-5 days	—	—	—	
Full helmet	9 sp	—	3-5 lbs.	T	6-10 days	—	—	—	
Leather helmet	15 bp	—	1-2 lbs.	A	1 day	—	—	—	
Leather helmet, reinforced	25 bp	—	1.5-2.5 lbs.	A	1.5 days	—	—	—	
Plate helmet	35 bp	—	1.5-3 lbs.	T	1 day	—	—	—	
Pot helmet	4 sp	—	1.5-3 lbs.	T	3 days	—	—	—	
Quilted/padded armor	5 bp	3	5-10 lbs.	A	1 day	—	—	—	
Visored helmet	125 bp	—	2-5 lbs.	T	10 days	—	—	—	
Target shield	35 bp	—	3-10 lbs.	T	3 days	1-4	50(w)	—	
Normal shield	55 bp	—	10-20 lbs.	T	5 days	1-3	60(w)	—	
Full shield	7 sp	—	15-30 lbs.	T	6 days	1-3	75(w)	—	
Wall shield	9 sp	—	30-50 lbs.	T	7 days	1-2	95(w)	—	



Horse Armor									
Leather barding	35 sp	7	100 lbs.	T	2 wks	—	—	—	Covers horse's body
Chain barding	150 sp	16	160 lbs.	T	40 days	—	—	—	
Plate mail barding	300 sp	19	190 lbs.	T	4 months	—	—	—	Covers horse's face
Leather chanfron	6 sp	—	15 lbs.	T	1 wk	—	—	—	
Plate chanfron	9 sp	—	25 lbs.	T	9 days	—	—	—	Covers horse's neck
Leather crinet	5 sp	—	25 lbs.	T	6 days	—	—	—	
Chain crinet	27 sp	—	31 lbs.	T	10 days	—	—	—	
Plate crinet	5 sp	—	38 lbs.	T	20 days	—	—	—	
TYPICAL WEAPONS	Cost	Type	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Axe	2 sp	1he	4-6 lbs.	A	1 day	1-7	60(w)	04	
Blackjack	2 cp	1hc	0.5 lbs.	T	6 hrs	1-8	50(w)	01	
Boar spear	25 bp	pa	3-6 lbs.	A	1 day	1-5	50(w)	05	
Broadsword	10 sp	1 he	3-5 lbs.	T	3-4 days	1-7	80	03	
Cat' o' nine tails	1 sp	1hc/1he	2.5-3.5 lbs.	A	1 day	1-4	60	07	
Claymore	20 sp	1 he	5-10 lbs.	T	3-5 days	1-8	75	04	
Club	1 cp	1 hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Composite bow	17 sp	mis	2-3 lbs.	A	14 days	1	90	04	
Crossbow, heavy	25 sp	mis	8-12 lbs.	T	16 days	1-3	80	05	
Crossbow, light	11 sp	mis	4-8 lbs.	T	10 days	1-3	75	05	
Cudgel	5 cp	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	
Cutlass	9 sp	1he	3-5 lbs.	T	2 days	1-6	80	03	
Dagger	3 sp	1he/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Dart	1 sp	th	0.5 lbs.	T	6 hrs	1-6	40(w)	05	
Dirk	4 sp	1he	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Foil	21 sp	1he	2-3.5 lbs.	T	5 days	1-3	30	03	
Halbard	14 sp	pa	4-8 lbs.	T	2-3 days	1-7	70(w)	07	
Handaxe	12 bp	1he/th	3-6 lbs.	A	1 day	1-7	70(w)	04	
Harpoon	25 bp	th	4-8 lbs.	A	1 day	1-6	50(w)	04	
Javelin	3 sp	th	3-5 lbs.	A	1 day	1-5	40(w)	04	
Lasso	2 cp	th	2-5 lbs.	A	6 hrs	1-4	50	06	
Long bow	10 sp	mis	2-3 lbs.	A	9-12 days	1-2	85	05	
Long sword	18 sp	1he	3.5-6 lbs.	T	4 days	1-6	70	04	
Main gauche	12 sp	1he	1-2 lbs.	T	3 days	1-6	70	02	
Pick	4 sp	2h	3-7 lbs.	T	2 days	1-7	50(w)	06	
Pike	17 sp	pa	8-10 lbs.	T	2-3 days	1-7	70(w)	07	
Quarterstaff	5 cp	2h	3-5 lbs.	A	1-3 days	1-7	70(w)	03	
Rapier	22 sp	1he	1.5-3 lbs.	T	5 days	1-4	40	04	
Sabre	9 sp	1he	3-4 lbs.	T	2-3 days	1-5	70	03	
Scimitar	10 sp	1he	3-5 lbs.	T	2-3 days	1-5	60	04	
Short bow	6 sp	mis	2-3 lbs.	A	3 days	1-2	80	04	
Short sword	7 sp	1he	2-4 lbs.	T	2 days	1-6	80	02	
Sling	9 bp	mis	0.5 lbs.	A	6 hrs	1	95	06	
Spear	23 bp	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05	
Whip	2 sp	1hc	2-5 lbs.	T	1 day	1-4	70	06	
Firearms									
Arquebus	8 sp	2h	15 lbs.	C	2 wks	1-7	40	08	
Matchlock rifle	3 sp	2h	8-12 lbs.	C	2 wks	1-7	45	07	
Wheellock rifle	1 gp+	2h	8-12 lbs.	C	2-3 wks	1-7	55	05	
Wheellock pistol	2 gp+	1h	3-6 lbs.	C	2-3 wks	1-7	55	04	
Snaphaunce rifle	1 gp+	2h	8-12 lbs.	C	2-3 wks	1-7	45	05	
Snaphaunce pistol	2 gp+	1h	3-6 lbs.	C	2-3 wks	1-7	45	04	
Weapon Accessories									
Arrows (20)	4 bp	—	3 lbs.	A	1 day	—	—	—	
Quiver (holds 20 arrows)	12 bp	—	1-2 lbs.	A	1 day	—	—	—	
Belt scabbard, plain	25 bp	—	1.5 lbs.	T	1 day	—	—	—	
Belt scabbard, ornamented	4 sp+	—	1.5-2 lbs.	T	2-7 days	—	—	—	
Shoulder scabbard, plain	3 sp	—	1.5-2 lbs.	T	1 day	—	—	—	
Shoulder scabbard, ornament	6 sp+	—	2-2.5 lbs.	T	2-7 days	—	—	—	
Sheath, plain	12 bp	—	0.5 lbs.	A	1 day	—	—	—	
Sheath, ornamented	25 bp+	—	0.5-0.75 lbs.	T	2-7 days	—	—	—	
Gunpowder	2 sp	—	10 lbs.	C	1 wk	—	—	—	
Bullet mold	9 bp	—	0.5 lbs.	C	2-3 days	—	—	—	
Powder flask	5 bp	—	1 lb.	C	1 day	—	—	—	
Match (6')	6 bp	—	0.5 lbs.	C	1 day	—	—	—	
Powder measure	12 bp	—	0.5 lbs.	C	2-3 days	—	—	—	
Wheellock spanner	2 sp	—	0.25-0.5 lbs.	C	2 days	—	—	—	
Extra flint	1 sp	—	0.25 lbs.	C	1 day	—	—	—	

THE AGE OF REASON

The Age of Reason represented the “final triumph” of science over the myths and superstitions of preceding ages. Running from the mid-1600s to the end of the eighteenth century, it had its foundations in the secular humanism of the Renaissance. It was an era of philosophical as well as scientific and technical advancement. The religious reformations of the Renaissance had broken the power of the Catholic Church. No longer restrained by religious dogma, blind faith, or fear of the Inquisition, scientists and scholars were able, for the first time, to freely question many long-standing beliefs of the ancients. Science was freed from the taint of charges of “heresy” and “witchcraft” and firmly established in the secular world. Discoveries were made in the heavens as well as on Earth. Scientists and scholars of the day turned their attention to astronomy, optics, mathematics, medicine—the list goes on and on. The scientific revolution of the Renaissance touched off a spark. But it was not until the Age of Reason that science became a full-blown fire!



Sir Isaac Newton's *Principia* was perhaps the most important scientific work of the Age of Reason. In it, Newton not only laid the foundation for modern physics, he also advocated what we have come to know as the scientific method. His “method of analysis and synthesis” included: careful study of natural phenomenon; the formation of theories from observation; and using these theories to predict other phenomenon. Newton professed that every natural phenomenon could be explained by mathematical law. He is most famous for his mathematical description of gravity. He believed in it wholeheartedly, even though he knew his theories said nothing about how or why gravity worked. Nor would Newton

formulate hypotheses that were not verifiable. It was during this period that the final break between physics and metaphysics (philosophy) took place.

Observation and experimentation, the twin pillars of modern science, displaced the notion that knowledge and wisdom could only be found in the writings of the ancients or through faith. Though still venerated the old masters such as Aristotle or Archimedes were no longer relied upon as the source of truth as scientists studied the results of their own experiments. Orderly notes, recording variables such as weight, volume, and temperature, meant that experiments could be successfully repeated over and over again. Scientific instruments were widely available in major towns and cities. Still called “natural philosophy,” science was the study of all phenomena of nature. The experimentation of the age resulted in many discoveries and observations that were not completely understood, but which laid the groundwork for advances a century-and-a-half later.

Not that scientists were strictly bound by these rules that they had created. For example, Christiaan Huygens designed and built a pendulum-driven clock that was far more accurate than the older mechanical and water clocks. Later he developed the first practical spring-driven clock, precursor of the pocket watches and wristwatches of today. Then, he spent several years working out the mathematical

and scientific basis for why they worked. Other scientists of the era relied on hunches or flashes of insight as well, not worrying about the “how and why” of a thing until afterward.

Many of the things we take for granted today were invented during the Age of Reason. The sealed glass tube thermometer was invented in 1654, by the Grand Duke of Tuscany. The barometer, invented by Galileo ten years earlier, was first used to forecast the weather in 1660 by the German inventor Otto von Guericke. Other inventions range from the carpenters' level, to devices for measuring wind speed and humidity, to rolling mills for producing sheet metal. Some less-well-known inventions of the period include mechanical calculators that could add, subtract, multiply, divide, and even extract square roots. A semi-automatic loom, the weaving controlled by punch cards fed in by the operator, was first built in 1728—a hundred-sixty years or so before IBM (in the 1880s) got its start in the punch-card computer business.

Nor were advances limited to mechanics. Medicine had progressed to the point where a patient had a much better chance of surviving the *treatment*, not to mention the illness or injury. The concept of inoculation—giving a person a mild case of the disease to help prevent a more serious one later on—was first proposed and tried with smallpox. Numerous new tools and techniques were developed (or rediscovered): artificial respiration in 1667; the syringe in 1714; forceps in 1721; the appendectomy in 1736. Diagnostic techniques improved as well, and the first studies of blood pressure and its relation to various medical conditions were first begun in the 1730s. Chemistry, long bound up with medicine, began to slowly emerge as a separate science of its own. However, many of the earliest discoveries were not understood until the Industrial Revolution or even later.

Beyond the scientific and technological, Europeans also saw the expansion of their world. In the latter days of the Renaissance, the great voyages of discovery opened trade with India, China, and Japan; places that had once been little more than legend. Two new continents, the Americas, had been discovered as well. Colonies sprouted up on the shores of this “New World,” later expanding into the interior. The colonies were viewed as vast storehouses of such raw materials as wood, furs, metal, and minerals—all things in short supply in Europe. Competition was fierce for control of the wealth and riches of these new lands, and from the beginning often led to bloody wars. Open warfare in Europe and on the sea often spilled over into the colonies as well. The battles between Britain and France for control over North America, often using Indian proxies and colonial troops, set the stage for the break of the colonies with Europe—the American Revolution!



While the giants of Europe were battling over the colonial prize, pirates sailed against the shipping of whatever nation they pleased. The late seventeenth and early eighteenth centuries saw the "golden age" of piracy. The buccaneers of the Caribbean controlled the island of Tortuga outright, and sailed with impunity into Port Royal and other harbors. Raids on colonies were a common practice. During times of war many of the "Brethren of the Coast" took royal pardons and became privateers in the service of the crown, and went right back to piracy once the war was over.

The Age of Reason is filled with opportunity for role playing, whether you choose to set your game in the wilderness of the Americas or in "civilized" Europe. In the early years, civil war tore England apart and cost a king his head. In France the Sun King's court was filled with plots and intrigues to seize control of the crown. Weakened by the reformations of the Renaissance era, and the splintering off of numerous new Christian sects, the Roman Church was trying to regain its influence over the lands and peoples it had lost. At the same time, they were cracking down on dissenters, heretics, and unbelievers within their own ranks. Scientists were often forced to publish their works in small, easily concealed pamphlets to hide them from the eyes of the Church and the secular authorities.

Gamemasters wanting to run a campaign in the Age of Reason should take a long look at the year they want for their campaign starting point, as well as the region of the world they want for a setting. Though only covering 150 years, the advances and changes within that short period are profound. For example, in the mid-seventeenth century the snaphaunce flintlock is available and relatively inexpensive to produce. German gunsmiths, however, were producing the expensive, complicated wheel lock until the late 1700s. The *matchlock* was still commonly used in some armies and in the colonies!

Campaigns in Europe might be set against the backdrop of the English Civil War. Players could take on the roles of the rebel Roundheads, battling against the king. Or they could be loyalist Cavaliers fighting to restore the rightful monarch to the throne. Bandits and brigands feasted on the carnage, preying on anyone and everyone—a plague for both sides. Players interested in more political campaigns will find many conspiracies and conspirators, both for and against the crown. Who knows, they might even succeed in restoring the monarchy, possibly even placing themselves on the throne.

Other places of interest include the petty kingdoms, principalities, duchys, etc. of Germany. There squabbles for the dominant position had been going on since the collapse of Charlemagne's empire. Italy, birthplace of the Renaissance, and a center of culture and learning into the nineteenth century, was another collection of mutually hostile states. They were held from each other's throats by the power and influence of Rome. Spain, once one of the great powers of Europe, had lost much of its power and prestige after the defeat of the Armada at the hands of England. But it was still a power to be reckoned with. France was a hotbed of intrigue, always on the verge of war with her neighbors.

In the wilds of the Americas, colonists battled native Indians, strange new animals, the elements, and each other for survival. Some explorers set out to find glory, fame, and riches. They followed tales of lost cities of gold or miraculous fountains that restored health, vigor, and youth. Some

searched for land to call their own. Others set out to see what lay on the other side of the next hill, or around the next bend in the river. As time passed, the tiny colonial settlements became large towns and cities in their own right. There were those who complained about the laws enacted far away, by men who didn't understand the New World. Colonial uprisings occurred everywhere, from Canada in the north, to the Spanish and Portuguese settlements of South America.

For a more classic approach to role playing, inject the traditional elements of fantasy into a European setting. After all, while the learned scholars of the Age of Reason tried to divorce science from superstition and magic, the average citizen still firmly believed in elves and goblins, faeries and dragons. Take it a step further, and suppose that magicians and wizards are the focus of the age. Using the "magical method" of research, they study the universe and formulate theories about natural *and* supernatural phenomena. They work to discover the physical, mathematical laws that govern the mundane world and the magical.

The primeval forests of the New World make a fine home for Elves and other faerie kindred, as well as other, darker creatures. Perhaps they fled there (as later, human settlers did) to escape persecution in Europe. Would they decide to stand their ground against the waves of immigrants from the Old World? Native Americans, with their own legends of the tree-spirits (and even the "little people") might see them as emissaries of their gods, or demons to be destroyed. The two groups could become staunch allies or bitter enemies.

Campaigning later in the era, you have Queen Anne's War, the Seven Years War, the French and Indian War, the American Revolution, and that is just in North America! In a humans only campaign, there are still lands and riches to be won, and great battles to be fought. Add in the elements of fantasy, and you have some interesting options to consider: Elven scouts; Dwarven engineers and artilleryists; Orcish bandits, raiders, and mercenaries. Historically, the British troops complained that American militia units lacked discipline. They didn't "fight fair" because they hid behind trees and rocks to do their fighting. And that was when they fought on the same side. But how would they react to the more fantastical elements? Orcish savagery would be enough to put any "right thinking" European off. And how would they react to an enemy or ally that could glide through the forest without making a sound, like the Elves? Or one like the Dwarves, who could erect fortifications in just a few days of stone they quarried on the spot?

These are just some ideas and suggestions, not hard and fast rules. Individual GMs will undoubtedly come up with their own. Whatever elements you decide to include in your campaign world, the most important thing is to look at how they all fit together. Observe the different elements, come up with a theory or two, make a few predictions, twist your theory around some. Then hammer it till it fits...like any good scientist.



...AND A
10-FOOT POLE



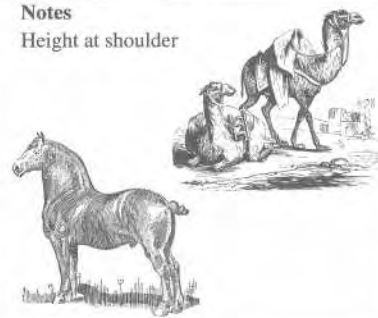
FOOD ITEMS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Flour									
Flour, wheat	15 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, rye	8 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, barley	10 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, oat	10 cp	30 lbs.	—	A	1 day	—	—	—	
Fresh Bread									
Barley	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Brown	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Oat	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Rye	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Wheat	4 tp	1 lb.	—	A	2 hrs	—	—	—	
Oil cakes	4 tp	0.5 lbs.	—	A	2 hrs	—	—	—	
Pie	5 tp	1 lb.	—	A	2 hrs	—	—	—	
Cookies	3 tp	—	1 doz.	A	2 hrs	—	—	—	
Cruller	4 tp	1 lb.	—	A	2-3 hrs	—	—	—	
Fresh Meat									
Beef-veal	8 cp	1 lb.	—	R	2 hrs	—	—	—	Time shows average time to butcher
Beef-steak	5 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-roast	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-other cut	12 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-loin	6 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-ham	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-bacon	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-other cut	9 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-suckling pig	5 sp	20 lbs.	—	R	2 hrs	—	—	—	
Lamb, leg	12 cp	5 lbs.	—	R	2 hrs	—	—	—	
Lamb, whole	10 bp	60 lbs.	—	R	2 hrs	—	—	—	
Mutton, chops	3 cp	2 lbs.	—	R	2 hrs	—	—	—	
Chicken	3 bp	5 lb.	—	R	1 hr	—	—	—	
Duck	6 bp	5 lb.	—	R	1 hr	—	—	—	
Goose	8 bp	15 lb.	—	R	1 hr	—	—	—	
Turkey	7 bp	10 lb.	—	R	1 hr	—	—	—	
Pigeon	4 bp	1 lb.	—	R	1 hr	—	—	—	
Squab	3 bp	0.5 lbs.	—	R	1 hr	—	—	—	
Boar, wild	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Venison	3 cp	1 lb.	—	R	2 hrs	—	—	—	
Small game	5 tp	1 lb.	—	R	30 mins.	—	—	—	Squirrel, rabbit, etc.
Fish									
Carp	5 tp	1 lb.	—	T	1 hr	—	—	—	Time shows average time to catch
Eel	2 tp	1 lb.	—	T	1 hr	—	—	—	
Fresh river	6 tp	1 lb.	—	R	1 hr	—	—	—	
Herring, pickled	6 tp	1 lb.	—	T	1 hr	—	—	—	
Herring, salted	8 tp	1 lb.	—	T	1 hr	—	—	—	
Pike	4 tp	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	8 tp	1 lb.	—	T	1 hr	—	—	—	
Shrimp	12 tp	1 lb.	—	T	1 hr	—	—	—	
Dairy Products									
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—	
Butter, unsalted	6 cp	1 lb.	—	R	30 mins.	—	—	—	
Cheese, low quality	3 tp	1 lb.	—	R	2 days	—	—	—	
Cheese, avg. quality	8 tp	1 lb.	—	R	1 wk	—	—	—	
Cheese, fine quality	15 tp	1 lb.	—	R	2 wks	—	—	—	
Cream	6 tp	—	1 pt.	R	—	—	—	—	
Eggs	2 cp	—	1 doz.	R	1 hr	—	—	—	Time shows average time to gather
Milk, cow	6 tp	—	2 qt.	R	20 mins.	—	—	—	
Milk, goat	4 tp	—	1 qt.	R	20 mins.	—	—	—	
Fruits & Grains									
Apples	7 cp	—	1 bu.	R	2 hrs	—	—	—	Time shows average time to harvest
Berries, wild	3 cp	—	1 bu.	R	2 hrs	—	—	—	
Cherries	8 cp	—	1 bu.	R	2 hrs	—	—	—	
Crabapples	2 cp	—	1 bu.	R	2 hrs	—	—	—	
Dates	6 cp	—	1 bu.	R	2 hrs	—	—	—	
Figs	25 cp	—	1 bu.	R	2 hrs	—	—	—	
Grapes	13 cp	—	1 bu.	R	2 hrs	—	—	—	
Melon	5 cp	—	1 bu.	R	2 hrs	—	—	—	
Nuts, wild	4 tp	—	1 bu.	R	1 day	—	—	—	
Olives	7 cp	—	1 bu.	R	2 hrs	—	—	—	
Pears	6 cp	—	1 bu.	R	2 hrs	—	—	—	
Pineapple	3 bp	—	1 bu.	R	2 hrs	—	—	—	

Fruits & Grains									
Plums	3 cp	—	1 bu.	R	2 hrs	—	—	—	Oranges, lemons, etc. Cost is two times base cost
Raspberries	4 cp	—	1 bu.	R	2 hrs	—	—	—	
Strawberries	8 cp	—	1 bu.	R	2 hrs	—	—	—	
Citrus	2 bp	—	1 bu.	R	2 hrs	—	—	—	
Dried fruit	***	—	—	—	2 days	—	—	—	
Candied fruit	***	—	—	—	1 day	—	—	—	Cost is three times base cost
Barley	15-30 cp	—	1 bu.	R	2 hrs	—	—	—	
Oats	10-30 cp	—	1 bu.	R	2 hrs	—	—	—	
Rye	15-30 cp	—	1 bu.	R	2 hrs	—	—	—	
Wheat	20-40 cp	—	1 bu.	R	2 hrs	—	—	—	
Maize	20-40 cp	—	1 bu.	R	2 hrs	—	—	—	
Rice	40-50 cp	—	1 bu.	R	2 hrs	—	—	—	
Coffee beans	5 sp	1 lb.	—	T	2 hrs	—	—	—	
Tea	5 sp	1 lb.	—	T	2 hrs	—	—	—	
Vegetables									Time shows average time to harvest
Angelica root	5 cp	—	1 bu.	R	1 hr	—	—	—	
Artichokes	4 cp	—	1 bu.	R	1 hr	—	—	—	
Beans, fresh	3 cp	—	1 bu.	R	1 hr	—	—	—	
Beans, dried	2 cp	—	1 bu.	R	3 days	—	—	—	
Beets	4 cp	—	1 bu.	R	1 hr	—	—	—	
Cabbage	3 cp	—	1 bu.	R	1 hr	—	—	—	
Carrots	3 cp	—	1 bu.	R	1 hr	—	—	—	
Cauliflower	3 cp	—	1 bu.	R	1 hr	—	—	—	
Leeks	3 cp	—	1 bu.	R	1 hr	—	—	—	
Lentils	2 cp	—	1 bu.	R	1 hr	—	—	—	
Lettuce	4 cp	—	1 bu.	R	1 hr	—	—	—	
Onions	2 cp	—	1 bu.	R	1 hr	—	—	—	
Parsnips	3 cp	—	1 bu.	R	1 hr	—	—	—	
Peas, fresh	2 cp	—	1 bu.	R	1 hr	—	—	—	
Potatoes	2 cp	—	1 bu.	R	1 hr	—	—	—	
Radishes	3 cp	—	1 bu.	R	1 hr	—	—	—	
Turnips	4 cp	—	1 bu.	R	1 hr	—	—	—	
Herbs, Spices, Flavorings, & Others									
Candy	3 bp	1 lb.	—	T	1 day	—	—	—	
Cloves	2 sp	4 oz.	—	T	1 hr	—	—	—	
Cocoa	3 sp	4 oz.	—	T	1 hr	—	—	—	
Garlic	5 bp	4 oz.	—	R	1 hr	—	—	—	
Ginger	1 sp	4 oz.	—	T	1 hr	—	—	—	
Honey	16 sp	1 lb.	—	R	1 hr	—	—	—	
Mint	3 bp	4 oz.	—	R	1 hr	—	—	—	
Mustard seed	5 bp	4 oz.	—	R	1 hr	—	—	—	
Nutmeg	2 sp	4 oz.	—	T	1 hr	—	—	—	
Parsley	1 bp	4 oz.	—	R	1 hr	—	—	—	
Pepper	10 gp	4 oz.	—	T	1 hr	—	—	—	
Rosemary	3 sp	4 oz.	—	R	1 hr	—	—	—	
Saffron	5 gp	4 oz.	—	T	1 hr	—	—	—	
Sage	18 bp	4 oz.	—	R	1 hr	—	—	—	
Salt	5 bp	1 lb.	—	T	1 hr	—	—	—	
Sugar	5 sp	1 lb.	—	C	1 day	—	—	—	
Thyme	7 cp	4 oz.	—	R	1 hr	—	—	—	
Field Rations									
Beef, salted	2 bp	1 lb.	—	T	2 days	—	—	—	
Pork, salted	12 cp	1 lb.	—	T	2 days	—	—	—	
Fish (various), salted	2 cp	1 lb.	—	T	2 days	—	—	—	
Salmon, smoked	3 cp	1 lb.	—	T	3 days	—	—	—	
Beef, smoked	7 cp	1 lb.	—	R	5 days	—	—	—	
Pork, smoked	7 cp	1 lb.	—	R	5 days	—	—	—	
Black bread	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Hardtack	1 tp	1 lb.	—	A	2 hrs	—	—	—	
Waybread	6 tp	1 lb.	—	A	2 hrs	—	—	—	
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—	
Beef, jerked	2 cp	1 lb.	—	R	1 day	—	—	—	
Fish (various), dried	1 cp	1 lb.	—	T	3-5 days	—	—	—	
Beverages									
Apple cider, fresh	1 tp	—	1 pt	R	1 day	—	—	—	
Apple cider, fermented	3 tp	—	1 pt.	R	4-6 wks	—	—	—	
Brandy	3 cp	—	1 pt.	T	2 days	—	—	—	
Wine, poor	4 tp	—	1 pt.	A	4-6 wks	—	—	—	
Wine, average	6 tp	—	1 pt.	A	4-6 wks	—	—	—	
Wine, fine	8 tp	—	1 pt.	T	4-6 wks	—	—	—	

Beverages										
Wine, excellent	15 tp+	—	1 pt.	C	4-6 wks	—	—	—		
Wine, champagne	18 cp+	—	1 pt.	C	6-12 months	—	—	—		
Whiskey	5 cp	—	1 pt.	A	2-3 days	—	—	—		
Beer	2 tp	—	1 pt.	A	2-4 wks	—	—	—		
Double beer	3 tp	—	1 pt.	A	3-6 wks	—	—	—		
Small beer	1 tp	—	1 pt.	A	1-2 wks	—	—	—		
Ale	2 tp	—	1 pt.	A	2-4 wks	—	—	—	Made from honey Made from spoiled wine	
Stout	3 tp	—	1 pt.	A	2-4 wks	—	—	—		
Bitter	3 tp	—	1 pt.	A	2-4 wks	—	—	—		
Mead	5 cp	—	1 pt.	T	4-8 wks	—	—	—		
Vinegar	1 tp	—	1 pt.	A	4-6 wks	—	—	—		
Coffee	1 bp	—	1 pt.	T	—	—	—	—		
Tea	1 bp	—	1 pt.	T	—	—	—	—		
Oils										
Olive oil	8 bp	—	1 gal.	T	2 days	—	—	—		
Lard	1 bp	1 lb.	—	R	1 day	—	—	—		
OUTDOOR SURVIVAL	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F		
Torch	1 tp	—	1 hr.	A	5 mins.	—	—	—		
Backpack, small leather	2 bp	1 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium leather	4 bp	1.5 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large leather	7 bp	3 lb.	3.5 cu. ft.	A	1 day	—	—	—		
Backpack, small canvas	5 bp	0.75 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium canvas	7 bp	1 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large canvas	10 bp	2 lb.	4 cu. ft.	A	1 day	—	—	—		
Compass	1 sp	1 lb.	—	T	1 day	—	—	—		
Sack, small	3 bp	—	3 cu. ft.	A	1 day	—	—	—		
Sack, large	5 bp	—	5 cu. ft.	A	1 day	—	—	—		
Flint & Steel	1 sp	—	—	T	1 day	—	—	—		
Tinderbox	3 cp	—	—	T	1 day	—	—	—		
Tent, 2-man leather	7 sp	60 lbs.	5'x6'x4'	A	10 days	—	—	—		
Tent, 4-man leather	15 sp	120 lbs.	8'x10'x5'	A	2 wks	—	—	—		
Tent, 8-man leather	25 sp	200 lbs.	14'x17'x6'	A	3 wks	—	—	—		
Tent, 2-man canvas	12 sp	45 lbs.	5'x6'x4'	A	1 wk	—	—	—		
Tent, 4-man canvas	24 sp	60 lbs.	8'x10'x5'	A	10 days	—	—	—		
Tent, 8-man canvas	50 sp	90 lbs.	14'x17'x6'	A	2 wks	—	—	—		
Pavillion	100 sp	150 lbs.	16'x20'x9'	T	2 wks	—	—	—		
Fishhook & line	2 tp	—	30'	R	1 day	—	—	—		
Fishing net, small	2 sp	3-5 lbs.	6'x6'	A	3 days	1-5	60	—		
Fishing net, large	5 sp	10 lbs.	12'x12'	A	5 days	1-5	65	—		
Fish trap	3 bp	1 lb.	—	A	2 hrs	1-3	65	—		
Blanket, light	10 cp	2.5 lbs.	—	A	1 day	—	—	—	Lasts 2 hours Lasts 4 hours	
Blanket, heavy	12 cp	6 lbs.	—	A	1 day	—	—	—		
Hammock, cloth	12 cp	2 lbs.	4'x8'	A	1 day	—	—	—		
Camp bed, cloth & wood	15 sp	15 lbs.	3'x6'	A	1 day	—	—	—		
Camp bed, leather & wood	30 sp	25 lbs.	3'x6'	A	1 day	—	—	—		
Bucket, canvas	1 bp	0.5 lbs.	1 gal.	A	1 day	—	—	—		
Bucket, canvas	3 bp	1 lb.	5 gal.	A	1 day	—	—	—		
Canteen (full)	2 cp	1.25 lbs.	1 pt.	R	1 day	—	—	—		
Canteen (full)	5 cp	2.5 lbs.	2 pts.	R	1 day	—	—	—		
Canteen (full)	1 bp	5 lbs.	1 qt.	R	1 day	—	—	—		
Waterskin (full)	3 bp	8 lbs.	1 gal.	R	2 days	—	—	—		
Waterskin (full)	7 bp	50 lbs.	5 gal.	R	2 days	—	—	—		
Lantern	12 bp	2 lbs.	2 pt.	T	1 day	—	—	—		
Lamp	5 bp	1 lb.	1 pt.	T	1 day	—	—	—		
Lamp oil (1 pint)	1 bp	0.5 lbs.	1 day	T	1 day	—	—	—		
Candle, tallow	3 tp	—	—	A	1 day	—	—	—		
Candle, wax	1 bp	—	—	T	1 day	—	—	—		



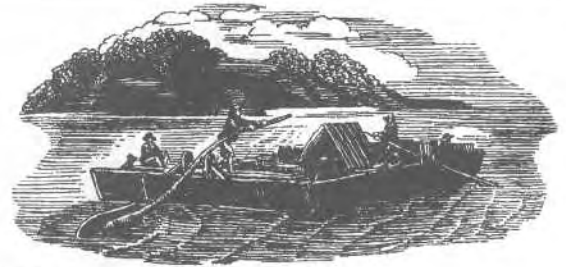
CONTAINERS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Barrel	12 bp	10 lbs.	12 gal.	A	1.5 days	—	—	—	
Barrel	2 sp	30 lbs.	25 gal.	A	2 days	—	—	—	
Barrel	4 sp	50 lbs.	50 gal.	A	3 days	—	—	—	
Barrel	10 sp	125 lbs.	100 gal.	T	3 days	—	—	—	
Barrel	17 sp	450 lbs.	350 gal.	T	3 days	—	—	—	
Jar, pottery	3 tp	—	1 pt.	A	12 hrs	—	—	—	
Jar, pottery	5 tp	0.5 lbs.	1 qt.	A	12 hrs	—	—	—	
Jar, pottery	2 cp	2 lb.	1 gal.	A	12 hrs	—	—	—	
Crock, pottery	4 cp	4 lbs.	5 gal.	A	12 hrs	—	—	—	
Amphora	2 bp	30 lbs.	12 gal.	T	1 day	—	—	—	
Jar, glass	4 cp	—	1 pt.	T	12 hrs	—	—	—	
Jar, glass	8 cp	0.5 lbs.	1 qt.	T	12 hrs	—	—	—	
Jar, glass	4 cp	2 lbs.	1 gal.	T	12 hrs	—	—	—	
Bucket, canvas	1 bp	0.5 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, canvas	3 sp	1 lb.	5 gal.	A	1 day	—	—	—	
Bucket, wooden	2 cp	3 lbs.	1 gal.	A	1 day	—	—	—	Ornamented adds 200% to base cost
Bucket, wooden	3 cp	4 lbs.	5 gal.	A	1 day	—	—	—	
Chest, large wood & brass	65 bp	30 lbs.	2'x2'x3'	T	2 wks	—	—	—	Ornamented adds 200% to base cost
Chest, medium wood & brass	55 bp	20 lbs.	18"x18"x24"	T	10 days	—	—	—	
Chest, small wood & brass	45 bp	15 lbs.	1'x1'x2'	T	1 wk	—	—	—	Ornamented adds 200% to base cost
Chest, large wood & iron	55 bp	45 lbs.	2'x2'x3'	T	2 wks	—	—	—	
Chest, med. wood & iron	45 bp	35 lbs.	18"x18"x24"	T	10 days	—	—	—	
Chest, small wood & iron	32 bp	25 lbs.	1'x1'x2'	T	1 wk	—	—	—	
TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Adze	25 cp	2 lbs.	—	A	1 day	1-4	90(w)	—	
Anvil, light portable	2 gp	110 lbs.	—	T	10 days	—	—	—	
Anvil, heavy portable	3 gp	210 lbs.	—	T	12 days	—	—	—	
Anvil, standard	5 gp	410 lbs.	—	T	14 days	—	—	—	
Auger	25 cp	—	—	T	12 hrs	—	—	—	
Awl	15 cp	—	—	T	12 hrs	—	—	—	
Beehive	9 bp	15 lbs.	1'x1'x2'	T	1 day	—	—	—	
Bellows, portable	2 cp	20 lbs.	—	T	2 days	1-2	50(w)	—	
Bellows, standard	5 bp	100 lbs.	—	T	5 days	1-2	50(w)	—	
Blast furnace	75 gp	2,500 lbs.	—	T	30 days	1-2	80	—	
Block & tackle	7 sp	35 lbs.	—	T	4 days	1-2	70	—	
Brace & bit (hand drill)	5 sp	2 lbs.	—	T	4 days	1-3	80	—	
Branding iron	8 cp	2-4 lbs.	—	T	1 day	—	—	—	
Brush	2 cp	0.5 lbs.	—	T	1 day	—	—	—	
Carding comb	1 cp	1 lb.	—	T	1 day	—	—	—	
Carpenter's level	3 bp	1.5 lbs.	—	T	3 days	—	—	—	
Carpenter's square	6 cp	2 lbs.	—	T	2 days	—	—	—	
Chain, per foot	2 sp	2.5 lbs.	—	T	1 day	1-2	70	—	
Heavy chain, per foot	5 sp	5 lbs.	—	T	1 day	1-2	80	—	
Chisel, cold	6 bp	0.5 lb.	—	T	3 days	—	—	—	
Chisel, masonry/stone	4 bp	1 lbs.	—	T	2 days	—	—	—	
Chisel, wood	4 bp	0.75 lbs.	—	T	2 days	—	—	—	
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Drill bits, steel	5 sp	—	—	T	7 days	—	—	—	
Drill bits, iron	4 bp	—	—	T	5 days	—	—	—	
Forge, portable	2 gp	300 lbs.	—	T	7 days	—	—	—	
Forge, standard	4 gp	1000 lbs.	—	T	15 days	—	—	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Grindstone	28 sp	150 lbs.	—	T	18 days	—	—	—	
Hammer, blacksmith's	22 bp	5 lbs.	—	T	4 days	1-8	90(w)	05	
Hammer, carpenter's	7 cp	2 lbs.	—	T	2 days	1-8	70(w)	05	
Hatchet	12 cp	2.5 lbs.	—	T	2 days	1-7	70(w)	05	
Hoe	6 cp	3.5 lbs.	—	T	1 day	1-4	90(w)	—	
Ingot, bronze	7 sp	10 lbs.	—	T	1 day	—	—	—	
Ingot, copper	8 sp	10 lbs.	—	T	1 day	—	—	—	
Ingot, iron	3 cp	10 lbs.	—	T	2 days	—	—	—	
Ingot, lead	5 sp	10 lbs.	—	T	1 day	—	—	—	
Ingot, silver	40 gp	5 lbs.	—	C	1 day	—	—	—	
Ingot, gold	40 pp	5 lbs.	—	C	1 day	—	—	—	
Ingot, platinum	400 pp	5 lbs.	—	C	1 day	—	—	—	
Iron spikes (10)	24 bp	2 lbs.	—	T	2 days	—	—	—	
Iron wedge	36 cp	4 lbs.	—	T	2 days	—	—	—	
Ladder (12 ft. wooden)	15 cp	35 lbs.	—	T	4 days	—	—	—	
Lathe	125 sp	150 lbs.	—	T	10 days	1-5	55(w)	—	
Mallet, wood	3 cp	1 lb.	—	T	1 day	1-6	60(w)	—	

TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Marine chronometer	10 gp+	35 lbs.	—	T	2-3 wks	1-4	60	—	Inaccurate 22 yards
Measuring chain	35 bp	25 lbs.	—	T	4 days	1-2	60	—	
Metal file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Molds (metal casting)	1-100 cp	varies	—	T	1-10 days	—	—	—	
Nails	5 sp	10 lbs.	—	T	6 days	—	—	—	
Newcomen steam engine	60 gp	650 lbs.	—	T	4-6 wks	1-3	95	—	
Paint	5-50 bp	—	1 gal.	T	2 days	—	—	—	
Pick axe	7 cp	12 lbs.	—	T	1.5 days	1-5	50(w)	06	
Pitchfork	15 cp	7 lbs.	—	T	5 days	1-6	40(w)	05	
Plate glass	2 gp	75 lbs.	4' x 4'	C	2-4 days	—	—	—	
Pliers, large	38 cp	2 lbs.	—	T	6 days	—	—	—	
Pliers, small	20 cp	1 lb.	—	T	6 days	—	—	—	
Plow, wooden	12 bp	125 lbs.	—	R	10 days	1-4	70(w)	—	
Plow blade, iron	7 bp	35 lbs.	—	R	12 days	—	—	—	
Potter's wheel	6 sp	30 lbs.	—	T	14 days	1-3	50(w)	—	
Printing press, movable type	35 gp	250 lbs.	—	C	30 days	1-4	60(w)	—	
Pulley, small (2:1)	28 cp	5 lbs.	—	T	1 day	1-2	50	—	
Pulley, large (5:1)	35 cp	7 lbs.	—	T	1 day	1-2	50	—	
— per 100 lb lift	+20%	—	—	T	—	—	—	—	
Rake, wooden	4 cp	4 lbs.	—	T	2 days	—	—	—	
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-4	60	—	
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-4	70	—	
Rope, heavy (per 50')	10 cp	15 lbs.	—	T	4 days	1-4	80	—	
Rope, hawser (per 50')	26 cp	30 lbs.	—	T	7 days	1-4	90	—	
Rolling mill (sheet metal)	9 gp	1,500 lbs.	—	T	1 month	1-5	80	—	
Scythe	18 cp	3.5 lbs.	—	T	3 days	1-4	50(w)	—	
Scythe, reaver	30 cp	4 lbs.	—	T	3.5 days	1-4	60(w)	—	
Shepherd's crook	4 cp	3 lbs.	—	R	3 days	—	—	—	
Shovel	16 cp	4.5 lbs.	—	T	1 day	1-4	90	—	
Sickle	15 cp	3 lbs.	—	T	1 day	—	—	—	
Spindle	5 cp	1 lb.	—	T	1 day	—	—	—	
Spinning wheel	7 sp	25 lbs.	—	T	10-15 days	1-2	75	—	
Spoke shave	2 bp	2-3 lbs.	—	A	1 day	—	—	—	
Tongs, large	22 cp	6.5 lbs.	—	T	2 days	—	—	—	
Tongs, small	12 cp	3 lbs.	—	T	2 days	—	—	—	
Trident	14 cp	5 lbs.	—	T	5 days	1-6	40(w)	05	
Weaving loom, large	9 sp	250 lbs.	—	T	10 days	1-3	80(w)	—	
Weaving loom, small	45 bp	125 lbs.	—	T	7 days	1-4	80(w)	—	
Weaving loom, flying shuttle	15 sp	265 lbs.	—	T	14 days	1-5	80(w)	—	
Weaving loom, semi-automatic	12 gp	350 lbs.	—	T	30 days	1-6	70(w)	—	
Wedge (splitting)-iron	1 bp	2.5 lbs.	—	T	2 days	—	—	—	
Wedge (staying)-wooden	5 tp	0.5 lbs.	—	T	12 hrs	—	—	—	
Wheelbarrow, wood	7 bp	25 lbs.	—	T	2 days	1-4	55(w)	—	
Whitewash	7 cp	—	10 gal.	T	1 day	—	—	—	
Windlass	75 bp	300 lbs.	—	T	3 days	1-3	60(w)	—	
Winnowing flail	3 cp	4.5 lbs.	—	R	1 day	1-5	70(w)	—	
Wire, iron (per 10')	3 cp	0.5 lbs.	—	T	6 hrs	—	—	—	
Wire-drawing machine	65 bp	150 lbs.	—	T	3 days	1-3	60(w)	—	
Wood axe	25 cp	5 lbs.	—	T	2 days	1-7	60(w)	04	
Wood glue	4 cp	—	1 pt.	T	1 day	—	—	—	
Wood file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Wood file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Wood file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Wood saw, iron	35 cp	3 lbs.	—	T	7 days	1-2	60(w)	—	
Wood saw, steel	95 cp	3 lbs.	—	T	10 days	1-2	75(w)	—	
ANIMALS	Cost	ft/rnd	mph	Man.	Ht/Wt	Cap.		Notes	
Camel, riding	15 gp	75	5	+15	7/800 lbs.	300 lbs.		Height at shoulder	
Camel, racing	40 gp	90	6	+20	7/750 lbs.	200 lbs.			
Camel, draft	12 gp	60	4	+10	7/900 lbs.	350 lbs.			
Elephant	50 gp	120	8	+10	12/11,000 lbs.	1000 lbs.			
Horse, light	45 sp	100	7	+40	5/800 lbs.	200 lbs.			
Horse, medium	60 sp	110	7.5	+25	6/900 lbs.	300 lbs.			
Horse, heavy	80 sp	80	5	+10	6'+1,300 lbs.	400 lbs.			
Warhorse, lesser	20 gp	90	6	+30	6/950 lbs.	350 lbs.			
Warhorse, greater	75 gp	80	5	+40	6'+1,100 lbs.	375 lbs.			
Mule	40 sp	100	7	+35	5/800 lbs.	400 lbs.			
Donkey	32 sp	90	6	+20	4'+550 lbs.	300 lbs.			
Pony	40 sp	70	4.5	+30	4/500 lbs.	200 lbs.			

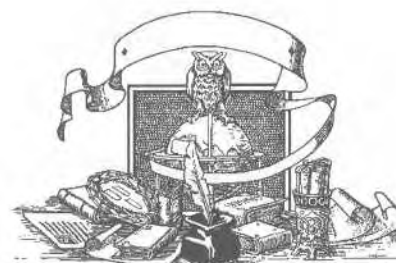
ANIMALS	Cost	ft/rnd	mph	Man.	Ht/Wt	Cap.	Notes		
Bull	120 sp	60	4	+20	5/1,700 lbs.	600 lbs.			
Cow	75 sp	50	3.5	+15	5/1,400 lbs.	400 lbs.			
Calf	30 sp	45	3	+35	3/300 lbs.	—			
Ox	90 sp	60	4	+20	5/2,000 lbs.	700 lbs.			
Chicken	2 bp	—	—	+20	5 lbs.	—			
Duck	4 bp	—	—	+15	5 lbs.	—			
Goose	7 bp	—	—	+15	10 lbs.	—			
Swan	35 sp	—	—	+20	15 lbs.	—			
Goat	5 gp	—	—	+50	50 lbs.	—			
Pig	25 sp	—	—	+20	150 lbs.+	—			
Suckling pig	4 sp	—	—	+30	30 lbs.	—			
Sheep, coarse wool	35 sp	—	—	+50	110 lbs.	—			
Sheep, fine wool	5 gp	—	—	+50	110 lbs.	—			
Lamb, coarse wool	15 sp	—	—	+50	50 lbs.	—			
Lamb, fine wool	1 gp	—	—	+50	50 lbs.	—			
TRANSPORT & TACK	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bit & bridle	5 sp	2 lbs.	—	A	2 days	—	—	—	
Riding saddle	15 sp	10 lbs.	—	A	7 days	—	—	—	
War saddle	30 sp	18 lbs.	—	T	10 days	—	—	—	
Packsaddle	10 sp	7 lbs.	—	T	4 days	—	—	—	
Saddle blanket	5 bp	1 lb.	—	A	1 day	—	—	—	
Saddle bags, small	2 sp	2.5 lbs.	—	T	1 day	—	—	—	 Carries up to 2,500 lbs. cargo Carries up to 3,500 lbs. cargo
Saddle bags, medium	5 sp	3.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, large	12 sp	5 lbs.	—	T	1 day	—	—	—	
Horse collar	8 sp	10 lbs.	—	A	7 days	—	—	—	
Draft harness	75 sp	35 lbs.	—	A	14 days	—	—	—	
Ox yoke	10 bp	40 lbs.	—	A	6 days	—	—	—	
Horseshoe, common	2 cp	—	—	A	1 hr	—	—	—	
Horseshoe, warhorse	6 sp	—	—	T	1.5 hrs	—	—	—	
Riding crop	2 sp	0.5 lb.	—	T	3 days	—	—	—	
Driving whip	15 sp	2 lbs.	—	A	8 days	—	—	—	
Dog cart (1 dog)	15 sp	100 lbs.	1 person	A	4 days	—	—	—	
Pony cart	25 sp	250 lbs.	2 people	T	10 days	—	—	—	
Cart (1 horse)	4 gp	350 lbs.	3 people	T	14 days	—	—	—	
Small wagon (2-horse)	6 gp	600 lbs.	2 people	T	16 days	—	—	—	
Large wagon (4-horse)	8 gp	600 lbs.	2 people	T	16 days	—	—	—	
Closed coach (2-horse)	20 gp	1,000 lbs.	4 people	T	16 days	—	—	—	
Closed coach (4-horse)	40 gp	1,200 lbs.	4 people	T	16 days	—	—	—	
Springed carriage (2-horse)	35 gp	1,100 lbs.	4-6 people	T	20 days	—	—	—	
Springed carriage (4-horse)	45 gp	1,300 lbs.	4-6 people	T	20 days	—	—	—	
Howdah	85 sp	200 lbs.	3 people	T	4 days	—	—	—	
Paddle	8 bp	7 lbs.	4.5'	A	1 day	—	—	—	
Oar	15 bp	18 lbs.	8'	A	2 days	—	—	—	
Mast & sail	25 sp	175 lbs.	10'	T	4 days	—	—	—	
Canoe	8 gp	130 lbs.	2 people	A	14 days	—	—	—	
Coracle	8 sp	140 lbs.	3 people	A	14 days	—	—	—	
Boat (10')	7 gp	200 lbs.	4 people	T	14 days	—	—	—	Size could include up to 1,000 lbs. cargo Size could include up to 4,000 lbs. cargo Size could include up to 7,000 lbs. cargo
Boat (20')	11 gp	800 lbs.	8 people	T	28 days	—	—	—	
Longboat (30')	40 gp	2,000 lbs.	16 people	T	30 days	—	—	—	
Dog sled	7 gp	150 lbs.	—	R	5 days	—	—	—	
Sledge (covered)	12 bp	100 lbs.	400 lbs.	R	2 days	—	—	—	

Carries up to 2,500 lbs. cargo
Carries up to 3,500 lbs. cargo

Size could include up to 1,000 lbs. cargo
Size could include up to 4,000 lbs. cargo
Size could include up to 7,000 lbs. cargo



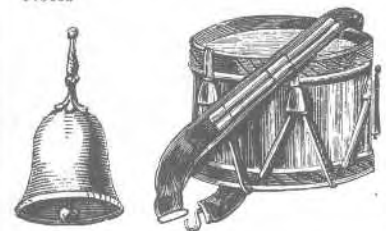
SCRIPTORIUM	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Balance	12 sp	10 lbs.	—	T	2 days	1-2	40	—	Mechanical calculator
Balance weights	2 sp	5 lbs.	—	T	5 days	—	—	—	
Bindery glue	3 cp	—	1 pt.	T	2 days	—	—	—	
Calculating machine	5 gp+	15-20 lbs.	—	C	1 month	1-4	50	—	
Hourglass	4 sp	6 lbs.	—	C	6 days	—	—	—	Magic, alchemy, sorcery
Minute glass	2 sp	1.5 lbs.	—	C	6 days	—	—	—	
Book covers	15 cp	6 lbs.	—	T	1 day	—	—	—	
Book, arcane	50 sp+	8-15	—	T	3-6 days	—	—	—	
Book, religious	1 sp+	8-15 lbs.	—	T	3-6 days	—	—	—	History, mathematics, etc.
Book, scholarly	2 sp+	8-15 lbs.	—	T	3-6 days	—	—	—	
Book, fiction	8 bp+	8-15 lbs.	—	T	3-6 days	—	—	—	
Horn Book	5 bp	3-5 lbs.	—	T	1-3 wks	—	—	—	
Chalk, 10 pieces	3 tp	—	—	A	1 day	—	—	—	Counters
Counter boards	15 cp	5 lbs.	—	T	3 days	—	—	—	
Jettons (per 20)	19 tp	—	—	T	2 days	—	—	—	
Gold leaf	25 bp	—	6"x6" sheet	C	7 days	—	—	—	
Graphite / lead pencil	1 bp	0.25 lbs.	—	T	1 day	—	—	—	
Ink, colored	15 bp	—	1 pt.	T	2 days	—	—	—	
Ink, black	15 cp	—	1 pt.	T	2 days	—	—	—	
Inkwell, horn	6 cp	—	1 pt.	T	3 days	—	—	—	
Inkwell, silver	10 sp	—	1 pt.	T	5 days	—	—	—	
Inkwell, tin	10 bp	—	1 pt.	T	5 days	—	—	—	
Newspaper	6 cp	0.5 lbs.	2-6 pages	T	2 days	—	—	—	
Paint	7 cp	—	1 pt.	T	2 days	—	—	—	
Paper (per sheet)	2 tp	—	30"x40"	T	14 days	—	—	—	
Parchment (per sheet)	65 cp	—	30"x40"	T	21 days	—	—	—	
Vellum (per sheet)	8 bp	—	30"x40"	T	7 days	—	—	—	
Personal seal, silver	5 gp	0.5	—	C	8 days	—	—	—	
Personal seal, gold	50 gp	0.5	—	C	10 days	—	—	—	
Personal seal, bronze	8 bp	0.5	—	C	8 days	—	—	—	
Portable writing case	25 sp	8 lbs.	—	C	4 days	—	—	—	
Quill pens	8 tp	—	—	T	1 hr	—	—	—	
Sealing wax	15 bp	4 oz.	—	C	1 day	—	—	—	
Sealing ribbon	5 cp	—	8"	C	1 day	—	—	—	
Writing tablet, slate	6 bp	1 lb.	—	T	1 day	—	—	—	
ALCHEMY & SCIENCE	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Acid, weak	1 gp	—	0.5 pt.	T	7 days	—	—	—	Measures wind speed
Acid, standard	3 gp	—	0.5 pt.	T	7 days	—	—	—	
Acid, strong	10 gp	—	0.5 pt.	T	14 days	—	—	—	
Chlorine (bleach)	35 sp	—	2 pt.	T	3 days	—	—	—	
Anemometer	2 gp	25 lbs.	—	T	1 wk	—	—	—	
Astrolabe	4 gp+	15 lbs.	—	T	3 months	—	—	—	
Armillary	7 gp+	75 lbs.	—	T	2-3 months	—	—	—	
Armillary, clockwork	10 gp+	125 lbs.	—	T	2-3 months	—	—	—	
Barometer	5 sp	2 lbs.	—	T	14 days	—	—	—	
Brazier, small (bronze)	25 bp	2 lbs.	—	T	2 days	—	—	—	
Brazier, small (iron)	15 bp	3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)	55 bp	20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)	4 sp	30 lbs.	—	T	3 days	—	—	—	Electricity storage
Fireworks (various)	1 sp+	0.5-10 lbs.	—	T	1 wk	—	—	—	
Leyden jar	7 sp+	2.5 lbs.+	—	C	1 wk	—	—	—	

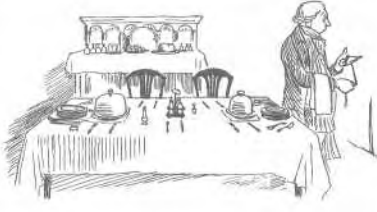
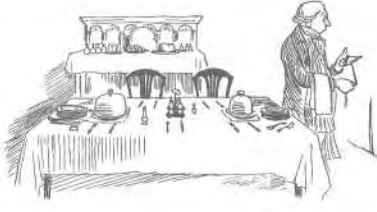
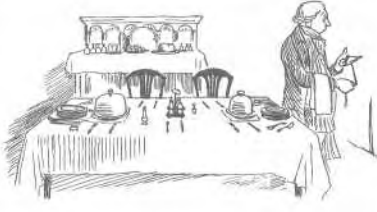


ALCHEMY & SCIENCE	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Microscope	2 gp+	10 lbs.	—	C	4-6 wks	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Steam engine (model)	6 gp	50 lbs.	—	C	2-3 wks	1-2	45	—	
Newcomen steam engine	60 gp	650 lbs.	—	T	4-6 wks	1-3	95	—	
Pump, air	5 sp	4 lbs.	—	C	3-5 days	1	50	—	
Pump, vacuum	15 sp+	7 lbs.	—	C	4-7 days	1-2	50	—	
Telescope	4 gp+	10-15 lbs.	—	C	4-6 wks	1-5	40	—	
Telescope, reflecting	10 gp+	15-20 lbs.	—	C	4-6 wks	1-5	30	—	
Thermometer	7 sp	1.5-2 lbs.	—	C	14 days	—	—	—	
Vial, pottery	8 tp	—	4 oz.	T	12 hrs	—	—	—	
Vial, tin	2 cp	—	4 oz.	T	12 hrs	—	—	—	
Vial, glass	6 bp	—	4 oz.	T	12 hrs	—	—	—	
Jar, pottery	16 tp	—	8 oz.	T	12 hrs	—	—	—	
Jar, glass	15 bp	—	8 oz.	T	12 hrs	—	—	—	
Jar, pottery	2 cp	—	1 pt.	T	12 hrs	—	—	—	
Jar, glass	35 bp	—	1 pt.	T	12 hrs	—	—	—	
Jar, pottery	3 cp	—	1 qt.	T	12 hrs	—	—	—	
Jar, glass	55 bp	—	1 qt.	T	12 hrs	—	—	—	
Jar, pottery	5 cp	—	1 gal	T	12 hrs	—	—	—	
Jar, glass	75 bp	—	1 gal	T	12 hrs	—	—	—	
Bottle, pottery	4 cp	—	1 qt.	T	12 hrs	—	—	—	
Bottle, glass	65 bp	—	1 qt.	T	12 hrs	—	—	—	
Beaker, glass	45 bp	—	1 pt.	T	12 hrs	—	—	—	
Censer	10 bp	1 lb.	—	T	5 days	—	—	—	
Hourglass	4 sp	6 lbs.	—	C	2 days	—	—	—	
Minute glass	2 sp	1.5 lbs.	—	C	2 days	—	—	—	
RELIGIOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Altar cloth (plain)	14 cp	3 lbs.	6'x3'	T	3 days	—	—	—	
Altar cloth (ornate)	25 sp+	3-7 lbs.	6'x3'	T	3-6 wks	—	—	—	
Aspergill (gold)	200 gp	3 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (silver)	35 gp	2 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (bronze)	25 bp	2 lbs.	—	T	1-2 wks	—	—	—	
Bishop's ring	500 sp+	—	—	C	1 month	—	—	—	
Brazier, small (bronze)	25 sp	2 lbs.	—	T	2 days	—	—	—	
Brazier, small (iron)	15 sp	3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)	55 sp	20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)	40 sp	30 lbs.	—	T	3 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	
Candle, wax	1 bp	—	—	T	1 day	—	—	—	
Chalice (plain)	2 cp	1 lb.	1 pt.	T	3 days	—	—	—	
Chalice (ornate)	15 sp	1 lb.	1 pt.	T	1-5 wks	—	—	—	
Censer	10 sp	1 lb.	—	T	5 days	—	—	—	
Holy symbol	1 bp+	0.1-1 lb.	—	T	1-20 days	—	—	—	
Incense	3 sp	0.5 lbs.	—	T	—	—	—	—	
Pilgrimage badges	2 tp	—	—	A	1 day	—	—	—	
Prayer beads	2 cp	—	—	T	3 days	—	—	—	
Snuffing bell	5 cp	1 lb.	—	T	5 days	—	—	—	
Reliquary	25 gp	20 lbs.	—	T	2 wks	—	—	—	
MUSICAL INSTRUMENTS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Aeolian (wind) harp	25 sp	6 lbs.	—	T	18 days	—	—	—	
Bagpipes	1 gp	7 lbs.	—	A	15 days	—	—	—	
Bells	4 bp	3 lbs.	—	T	3 days	—	—	—	
Bell, church	12 sp+	100 lbs.	—	T	12-24 days	—	—	—	
Castanets	4 cp	—	—	A	1 day	—	—	—	
Chimes	1 sp	1-5 lbs.	—	T	7-10 days	—	—	—	
Cittern	1 gp	5 lbs.	—	T	24-30 days	—	—	—	
Cymbals	35 bp	2 lbs.	—	T	3-5 days	—	—	—	
Drum	15 cp	3-8 lbs.	—	A	3-5 days	—	—	—	
Dulcimer	23 sp	15 lbs.	—	T	5-10 days	—	—	—	
Fiddle (5-string)	14 sp	2-4 lbs.	—	T	20-30 days	—	—	—	
Fife	8 bp	1 lb.	—	T	5 days	—	—	—	
Harp	8 sp	8-10 lbs.	—	T	20 days	—	—	—	
Harp, large	16 sp	25-35 lbs.	—	T	30-40 days	—	—	—	
Hunting horn	2 sp	1-3 lbs.	—	A	5 days	—	—	—	
Hurdy-gurdy	1 gp	10 lbs.	—	T	25 days	—	—	—	
Jew's harp	4 cp	0.5 lbs.	—	T	2 days	—	—	—	
Kettle drums	35 bp	50-100 lbs.	—	T	6-10 days	—	—	—	
Lute	12 sp	5-10 lbs.	—	T	28 days	—	—	—	
Lyre	9 sp	3-7 lbs.	—	T	16 days	—	—	—	

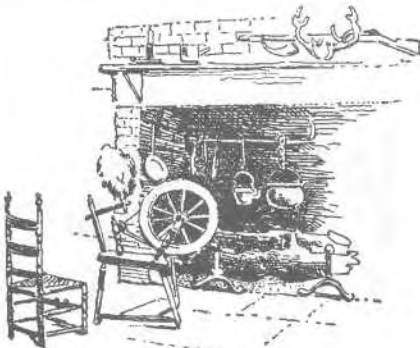


For carrying holy relics



MUSICAL INSTRUMENTS		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Mandolin	9 sp		5-10 lbs.	—	T	25-30 days	—	—	—	
Ocarina	12 tp		1 lb.	—	T	2 days	—	—	—	
Pan pipes	8 cp		1 lb.	—	T	3-4 days	—	—	—	
Pipe organ	125 gp		1,500 lbs.	—	C	2-3 months	—	—	—	
Rattle	3 tp		0.5 lbs.	—	T	1 day	—	—	—	
Recorder	9 bp		0.5 lbs.	—	T	7 days	—	—	—	
Sackbut	3 gp		8-15 lbs.	—	T	30-40 days	—	—	—	
Sitar	1 gp		8-12 lbs.	—	T	26 days	—	—	—	
Tabor	8 cp		2-3 lbs.	—	T	3-4 days	—	—	—	
Tambourine	9 bp		2 lbs.	—	T	3-4 days	—	—	—	
Triangle	12 cp		1 lb.	—	T	2 days	—	—	—	
Trumpet, fanfare	6 sp		2-6 lbs.	—	T	10-20 days	—	—	—	
Viol	24 sp		6-10 lbs.	—	T	20-30 days	—	—	—	
Violin	14 sp		2-4 lbs.	—	T	20-30 days	—	—	—	
Xylophone, wooden	4 sp		25 lbs.	—	T	8 days	—	—	—	
Xylophone, metal	14 sp		35 lbs.	—	T	10-12 days	—	—	—	
Zither	22 sp		15 lbs.	—	T	5-10 days	—	—	—	
Printed music (roll)	3 sp		2 lbs.	—	T	3 days	—	—	—	
COOKING & EATING		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Iron pan, small	6 cp		2 lbs.	—	T	3 days	—	—	—	Made of copper adds 50-75% to cost
Iron pan, large	8 cp		5 lbs.	—	T	3 days	—	—	—	
Iron pot	7 cp		3.5 lbs.	2 pt.	T	3 days	—	—	—	
Iron pot	10 cp		4.5 lbs.	1 qt.	T	4 days	—	—	—	
Iron pot	25 cp		20 lbs.	1 gal.	T	1 wk	—	—	—	
Iron kettle	35 cp		30 lbs.	3 gal.	T	1 wk	—	—	—	Made of copper adds 50-75% to cost
Iron kettle	55 cp		40 lbs.	5 gal.	T	1 wk	—	—	—	
Iron cauldron	75 cp		60 lbs.	10 gal.	T	1 wk	—	—	—	
Iron cauldron	15 bp		100 lbs.	20 gal.	T	1 wk	—	—	—	
Iron cauldron	30 bp		150 lbs.	50 gal.	T	1 wk	—	—	—	
Pot hanger, small	8 cp		5 lbs.	—	T	3 days	—	—	—	
Pot hanger, medium	15 cp		15 lbs.	—	T	5 days	—	—	—	
Pot hanger, large	35 cp		40 lbs.	—	T	7 days	—	—	—	
Pressure cooker	35 bp		10 lbs.	—	T	1 wk	—	—	—	
Spit, portable	12 cp		15 lbs.	—	T	3 days	—	—	—	
Spit, small	20 cp		30 lbs.	—	T	6 days	—	—	—	
Spit, large	42 cp		50 lbs.	—	T	7 days	—	—	—	
Spit, mechanical	150 sp		350 lbs.	—	T	3-6 wks	—	—	—	
Ladle, wooden	3 tp		—	—	A	1 day	—	—	—	
Ladle, pewter	5 cp		0.5 lbs.	—	T	1 day	—	—	—	
Ladle, silver	40 sp		0.5 lbs.	—	T	2-7 days	—	—	—	
Spoon, wooden	1 tp		0.25 lbs.	—	A	1 day	—	—	—	
Spoon, pewter	8 tp		0.25 lbs.	—	T	1 day	—	—	—	
Spoon, silver	8 sp		0.25 lbs.	—	T	2-7 days	—	—	—	
Spoon, gold	8 gp		0.25 lbs.	—	T	2-7 days	—	—	—	
Knife, pewter	9 tp		0.25 lbs.	—	T	2-3 days	1-6	70	03	
Knife, silver	10 sp		0.25 lbs.	—	T	2-7 days	1-7	60	03	
Knife, gold	15 gp		0.25 lbs.	—	T	2-7 days	1-8	50	03	
3-tined fork, pewter	7 tp		0.25 lbs.	—	T	2 days	—	—	—	
3-tined fork, silver	10 sp		0.25 lbs.	—	T	2-7 days	—	—	—	
3-tined fork, gold	12 gp		0.25 lbs.	—	T	2-7 days	—	—	—	
Bowl, small wooden	6 tp		0.5 lbs.	1 pt.	A	1 day	—	—	—	
Bowl, small pewter	2 cp		1 lb.	1 pt.	T	2 days	—	—	—	
Bowl, small pottery	1 cp		1 lb.	1 pt.	A	2 days	—	—	—	
Bowl, small china	2 sp		1 lb.	1 pt.	C	4 days	—	—	—	
Bowl, large wooden	8 tp		1 lb.	1 qt.	A	1 day	—	—	—	
Bowl, large pewter	6 cp		2 lbs.	1 qt.	T	2 days	—	—	—	
Bowl, large pottery	3 cp		1.5 lbs.	1 qt.	A	2 days	—	—	—	
Bowl, large china	5 sp		3 lbs.	1 qt.	C	4-6 days	—	—	—	
Pitcher, wooden	3 cp		2 lbs.	2 qt.	A	3 days	—	—	—	
Pitcher, pewter	3 bp		3 lbs.	2 qt.	T	2 days	—	—	—	
Pitcher, pottery	5 bp		2 lbs.	2 qt.	A	2 days	—	—	—	
Pitcher, silver	2 gp		3 lbs.	2 qt.	T	3-10 days	—	—	—	
Pitcher, china	12 sp		3 lbs.	2 qt.	C	5 days	—	—	—	
Platter, small wooden	3 tp		1 lb.	—	A	1 day	—	—	—	
Platter, small pewter	1 cp		1 lb.	—	T	2 days	—	—	—	
Platter, large wooden	4 tp		1.5 lbs.	—	A	1 day	—	—	—	
Platter, large pewter	3 cp		2 lbs.	—	T	2 days	—	—	—	
Platter, large silver	12 gp		1.5 lbs.	—	T	3-7 days	—	—	—	
Trencher, small wooden	2 tp		0.5 lbs.	—	A	1 day	—	—	—	
Trencher, small pewter	9 tp		0.5 lbs.	—	T	2 days	—	—	—	

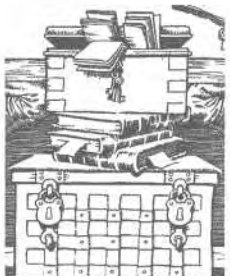
COOKING & EATING		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Trencher, large wooden		3 tp	1 lb.	—	A	1 day	—	—	—	
Trencher, large pewter		12 tp	1 lb.	—	T	2 days	—	—	—	
Mortar & pestle		3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Mug, wooden		2 tp	—	1 pt.	A	1 day	—	—	—	
Mug, pewter		2 cp	—	1 pt.	T	2 days	—	—	—	
Mug, pottery		1 cp	—	1 pt.	A	2 days	—	—	—	
Mug, silver		6 sp+	—	1 pt.	T	3-7 days	—	—	—	
Drinking horn, plain		4 cp	—	1 pt.	A	2 days	—	—	—	
Drinking horn, ornate		2 sp+	—	1 pt.	T	2-8 days	—	—	—	
Goblet, silver		6 sp+	—	1 pt.	T	3-10 days	—	—	—	
Goblet, gold		20 gp+	—	1 pt.	T	3-10 days	—	—	—	
Goblet, glass		4 sp+	—	1 pt.	T	2-3 days	—	—	—	
Goblet, crystal		25 sp+	—	1 pt.	T	3-6 days	—	—	—	
Salt cellar, pewter		6 sp+	1 lb.	—	T	2-3 days	—	—	—	
Salt cellar, silver		8 gp+	1 lb.	—	T	2-7 days	—	—	—	
Salt cellar, gold		75 gp+	1 lb.	—	T	3-10 days	—	—	—	
HOUSEHOLD		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bed, small		8 cp	30 lbs.	3'x6'	A	2 days	—	—	—	
Bed, medium		15 cp	60 lbs.	5'x6'	A	3 days	—	—	—	
Bed, large		12 bp	120 lbs.	8'x8'	T	5 days	—	—	—	
Bed, state		125 sp	350 lbs.	10'x10'	C	2-3 wks	—	—	—	
Sleeping straw (weekly)		1 tp	5-10 lbs.	—	A	2 hrs	—	—	—	
Feather mattress		2 sp	50-250 lbs.	varies	A	12 days	—	—	—	
Blanket, light		20 cp	2.5 lbs.	—	A	2 days	—	—	—	
Blanket, heavy		30 cp	6 lbs.	—	A	2 days	—	—	—	
Sleeping furs, light		50 bp+	10 lbs.	—	A	1 wk	—	—	—	
Sleeping furs, heavy		75 bp+	15 lbs.	—	A	1 wk	—	—	—	
Sheets, woolen		5 sp	2 lbs.	—	T	3 days	—	—	—	
Sheets, linen		14 sp	1.5 lbs.	—	T	3 days	—	—	—	
Bed curtains, plain woolen		20 cp	15 lbs.	—	T	4 days	—	—	—	
Bed curtains, plain linen		50 bp	12.5 lbs.	—	T	4 days	—	—	—	
Bed curtains, ornate woolen		35 bp	15 lbs.	—	T	2-6 wks	—	—	—	
Bed curtains, ornate linen		75 bp	12.5 lbs.	—	T	2-6 wks	—	—	—	
Bird cage, brass		5 sp	2-3 lbs.	—	T	4 days	—	—	—	
Wardrobe		35 sp	125 lbs.	—	T	2-3 wks	—	—	—	
Soap, coarse		2 cp	0.5 lbs.	—	A	1 day	—	—	—	
Soap, perfumed		12 cp	0.5 lbs.	—	T	1 day	—	—	—	
Table, small wooden		5 bp	30 lbs.	3'x3'	A	2 days	—	—	—	
Table, medium wooden		7 bp	40 lbs.	4'x8'	A	3 days	—	—	—	
Table, large wooden		1 sp	60 lbs.	4'x12'	A	3 days	—	—	—	
Chair, plain wooden		6 bp	10 lbs.	—	T	2-3 days	—	—	—	
Chair, ornate wooden		2 sp+	10-25 lbs.	—	T	3-14 days	—	—	—	
Bench, 2-person wooden		13 tp	10 lbs.	1'x4'	A	1 day	—	—	—	
Bench, 4-person wooden		3 cp	15 lbs.	1'x8'	A	1 day	—	—	—	
Bench, 6-person wooden		5 cp	20 lbs.	1'x12'	A	1 day	—	—	—	
Stool, wooden		6 tp	2-3 lbs.	—	A	1 day	—	—	—	
Seat cushion, plain		1 cp	1 lb.	—	A	1 day	—	—	—	
Seat cushion, fine		15 cp+	1 lb.	—	T	1 day	—	—	—	
Seat cushion, ornate		24 bp+	1 lb.	—	T	3-6 days	—	—	—	
Book case		8 bp	15 lbs.	3'x5'x1'	T	2 days	—	—	—	
Book stand		3 bp	12 lbs.	—	T	2 days	—	—	—	
Candelabra, wooden		8 cp	3 lbs.	—	A	3 days	—	—	—	



HOUSEHOLD	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Candelabra, pewter	15 cp	3.5 lbs.	—	T	3 days	—	—	—	 Lasts 2 hrs Lasts 4 hrs
Candelabra, bronze	26 bp	3.5 lbs.	—	T	3 days	—	—	—	
Candelabra, silver	30 gp	4 lbs.	—	T	3-7 days	—	—	—	
Candelabra, gold	35 pp	4 lbs.	—	T	3-7 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	
Candle, wax	1 bp	—	—	T	1 day	—	—	—	
Carpet, coarse	5 bp	25-30 lbs.	5'x10'	T	1-3 wks	—	—	—	
Carpet, fine	35 bp	25-30 lbs.	5'x10'	T	4-16 wks	—	—	—	
Carpet, exotic	60 sp+	25-30 lbs.	5'x10'	C	1-6 months	—	—	—	
Chandelier, bronze	10 gp	35-50 lbs.	—	T	3-4 months	—	—	—	
Chandelier, wood	34 bp	25-30 lbs.	—	A	2-3 days	—	—	—	
Chandelier, glass	25 gp	40-50 lbs.	—	T	4-5 months	—	—	—	
Fire dogs	3 cp	3 lbs.	—	A	2-3 days	—	—	—	
Glass window (per pane)	5 bp	1 lb.	6"x6"	T	3-5 days	—	—	—	
Glass window (stained)	30 gp+	25-75 lbs.	varies	C	2-6 months	—	—	—	
Rushlight (1 hr)	1 tp	—	1 hr.	A	20 mins	—	—	—	
Curtains, coarse	2 bp	20 lbs.	—	T	2 days	—	—	—	
Curtains, fine	5 bp	10 lbs.	—	T	3-21 days	—	—	—	
Curtains, ornate	15-45 bp	20 lbs.	—	T	1-6 wks	—	—	—	
Curtains, exotic	20 gp+	varies	varies	C	2-6 months	—	—	—	
Painting (framed)	5 sp+	25-35 lbs.	varies	T	1-3 months	—	—	—	
Sculpture, bronze	1 gp+	40-50 lbs.	varies	T	2-3 months	—	—	—	
Sculpture, marble	1 gp+	40-50 lbs.	varies	T	2-3 months	—	—	—	
Torch stand	4 cp	2 lbs.	—	A	2 days	—	—	—	
Tub, wooden	2 bp	30 lbs.	25 gal.	A	2 days	—	—	—	
Mechanical clock	1 gp	25-50 lbs.	—	T	2-3 wks	1-5	60	—	
Pendulum clock	2 gp	25-50 lbs.	—	T	2-3 wks	1-5	60	—	
CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Clothing (men)									
Apron, cloth	8 cp	1 lb.	—	A	2 days	—	—	—	 
Apron, leather	8 bp	2-3 lbs.	—	A	3 days	—	—	—	
Belt pouch, small	8 tp	—	—	A	1 day	—	—	—	
Belt pouch, large	14 tp	—	—	A	1 day	—	—	—	
Belt, leather	10 cp	0.5 lbs.	—	A	1 days	—	—	—	
Sword belt, leather	14 cp	1 lb.	—	A	2 days	—	—	—	
Boots, doeskin lined	4 sp	2 lbs.	—	T	3-7 days	—	—	—	
Riding boots, leather	3 sp	3 lbs.	—	T	3-7 days	—	—	—	
Soft boots, leather	5 sp	2 lbs.	—	T	3-7 days	—	—	—	
Workman's boots, leather	1 sp	4 lbs.	—	A	2-3 days	—	—	—	
Knee breeches	6 bp	1 lb.	—	A	1 day	—	—	—	Ornamentation adds 50-100% to cost Ornamentation adds 50-100% to cost Ornamentation adds 50-100% to cost Ornamentation adds 50-100% to cost Ornamentation adds 50-100% to cost 
Buckle, silver	18 sp	—	—	A	3-7 days	—	—	—	
Buckle, brass	5 bp	—	—	A	1-3 days	—	—	—	
Buckle, copper	6 cp	—	—	A	1-3 days	—	—	—	
Buckle, iron	8 tp	—	—	A	1-3 days	—	—	—	
Buckle, gold	20 gp	—	—	A	3-7 days	—	—	—	
Cape, linen	9 bp	1-2 lbs.	—	A	1 day	—	—	—	
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—	
Coat, linen	9 bp	3-4 lbs.	—	T	2 days	—	—	—	
Cravat	6 bp	0.5 lbs.	—	T	1 day	—	—	—	
Gauntlet, leather	7 bp	0.5 lbs.	—	T	1 day	—	—	—	
Gloves, doeskin	2 sp	—	—	T	2 days	—	—	—	



CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—	Ornamentation: +50-250% Ornamentation: +50-250% Ornamentation: +50-250%	
Hat, wide-brimmed felt	1 sp	1-1.5 lbs.	—	T	1-3 days	—	—	—		
Hat, high crowned	1 sp	1-1.5 lbs.	—	T	1-3 days	—	—	—		
Hat, tricorn	1 sp	1-1.5 lbs.	—	T	1-3 days	—	—	—		
Jacket, embroidered	1 sp	5-8 lbs.	—	A	1-2 days	—	—	—		
Nightshirt, linen	8 bp	1.5 lbs.	—	A	1-2 days	—	—	—	Has pockets	
Nightshirt, woolen	7 bp	1.5 lbs.	—	A	1-2 days	—	—	—		
Shirt, linen	6 bp	1 lb.	—	A	2 days	—	—	—		
Shirt, woolen	3 bp	1 lb.	—	A	2 days	—	—	—		
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—		
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—		
Slippers, leather	3 bp	0.5 lbs.	—	T	1 day	—	—	—		
Pants	8 bp	2-3 lbs.	—	T	2 days	—	—	—		
Vest, linen	4 bp	1 lb.	—	A	1 day	—	—	—		
Clothing (women)										
Apron, cloth	8 cp	1 lb.	—	A	2 days	—	—	—		
Bonnet, woolen	5 cp	1 lb.	—	A	1 day	—	—	—		
Bonnet, linen	7 cp	0.75 lbs.	—	A	1 day	—	—	—		
Bonnet, lace	12 cp	0.5 lbs.	—	T	2 days	—	—	—		
Cape, linen	9 bp	1-2 lbs.	—	A	1 day	—	—	—		
Cape, hooded linen	11 bp	2-2.5 lbs.	—	A	1 day	—	—	—		
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—		
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—		
Collar, plain	3 bp	0.5 lbs.	—	A	1 day	—	—	—		
Collar, ruff	7 bp	0.75 lbs.	—	T	2 days	—	—	—		
Dress, coarse	10 bp	1-3 lbs.	—	A	2 day	—	—	—		
Dress, normal	18 bp	1-3 lbs.	—	A	2 day	—	—	—		
Dress, fine	35 bp	1-3 lbs.	—	A	4 days	—	—	—		
Dress, exotic	7 sp+	1-3 lbs.	—	C	6 days+	—	—	—		
Bustle skirt	3 sp	8-10 lbs.	—	T	1 wk	—	—	—		
Garters, leather	1 bp	0.5 lbs.	—	A	1 day	—	—	—		
Girdle, leather	10 bp	2 lbs.	—	A	2 days	—	—	—		
Gauntlet, leather	7 bp	0.5 lbs.	—	T	1 day	—	—	—		
Gloves, doeskin	2 sp	—	—	T	2 days	—	—	—		
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—		
Gorget, linen	6 bp	0.5 lbs.	—	T	1 day	—	—	—		
Lace ribbon (5')	7 bp	—	—	T	3-5 days	—	—	—		
Negligee	3 sp	0.75 lbs.	—	C	3 days	—	—	—		
Panniers (skirt hoops)	9 bp	7-10 lbs.	—	T	2 days	—	—	—		
Shift, woolen	10 bp	1.5 lbs.	—	T	2 days	—	—	—		
Shift, linen	14 bp	1 lb.	—	T	2 days	—	—	—		
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—		
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—		
Shoes, high heel	3 sp	1 lb.	—	T	2 days	—	—	—		
Stockings, linen	5 bp	0.5 lbs.	—	A	1 day	—	—	—		
Stockings, woolen	1 bp	0.5 lbs.	—	A	1 day	—	—	—		
Stockings, silk	1 bp	0.25 lbs.	—	T	2 days	—	—	—		
Clothing (religious)										
Bishop's miter	5 bp+	1-3 lbs.	—	T	3-5 days	—	—	—		
Robe, coarse woolen	10 bp	2-3 lbs.	—	A	2 days	—	—	—		
Robe, fine woolen	18 bp	2-3 lbs.	—	A	2 days	—	—	—		
Robe, linen	2 bp	1-2 lbs.	—	A	2 days	—	—	—		
Robe, ornate	15 bp+	2-5 lbs.	—	T	4-7 days	—	—	—		
Belt, beaded	3 bp	1 lb.	—	A	1 day	—	—	—		
Belt, rope	2 tp	0.5 lbs.	—	A	10 mins	—	—	—		
Sandals, rope	7 tp	1 lb.	—	A	1 day	—	—	—		
Sandals, leather	4 bp	1 lb.	—	A	2 days	—	—	—		
Shift, linen	14 bp	1 lb.	—	A	2 days	—	—	—		
Sewing									Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost Silk, etc.	
Cloth, coarse	3 bp	55 lbs.	6'x50'	A	2 days	—	—	—		
Cloth, normal	15 bp	50 lbs.	6'x50'	A	2-3 days	—	—	—		
Cloth, fine	6 sp	45 lbs.	6'x50'	A	2-3 days	—	—	—		
Cloth, exotic	2 gp+	35-55 lbs.	6'x50'	C	3 days+	—	—	—		
Needles (5)	6 cp	—	—	T	1 day	—	—	—		
Pins (5)	2 cp	—	—	T	1 day	—	—	—		
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—		
Thread, colored (50 yards)	8 cp	—	—	T	2 days	—	—	—		
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—		
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—		
Shears	6 bp	—	—	T	2-3 days	—	—	—		

LODGING & SERVICE	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Meal, light	7 tp	0.5 lbs.	—	A	1 hr	—	—	—	 Communal sleeping Separate bedding
Meal, normal	11 tp	1 lb.	—	A	1 hr	—	—	—	
Meal, heavy	14 tp	1.5-2 lbs.	—	A	1 hr	—	—	—	
Lodgings, poor	1 cp	—	—	A	—	—	—	—	
Lodgings, average	2 cp	—	—	A	—	—	—	—	
Lodgings, good	22 tp	—	—	A	—	—	—	—	
Stabling	3 tp+	—	—	A	—	—	—	—	
Baker's oven	3 tp	—	—	T	2 hrs	—	—	—	
Library access	1 sp	—	—	C	—	—	—	—	
Public baths	5 tp	—	—	T	—	—	—	—	
Private baths	3 cp	—	—	T	—	—	—	—	Private room Rented for baking Separated by gender
Scribe	3 cp	—	—	T	—	—	—	—	
Town crier/herald	1 cp	—	—	T	4 hrs	—	—	—	
Legal services	5 sp	—	—	T	3 hrs	—	—	—	
Laundry	6 tp	—	—	T	2-5 hrs	—	—	—	
Midwife	1 bp	—	—	A	—	—	—	—	Cost is per page of simple text One message per hour Cost is per legal appearance
Doctor	5 bp+	—	—	T	—	—	—	—	
Barber	3 cp	—	—	T	1 hr	—	—	—	
Sage	2 sp+	—	—	T	1-10 hrs	—	—	—	
Prostitute	5 cp	—	—	A	1 hr	—	—	—	
MEDICINE	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bandages, linen (30')	10 cp	1 lb.	—	A	1 day	—	—	—	
Basin, bleeding	8 tp	2 lbs.	1 qt.	A	1 day	—	—	—	
Lancet, bleeding	2 bp	—	—	T	2 days	—	—	—	
Cranial drill	4 bp	2 lbs.	—	T	3-5 days	—	—	—	
Saw, amputation	35 cp	3 lbs.	—	A	7 days	—	—	—	
Tooth-wrench	20 cp	1 lb.	—	T	6 days	—	—	—	Price varies by what it cures Bat wing, mummy dust, etc. Malaria cure
Crutches	2 cp	2-4 lbs.	—	A	1 day	—	—	—	
Herbal remedy	3 cp+	—	1 pt.	A	1-3 days	—	—	—	
Exotic cure	5 sp+	varies	varies	C	1-3 days	—	—	—	
Quinine	1 sp	—	4 oz.	C	1 wk	—	—	—	
Smallpox inoculation	1 sp	—	—	C	1 day	—	—	—	 For research; usually illegal
Eyeglasses	1 gp+	0.5	—	C	1-4 wks	—	—	—	
Knife, surgical	5 bp	—	—	T	7 days	—	—	—	
Medical book — classical	20 sp+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Medical book — modern	20 sp+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Medical book — exotic	35 sp+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Cadaver	5-50 bp	100-150 lbs.	—	A	—	—	—	—	
Pulse watch	45 sp	0.25 lbs.	—	T	1 month	—	—	—	
Suturing needle, curved	3 cp	—	—	T	3-5 days	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—	
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—	
Flat probe, bronze	4 sp	0.5 lbs.	—	T	2 days	—	—	—	
Tongue depressor, bronze	2 sp	4 oz.	—	T	1 day	—	—	—	
Surgical scissors, steel	15 sp	0.5 lbs.	—	T	3-5 days	—	—	—	
Forceps, small steel	8 sp	1 lb.	—	T	4-6 days	—	—	—	
Forceps, large steel	12 sp	1.5 lbs.	—	T	4-6 days	—	—	—	
Syringe, bronze & gut	35 sp	1 lb.	—	T	8 days	—	—	—	
Obstetrical chair, wooden	2 bp	25 lbs.	—	T	2 days	—	—	—	
Leeches	2 bp	—	1 pt. (50)	A	1-3 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Hook, steel	35 sp	1.5 lbs.	—	T	1-2 wks	—	—	—	
Hook, bronze	8 sp	1 lb.	—	T	1-2 wks	—	—	—	
Pegleg, wooden	8 bp	3-5 lbs.	—	A	1 wk	—	—	—	
Pegleg, ivory	1 gp+	3-7 lbs.	—	C	3-6 wks	—	—	—	
THIEVES & SPIES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Lockpicks, poor quality	6 bp	0.5 lbs.	—	T	1 day	1-5	50	—	
Lockpicks, average quality	1 sp	0.5 lbs.	—	T	2 days	1-3	60	—	
Lockpicks, fine quality	5 sp+	1 lb.	—	C	2-4 days	1-2	70	—	
Skeleton key	5 sp+	—	—	C	1-2 days	1-2	80	—	
Lock, simple	2 sp	3 lbs.	—	T	2 days	1-4	60	—	
Lock, average	4 sp	3 lbs.	—	T	2-3 days	1-3	70	—	
Lock, complex	7 sp	3-4 lbs.	—	T	3-5 days	1-2	80	—	
Lock, impossible	1 gp+	3-5 lbs.	—	T	1-2 wks	1	100	—	
Padlock, simple	12 bp	1 lb.	—	T	2 days	1-4	60	—	
Padlock, average	23 bp	1 lb.	—	T	2 days	1-3	70	—	
Padlock, complex	9 sp	1.5 lbs.	—	T	3 days	1-2	80	—	
Chisel, cold	3 bp	0.5 lb.	—	T	3 days	—	—	—	

THIEVES & SPIES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Metal file, small	8bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Purse-cutter blade	24 bp	—	—	T	3 days	—	—	—	
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-4	60	—	
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-4	70	—	
Rosin	4 bp	1 lb.	—	T	1 day	—	—	—	
Caltrops (20)	1 cp	0.5 lbs.	—	A	1 day	—	—	—	
Invisible ink	1 bp+	—	1 pt.	C	1 day	—	—	—	Lemon juice
MISCELLANEOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
10' pole	20 bp	5-10 lbs.	10'	A	5 days	—	—	—	
Billiard table	4 gp	350 lbs.	4'x8'	C	1 month	—	—	—	
Billiard cues	5 sp	1.5 lbs.	5'	C	2-3 days	—	—	—	
Cockfighting spurs (pair)	4 bp	—	—	A	1 day	—	—	—	
Dice, pair	2 cp	—	6-sided	T	1 day	—	—	—	
Dice, pair (loaded)	5 bp	—	6-sided	T	2 days	—	—	—	
Tarot cards	5 sp+	0.5 lbs.	—	T	4-7 days	—	—	—	
Playing cards	5 sp+	0.5 lbs.	—	T	4-7 days	—	—	—	
Crystal ball	2 gp	3-5 lbs.	—	T	2 wks	—	—	—	
Stilts	25 bp	3-10 lbs.	4' to 10'	T	5 days	—	—	—	
Tennis racquet	7 sp	1 lb.	—	T	2 wks	—	—	—	
Tennis ball (leather)	3 sp	0.25 lbs.	—	T	1 day	—	—	—	
Brush, grooming	2 bp	0.5 lbs.	—	A	2 days	—	—	—	
Brush, cleaning	2 bp	0.5 lbs.	—	A	2 days	—	—	—	
Comb	1 cp	—	—	A	1 day	—	—	—	
Hairbrush	5 bp	0.5 lbs.	—	A	2 days	—	—	—	
Mapcase, leather	1 sp	1 lb.	—	T	2 days	—	—	—	
Map, local	3 sp	—	20"x30"	T	1 day	—	—	—	
Map, regional	5 bp	—	20"x30"	T	1 day	—	—	—	
Map, national	1 sp	—	20"x30"	T	1 day	—	—	—	
Map, continent	3 sp	—	20"x30"	T	1 day	—	—	—	
Map, known world	6 sp+	—	20"x30"	T	1 day	—	—	—	Cost increases w/accuracy
Globe	14 sp	15-25 lbs.	—	T	1 wk	—	—	—	
Flag, small	5 bp+	3 lbs.	18"x36"	T	2-3 wks	—	—	—	
Flag, large	1 sp+	7 lbs.	3'x5'	T	3-6 wks	—	—	—	
Spyglass	8 gp+	5 lbs.	1'-2'	C	1-3 months	—	—	—	
Mirror, metal	15 bp	45 lbs.	4'	T	2 wks	—	—	—	
Mirror, silvered glass	15 gp+	65 lbs.	4'	T	2 wks	—	—	—	
Hand mirror, metal	8 bp	5 lbs.	8"	T	1 wk	—	—	—	
Hand mirror, silvered glass	5 gp+	5 lbs.	8"	T	1 wk	—	—	—	
Shoe horn	1 cp	0.5 lbs.	—	T	1 day	—	—	—	
Lamp oil	1 bp	—	1 pt.	T	2 days	—	—	—	
Chess set, standard	2 sp	5 lbs.	—	T	2-3 wks	—	—	—	
Chess set, ornate	15 sp+	5-15 lbs.	—	T	1-3 months	—	—	—	
Walking stick	2 bp	2-5 lbs.	4'	T	1 wk	—	—	—	
Watch	45 sp	0.25-0.5 lbs.	—	T	1 month	—	—	—	
Travelling clock	14 sp	15-25 lbs.	—	T	1 month	1-5	60	—	
Rocking horse, wooden	9 sp	35-50 lbs.	—	T	1 month	—	—	—	
China doll	15 sp	1 lb.	—	A	1 wk	—	—	—	
Tobacco	1 sp	1 lb.	—	T	1 wk	—	—	—	
Pipe, clay	5 bp	0.75 lbs.	—	T	2 days	—	—	—	
Cologne/perfume	1 sp	—	4 oz.	T	1 wk	—	—	—	
Cosmetics	1 sp	—	—	T	1 wk	—	—	—	



Lemon juice



Cost increases w/accuracy



ARMOR		Cost	AT	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Arm greaves, leather		1 sp	—	2-3 lbs.	T	1 day	—	—	—	
Bracer, leather		1 sp	—	0.5 lbs.	T	1 day	—	—	—	
Breastplate, iron		20 sp	17	25-30 lbs.	T	21 days	—	—	—	
Leather jerkin		1 sp	5	7-12 lbs.	A	1 day	—	—	—	
Quilted/padded armor		5 bp	3	5-10 lbs.	A	1 day	—	—	—	
TYPICAL WEAPONS		Cost	Type	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Axe		2 sp	1he	4-6 lbs.	A	1 day	1-7	60(w)	04	
Blackjack		2 cp	1hc	0.5 lbs.	T	6 hrs	1-8	50(w)	05	
Boar spear		25 bp	pa	3-6 lbs.	A	1 day	1-3	50(w)	05	
Broadsword		10 sp	1he	3-5 lbs.	T	3-4 days	1-7	80	03	
Cat'o'nine tails		1 sp	1hc/1he	2.5-3.5 lbs.	A	1 day	1-4	60	07	
Claymore		20 sp	1he	5-10 lbs.	T	3-5 days	1-8	75	04	
Club		1 cp	1hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Composite bow		17 sp	mis	2-3 lbs.	A	14 days	1	90	04	
Crossbow, heavy		25 sp	mis	8-12 lbs.	T	16 days	1-3	80	05	
Crossbow, light		11 sp	mis	4-8 lbs.	T	10 days	1-3	75	05	
Cudgel		5 cp	1hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	
Cutlass		9 sp	1he	3-5 lbs.	T	2 days	1-6	80	03	
Dagger		3 sp	1he/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Dirk		4 sp	1he	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Foil		21 sp	1he	2-3.5 lbs.	T	5 days	1-3	30	03	
Handaxe		12 bp	1he/th	3-6 lbs.	A	1 day	1-7	70(w)	04	
Harpoon		25 bp	th	4-8 lbs.	A	1 day	1-6	50(w)	04	
Lasso		2 cp	th	2-5 lbs.	A	6 hrs	1-4	80	06	
Long bow		10 sp	mis	2-3 lbs.	A	9-12 days	1-2	85	05	
Long sword		18 sp	1he	3.5-6 lbs.	T	4 days	1-6	70	04	
Main gauche		12 sp	1he	1-2 lbs.	T	3 days	1-6	70	02	
Rapier		22 sp	1he	1.5-3 lbs.	T	5 days	1-4	40	04	
Sabre		9 sp	1he	3-4 lbs.	T	2-3 days	1-5	70	03	
Scimitar		10 sp	1he	3-5 lbs.	T	2-3 days	1-5	60	04	
Short bow		6 sp	mis	2-3 lbs.	A	3 days	1-2	80	04	
Spear		23 bp	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05	
Whip		2 sp	1hc	2-5 lbs.	T	1 day	1-4	70	06	
Firearms		Cost	Type	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Matchlock rifle		3 sp	2h	8-12 lbs.	T	2 wks	1-7	45	07	
Wheellock rifle		1 gp+	2h	8-12 lbs.	T	2-3 wks	1-7	55	05	
Wheellock pistol		2 gp+	1h	3-6 lbs.	T	2-3 wks	1-7	55	04	
Snaphaunce rifle		1 gp+	2h	8-12 lbs.	T	2-3 wks	1-7	45	05	
Snaphaunce pistol		2 gp+	1h	3-6 lbs.	T	2-3 wks	1-7	45	04	
Flintlock rifle		1 gp+	2h	8-12 lbs.	T	2-3 wks	1-7	45	05	3 or 4 barrel; wheellock or flintlock Snaphaunce or flintlock
Flintlock pistol		2 gp+	1h	3-6 lbs.	T	2-3 wks	1-7	45	04	
Duck's foot pistol		3 gp+	1h	5-9 lbs.	T	2-3 wks	1-8	50	06	
Blunderbuss		8 sp	2h	7-10 lbs.	T	2-3 wks	1-7	45	05	
Weapon Accessories		Cost	Type	Wt.	Avail.	Time	B	Rel/Str	F	Notes
Bayonet		3 sp	1he/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	Prior to around 1680, bayonets were simply a dagger placed <i>inside</i> the barrel of a rifle, rendering it useless for firing until the bayonet was removed.
Arrows (20)		4 bp	—	3 lbs.	A	1 day	—	—	—	
Quiver (holds 20 arrows)		12 bp	—	1-2 lbs.	A	1 day	—	—	—	
Belt scabbard, plain		25 bp	—	1.5 lbs.	T	1 day	—	—	—	
Belt scabbard, ornamented		4 sp+	—	1.5-2 lbs.	T	2-7 days	—	—	—	
Sheath, plain		12 bp	—	0.5 lbs.	A	1 day	—	—	—	
Sheath, ornamented		25 bp+	—	0.5-0.75 lbs.	T	2-7 days	—	—	—	
Gunpowder		2 sp	—	10 lbs.	T	1 wk	—	—	—	
Match (6')		6 cp	—	0.5 lbs.	T	1 day	—	—	—	
Bullet mold		9 bp	—	0.5 lbs.	T	2-3 days	—	—	—	
Powder flask		5 bp	—	1 lb.	T	1 day	—	—	—	
Powder measure		12 bp	—	0.5 lbs.	T	2-3 days	—	—	—	
Wheellock spanner		2 sp	—	0.25-0.5 lbs.	T	2 days	—	—	—	
Extra flint		1 bp	—	0.25 lbs.	T	1 day	—	—	—	



THE INDUSTRIAL REVOLUTION

Section 10.0

The Industrial Revolution

Progress, progress, progress—modern ideas were the heart and soul of the Industrial Revolution. What was good enough for great-granddad was no longer good enough for the modern world of the late eighteenth and early nineteenth centuries. Beginning in the Age of Reason, with advances in mechanics, the Industrial Revolution saw the development of machines that could do the work of two...three...or even twenty men. Machines that did repetitive tasks without complaint. Machines that many displaced and unemployed workers felt were replacing them.



The first to really feel the impact of the Industrial Revolution was the textile industry. Prior to the mid-1700s, the production of cloth was a slow, labor-intensive process, requiring numerous skilled workers. The first changes were in the size and speed of the looms, which increased production but still required people to operate. Advances in mechanics changed all of that, with the invention of machines that per-

formed many of the repetitive tasks of weaving automatically. Now, where once a handful of workers were needed, one or two would suffice to run each piece of equipment. The displaced workers were, understandably, upset by the machines that were taking away their life and livelihood. They often vented their frustrations on the machines. The word *sabotage* comes from this period, when irate workers would attempt to destroy a machine by throwing their *sabot*—wooden or wooden-soled shoes—into the machine works. The term later came to mean any destructive act designed to shut a machine down.

Textile workers were not the only ones displaced. By the 1800s, mechanization had spread to other industries, ranging from steel works to printing companies. It was by no means a quick process. Many of the machines that were tried didn't work exactly as they were planned, but the beginning of the end was there. The advent of steam engines to provide power meant that even larger, more powerful machines could be built; machines independent of the muscle-power of human operators. Even fewer workers were needed to oversee the operation of the machines. Those that remained had to learn new skills—a pattern of history being repeated today, as machinery becomes more and more computer controlled.

Following the tenets of observation and experimentation laid down during the Age of Reason, scientists and inventors of the Industrial Revolution made significant advances. “Natural philosophy” began to separate into the familiar fields of science. Astronomy, mathematics, geology, chemistry, medicine, physics; a lengthy list, and as new discoveries were made, new fields were added. The



universities of both Europe and the New World added schools of engineering and medicine. This was a radical concept in an age where many careers were still learned by apprenticeship under a master. The doctors and engineers produced by these schools were better educated than their colleagues and were more likely to have learned newer, more modern techniques.

There might not have been an Industrial Revolution without the discovery of a cheap, easy, and, most importantly, *reliable* method of producing cast iron. Traditionally, iron and steel had been made with charcoal, which doesn't burn hot enough to actually melt the iron. Coal, which had been used as fuel since the Stone Age, doesn't burn cleanly; the impurities bond with the iron and make it brittle. In 1735, however, a method to rid the coal of its impurities was discovered. Coke—coal treated by this process—burns hot and clean. Hot enough to melt iron. With cast iron, the last hurdle was cleared; machine parts could be quickly and easily produced, paving the way for the production of still more machines.

But while cast iron made the Industrial Revolution possible, the machines of the era still required muscles to power them. Human, horse, ox, or some other source, the simple truth is that muscle power is inefficient. What was needed was another source of power; a source that didn't get tired or need a break. A power like steam!

Steam engines were not unknown, or even “a new thing under the sun.” The principles of steam power were at least known to the Greeks and Romans, even if they did little with their knowledge. During the Age of Reason many scientists and inventors toyed with the idea in their laboratories. In

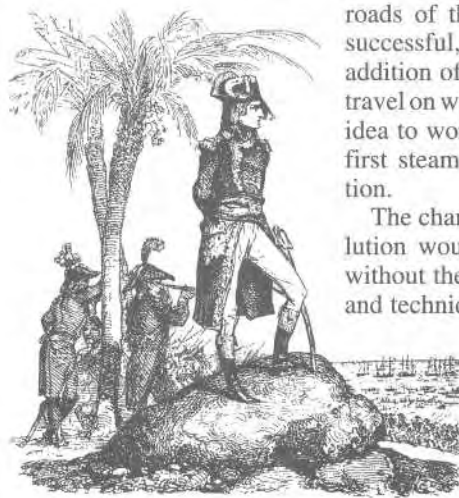


1712 Thomas Newcomen took steam out of the lab and into the real world when he developed the first practical cylinder and piston steam engine. Vastly inefficient and underpowered, it was still more powerful than muscles alone, and was considered quite a marvel. James Watt (whom most history books credit with *inventing* the steam engine in 1765) merely improved upon the Newcomen engine. He made it more powerful and more fuel-efficient. His rotary design became the standard by which others were tested. By the turn of the century steam power was invading factories across Europe and the New World.

Manufacturing was not alone in reaping the benefits of the machine age and the Industrial Revolution. Agriculture benefitted as well with the invention of improved plows and machines for harvesting. Canals connected rivers and towns and provided farmers with ready access to markets for their crops. Barges were originally pulled by horses or oxen. But it wasn't long before inventors, inspired by the power of steam, began to work on the idea of powering a boat with a steam engine. Steam was also applied to other conveyances. The first “horseless carriage” rolled down the road in England in 1801! Given the condition of the

... AND A 10-FOOT POLE





roads of the period, it was far from successful, but the idea was there. The addition of iron rails for the engine to travel on was all that was needed for the idea to work. Within fifteen years the first steam locomotive was in operation.

The changes of the Industrial Revolution would not have been possible without the development of new tools and techniques to make the machines.

In other words, inventors had to invent the machines to make the tools to make the machines! The Industrial Revolution is the end result of a process that began with the Renaissance.

Its roots can be traced back to ancient Greece and Rome. Military needs drove much of the research, but the results were often applied to other, more mundane purposes. For example, the same machine that bored out the barrel of a cannon or a rifle, could be used to bore out cylinders for steam engines. It is considered one of the key developments of the age. By the 1840s, machine tools were capable of producing precision parts—with measurements accurate to within a millionth of an inch. This made it possible to produce *standardized, interchangeable* parts, an impossible idea before this time.



Military needs were also aided by the fledgling science of chemistry. In 1807, Scots clergyman-turned-chemist Alexander Forsyth invented a method of igniting cannon without using a match. Percussion powder, actually fulminate of mercury, is stable enough, provided you don't hit it too hard. It also reduces the chance of a misfire. The percussion caps were soon tried on rifles and pistols. Within twenty years percussion cap "locks" had become standard and slowly replaced the aging flintlock in both military and civilian service.



To go along with the new ignition system, inventors around the world were coming up with new ideas for weapons. One of the first successful breechloading rifles, designed by Major Patrick Ferguson of the British army, saw limited service during the American Revolution. It was never officially adopted and after his death passed into obscurity. In 1811, however, American inventor John Hall patented a breechloading rifle. Other patents followed from other gunsmiths. Patents for breechloaders, multi-barrel pistols, and revolvers were just a few of the many different types of firearms developed during this period, but they all had one thing in common: Alexander Forsyth's percussion caps.



The world of the Industrial Revolution was changing rapidly. From the American Revolution onward, colonies in the New World were throwing off the yoke of their mother countries—who were in turn having trouble enough of their own at home. France was torn apart by civil war, later an outright revolution where the king lost his crown and his head. The French Republic didn't last long. It was supplanted by the imperial dynasty of Napoleon Bonaparte. His wars of conquest, followed by the wars to oust him from power, ravaged Europe from Spain to Russia. In North America, land that was once wilderness feels the plow for the first time. Settlers moved into the Ohio River Valley, and later further westward as the Louisiana Purchase opens up even larger tracts of land. Mexico became independent in 1821. In South America a series of revolutions (some bloodless; most not) frees colonies from the rule of Spain and Portugal. Industrially, England and France were far ahead of most other countries in manufacturing. Others were not long in trying to catch up. As their economies shifted from agriculture to industry, people flocked to the cities looking for work.

Nor was America too far behind, though still primarily a nation of farmers. The New England states in particular were becoming heavily industrialized. Many American processes and patents were adopted (i.e. stolen) for use by companies in Europe. Tensions between the northern and southern states had always run high, and the New England states had even threatened secession during the early part of the nineteenth century. A fact they conveniently forgot when the southern states began muttering about it towards the end of the era.

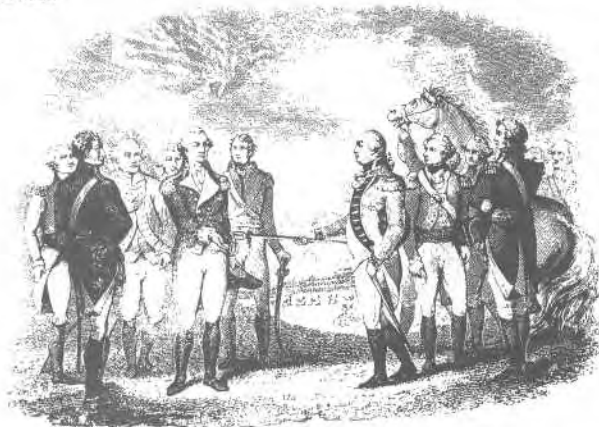
Gamemasters and players looking for an interesting period in which to campaign, look no further! Basically ignored by the role playing industry thus far, the Industrial Revolution has plenty of possibilities. The American Revolution? The War of 1812? The French Revolution and The Terror? Start yourself a little guerilla war in South America and overthrow the rule of Spain! Lots of room for action, with players taking on the roles of rebels and revolutionaries—character types most players are quite familiar with! Or they could adventure on the side of the right, perhaps setting themselves up as a band of Scarlet Pimpernel-types, rescuing French nobles from Madame Guillotine.

... AND A
10-FOOT POLE





Nor is war the only chance for adventure. In the late eighteenth and early nineteenth centuries, there is still a great deal of the world yet to explore. Adventurers were always setting off on journeys to some far-off place or another. Seeking fame and fortune, they set off in search of a shorter passage to the Orient; in search of gold and jewels and fabled lost cities filled with treasure. Others sought out the high mountains, some to trap beaver for their pelts and some just to see what they could see. On the oceans, the heyday of piracy was over...at least in the Caribbean. Around the Cape of Good Hope, however, the pirate haven of Madagascar had a few good years left in it. The pirates of the Indian Ocean were some of the most savage who ever lived.



In a classic fantasy campaign, the first thing a GM should ask himself is what effect science and technology will have on magic and the supernatural. Magic, after all, belongs to a simpler time, when the incomprehensible was explained by the superstitious as...well...magic! But in a world where magic actually works, to whatever degree the GM chooses, will science, technology, and other natural wonders *weaken* the supernatural? Will one have any effect on the other? A campaign set around the conflict between technology and magic might make the Elven kin the secret masters behind the Luddite movement in Europe (and later America). Using the remnants of their magic, they may have charmed weak-willed and fearful mortals into smashing the machines that threaten to destroy magic forever. On the other side of the coin, technically minded dwarves might be aiding and abetting the scientists and inventors. They might give a new process for milling steel here, a strong new alloy there. Perhaps even a bit of secret financing (at a high rate of interest, of course) to get the ball rolling. Caught in the middle of this war are the poor, hapless mortals who don't understand science very well, fearing it as much as they do magic.

Gamemasters who don't want to deal with the clash of science and magic, preferring to blend the two in some way, might want to consider a couple of other possibilities—like the reaction of a water elemental when it first confronts a steam engine. Particularly if that engine is magical in nature, with a fire elemental bound up inside. Another possibility is a campaign where magic is a secret thing, known only to a few, wary practitioners who don't divulge their secrets easily. Or perhaps, after millennia in hiding, the creatures of fantasy return to the mortal world...bringing magic with them.



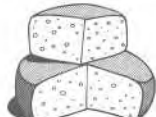
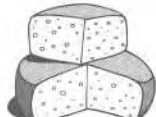
The strongest possibilities for role playing during the Industrial Revolution do not come from our own real-world history, however. Nor do they require the introduction of dragons, Elves, Dwarves, Goblins, or Orcs. The best opportunities come from playing a "what if" game, using the Industrial Revolution as your starting point. What if...the British army had formally adopted the Ferguson breechloading rifle? What if...Jacques Charles had continued his experiments with hydrogen balloons, producing dirigibles a hundred years or so early? What if...the 1801 steam car of Richard Trevithick had been a marginal *success* instead of a marginal failure? With the countless inventions and techniques, successes and failures of science and technology during the Industrial Revolution, there is plenty of room for a change here and there. A truly radical change would be to start the Industrial Revolution...a little bit early. With the Romans, perhaps, or the Greeks. There have been several science fiction stories with just that as a premise.

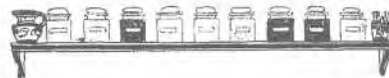
If there is one thing a GM wanting to run a campaign during this era won't have any trouble finding, it is information! Thousands of books have been written on the subject, with as many different ideas about who and what was important as there are authors. Nothing is set in stone. If an individual GM wants to change something around to suit the needs of his campaign, so be it. After all, it's his game and his rules.



... AND A
10-FOOT POLE

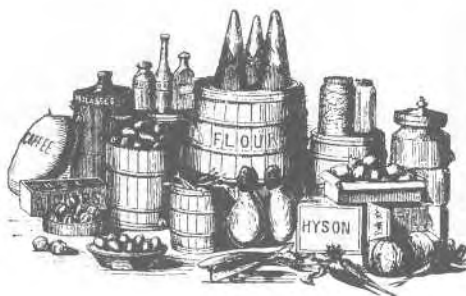


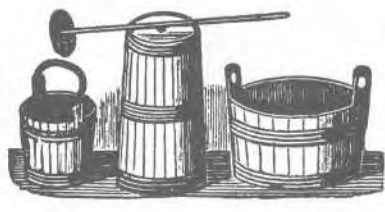
FOOD ITEMS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Flour									
Flour, wheat	15 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, rye	8 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, barley	10 cp	30 lbs.	—	A	1 day	—	—	—	
Flour, oat	10 cp	30 lbs.	—	A	1 day	—	—	—	
Fresh Bread									
Barley	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Brown	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Oat	2 tp	1 lb.	—	A	2 hrs	—	—	—	
Rye	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Wheat	4 tp	1 lb.	—	A	2 hrs	—	—	—	
Oil cakes	4 tp	0.5 lbs.	—	A	2 hrs	—	—	—	
Pie	5 tp	1 lb.	—	A	2 hrs	—	—	—	
Cookies	3 tp	—	1 doz.	A	2 hrs	—	—	—	
Cruller	4 tp	1 lb.	—	A	2-3 hrs	—	—	—	
Graham cracker	3 tp	1 lb.	—	A	2-3 hrs	—	—	—	
Fresh Meat									
Beef-veal	8 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-steak	5 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-roast	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Beef-other cut	12 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-loin	6 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-ham	4 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-bacon	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Pork-other cut	9 tp	1 lb.	—	R	2 hrs	—	—	—	
Pork-suckling pig	5 sp	20 lbs.	—	R	2 hrs	—	—	—	
Lamb, leg	12 cp	5 lbs.	—	R	2 hrs	—	—	—	
Lamb, whole	10 bp	60 lbs.	—	R	2 hrs	—	—	—	
Mutton, chops	3 cp	2 lbs.	—	R	2 hrs	—	—	—	
Chicken	3 bp	5 lb.	—	R	1 hr	—	—	—	
Duck	6 bp	5 lb.	—	R	1 hr	—	—	—	
Goose	8 bp	15 lb.	—	R	1 hr	—	—	—	
Turkey	7 bp	10 lb.	—	R	1 hr	—	—	—	
Pigeon	4 bp	1 lb.	—	R	1 hr	—	—	—	
Squab	3 bp	0.5 lbs.	—	R	1 hr	—	—	—	
Boar, wild	2 cp	1 lb.	—	R	2 hrs	—	—	—	
Venison	3 cp	1 lb.	—	R	2 hrs	—	—	—	
Small game	5 tp	1 lb.	—	R	30 mins.	—	—	—	
Fish									
Carp	5 tp	1 lb.	—	T	1 hr	—	—	—	
Eel	2 tp	1 lb.	—	T	1 hr	—	—	—	
Fresh river	6 tp	1 lb.	—	R	1 hr	—	—	—	
Herring, pickled	6 tp	1 lb.	—	T	1 hr	—	—	—	
Herring, salted	8 tp	1 lb.	—	T	1 hr	—	—	—	
Pike	4 tp	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	8 tp	1 lb.	—	T	1 hr	—	—	—	
Shrimp	12 tp	1 lb.	—	T	1 hr	—	—	—	
Dairy Product									
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—	
Butter, unsalted	6 cp	1 lb.	—	R	30 mins.	—	—	—	
Cheese, low quality	3 tp	1 lb.	—	R	2 days	—	—	—	
Cheese, average quality	8 tp	1 lb.	—	R	1 wk	—	—	—	
Cheese, fine quality	15 tp	1 lb.	—	R	2 wks	—	—	—	
Cream	6 tp	—	1 pt.	R	—	—	—	—	
Eggs	2 bp	—	1 doz.	R	1 hr	—	—	—	
Milk, cow	6 tp	—	2 qt.	R	20 mins.	—	—	—	
Milk, goat	4 tp	—	1 qt.	R	20 mins.	—	—	—	
Fruits & Grains									
Apples	7 cp	—	1 bu.	R	2 hrs	—	—	—	
Berries, wild	3 cp	—	1 bu.	R	2 hrs	—	—	—	
Cherries	8 cp	—	1 bu.	R	2 hrs	—	—	—	
Crabapples	2 cp	—	1 bu.	R	2 hrs	—	—	—	
Dates	6 cp	—	1 bu.	R	2 hrs	—	—	—	
Figs	25 cp	—	1 bu.	R	2 hrs	—	—	—	
Grapes	13 cp	—	1 bu.	R	2 hrs	—	—	—	
Melon	5 cp	—	1 bu.	R	2 hrs	—	—	—	
Nuts, wild	4 tp	—	1 bu.	R	1 day	—	—	—	
Olives	7 cp	—	1 bu.	R	2 hrs	—	—	—	
Pears	6 cp	—	1 bu.	R	2 hrs	—	—	—	

Fruits & Grains									
Pineapple	3 bp	—	1 bu.	R	2 hrs	—	—	—	
Plums	3 cp	—	1 bu.	R	2 hrs	—	—	—	
Raspberries	4 cp	—	1 bu.	R	2 hrs	—	—	—	
Strawberries	8 cp	—	1 bu.	R	2 hrs	—	—	—	
Citrus	1 bp	—	1 bu.	R	2 hrs	—	—	—	
Dried fruit	***	—	—	—	2 days	—	—	—	Oranges, lemons, etc. Price is two times base price Price is three times base price
Candied fruit	***	—	—	—	1 day	—	—	—	
Barley	15-30 cp	—	1 bu.	R	2 hrs	—	—	—	
Oats	10-30 cp	—	1 bu.	R	2 hrs	—	—	—	
Rye	15-30 cp	—	1 bu.	R	2 hrs	—	—	—	
Wheat	20-40 cp	—	1 bu.	R	2 hrs	—	—	—	
Maize	20-40 cp	—	1 bu.	R	2 hrs	—	—	—	
Rice	40-50 cp	—	1 bu.	R	2 hrs	—	—	—	
Coffee beans	5 sp	1 lb.	—	T	2 hrs	—	—	—	
Tea	5 sp	1 lb.	—	T	2 hrs	—	—	—	
Vegetables									Time shows average time to harvest 
Angelica root	5 cp	—	1 bu.	R	1 hr	—	—	—	
Artichokes	4 cp	—	1 bu.	R	1 hr	—	—	—	
Beans, fresh	3 cp	—	1 bu.	R	1 hr	—	—	—	
Beans, dried	2 cp	—	1 bu.	R	3 days	—	—	—	
Beets	4 cp	—	1 bu.	R	1 hr	—	—	—	
Cabbage	3 cp	—	1 bu.	R	1 hr	—	—	—	
Carrots	3 cp	—	1 bu.	R	1 hr	—	—	—	
Cauliflower	3 cp	—	1 bu.	R	1 hr	—	—	—	
Leeks	3 cp	—	1 bu.	R	1 hr	—	—	—	
Lentils	2 cp	—	1 bu.	R	1 hr	—	—	—	
Lettuce	4 cp	—	1 bu.	R	1 hr	—	—	—	
Onions	2 cp	—	1 bu.	R	1 hr	—	—	—	
Parsnips	3 cp	—	1 bu.	R	1 hr	—	—	—	
Peas, fresh	2 cp	—	1 bu.	R	1 hr	—	—	—	
Potatoes	2 cp	—	1 bu.	R	1 hr	—	—	—	
Radishes	3 cp	—	1 bu.	R	1 hr	—	—	—	
Turnips	4 cp	—	1 bu.	R	1 hr	—	—	—	
Herbs, Spices, Flavorings, and Others									
Candy	3 bp	1 lb.	—	T	1 day	—	—	—	
Cloves	2 sp	4 oz.	—	T	1 hr	—	—	—	
Cocoa	3 bp	4 oz.	—	T	1 hr	—	—	—	
Chocolate bar	3 bp	4 oz.	—	T	1 day	—	—	—	
Garlic	5 bp	4 oz.	—	R	1 hr	—	—	—	
Ginger	1 sp	4 oz.	—	T	1 hr	—	—	—	
Honey	16 sp	1 lb.	—	R	1 hr	—	—	—	
Mint	3 bp	4 oz.	—	R	1 hr	—	—	—	
Molasses	5 bp	—	10 gal.	R	1 day	—	—	—	
Mustard seed	5 bp	4 oz.	—	R	1 hr	—	—	—	
Nutmeg	2 sp	4 oz.	—	T	1 hr	—	—	—	
Parsley	1 bp	4 oz.	—	R	1 hr	—	—	—	
Pepper	10 sp	4 oz.	—	T	1 hr	—	—	—	
Rosemary	3 sp	4 oz.	—	R	1 hr	—	—	—	
Saffron	5 sp	4 oz.	—	T	1 hr	—	—	—	
Sage	18 bp	4 oz.	—	R	1 hr	—	—	—	
Salt	5 bp	1 lb.	—	T	1 hr	—	—	—	
Sugar	5 sp	1 lb.	—	C	1 day	—	—	—	
Syrup, maple	4 sp	—	1 gal.	R	1 day	—	—	—	
Thyme	7 cp	4 oz.	—	R	1 hr	—	—	—	

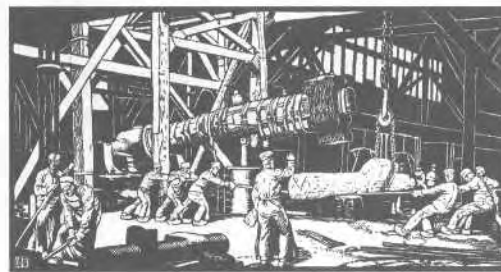


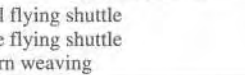
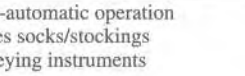
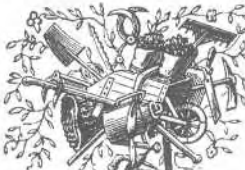
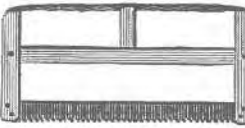
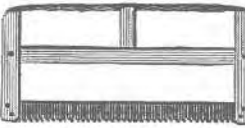
Preserved Foods									
Beef, salted	2 bp	1 lb.	—	T	2 days	—	—	—	
Pork, salted	12 cp	1 lb.	—	T	2 days	—	—	—	
Fish (various), salted	2 cp	1 lb.	—	T	2 days	—	—	—	
Salmon, smoked	3 cp	1 lb.	—	T	3 days	—	—	—	
Beef, smoked	7 cp	1 lb.	—	R	5 days	—	—	—	
Pork, smoked	7 cp	1 lb.	—	R	5 days	—	—	—	
Black bread	3 tp	1 lb.	—	A	2 hrs	—	—	—	
Hardtack	1 tp	1 lb.	—	A	2 hrs	—	—	—	
Waybread	6 tp	1 lb.	—	A	2 hrs	—	—	—	
Butter, salted	15 cp	1 lb.	—	R	1 hr	—	—	—	Available after 1810
Beef, jerked	2 cp	1 lb.	—	R	1 day	—	—	—	
Fish (various), dried	1 cp	1 lb.	—	T	3-5 days	—	—	—	
Canned foods, various	3 cp+	0.5 lbs.	—	T	1 day	—	—	—	
Oils									
Olive oil	8 bp	—	1 gal.	T	2 days	—	—	—	
Lard	1 bp	1 lb.	—	R	1 day	—	—	—	
Beverages									
Apple cider, fresh	1 tp	—	1 qt.	R	1 day	—	—	—	
Apple cider, fermented	3 tp	—	1 qt.	T	4-6 wks	—	—	—	
Brandy	3 cp	—	1 qt.	T	2 days	—	—	—	
Wine, poor	4 tp	—	1 qt.	A	4-6 wks	—	—	—	
Wine, average	6 tp	—	1 qt.	A	4-6 wks	—	—	—	
Wine, fine	8 tp	—	1 qt.	T	4-6 wks	—	—	—	
Wine, excellent	15 tp+	—	1 qt.	C	4-6 wks	—	—	—	
Wine, champagne	18 cp+	—	1 qt.	C	6-12 months	—	—	—	
Whiskey	5 cp	—	1 qt.	A	2 days	—	—	—	
Mead	5 cp	—	1 qt.	T	4-8 wks	—	—	—	
Beer	2 tp	—	1 qt.	A	2-4 wks	—	—	—	
Double beer	3 tp	—	1 qt.	A	3-6 wks	—	—	—	
Small beer	1 tp	—	1 qt.	A	1-2 wks	—	—	—	
Ale	2 tp	—	1 qt.	A	2-4 wks	—	—	—	
Stout	3 tp	—	1 qt.	A	2-4 wks	—	—	—	
Bitter	3 tp	—	1 qt.	A	2-4 wks	—	—	—	
Vinegar	1 tp	—	1 qt.	A	4-6 wks	—	—	—	
Coffee	1 bp	—	1 pt.	T	—	—	—	—	
Tea	1 bp	—	1 pt.	T	—	—	—	—	
OUTDOOR SURVIVAL	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	
Torch	1 tp	—	1 hr.	A	5 mins.	—	—	—	
Backpack, small leather	2 bp	1 lb.	1 cu. ft.	A	1 day	—	—	—	
Backpack, medium leather	4 bp	1.5 lb.	2 cu. ft.	A	1 day	—	—	—	
Backpack, large leather	7 bp	3 lb.	3.5 cu. ft.	A	1 day	—	—	—	
Backpack, small canvas	5 bp	0.75 lb.	1 cu. ft.	A	1 day	—	—	—	
Backpack, medium canvas	7 bp	1 lb.	2 cu. ft.	A	1 day	—	—	—	
Backpack, large canvas	10 bp	2 lb.	4 cu. ft.	A	1 day	—	—	—	
Compass	1 sp	1 lb.	—	T	1 day	—	—	—	
Sack, small	3 cp	—	3 cu. ft.	A	1 day	—	—	—	
Sack, large	5 cp	—	5 cu. ft.	A	1 day	—	—	—	
Flint & steel	1 bp	—	—	T	1 day	—	—	—	
Tinderbox	3 cp	—	—	T	1 day	—	—	—	
Tent, 2-man leather	7 sp	60 lbs.	5'x6'x4'	A	1 wk	—	—	—	
Tent, 4-man leather	15 sp	120 lbs.	8'x10'x5'	A	10 days	—	—	—	
Tent, 8-man leather	25 sp	200 lbs.	14'x17'x6'	A	2 wks	—	—	—	

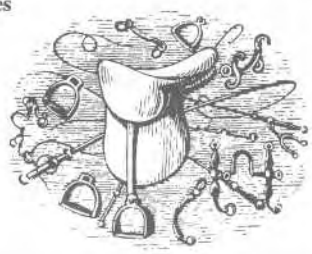
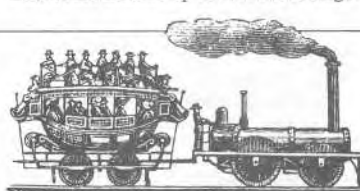
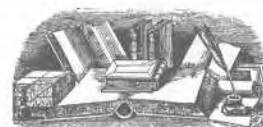


OUTDOOR SURVIVAL	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Tent, 2-man canvas	12 sp	45 lbs.	5'x6'x4'	A	1 wk	—	—	—	
Tent, 4-man canvas	24 sp	60 lbs.	8'x10'x5'	A	10 days	—	—	—	
Tent, 8-man canvas	50 sp	90 lbs.	14'x17'x6'	A	2 wks	—	—	—	
Pavillion	100 sp	150 lbs.	16'x20'x9'	T	2 wks	—	—	—	
Fishhook & line	2 tp	—	30'	R	1 day	—	—	—	
Fishing net, small	5 sp	3-5 lbs.	6'x6'	A	3 days	1-4	60	—	
Fishing net, large	8 sp	10 lbs.	12'x12'	A	5 days	1-4	65	—	
Fish trap	3 bp	1 lb.	—	A	2 hrs	1-3	65	—	
Animal trap, steel	5 sp+	1-5 lbs.	—	T	3 days	1-2	85	—	
Blanket, light	20 cp	2.5 lbs.	—	A	1 day	—	—	—	
Blanket, heavy	30 cp	6 lbs.	—	A	1 day	—	—	—	
Hammock, cloth	30 cp	2 lbs.	4'x8'	A	1 day	—	—	—	
Camp bed, cloth & wood	15 sp	15 lbs.	3'x6'	A	1 day	—	—	—	
Camp bed, leather & wood	35 sp	25 lbs.	3'x6'	A	1 day	—	—	—	
Bucket, canvas	1 bp	0.5 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, canvas	3 bp	1 lb.	5 gal.	A	1 day	—	—	—	
Canteen (full)	2 cp	1.25 lbs.	1 pt.	R	1 day	—	—	—	
Canteen (full)	5 cp	2.5 lbs.	2 pts.	R	1 day	—	—	—	
Canteen (full)	1 bp	5 lbs.	1 qt.	R	1 day	—	—	—	
Waterskin (full)	3 bp	8 lbs.	1 gal.	R	2 days	—	—	—	
Waterskin (full)	7 bp	50 lbs.	5 gal.	R	2 days	—	—	—	
Lantern	12 bp	2 lbs.	2 pts.	T	1 day	—	—	—	
Lamp	5 bp	1 lb.	1 pt.	T	1 day	—	—	—	
Lamp oil	1 bp	0.5 lbs.	1 day	T	1 day	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	
Candle, wax	1 bp	—	—	T	1 day	—	—	—	
CONTAINERS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Barrel	12 bp	10 lbs.	12 gal.	A	1.5 days	—	—	—	
Barrel	2 sp	30 lbs.	25 gal.	A	2 days	—	—	—	
Barrel	4 sp	50 lbs.	50 gal.	A	3 days	—	—	—	
Barrel	10 sp	125 lbs.	100 gal.	T	3 days	—	—	—	
Barrel	17 sp	450 lbs.	350 gal.	T	3 days	—	—	—	
Jar, pottery	3 tp	—	1 pt.	A	12 hrs	—	—	—	
Jar, pottery	5 tp	0.5 lbs.	1 qt.	A	12 hrs	—	—	—	
Jar, pottery	2 cp	2 lb.	1 gal.	A	12 hrs	—	—	—	
Crock, pottery	4 cp	4 lbs.	5 gal.	A	12 hrs	—	—	—	
Jar, glass	4 cp	—	1 pt.	T	6 hrs	—	—	—	
Jar, glass	8 cp	0.5 lbs.	1 qt.	T	6 hrs	—	—	—	
Jar, glass	4 bp	2 lbs.	1 gal.	T	6 hrs	—	—	—	
Bucket, canvas	1 bp	0.5 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, canvas	3 sp	1 lb.	5 gal.	A	1 day	—	—	—	
Bucket, wooden	2 cp	3 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, wooden	3 cp	4 lbs.	5 gal.	A	1 day	—	—	—	
Chest, large wood & brass	55 bp	30 lbs.	2'x2'x3'	T	2 wks	—	—	—	
Chest, medium wood & brass	45 bp	20 lbs.	18"x18"x24"	T	10 days	—	—	—	
Chest, small wood & brass	32 bp	15 lbs.	1'x1'x2'	T	1 wk	—	—	—	
Chest, large wood & iron	35bp	45 lbs.	2'x2'x3'	T	2 wks	—	—	—	
Chest, medium wood & iron	27 bp	35 lbs.	18"x18"x24"	T	10 days	—	—	—	
Chest, small wood & iron	19 bp	25 lbs.	1'x1'x2'	T	1 wk	—	—	—	
TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Adze	25 cp	2 lbs.	—	A	1 day	1-4	90(w)	—	
Anvil, light portable	2 gp	110 lbs.	—	T	10 days	—	—	—	
Anvil, heavy portable	3 gp	210 lbs.	—	T	12 days	—	—	—	
Anvil, standard	5 gp	410 lbs.	—	T	14 days	—	—	—	
Auger	25 cp	—	—	T	12 hrs	—	—	—	
Awl	15 cp	—	—	T	12 hrs	—	—	—	
Beehive	9 bp	15 lbs.	1'x1'x2'	T	1 day	—	—	—	
Bellows, portable	2 cp	20 lbs.	—	T	2 days	1-2	50(w)	—	
Bellows, standard	5 bp	100 lbs.	—	T	5 days	1-2	50(w)	—	
Blast furnace	125 gp	2500 lbs.	—	T	30 days	1-2	90	—	
Block & tackle	7 sp	35 lbs.	—	T	14 days	1-2	70	—	
Brace & bit (hand drill)	5 sp	2 lbs.	—	T	14 days	1-2	80	—	
Branding iron	8 cp	2-4 lbs.	—	T	1 day	—	—	—	
Brush	2 cp	0.5 lbs.	—	T	1 day	—	—	—	
Carding comb	1 cp	1 lb.	—	T	1 day	—	—	—	
Carpenter's level	3 bp	1.5 lbs.	—	T	3 days	—	—	—	
Carpenter's square	6 cp	2 lbs.	—	T	2 days	—	—	—	
Chain, per foot	2 sp	2.5 lbs.	—	T	1 day	1-2	80	—	
Heavy chain, per foot	5 sp	5 lbs.	—	T	1 day	1-2	90	—	
Chisel, cold	6 bp	0.5 lb.	—	T	3 days	—	—	—	

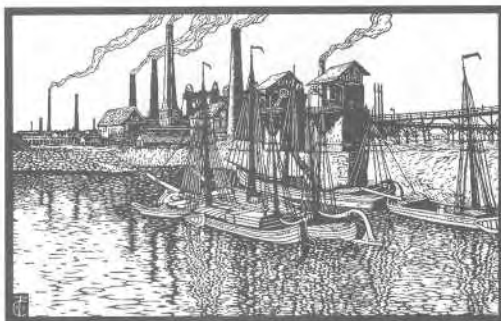
TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Chisel, masonry/stone	4 bp	1 lbs.	—	T	2 days	—	—	—	
Chisel, wood	4 bp	0.75 lbs.	—	T	2 days	—	—	—	
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Drill bits, steel	5 sp	—	—	T	7 days	—	—	—	
Drill bits, iron	4 bp	—	—	T	5 days	—	—	—	
Forge, portable	2 gp	300 lbs.	—	T	7 days	—	—	—	
Forge, standard	4 gp	1000 lbs.	—	T	15 days	—	—	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Grindstone	36 bp	150 lbs.	—	T	18 days	—	—	—	
Hammer, blacksmith's	2 bp	5 lbs.	—	T	4 days	1-8	90(w)	05	
Hammer, carpenter's	7 cp	2 lbs.	—	T	2 days	1-8	70(w)	05	
Hatchet	12 cp	2.5 lbs.	—	T	2 days	1-7	70(w)	05	
Hoe	6 cp	3.5 lbs.	—	T	1 day	1-4	90(w)	—	
Horizontal boring machine	125 gp	2,500 lbs.	—	T	2-3 months	1-5	80	—	
Incubator (eggs)	2 sp	50 lbs.	—	T	3 days	—	—	—	
Ingot, bronze	7 sp	10 lbs.	—	T	1 day	—	—	—	
Ingot, copper	8 sp	10 lbs.	—	T	1 day	—	—	—	
Ingot, iron	3 cp	10 lbs.	—	T	2 days	—	—	—	
Ingot, lead	5 sp	10 lbs.	—	T	1 day	—	—	—	
Ingot, silver	40 gp	5 lbs.	—	C	1 day	—	—	—	
Ingot, gold	40 gp	5 lbs.	—	C	1 day	—	—	—	
Ingot, platinum	400 pp	5 lbs.	—	C	1 day	—	—	—	
Iron spikes (10)	24 bp	2 lbs.	—	T	2 days	—	—	—	
Iron wedge	36 cp	4 lbs.	—	T	2 days	—	—	—	
Ladder (12 ft. wooden)	15 cp	35 lbs.	—	T	4 days	—	—	—	
Lathe, steam-driven	8 gp	250 lbs.	—	T	10 days	1-4	75	—	
Lathe, pattern-cutting	10 gp	325 lbs.	—	T	20 days	1-5	65	—	
Milling machine	12 gp	600 lbs.	—	T	20 days	1-3	70	—	
Mallet, wood	3 cp	1 lb.	—	T	1 day	1-6	60(w)	—	
Marine chronometer	10 gp+	35 lbs.	—	T	2-3 wks	1-2	70	—	Accurate 22 yards
Measuring chain	35 bp	25 lbs.	—	T	4 days	1-2	60	—	
Metal file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Molds (metal casting)	1-100 cp	varies	—	T	1-10 days	—	—	—	
Nail cutting machine	1 gp	125 lbs.	—	T	5 days	1-3	75	—	
Nails	5 cp	10 lbs.	—	T	1 hr	—	—	—	
Screws	1 bp	10 lbs.	—	T	1 day	—	—	—	
Screw driver	1 bp	0.5 lbs.	—	T	1 day	—	—	—	
Improved steam engine	60 gp	850 lbs.	—	T	4-6 wks	1-2	95	—	
Improved steam engine, lg.	100 gp	1,850 lbs.	—	T	4-6 wks	1-2	100	—	
Steam sawmill	150 gp	3,000 lbs.	—	T	4-6 wks	1-2	95	—	
Paint	5-50 bp	—	1 gal.	T	2 days	—	—	—	
Pick axe	7 cp	12 lbs.	—	T	1.5 days	1-5	50(w)	06	
Pitchfork	15 cp	7 lbs.	—	T	5 days	1-6	40(w)	05	
Plate glass	2 gp	75 lbs.	4' x 4'	C	2-4 days	—	—	—	
Pliers, large	38 cp	2 lbs.	—	T	6 days	—	—	—	
Pliers, small	20 cp	1 lb.	—	T	6 days	—	—	—	
Plow, wooden	12 bp	125 lbs.	—	R	10 days	1-4	70(w)	—	

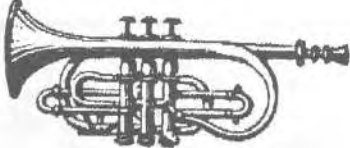


TOOLS & MACHINES	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Plow blade, iron	7 bp	35 lbs.	—	R	12 days	—	—	—	
Potter's wheel	6 sp	30 lbs.	—	T	14 days	1-3	50(w)	—	
Printing press, movable type	35 sp	250 lbs.	—	T	10 days	1-3	70(w)	—	
Pulley, small (2:1)	28 cp	5 lbs.	—	T	1 day	1-2	50(w)	—	
Pulley, large (5:1)	35 cp	7 lbs.	—	T	1 day	1-2	50(w)	—	
— per 100 lb lift	+20%	—	—	T	—	—	—	—	
Rake, wooden	4 cp	4 lbs.	—	T	2 days	—	—	—	
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-3	70	—	
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-3	80	—	
Rope, heavy (per 50')	10 cp	15 lbs.	—	T	4 days	1-3	90	—	
Rope, hawser (per 50')	26 cp	30 lbs.	—	T	7 days	1-3	100	—	
Rolling mill (sheet metal)	9 gp	1,500 lbs.	—	T	1 month	1-3	90	—	
Scythe	18 cp	3.5 lbs.	—	T	3 days	1-4	50(w)	—	
Scythe, reaver	30 cp	4 lbs.	—	T	3.5 days	1-4	60(w)	—	
Shepherd's crook	4 cp	3 lbs.	—	R	3 days	—	—	—	
Shovel	16 cp	4.5 lbs.	—	T	1 day	1-4	90(w)	—	
Sickle	15 cp	3 lbs.	—	T	1 day	—	—	—	
Spoke shave	2 bp	2-3 lbs.	—	A	1 day	—	—	—	
Tongs, large	22 cp	6.5 lbs.	—	T	2 days	—	—	—	
Tongs, small	12 cp	3 lbs.	—	T	2 days	—	—	—	
Sewing machine	1 gp	45 lbs.	—	T	3 days	1-4	50	—	
Spinning wheel	7 sp	25 lbs.	—	T	2 days	1-2	75	—	
Hydraulic spinning machine	12 gp	300 lbs.	—	T	10-15 days	1-4	70	—	
Weaving loom	45 bp	125 lbs.	—	T	7 days	1-4	80	—	
Weaving loom	15 sp	265 lbs.	—	T	14 days	1-4	90	—	
Weaving loom	2 gp	300 lbs.	—	T	14 days	1-4	90	—	
Weaving loom	12 gp	350 lbs.	—	T	30 days	1-5	80	—	
Ribbing machine	2 gp	300 lbs.	—	T	20 days	1-4	75	—	
Transit, level, & rod	2 gp	30 lbs.	—	T	1 day	—	—	—	
Cotton gin	1 gp	150 lbs.	—	T	3-5 days	1-3	60	—	
Wedge (splitting)-iron	1 bp	2.5 lbs.	—	T	2 days	—	—	—	
Wedge (staying)-wooden	5 tp	0.5 lbs.	—	T	12 hrs	—	—	—	
Wheelbarrow	7 bp	25 lbs.	—	T	2 days	1-4	55(w)	—	
Whitewash	7 cp	—	10 gal.	T	1 day	—	—	—	
Windlass	75 bp	300 lbs.	—	T	3 days	1-3	60(w)	—	
Winnowing flail	3 cp	4.5 lbs.	—	R	1 day	1-5	70(w)	—	
Wire, iron (per 10')	3 cp	0.5 lbs.	—	T	6 hrs	—	—	—	
Wire-drawing machine	65 bp	150 lbs.	—	T	3 days	1-3	60(w)	—	
Wood axe	25 cp	5 lbs.	—	T	2 days	1-7	60(w)	04	
Wood glue	4 cp	—	1 pt.	T	1 day	—	—	—	
Wood file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Wood file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Wood file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Wood saw, iron	35 cp	3 lbs.	—	T	7 days	1-2	60(w)	—	
Wood saw, steel	95 cp	3 lbs.	—	T	10 days	1-2	75(w)	—	
Wood glue	4 cp	—	1 pt.	T	1 day	—	—	—	
Wood file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Wood file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Wood file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Wood saw, iron	35 cp	3 lbs.	—	T	7 days	1-2	60(w)	—	
Wood saw, steel	95 cp	3 lbs.	—	T	10 days	1-2	75(w)	—	
ANIMALS	Cost	ft/rnd	mph	Man.	Ht/Wt	Cap.	Notes		
Camel, riding	15 gp	75	5	+15	7'800 lbs.	300 lbs.			
Camel, racing	40 gp	90	6	+20	7'750 lbs.	200 lbs.			
Camel, draft	12 gp	60	4	+10	7'900 lbs.	350 lbs.			
Elephant	50 gp	120	8	+10	12'/11,000 lbs.	1000 lbs.			
Horse, light	45 sp	100	7	+40	5'800 lbs.	200 lbs.			
Horse, medium	60 sp	110	7.5	+25	6'900 lbs.	300 lbs.			
Horse, heavy	80 sp	80	5	+10	6'+1,300 lbs.	400 lbs.			
Mule	40 sp	100	7	+35	5'800 lbs.	400 lbs.			
Donkey	32 sp	90	6	+20	4'+550 lbs.	300 lbs.			
Pony	40 sp	70	4.5	+30	4'500 lbs.	200 lbs.			
Bull	120 sp	60	4	+20	5'/1,700 lbs.	600 lbs.			
Cow	75 sp	50	3.5	+15	5'/1,400 lbs.	400 lbs.			
Calf	30 sp	45	3	+35	3'300 lbs.	—			
Ox	90 sp	60	4	+20	5'/2,000 lbs.	700 lbs.			
Chicken	2 bp	—	—	+20	5 lbs.	—			
Duck	4 bp	—	—	+15	5 lbs.	—			
Goose	7 bp	—	—	+15	10 lbs.	—			
Goat	5 gp	—	—	+50	50 lbs.	—			
Pig	25 sp	—	—	+20	150 lbs.+	—			
Suckling pig	4 sp	—	—	+30	30 lbs.	—			
Sheep, coarse wool	35 sp	—	—	+50	110 lbs.	—			
Sheep, fine wool	5 gp	—	—	+50	110 lbs.	—			
Lamb, coarse wool	15 sp	—	—	+50	50 lbs.	—			
Lamb, fine wool	1 gp	—	—	+50	50 lbs.	—			

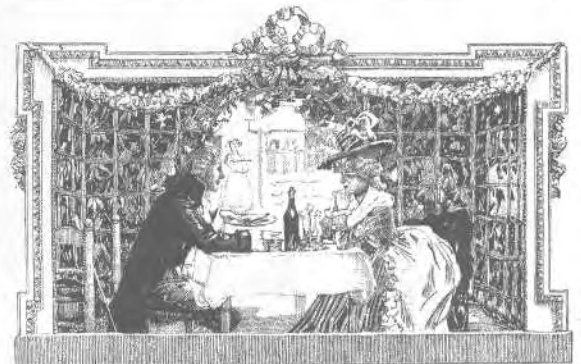
TRANSPORT & TACK	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bit & bridle	5 sp	2 lbs.	—	A	2 days	—	—	—	
Riding saddle	15 sp	10 lbs.	—	A	7 days	—	—	—	
Campaign saddle	3 gp	20 lbs.	—	A	10 days	—	—	—	
Packsaddle	10 sp	7 lbs.	—	T	4 days	—	—	—	
Saddle blanket	5 bp	1 lb.	—	A	1 day	—	—	—	
Saddle bags, small	2 sp	2.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, medium	5 sp	3.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, large	12 sp	5 lbs.	—	T	1 day	—	—	—	
Horse collar	8 sp	10 lbs.	—	A	7 days	—	—	—	
Draft harness	75 sp	35 lbs.	—	A	14 days	—	—	—	
Ox yoke	10 bp	40 lbs.	—	A	6 days	—	—	—	
Horseshoe, common	2 cp	—	—	A	1 hr	—	—	—	
Riding crop	2 sp	0.5 lb.	—	T	3 days	—	—	—	
Driving whip	15 sp	2 lbs.	—	A	8 days	—	—	—	
Pony cart	25 sp	250 lbs.	2 people	T	10 days	—	—	—	
Cart (1-horse)	4 gp	350 lbs.	3 people	T	14 days	—	—	—	Carries up to 2,500 lbs. cargo Carries up to 3,500 lbs. cargo Carries up to 4,500 lbs. cargo Folding top
Small wagon (2-horse)	6 gp	600 lbs.	2 people	T	16 days	—	—	—	
Large wagon (4-horse)	8 gp	600 lbs.	2 people	T	16 days	—	—	—	
Conestoga wagon (4-6 horse)	8 gp	1,000 lbs.	2 people	T	16 days	—	—	—	
Barouche / Landau (2-horse)	25 gp	850 lbs.	4-6 people	T	18 days	—	—	—	
Cabriolet (1-horse)	20 gp	550 lbs.	2-3 people	T	14 days	—	—	—	
Carriage (2-horse)	35 gp	1,100 lbs.	4-6 people	T	20 days	—	—	—	
Carriage (4-horse)	45 gp	1,300 lbs.	4-6 people	T	20 days	—	—	—	
Closed coach (2-horse)	20 gp	1,000 lbs.	4 people	T	16 days	—	—	—	
Closed coach (4-horse)	40 gp	1,200 lbs.	4 people	T	16 days	—	—	—	
Curricule (2-horse)	40 gp	750 lbs.	2 people	T	14 days	—	—	—	
Gig (1-horse)	12 gp	350 lbs.	2 people	T	10 days	—	—	—	
Phaeton, high perch (2-horse)	35 gp	250 lbs.	2 people	T	12 days	—	—	—	Size could include up to 1,000 lbs. cargo Size could include up to 4,000 lbs. cargo Size could include up to 7,000 lbs. cargo
Howdah	85 sp	200 lbs.	3 people	T	4 days	—	—	—	
Canoe	8 gp	130 lbs.	2 people	A	14 days	—	—	—	
Coracle	8 sp	140 lbs.	3 people	A	14 days	—	—	—	
Boat (10')	7 gp	200 lbs.	4 people	T	14 days	—	—	—	
Boat (20')	11 gp	800 lbs.	8 people	T	28 days	—	—	—	
Longboat (30')	40 gp	2,000 lbs.	16 people	T	30 days	—	—	—	
Paddle	8 bp	7 lbs.	4.5'	A	1 day	—	—	—	
Oar	15 bp	18 lbs.	8'	A	2 days	—	—	—	
Mast & sail	25 sp	175 lbs.	10'	T	4 days	—	—	—	
Dog sled	7 gp	150 lbs.	—	R	5 days	—	—	—	
Sledge (covered)	12 bp	100 lbs.	400 lbs.	R	2 days	—	—	—	
Trevithick horseless carriage	150 gp	3,500 lbs.	4 people	C	2 months	—	—	—	No rails
Steam plow	125 gp	1,200 lbs.	—	C	2 wks	—	—	—	
3-Wheeled steam tractor	135 gp	2,500 lbs.	—	C	2 wks	—	—	—	
Steam locomotive-coach	200 gp	4,500 lbs.	14 people	C	2 months	—	—	—	
SCRIPTORIUM	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Balance	12 sp	10 lbs.	—	T	1 day	1-2	40	—	
Balance weights	2 sp	5 lbs.	—	T	5 days	—	—	—	
Bindery glue	3 cp	—	1 pt.	T	2 days	—	—	—	
Calculating machine	5 gp+	15-20 lbs.	—	C	1 month	1-4	50	—	
Book covers	15 cp	6 lbs.	—	T	1 day	—	—	—	
Book, encyclopedia	5 sp+	10-25	—	T	3 days	—	—	—	
Book, religious	1 sp+	8-15 lbs.	—	T	2-3 days	—	—	—	Two or more volumes History, mathematics, etc. Travel, fairy-tales, etc.
Book, scholarly	2 sp+	8-15 lbs.	—	T	2-3 days	—	—	—	
Book, fiction	8 bp+	8-15 lbs.	—	T	2-3 days	—	—	—	
Chalk, 10 pieces	3 tp	—	—	A	1 day	—	—	—	
Counter boards	15 cp	5 lbs.	—	T	3 days	—	—	—	
Counters (per 20)	19 tp	—	—	T	2 days	—	—	—	
Gold leaf	25 bp	—	6"x6" sheet	T	2 days	—	—	—	
Lead Pencil	1 bp	—	—	T	1 day	—	—	—	
Eraser, india rubber	1 bp	0.25 lbs.	—	T	1 day	—	—	—	
Hourglass	4 bp	6 lbs.	—	C	1 day	—	—	—	
Minute glass	2 bp	1.5 lbs.	—	C	1 day	—	—	—	
Ink, colored	15 bp	—	1 pt.	T	2 days	—	—	—	
Ink, black	15 cp	—	1 pt.	T	2 days	—	—	—	
Inkwell, silver	10 sp	—	1 pt.	T	5 days	—	—	—	
Inkwell, tin	10 bp	—	1 pt.	T	5 days	—	—	—	
Newspaper	6 cp	0.5 lbs.	2-6 pages	T	2 days	—	—	—	
Paint	7 cp	—	1 pt.	T	2 days	—	—	—	
Paper (per sheet)	6 tp	—	8"x10"	T	4 days	—	—	—	
Carbon paper (per sheet)	1 bp	—	8"x10"	T	4 days	—	—	—	
Parchment (per sheet)	6 cp	—	8"x10"	T	5 days	—	—	—	

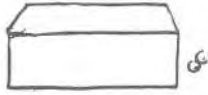
SCRIPTORIUM		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Personal seal, silver		5 gp	0.5	—	C	8 days	—	—	—	
Personal seal, gold		50 gp	0.5	—	C	10 days	—	—	—	
Personal seal, bronze		8 bp	0.5	—	C	8 days	—	—	—	
Portable writing case		45 bp	8 lbs.	—	C	4 days	—	—	—	
Quill pens		2 tp	—	—	T	1 hr	—	—	—	
Fountain pens		8 bp	—	—	T	1 day	—	—	—	
Sealing wax		15 cp	4 oz.	—	C	1 day	—	—	—	
Sealing ribbon		5 bp	—	8"	C	1 day	—	—	—	
Writing tablet, slate		6 cp	1 lb.	—	T	1 day	—	—	—	
Blackboard (slate)		6 sp	150 lbs.	—	T	1 day	—	—	—	
SCIENCE		Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Acid, weak		1 gp	—	0.5 pt.	T	7 days	—	—	—	
Acid, standard		3 gp	—	0.5 pt.	T	7 days	—	—	—	
Acid, strong		10 gp	—	0.5 pt.	T	14 days	—	—	—	
Chlorine (bleach)		35 sp	—	2 pt.	T	3 days	—	—	—	Measures wind speed
Astrolabe		4 gp+	15 lbs.	—	T	3 months	—	—	—	
Anemometer		2 gp	25 lbs.	—	T	1 wk	—	—	—	
Armillary		7 gp+	75 lbs.	—	T	2-3 months	—	—	—	Measures air pressure
Armillary, clockwork		10 gp+	125 lbs.	—	T	2-3 months	—	—	—	
Barometer		5 sp	2 lbs.	—	T	14 days	—	—	—	
Brazier, small (bronze)		25 bp	2 lbs.	—	T	2 days	—	—	—	Electricity storage Measures electric charge
Brazier, small (iron)		15 bp	3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)		55 bp	20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)		4 sp	30 lbs.	—	T	3 days	—	—	—	Primitive
Leyden jar		7 sp+	2.5 lbs.+	—	T	1 wk	—	—	—	
Electrometer		2 sp+	5 lbs.	—	T	1 wk	—	—	—	
Farraday motor (electric)		3 sp+	5 lbs.	—	T	2 wks	—	—	—	
Microscope		2 gp+	10 lbs.	—	T	4-6 wks	—	—	—	
Mortar & pestle		3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Steam engine (model)		6 gp	50 lbs.	—	T	2-3 wks	1-2	45	—	
Newcomen steam engine		60 gp	650 lbs.	—	T	4-6 wks	1-3	95	—	
Pump, air		5 sp	4 lbs.	—	T	3-5 days	1	50	—	
Pump, vacuum		15 sp+	7 lbs.	—	T	4-7 days	1-2	50	—	
Telescope		4 gp+	10-15 lbs.	—	T	4-6 wks	1-5	40	—	
Telescope, reflecting		10 gp+	15-20 lbs.	—	T	4-6 wks	1-5	30	—	
Thermometer		7 sp	1.5-2 lbs.	—	T	14 days	—	—	—	
Vial, pottery		8 tp	—	4 oz.	T	12 hrs	—	—	—	
Vial, tin		2 cp	—	4 oz.	T	12 hrs	—	—	—	
Vial, glass		6 bp	—	4 oz.	T	12 hrs	—	—	—	
Jar, pottery		16 tp	—	8 oz.	T	12 hrs	—	—	—	
Jar, glass		15 bp	—	8 oz.	T	12 hrs	—	—	—	
Jar, pottery		2 cp	—	1 pt.	T	12 hrs	—	—	—	
Jar, glass		35 bp	—	1 pt.	T	12 hrs	—	—	—	
Jar, pottery		3 cp	—	1 qt.	T	12 hrs	—	—	—	
Jar, glass		55 bp	—	1 qt.	T	12 hrs	—	—	—	
Jar, pottery		5 cp	—	1 gal.	T	12 hrs	—	—	—	
Jar, glass		75 bp	—	1 gal.	T	12 hrs	—	—	—	
Bottle, pottery		4 cp	—	1 qt.	T	12 hrs	—	—	—	
Bottle, glass		65 bp	—	1 qt.	T	12 hrs	—	—	—	
Beaker, glass		45 bp	—	1 pt.	T	12 hrs	—	—	—	
Censer		10 sp	1 lb.	—	T	5 days	—	—	—	
Hourglass		4 bp	6 lbs.	—	C	1 day	—	—	—	
Minute glass		2 bp	1.5 lbs.	—	C	1 day	—	—	—	



RELIGIOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Chalice (plain)	2 cp	1 lb.	1 pt.	T	3 days	—	—	—	
Chalice (ornate)	15 sp	1 lb.	1 pt.	T	1-5 wks	—	—	—	
Altar cloth (plain)	14 cp	3 lbs.	6'x3'	T	3 days	—	—	—	
Altar cloth (ornate)	25 sp+	3-7 lbs.	6'x3'	T	3-6 wks	—	—	—	
Aspergill (gold)	200 gp	3 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (silver)	35 gp	2 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (bronze)	25 bp	2 lbs.	—	T	1-2 wks	—	—	—	
Bishop's ring	500 sp+	—	—	C	1 month	—	—	—	
Brazier, small (bronze)	25 sp	2 lbs.	—	T	2 days	—	—	—	Lasts 2 hours Lasts 4 hours  For carrying holy relics
Brazier, small (iron)	15 sp	3.5 lbs.	—	T	2 days	—	—	—	
Brazier, large (bronze)	55 sp	20 lbs.	—	T	3 days	—	—	—	
Brazier, large (iron)	40 sp	30 lbs.	—	T	3 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	
Candle, wax	1 bp	—	—	T	1 day	—	—	—	
Censer	10 sp	1 lb.	—	T	5 days	—	—	—	
Holy symbol	1 bp+	0.1-1 lb.	—	T	1-20 days	—	—	—	
Incense	3 sp	0.5 lbs.	—	T	—	—	—	—	
Pilgrimage badges	2 tp	—	—	A	1 day	—	—	—	
Prayer beads	2 cp	—	—	T	3 days	—	—	—	
Snuffing bell	5 cp	1 lb.	—	T	5 days	—	—	—	
Reliquary	25 gp	20 lbs.	—	T	2 wks	—	—	—	
MUSICAL INSTRUMENTS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Accordion	1 gp	25 lbs.	—	T	15 days	—	—	—	
Bagpipes	1 gp	7 lbs.	—	A	15 days	—	—	—	
Bells	4 bp	3 lbs.	—	T	3 days	—	—	—	
Bell, church	12 sp+	100 lbs.	—	T	12-24 days	—	—	—	
Castanets	4 cp	—	—	A	1 day	—	—	—	
Cello	3 gp	20 lbs.	—	T	20-30 days	—	—	—	
Chimes	1 sp	1-5 lbs.	—	T	7-10 days	—	—	—	
Cymbals	35 bp	2 lbs.	—	T	3-5 days	—	—	—	
Double bass	6 gp	35 lbs.	—	T	20-30 days	—	—	—	
Drum	15 cp	3-8 lbs.	—	A	3-5 days	—	—	—	
Dulcimer	23 sp	15 lbs.	—	T	5-10 days	—	—	—	
Fiddle (5-string)	14 sp	2-4 lbs.	—	T	20-30 days	—	—	—	
Fife	8 bp	1 lb.	—	T	5 days	—	—	—	
Flugelhorn	1 gp	3-5 lbs.	—	T	10-20 days	—	—	—	
Guitar	1 gp	5 lbs.	—	T	24-30 days	—	—	—	
Harmonica	2 sp	0.5 lbs.	—	T	5 days	—	—	—	
Harp	8 sp	8-10 lbs.	—	T	20 days	—	—	—	
Harp, large	16 sp	25-35 lbs.	—	T	30-40 days	—	—	—	
Harpsichord	35 gp	300 lbs.	—	T	20-30 days	—	—	—	
Hunting horn	2 sp	1-3 lbs.	—	A	5 days	—	—	—	
Hurdy-gurdy	1 gp	10 lbs.	—	T	25 days	—	—	—	
Jew's harp	4 cp	0.5 lbs.	—	T	2 days	—	—	—	
Kettle drums	35 bp	50-100 lbs.	—	T	6-10 days	—	—	—	
Mandolin	9 sp	5-10 lbs.	—	T	25-30 days	—	—	—	
Piano	40 gp	400 lbs.	—	T	20-30 days	—	—	—	
Pipe organ	125 gp	1,500 lbs.	—	C	2-3 months	—	—	—	
Rattle	3 tp	0.5 lbs.	—	T	1 day	—	—	—	
Recorder	9 bp	0.5 lbs.	—	T	7 days	—	—	—	
Tambourine	9 bp	2 lbs.	—	T	3-4 days	—	—	—	
Triangle	12 cp	1 lb.	—	T	2 days	—	—	—	
Trombone	3 gp	8-15 lbs.	—	T	10-20 days	—	—	—	
Trumpet, valved	6 sp	3-4 lbs.	—	T	10-20 days	—	—	—	
Viol	25 sp	6-10 lbs.	—	T	20-30 days	—	—	—	
Violin	14 sp	2-4 lbs.	—	T	20-30 days	—	—	—	
Xylophone, wooden	4 sp	25 lbs.	—	T	8 days	—	—	—	
Xylophone, metal	14 sp	35 lbs.	—	T	10-12 days	—	—	—	
Printed music (sheet)	3 bp	—	—	T	1 day	—	—	—	
Metranome	2 sp	2 lbs.	—	T	3 days	—	—	—	
COOKING & EATING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Iron pan, small	6 cp	2 lbs.	—	T	3 days	—	—	—	Made from copper adds 50-75% to cost
Iron pan, large	8 cp	5 lbs.	—	T	3 days	—	—	—	Made from copper adds 50-75% to cost
Iron pot	7 cp	3.5 lbs.	2 pt.	T	3 days	—	—	—	Made from copper adds 50-75% to cost
Iron pot	10 cp	4.5 lbs.	1 qt.	T	4 days	—	—	—	Made from copper adds 50-75% to cost
Iron pot	25 cp	20 lbs.	1 gal.	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Iron kettle	35 cp	30 lbs.	3 gal.	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Iron kettle	55 cp	40 lbs.	5 gal.	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Iron cauldron	75 cp	60 lbs.	10 gal.	T	1 wk	—	—	—	Made from copper adds 50-75% to cost

COOKING & EATING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Iron cauldron	15 bp	100 lbs.	20 gal.	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Iron cauldron	30 bp	150 lbs.	50 gal.	T	1 wk	—	—	—	
Pot hanger, small	8 cp	5 lbs.	—	T	3 days	—	—	—	
Pot hanger, medium	15 cp	15 lbs.	—	T	5 days	—	—	—	
Pot hanger, large	35 cp	40 lbs.	—	T	7 days	—	—	—	
Pressure cooker	35 bp	10 lbs.	—	T	1 wk	—	—	—	
Spit, portable	12 cp	15 lbs.	—	T	3 days	—	—	—	
Spit, small	20 cp	30 lbs.	—	T	6 days	—	—	—	
Spit, large	42 cp	50 lbs.	—	T	7 days	—	—	—	
Spit, mechanical	150 sp	350 lbs.	—	T	3-6 wks	—	—	—	
Ladle, wooden	3 tp	—	—	A	1 day	—	—	—	
Ladle, pewter	5 cp	0.5 lb.	—	T	1 day	—	—	—	
Ladle, silver	40 sp	0.5 lb.	—	T	2-7 days	—	—	—	
Spoon, wooden	1 tp	—	—	A	1 day	—	—	—	
Spoon, pewter	8 tp	—	—	T	1 day	—	—	—	
Spoon, silver	8 sp	—	—	T	2-7 days	—	—	—	
Spoon, gold	8 gp	—	—	T	2-7 days	—	—	—	
Knife, pewter	9 tp	—	—	T	2-3 days	1-6	70	03	
Knife, silver	10 sp	—	—	T	2-7 days	1-7	60	03	
Knife, gold	15 gp	—	—	T	2-7 days	1-8	50	03	
3-tined fork, pewter	7 tp	—	—	T	2 days	—	—	—	
3-tined fork, silver	10 sp	—	—	T	2-7 days	—	—	—	
3-tined fork, gold	12 gp	—	—	T	2-7 days	—	—	—	
Bowl, small wooden	6 tp	0.5 lbs.	1 pt.	A	1 day	—	—	—	
Bowl, small pewter	2 cp	1 lb.	1 pt.	T	2 days	—	—	—	
Bowl, small pottery	1 cp	1 lb.	1 pt.	A	2 days	—	—	—	
Bowl, small china	2 sp	1 lb.	1 pt.	C	4 days	—	—	—	
Bowl, large wooden	8 tp	1 lb.	1 qt.	A	1 day	—	—	—	
Bowl, large pewter	6 cp	2 lbs.	1 qt.	T	2 days	—	—	—	
Bowl, large pottery	3 cp	1.5 lbs.	1 qt.	A	2 days	—	—	—	
Bowl, large china	5 sp	3 lbs.	1 qt.	C	4-6 days	—	—	—	
Pitcher, wooden	3 cp	2 lbs.	2 qt.	A	3 days	—	—	—	
Pitcher, pewter	3 bp	3 lbs.	2 qt.	T	2 days	—	—	—	
Pitcher, pottery	5 bp	2 lbs.	2 qt.	A	2 days	—	—	—	
Pitcher, silver	2 gp	3 lbs.	2 qt.	T	3-10 days	—	—	—	
Pitcher, china	12 sp	3 lbs.	2 qt.	C	5 days	—	—	—	
Platter, small wooden	3 tp	1 lb.	—	A	1 day	—	—	—	
Platter, small pewter	1 cp	1 lb.	—	T	2 days	—	—	—	
Platter, large wooden	4 tp	1.5 lbs.	—	A	1 day	—	—	—	
Platter, large pewter	3 cp	2 lbs.	—	T	2 days	—	—	—	
Platter, large silver	12 gp	1.5 lbs.	—	T	3-7 days	—	—	—	
Trencher, small wooden	2 tp	0.5 lbs.	—	A	1 day	—	—	—	
Trencher, small pewter	9 tp	0.5 lbs.	—	T	2 days	—	—	—	
Trencher, large wooden	3 tp	1 lb.	—	A	1 day	—	—	—	
Trencher, large pewter	12 tp	1 lb.	—	T	2 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Mug, wooden	2 tp	—	1 pt.	A	1 day	—	—	—	
Mug, pewter	2 cp	—	1 pt.	T	2 days	—	—	—	
Mug, pottery	1 cp	—	1 pt.	A	2 days	—	—	—	
Mug, silver	6 sp+	—	1 pt.	T	3-7 days	—	—	—	
Drinking horn, plain	4 cp	—	1 pt.	A	2 days	—	—	—	
Drinking horn, ornate	2 sp+	—	1 pt.	T	2-8 days	—	—	—	
Goblet, silver	6 sp+	—	1 pt.	T	3-10 days	—	—	—	
Goblet, gold	20 gp+	—	1 pt.	T	3-10 days	—	—	—	
Goblet, glass	4 sp+	—	1 pt.	T	2-3 days	—	—	—	
Goblet, crystal	25 sp+	—	1 pt.	T	3-6 days	—	—	—	

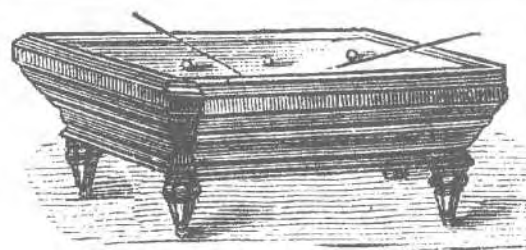
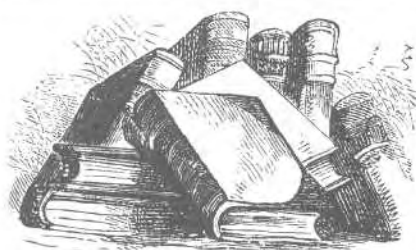


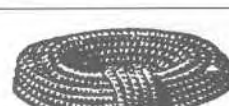
HOUSEHOLD	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Bed, small	8 cp	30 lbs.	3'x6'	A	2 days	—	—	—	
Bed, medium	15 cp	60 lbs.	5'x6'	A	3 days	—	—	—	
Bed, large	12 bp	120 lbs.	8'x8'	T	5 days	—	—	—	
Feather mattress	2 bp	50-250 lbs.	varies	A	12 days	—	—	—	
Blanket, light	12 cp	2.5 lbs.	—	A	2 days	—	—	—	
Blanket, heavy	22 cp	6 lbs.	—	A	2 days	—	—	—	
Sleeping furs, light	50 bp+	10 lbs.	—	A	1 wk	—	—	—	
Sleeping furs, heavy	75 bp+	15 lbs.	—	A	1 wk	—	—	—	
Sheets, woolen	5 bp	2 lbs.	—	T	3 days	—	—	—	
Sheets, linen	14 bp	1.5 lbs.	—	T	3 days	—	—	—	
Bed curtains, plain woolen	20 bp	15 lbs.	—	T	4 days	—	—	—	
Bed curtains, plain linen	50 bp	12.5 lbs.	—	T	4 days	—	—	—	
Bed curtains, ornate woolen	35 bp	15 lbs.	—	T	2-6 wks	—	—	—	
Bed curtains, ornate linen	68 bp	12.5 lbs.	—	T	2-6 wks	—	—	—	
Bird cage, brass	5 sp	2-3 lbs.	—	T	4 days	—	—	—	
Wardrobe	35 sp	125 lbs.	—	T	2-3 wks	—	—	—	
Soap, coarse	2 cp	0.5 lbs.	—	A	1 day	—	—	—	
Soap, perfumed	12 cp	0.5 lbs.	—	T	1 day	—	—	—	
Table, small wooden	5 sp	30 lbs.	3'x3'	A	2 days	—	—	—	
Table, medium wooden	7 sp	40 lbs.	4'x8'	A	3 days	—	—	—	
Table, large wooden	1 gp	60 lbs.	4'x12'	A	3 days	—	—	—	
Bench, 2-person wooden	13 tp	10 lbs.	1'x4'	A	1 day	—	—	—	
Bench, 4-person wooden	4 cp	15 lbs.	1'x8'	A	1 day	—	—	—	
Bench, 6-person wooden	6 cp	20 lbs.	1'x12'	A	1 day	—	—	—	
Chair, plain wooden	6 bp	10 lbs.	—	T	2-3 days	—	—	—	
Chair, ornate wooden	2 sp+	10-25 lbs.	—	T	3-14 days	—	—	—	
Stool, wooden	6 tp	2-3 lbs.	—	A	1 day	—	—	—	
Seat cushion, plain	1 bp	1 lb.	—	A	1 day	—	—	—	
Seat cushion, fine	15 bp+	1 lb.	—	T	1 day	—	—	—	
Seat cushion, ornate	24 bp+	1 lb.	—	T	3-6 days	—	—	—	
Book case	8 sp	15 lbs.	3'x5'x1'	T	2 days	—	—	—	
Book stand	3 sp	12 lbs.	—	T	2 days	—	—	—	
Candelabra, wooden	8 bp	3 lbs.	—	A	3 days	—	—	—	
Candelabra, pewter	15 bp	3.5 lbs.	—	T	3 days	—	—	—	
Candelabra, bronze	26 bp	3.5 lbs.	—	T	3 days	—	—	—	
Candelabra, silver	30 gp	4 lbs.	—	T	3-7 days	—	—	—	
Candelabra, gold	35 pp	4 lbs.	—	T	3-7 days	—	—	—	
Candle, tallow	3 tp	—	—	A	1 day	—	—	—	
Candle, wax	1 bp	—	—	T	1 day	—	—	—	
Carpet, coarse	5 bp	25-30 lbs.	5'x10'	T	1-3 wks	—	—	—	
Carpet, fine	35 bp	25-30 lbs.	5'x10'	T	4-16 wks	—	—	—	
Carpet, exotic	60 sp+	25-30 lbs.	5'x10'	C	1-6 months	—	—	—	
Chandelier, bronze	10 gp	35-50 lbs.	—	T	3-4 months	—	—	—	
Chandelier, wood	34 bp	25-30 lbs.	—	A	2-3 days	—	—	—	
Chandelier, glass	25 gp	40-50 lbs.	—	T	4-5 months	—	—	—	
Fire dogs	3 bp	3 lbs.	—	A	2-3 days	—	—	—	
Franklin stove	11 sp	125 lbs.	—	T	1-3 days	—	—	—	
Cook stove	15 sp	300 lbs.	—	T	1-2 days	—	—	—	
Glass window (per pane)	5 bp	1 lb.	6"x6"	T	3-5 days	—	—	—	
Glass window (stained)	30 sp+	25-75 lbs.	varies	C	2-6 months	—	—	—	

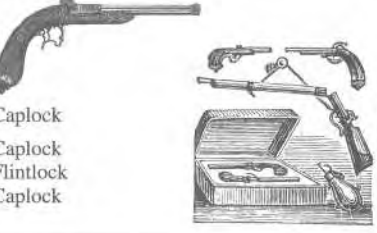


HOUSEHOLD	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Rushlight (1 hr)	1 tp	—	1 hr.	A	20 mins	—	—	—		
Curtains, coarse	20 bp	20 lbs.	—	T	2 days	—	—	—		
Curtains, fine	50 bp	10 lbs.	—	T	3-21 days	—	—	—		
Curtains, ornate	35 bp	20 lbs.	—	T	1-6 wks	—	—	—		
Curtains, exotic	12 sp+	varies	varies	C	2-6 months	—	—	—		
Painting (framed)	5 sp+	25-35 lbs.	varies	T	1-3 months	—	—	—		
Sculpture, bronze	1 gp+	40-50 lbs.	varies	T	2-3 months	—	—	—		
Sculpture, marble	1 gp+	40-50 lbs.	varies	T	2-3 months	—	—	—		
Torch stand	4 cp	2 lbs.	—	A	2 days	—	—	—		
Tub, wooden	2 bp	30 lbs.	25 gal.	A	2 days	—	—	—		
Mechanical clock	1 gp	25-50 lbs.	—	T	2-3 wks	1-5	60	—		
Pendulum clock	2 gp	25-50 lbs.	—	T	2-3 wks	1-5	60	—		
CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes	
Clothing (men)										
Apron, leather	8 bp	2-3 lbs.	—	A	3 days	—	—	—		
Belt, leather	10 cp	0.5 lbs.	—	A	1 days	—	—	—		
Sword belt, leather	14 cp	1 lb.	—	A	2 days	—	—	—		
Boots, doeskin lined	4 sp	2 lbs.	—	T	3-7 days	—	—	—		
Riding boots, leather	3 sp	3 lbs.	—	T	3-7 days	—	—	—		
Soft boots, leather	45 bp	2 lbs.	—	T	3-7 days	—	—	—		
Workman's boots, leather	1 sp	4 lbs.	—	A	2-3 days	—	—	—		
Knee breeches	6 bp	1 lb.	—	A	1 day	—	—	—		
Hat, wide-brimmed felt	1 sp	1-1.5 lbs.	—	T	1-3 days	—	—	—		
Hat, high crowned	1 sp	1-1.5 lbs.	—	T	1-3 days	—	—	—		
Hat, tricorn	1 sp	1-1.5 lbs.	—	T	1-3 days	—	—	—	Ornamentation adds 50-100% to cost Ornamentation adds 50-100% to cost Ornamentation adds 50-100% to cost	
Tophat, beaver	3 sp	2 lbs.	—	T	1-3 days	—	—	—		
Buckle, silver	18 sp	—	—	A	3-7 days	—	—	—		
Buckle, brass	6 bp	—	—	A	1-3 days	—	—	—		
Buckle, gold	20 gp	—	—	A	3-7 days	—	—	—		
Cape, linen	9 bp	1-2 lbs.	—	A	1 day	—	—	—		
Coat, linen	9 bp	3-4 lbs.	—	T	2 days	—	—	—		
Cravat	6 bp	0.5 lbs.	—	T	1 day	—	—	—		
Gauntlet, leather	7 bp	0.5 lbs.	—	T	1 day	—	—	—		
Gloves, leather	2 bp	0.5 lbs.	—	A	1 day	—	—	—		
Jacket, embroidered	1 sp	5-8 lbs.	—	A	1-2 days	—	—	—	Have pockets	
Nightshirt, linen	8 bp	1.5 lbs.	—	A	1-2 days	—	—	—		
Nightshirt, woolen	7 bp	1.5 lbs.	—	A	1-2 days	—	—	—		
Shirt, linen	6 bp	1 lb.	—	A	2 days	—	—	—		
Shirt, woolen	3 bp	1 lb.	—	A	2 days	—	—	—		
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—		
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—		
Slippers, leather	3 bp	0.5 lbs.	—	T	1 day	—	—	—		
Pants	8 bp	2-3 lbs.	—	T	2 days	—	—	—		
Vest, linen	4 bp	1 lb.	—	A	1 day	—	—	—		
Wig, normal	8 sp	2-5 lbs.	—	T	1 month	—	—	—		
Wig, powdered	8 sp	1-3 lbs.	—	T	1 month	—	—	—		
Clothing (women)										
Apron, cloth	8 cp	1 lb.	—	A	2 days	—	—	—		
Bonnet, woolen	5 cp	1 lb.	—	A	1 day	—	—	—		
Bonnet, linen	7 cp	0.75 lbs.	—	A	1 day	—	—	—		
Bonnet, lace	12 cp	0.5 lbs.	—	T	2 days	—	—	—		
Cape, linen	9 bp	1-2 lbs.	—	A	1 day	—	—	—		
Cape, hooded linen	11 bp	2-2.5 lbs.	—	A	1 day	—	—	—		
Cloak, fur-lined	25 bp	7 lbs.	—	A	3 days	—	—	—		
Cloak, woolen	9 bp	3 lbs.	—	A	1 day	—	—	—		
Collar, plain	3 bp	0.5 lbs.	—	A	1 day	—	—	—		
Collar, ruff	7 bp	0.75 lbs.	—	T	2 days	—	—	—		
Dress, coarse	10 bp	1-3 lbs.	—	A	2 day	—	—	—		
Dress, normal	18 bp	1-3 lbs.	—	A	2 day	—	—	—		
Dress, fine	35 bp	1-3 lbs.	—	A	4 days	—	—	—		
Dress, exotic	7 sp+	1-3 lbs.	—	C	6 days+	—	—	—		
Bustle Skirt	3 sp	8-10 lbs.	—	T	1 wk	—	—	—		
Garters, leather	1 bp	0.5 lbs.	—	A	1 day	—	—	—		
Gauntlet, leather	7 bp	0.5 lbs.	—	T	1 day	—	—	—		
Gloves, doeskin	2 sp	—	—	T	2 days	—	—	—		
Gloves, fur lined	4 bp	0.5 lbs.	—	A	1 day	—	—	—		
Lace Ribbon (5')	7 bp	—	—	T	3-5 days	—	—	—		
Negligee	3 sp	0.75 lbs.	—	C	3 days	—	—	—		
Panniers (skirt hoops)	9 bp	7-10 lbs.	—	T	2 days	—	—	—		
Purse, plain	2 bp	1 lb.	—	T	2 days	—	—	—		

CLOTH & CLOTHING	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Clothing (women)									
Purse, ornate	1 sp	1-1.5 lbs.	—	T	2-3 days	—	—	—	
Shift, woolen	10 bp	1.5 lbs.	—	T	2 days	—	—	—	
Shift, linen	14 bp	1 lb.	—	T	2 days	—	—	—	
Shoes, fine leather	2 sp	1 lb.	—	A	2 days	—	—	—	
Shoes, normal	5 bp	1 lb.	—	A	1 day	—	—	—	
Shoes, high heel	3 sp	1 lb.	—	T	2 days	—	—	—	
Stockings, linen	5 cp	0.5 lbs.	—	A	1 day	—	—	—	
Stockings, woolen	2 cp	0.5 lbs.	—	A	1 day	—	—	—	
Stockings, silk	1 sp	0.25 lbs.	—	T	2 days	—	—	—	
Wig, normal	8 sp	3-7 lbs.	—	T	1 month	—	—	—	
Wig, powdered	8 sp	3-7 lbs.	—	T	1 month	—	—	—	
Sewing									
Cloth, coarse	3 bp	55 lbs.	6'x50'	A	2 days	—	—	—	
Cloth, normal	15 bp	50 lbs.	6'x50'	A	2-3 days	—	—	—	
Cloth, fine	6 sp	45 lbs.	6'x50'	A	2-3 days	—	—	—	
Cloth, exotic	2 gp+	35-55 lbs.	6'x50'	C	3 days+	—	—	—	
Needles (5)	6 tp	—	—	T	1 day	—	—	—	
Pins (5)	2 tp	—	—	T	1 day	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Thread, colored (50 yards)	8 cp	—	—	T	2 days	—	—	—	
Shears	6 bp	—	—	T	2-3 days	—	—	—	
LODGING & SERVICES									
Lodgings, poor	1 bp	—	—	A	—	—	—	—	
Lodgings, average	2 bp	—	—	A	—	—	—	—	
Lodgings, good	4 bp	—	—	A	—	—	—	—	
Stabling	3 cp+	—	—	A	—	—	—	—	
Private baths	1 bp	—	—	T	—	—	—	—	
Meal, light	6 cp	0.5 lbs.	—	A	1 hr	—	—	—	
Meal, normal	10 cp	1 lb.	—	A	1 hr	—	—	—	
Meal, heavy	12 cp	1.5-2 lbs.	—	A	1 hr	—	—	—	
Laundry	9 tp	—	—	T	2-5 hrs	—	—	—	
Barber	3 cp	—	—	T	1 hr	—	—	—	
Prostitute	2 bp	—	—	A	1 hr	—	—	—	Cost is per visit Cost is per visit Cost is per page of simple text Cost is per legal appearance
Midwife	4 bp	—	—	A	—	—	—	—	
Doctor	5 sp+	—	—	T	—	—	—	—	
Scribe	1 bp	—	—	T	—	—	—	—	
Legal service	5 sp	—	—	T	3 hrs	—	—	—	
MEDICINE									
Bandages, linen (30')	10 cp	1 lb.	—	A	1 day	—	—	—	
Basin, bleeding	8 tp	2 lbs.	1 qt.	A	1 day	—	—	—	
Lancet, bleeding	2 bp	—	—	T	2 days	—	—	—	
Cranial drill	4 bp	2 lbs.	—	T	3-5 days	—	—	—	
Saw, amputation	35 cp	3 lbs.	—	A	7 days	—	—	—	
Tooth-wrench	20 cp	1 lb.	—	T	6 days	—	—	—	
Crutches	2 cp	2-4 lbs.	—	A	1 day	—	—	—	
Herbal remedy	3 cp+	—	1 pt.	A	1-3 days	—	—	—	
Exotic cure	5 sp+	varies	varies	T	1-3 days	—	—	—	
Quinine	1 sp	—	4 oz.	T	1 wk	—	—	—	
Smallpox inoculation	1 sp	—	—	T	1 day	—	—	—	Price varies by what it cures Bat wings, mummy dust, etc. Malaria cure
Digitalis	1 sp	—	4 oz.	T	2 days	—	—	—	
Eyeglasses	1 sp+	0.5	—	T	1-4 wks	—	—	—	
False teeth, ivory	2 sp	—	—	T	1 wk	—	—	—	
False teeth, other	4 bp	—	—	T	1 wk	—	—	—	
Knife, surgical	5 bp	—	—	T	7 days	—	—	—	Usually carved animal tooth
Medical book — classical	20 sp+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Medical book — modern	20 sp+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Medical book — exotic	35 sp+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Cadaver	5-50 bp	100-150 lbs.	—	A	—	—	—	—	
For research; usually illegal									



MEDICINE	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Pulse watch	45 sp	0.25 lbs.	—	T	1 month	—	—	—	
Suturing needle, curved	3 bp	—	—	T	3-5 days	—	—	—	
Thread (50 yards)	2 cp	—	—	A	1 day	—	—	—	
Wire, silver (50')	4 sp	—	—	T	2-3 days	—	—	—	
Wire, gold (50')	5 gp	—	—	T	2-3 days	—	—	—	
Forceps, small steel	8 sp	1 lb.	—	T	4-6 days	—	—	—	100 count 
Forceps, large steel	12 sp	1.5 lbs.	—	T	4-6 days	—	—	—	
Flat probe, steel	4 sp	0.5 lbs.	—	T	2 days	—	—	—	
Tongue depressor, wooden	2 bp	1 lb.	—	T	1 day	—	—	—	
Surgical scissors, steel	15 sp	0.5 lbs.	—	T	3-5 days	—	—	—	
Syringe, bronze & gut	35 sp	1 lb.	—	T	8 days	—	—	—	
Leeches	2 bp	—	1 pt. (50)	A	1-3 days	—	—	—	
Mortar & pestle	3 cp	2 lbs.	—	A	3-5 days	—	—	—	
Hook, steel	35 sp	1.5 lbs.	—	T	1-2 wks	—	—	—	
Hook, bronze	8 sp	1 lb.	—	T	1-2 wks	—	—	—	
Pegleg, wooden	8 bp	3-5 lbs.	—	A	1 wk	—	—	—	Unpicked 1784-1851 
Pegleg, ivory	1 gp+	3-7 lbs.	—	C	3-6 wks	—	—	—	
Lockpicks, poor quality	6 bp	0.5 lbs.	—	T	1 day	1-5	50	—	
Lockpicks, average quality	1 sp	0.5 lbs.	—	T	2 days	1-3	60	—	
Lockpicks, fine quality	5 sp+	1 lb.	—	C	2-4 days	1-2	70	—	
Skeleton key	5 sp+	—	—	C	1-2 days	1-2	80	—	
Lock, simple	2 sp	3 lbs.	—	T	2 days	1-4	60	—	
Lock, average	4 sp	3 lbs.	—	T	2-3 days	1-3	70	—	
Lock, complex	7 sp	3-4 lbs.	—	T	3-5 days	1-2	80	—	
Lock, impossible	1 gp+	3-5 lbs.	—	T	1-2 wks	1	100	—	
Lock, pick-proof	2 gp+	3-5 lbs.	—	T	1-2 wks	1	150	—	
Padlock, simple	12 bp	1 lb.	—	T	2 days	1-4	60	—	
Padlock, average	23 bp	1 lb.	—	T	2 days	1-3	70	—	
Padlock, complex	5 sp	1.5 lbs.	—	T	3 days	1-2	80	—	
Chisel, cold	3 bp	0.5 lb.	—	T	3 days	—	—	—	
Crowbar, heavy	8 bp	5 lbs.	—	T	2 days	—	—	—	
Crowbar, standard	6 bp	3 lbs.	—	T	2 days	—	—	—	
Grappling hook	12 bp	5 lbs.	—	T	3 days	—	—	—	
Metal file, small	8 bp	1 lb.	—	T	6 days	—	—	—	
Metal file, medium	12 bp	1.5 lbs.	—	T	8 days	—	—	—	
Metal file, large	17 bp	2.5 lbs.	—	T	9 days	—	—	—	
Purse-cutter blade	24 bp	—	—	T	3 days	—	—	—	
Rope, light (per 50')	4 cp	6 lbs.	—	T	3 days	1-3	70	—	
Rope, standard (per 50')	6 cp	8 lbs.	—	T	3 days	1-3	80	—	
Rosin	4 bp	1 lb.	—	T	1 day	—	—	—	
Caltrops (20)	1 cp	0.5 lbs.	—	A	1 day	—	—	—	Lemon juice 
Invisible ink	1 sp+	—	1 pt.	C	1 day	—	—	—	
MISCELLANEOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
10' pole	20 bp	5-10 lbs.	10'	A	5 days	—	—	—	
Bicycle	1 gp	30 lbs.	—	C	1 wk	—	—	—	
Roller skates (in-line)	12 sp	10 lbs.	—	C	1 wk	—	—	—	
Billiard table	4 gp	350 lbs.	4'x8'	T	1 month	—	—	—	
Billiard cues	5 sp	1.5 lbs.	5'	T	2-3 days	—	—	—	
Cockfighting spurs (pair)	4 bp	—	—	A	1 day	—	—	—	
Dice, pair	2 cp	—	6-sided	T	1 day	—	—	—	
Dice, pair (loaded)	4 bp	—	6-sided	T	2 days	—	—	—	
Tarot cards	5 sp+	0.5 lbs.	—	T	4-7 days	—	—	—	
Playing cards	2 sp	0.5 lbs.	—	T	4-7 days	—	—	—	
Crystal ball	2 gp	3-5 lbs.	—	T	2 wks	—	—	—	
Stilts	25 bp	3-10 lbs.	4' to 10'	T	5 days	—	—	—	
Fireworks (various)	1 bp+	0.5-10 lbs.	—	T	1 wk	—	—	—	
Tennis racquet	7 sp	1 lb.	—	T	2 wks	—	—	—	
Tennis ball (leather)	3 sp	0.25 lbs.	—	T	1 day	—	—	—	
Brush, grooming	2 bp	0.5 lbs.	—	A	2 days	—	—	—	
Brush, cleaning	2 bp	0.5 lbs.	—	A	2 days	—	—	—	
Comb	1 cp	—	—	A	1 day	—	—	—	
Hairbrush	5 bp	0.5 lbs.	—	A	2 days	—	—	—	
Mapcase, leather	1 sp	1 lb.	—	T	2 days	—	—	—	
Map, local	3 bp	—	20"x30"	T	1 day	—	—	—	
Map, regional	1 sp	—	20"x30"	T	1 day	—	—	—	
Map, national	3 sp	—	20"x30"	T	1 day	—	—	—	
Map, continent	5 sp	—	20"x30"	T	1 day	—	—	—	
Map, known world	9 sp	—	20"x30"	T	1 day	—	—	—	
Globe	14 sp	15-25 lbs.	—	T	1 wk	—	—	—	

MISCELLANEOUS	Cost	Wt.	Size	Avail.	Time	B	Rel/Str	F	Notes
Flag, small	5 bp+	3 lbs.	18"x36"	T	2-3 wks	—	—	—	
Flag, large	1 sp+	7 lbs.	3'x5'	T	3-6 wks	—	—	—	
Spyglass	8 sp+	5 lbs.	1'-2'	C	1-3 months	—	—	—	
Mirror, metal	15 sp	45 lbs.	4'	T	2 wks	—	—	—	
Mirror, silvered glass	5 gp	65 lbs.	4'	T	2 wks	—	—	—	
Hand mirror, metal	1 sp	5 lbs.	8"	T	1 wk	—	—	—	
Hand mirror, silvered glass	25 sp	5 lbs.	8"	T	1 wk	—	—	—	
Shoe horn	1 cp	0.5 lbs.	—	T	1 day	—	—	—	
Lamp oil	1 bp	—	1 pt.	T	2 days	—	—	—	
Chess set, standard	2 sp	5 lbs.	—	T	2-3 wks	—	—	—	
Chess set, ornate	15 sp+	5-15 lbs.	—	T	1-3 months	—	—	—	
Watch	45 sp	0.25-0.5 lbs.	—	T	1 month	—	—	—	
Travelling clock	14 sp	15-25 lbs.	—	T	1 month	1-5	60	—	
Rocking horse, wooden	9 sp	35-50 lbs.	—	T	1 month	—	—	—	
China doll	15 sp	1 lb.	—	A	1 wk	—	—	—	
Walking stick	2 bp	2-5 lbs.	4'	T	1 wk	—	—	—	
Tobacco	1 bp	1 lb.	—	A	1 wk	—	—	—	
Pipe, clay	5 bp	0.75 lbs.	—	A	2 days	—	—	—	
Snuff	1 bp	0.25 lbs.	—	A	1 day	—	—	—	
Snuff box, plain	1 bp	0.5 lbs.	—	A	1 day	—	—	—	
Snuff box, ornate	2 sp+	0.5 lbs.	—	T	2-5 days	—	—	—	
Cologne/perfume	1 sp	—	4 oz.	T	1 wk	—	—	—	
Cosmetics	1 sp	—	—	T	1 wk	—	—	—	
TYPICAL WEAPONS	Cost	Type	Wt.	Avail.	Time	B	Rel/Str	F	
Axe	2 sp	1hc	4-6 lbs.	A	1 day	1-7	60(w)	04	
Blackjack	2 cp	1hc	0.5 lbs.	T	6 hrs	1-8	50(w)	05	
Cat'o'nine tails	1 sp	1hc/1he	2.5-3.5 lbs.	A	1 day	1-4	60	07	
Club	1 cp	1 hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Composite bow	17 sp	mis	2-3 lbs.	A	14 days	1	90	04	
Cudgel	5 cp	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	
Cutlass	9 sp	1hc	3-5 lbs.	T	2 days	1-6	80	03	
Dagger	3 sp	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Dirk	4 sp	1hc	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Foil	21 sp	1hc	2-3.5 lbs.	T	5 days	1-3	30	03	
Handaxe	12 bp	1hc/th	3-6 lbs.	A	1 day	1-7	70(w)	04	
Harpoon	25 bp	th	4-8 lbs.	A	1 day	1-6	50(w)	04	
Lasso	2 cp	th	2-5 lbs.	A	6 hrs	1-4	80	06	
Long bow	10 sp	mis	2-3 lbs.	A	9-12 days	1-2	85	05	
Long sword	18 sp	1hc	3.5-6 lbs.	T	4 days	1-6	70	04	
Main gauche	12 sp	1hc	1-2 lbs.	T	3 days	1-6	70	02	
Rapier	22 sp	1hc	1.5-3 lbs.	T	5 days	1-4	40	04	
Sabre	9 sp	1hc	3-4 lbs.	T	2-3 days	1-5	70	03	
Scimitar	10 sp	1hc	3-5 lbs.	T	2-3 days	1-5	60	04	
Short bow	6 sp	mis	2-3 lbs.	A	3 days	1-2	80	04	
Spear	23 bp	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05	
Whip	2 sp	1hc	2-5 lbs.	T	1 day	1-4	70	06	
Firearms									
Wheellock rifle	1 gp+	2h	8-12 lbs.	T	2-3 wks	1-7	55	05	
Wheellock pistol	2 gp+	1h	3-6 lbs.	T	2-3 wks	1-7	55	04	
Flintlock rifle	5 sp	2h	8-12 lbs.	T	1 wk	1-7	45	05	
Flintlock pistol	7 sp	1h	3-6 lbs.	T	2-3 wks	1-7	45	04	
Pepperbox pistol	11 sp	1h	2-4 lbs.	T	3 days	1-7	55	04	
Cap & ball revolver	15 sp	1h	3-6 lbs.	T	3-4 days	1-8	65	05	
Ferguson breechloading rifle	3 gp	2h	9 lbs.	T	2-3 wks	1-7	55	06	
Hall breechloading rifle	2 gp	2h	9 lbs.	T	1 wk	1-8	65	06	
Bayonet	3 sp	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Weapon Accessories									
Arrows (20)	4 bp	—	3 lbs.	A	1 day	—	—	—	
Quiver (holds 20 arrows)	12 bp	—	1-2 lbs.	A	1 day	—	—	—	
Belt scabbard, plain	25 bp	—	1.5 lbs.	T	1 day	—	—	—	
Belt scabbard, ornamented	4 sp+	—	1.5-2 lbs.	T	2-7 days	—	—	—	
Sheath, plain	12 bp	—	0.5 lbs.	A	1 day	—	—	—	
Sheath, ornamented	25 bp+	—	0.5-0.75 lbs.	T	2-7 days	—	—	—	
Gunpowder	2 sp	—	10 lbs.	T	1 wk	—	—	—	
Bullet mold	9 bp	—	0.5 lbs.	T	2-3 days	—	—	—	
Powder flask	5 bp	—	1 lb.	T	1 day	—	—	—	
Powder measure	12 bp	—	0.5 lbs.	T	2-3 days	—	—	—	
Wheellock spanner	2 sp	—	0.25-0.5 lbs.	T	2 days	—	—	—	
Extra flint	3 cp	—	0.25 lbs.	T	1 day	—	—	—	

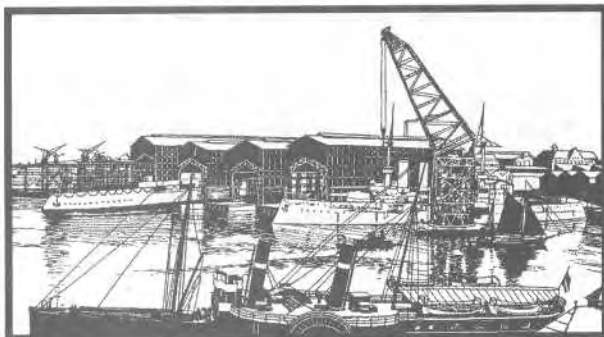
THE AGE OF STEAM

Power. That's what it came down to in the end. Power to run factories. Power to propel a ship against the current or the wind. Power to travel farther and faster than was ever thought possible. During the Age of Steam, mankind had that power for the first time. Two of Aristotle's four elements—Fire and Water—were harnessed and used to conquer a third—Earth. The Industrial Revolution in Europe had first harnessed steam. It was used to drive machines in the textile mills and factories of Europe and America. Seeing the possibilities of so much power, inventors in the early nineteenth century sought other ways to put steam engines to work. Steamboats, locomotives—even a steam-powered carriage! By the 1840s, networks of iron rails were criss-crossing Europe and the eastern United States, and steamboats plied every navigable river and canal. The Age of Steam was born!

The Age of Steam would not have been possible without steel: steel for the boilers, cylinders, and pistons of the steam engines; steel for the machinery that they powered. Basically carbon and iron, steel isn't that hard to make. It just takes a lot of time, and the quantities produced are small. For years inventors searched for a quicker, easier, *cheaper* way. In 1856, an Englishman named Henry Bessemer found it: a way to transform molten iron into steel. With steel more affordable than ever, industry could move ahead at full steam!

In many ways the Age of Steam was a continuation of the Industrial Revolution, with new developments in science, industry, and technology. But it was during the Age of Steam that the advances that began in the preceding eras came into their own. Steam-driven machinery was bigger and faster, pushing production to new heights. Increased availability meant lower prices—prices that the common man could afford. Besides providing easy access to market for farmer and factory owner alike, steamboats and railroads made long-distance travel practical at last. They opened up the world to people that, a generation earlier, would have spent their entire lives within ten or twenty miles of home.

The telegraph made the world even smaller. First conceived in the late eighteenth century the original model for the telegraph required multiple lines. One for every letter in the alphabet, and then some! Samuel Morse changed all that. He invented a working telegraph, and devised a code that allowed messages to be sent over just one wire. Within a decade major cities were being connected together. Information was no longer dependent on slow, sometimes dangerous travel. Newspapers received the latest word from London, New York, Paris. Not in days or weeks, but within hours. Ordinary citizens could receive urgent news

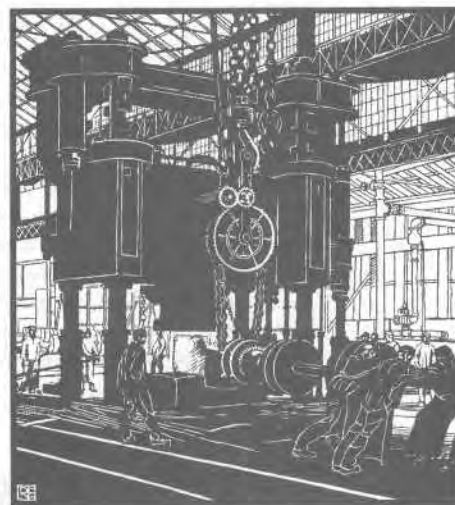
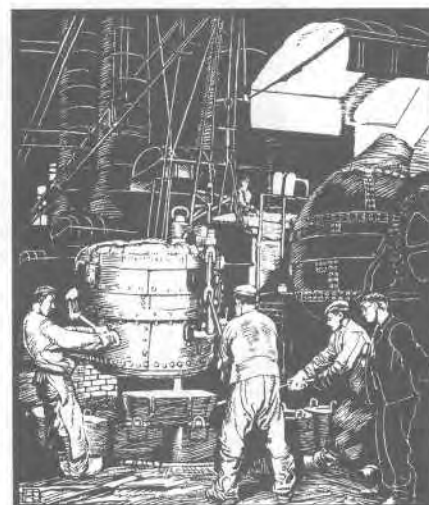


from relatives. The military could keep better track of their troops, and send orders if need be.

Always important, basic medical knowledge advanced, if slowly, as doctors investigated the cause of disease. By the 1870s, the germ theory had achieved widespread recognition (though not widespread acceptance, especially from older practitioners). By far the greatest advance in medical technology was the discovery of the anesthetic properties of ether. Anesthesia not only makes surgery relatively painless, it also reduces the risk of death through shock. Invasive surgical techniques that had been all but impossible before could now be performed. Yet another discovery of the era—perhaps better termed rediscovery—was plastic surgery. Learned by British army doctors in India, the techniques had been practiced there since the Bronze Age.

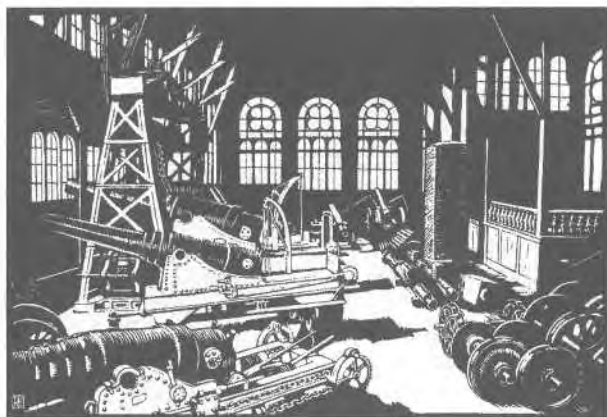
During the Age of Reason and the Industrial Revolution “natural philosophy” began the transformation into the varied, diversified fields of science. The process continued during the Age of Steam, but at the same time these fields of science became more closely intertwined than ever before. Advances in one field could lead to developments in another; if not immediately, then five, ten, even a hundred years later. There were breakthroughs in mathematics and physics, that in the twentieth century produced the atomic bomb, and later put a man on the moon. The fledgling art of photography laid the groundwork for motion pictures—not to mention advances in chemistry, optics, metallurgy, and other fields. Many of the things we use in our daily lives were invented in the nineteenth century. Blue jeans. Sewing machines. Typewriters. The internal combustion engine. Aspirin. Elevators. Telephones. The list goes on and on, the names of their inventors ranging from Alexander Graham Bell all the way down to “Who?”

Weaponry and the tools of war, always a favorite category in any role playing game, saw some of the most incredible advances. Many of the techniques invented in the nineteenth century are still in use today. The first reliable cap-and-ball revolvers were produced in the late 1830s and early 1840s—right at the beginning of the steam age. By the 1860s percussion caps were the standard method of setting off the powder charge in a gun, though



... AND A
10-FOOT POLE





the search continued for an even faster, more reliable method of firing and reloading. Examples include: ribbon caps (exactly like the ones toy “cap guns” use today); various styles of paper cartridges; and finally the familiar “all-in-one” brass cartridge.

Brass cartridges cut reloading time of handguns considerably, and the first self-reloading firearms were making an appearance by the late 1850s and early 1860s. Lever-action rifles allowed a shooter to fire four...five...six or more times before reloading. This is a significant advantage, whether on a battlefield or in a gunfight. Later designs increased the number of bullets the gun held, and made the mechanisms more reliable and less prone to jams. Other firearms included R.J. Gatling’s famous gun (the precursor of the modern machinegun); the intriguing LeMat, with its standard revolver design mounted around a shotgun barrel (ideal for close-in work); and the famous Colt Frontier “six-shooter” and Winchester ‘73 rifle—the guns that tamed the West. The first true machinegun—the belt-fed, water-cooled Maxim—was developed in 1884. By the end of the century, the semi-automatic pistol is added to the list, with models produced by such famous firms as Mauser, Webley & Scott, Colt, and others. The tools of war saw a great deal of use during the nineteenth century: from the British expansion across India and into Afghanistan, to the American Civil War; the petty wars and diplomacies of the eternally squabbling German nation-states, to the seemingly endless wars with the Indians in the American “Wild West.”

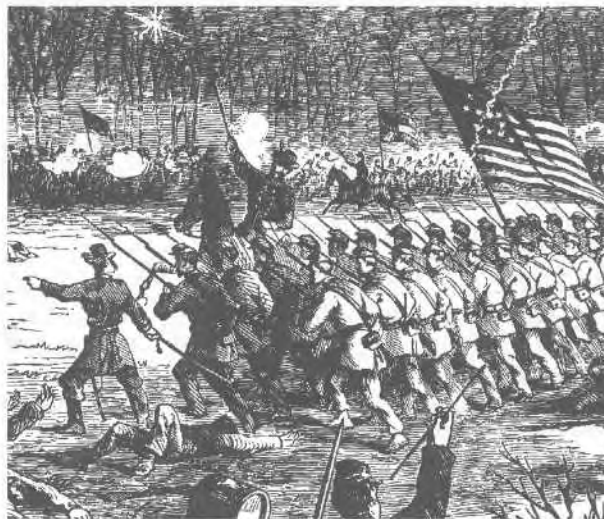


... AND A
10-FOOT POLE



Gamemasters wishing to set a campaign in the Age of Steam have a wide variety of genres and settings to choose from. The period saw not only great technical advancements, but sweeping social change as well. Up until this time, for example, slavery had been widespread throughout the world. It was a virtual necessity, in fact, especially in areas whose economy depended on large-scale agriculture. The invention of new farm machinery lessened the reliance on human muscles for labor, and more and more people began to question the morality of owning another person. Britain was one of the first nations to abolish slavery, and many others followed suit. By the turn of the century, slavery was virtually nonexistent outside of the more primitive regions of Africa and Asia.

First on the list of possible settings is, of course, the American Civil War. One of the most written about periods in history. The vast amount of information available makes it both easy *and* extremely difficult to run a campaign set in this period. If you conform strictly to the history books,



after all, the outcome is already known—and where’s the fun in that? But an alternate history, where the winner is unknown...that could be interesting indeed. The best choice for character types in a Civil War campaign are warriors, taking the role of cavalry scouts, skirmishers, and the like. That is, soldiers who are least likely to be involved in large-scale pitched battles, and more likely to run into small units such as themselves. Another option is for the players to play bushwhackers. These renegade soldiers and deserters, from both sides, raided farms and towns, hijacked supply wagons, and looted and pillaged their way through the war.

For games set in an alternate timeline, where the outcome of the war is still unknown, gamemasters who really get into developing the history of their campaign world can have a ball. What would happen, for instance, if General Lee had *accepted* Lincoln’s offer of command of the Union forces? If General Grant had died, or “Stonewall” Jackson had lived? What if the Confederate soldiers, victorious at Bull Run, had pressed the attack and marched all the way to Washington, D.C.? Other changes might include recognition of the Confederacy by Britain or France, and their possible intercession on behalf of the South. How long would the Union blockade of southern ports have lasted if the greatest naval power in the world at that time—Britain—had decided to press the issue?



Another campaign possibility is the great Gold Rush of 1849, when word of the gold strike in California spread round the world. Under the spell of gold fever, immigrants set out for California. Many of them had no clear idea where it was, or how long it would take them to get there. There was no short, direct route from Europe, and even many Americans preferred the long sea voyage around South America to the hazardous overland journey across virtually unexplored wilderness. But whether they travelled by clipper ship, steamboat, or wagon, the hopeful miners flooded California by the thousands. Most went bust, a few broke even, and fewer still struck it rich. More importantly, they started the United States on the path of westward expansion, opening up new territories and exploring new lands.

This westward expansion was a direct cause of the Indian Wars, in yet a third possible campaign era: The Wild West. Whether you want to run a realistic campaign, or a more cinematic, John Wayne-style one, the American west has plenty of room for adventure. Anything from an 1840s mountain man campaign, where the players are intrepid explorers of the great unknown, to the classic cowboys vs. outlaws and Indians of the 1870s. Wagon trains set out every spring from Missouri, taking all summer to make the long, perilous journey westward. Along the way, they encountered hostile Indians, outlaws, and previous settlers who didn't want any new neighbors. Not to mention the elements, animals, and the natural dangers of an unexplored land.

And you can still include more traditional elements of fantasy role playing. Despite the advances in science, there were still plenty of superstitious people around. Most nations and cultures have traditions of magic, witchcraft...even Elves, or folk much like them. Adding an element of the fantastic to an otherwise contemporary campaign gives things a little spice, and makes the players wonder what will happen next.

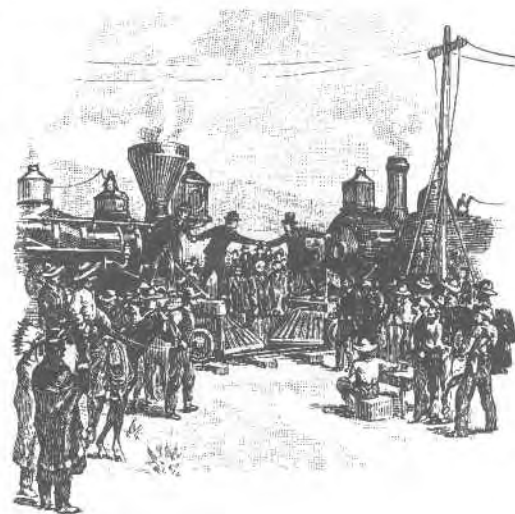
One source of magic might be the vodoun practices brought from Africa (via the Caribbean) by slaves imported into the south. Most areas had at least one old wise woman, or revered old man, who made potions and salves, cast spells and removed curses...or set them. In a Civil War campaign, the voodoo spells might be used to call forth creatures of the night to fight for an outnumbered South; perhaps countered by other creatures, summoned by run-

away slaves to fight for the North. If your campaign is set either before or after the Civil War, voodoo could have been carried westward quite easily. There were plenty of African-Americans in California during the Gold Rush, both slave and free. Even more travelled there after the Civil War, looking for a fresh start; a new place to call home.

Beyond vodoun, there are the magic and rituals of the American Indian tribes. In a Wild West game where magic works, the curative spells of tribal shamans are effective, and the ritual dances really might bring the sun and the rain. The spirit dance, which would send the white man away and bring back the buffalo is responsible for a number of disappearances, its effects countered only by the powers of American sorcerers.

Hexes. Sorcery. Magic and witchcraft. Whether your game is set in the American west, the "civilized" east, or Europe, any and all of these have a place in the traditions and superstitions of the nineteenth century. Chinese laborers, who settled in California during the Gold Rush or came over to build the transcontinental railroad, brought with them their own language, culture, and traditions—including magic. For GMs who want to include the traditional fantasy races, there is plenty of room as well. Elves are especially well suited for campaigns set in the wide-open wilderness of the early west. Their affinity for nature makes them equally well-suited as allies of many of the Indian tribes, who possibly view the immortal kindred as spirits and emissaries of their gods.

No matter what style of campaign you choose, what races you include, or whether or not magic works, the most important thing to remember about this era is the rapidity of change. When compared to the eras that came before it, the Age of Steam was a marvel. Civilization was expanding. Science was pushing back the frontiers of knowledge, just as men were pushing back the frontiers of the world. New industries were being born, and people were travelling farther and faster than ever before. All through the power of steam.

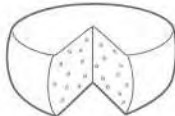


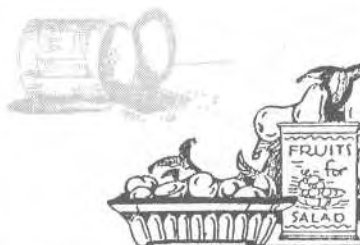
Section 11.0

The Age of Steam

... AND A
10-FOOT POLE

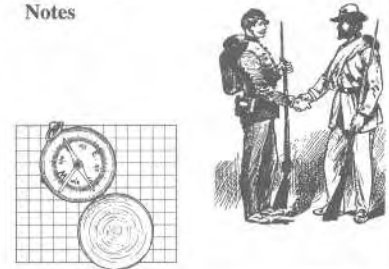


FOOD ITEMS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Fresh Bread									
White	\$0.05	1 lb.	—	A	2 hrs	—	—	—	
Rye	0.05	1 lb.	—	A	2 hrs	—	—	—	
Wheat	0.05	1 lb.	—	A	2 hrs	—	—	—	
Doughnuts	0.10	0.5 lbs.	—	A	2 hrs	—	—	—	
Pie	0.50	1 lb.	—	A	2 hrs	—	—	—	
Cookies	0.07	—	1 doz.	A	2 hrs	—	—	—	
Fresh Meat									
Beef-veal	0.45	1 lb.	—	R	2 hrs	—	—	—	Time shows average time to butcher  
Beef-steak	0.25	1 lb.	—	R	2 hrs	—	—	—	
Beef-roast	0.35	1 lb.	—	R	2 hrs	—	—	—	
Beef-other cut	0.10	1 lb.	—	R	2 hrs	—	—	—	
Buffalo-steak	0.35	1 lb.	—	R	2 hrs	—	—	—	
Buffalo-roast	0.45	1 lb.	—	R	2 hrs	—	—	—	
Buffalo-other cut	0.20	1 lb.	—	R	2 hrs	—	—	—	
Pork-loin	0.30	1 lb.	—	R	2 hrs	—	—	—	
Pork-ham	0.40	1 lb.	—	R	2 hrs	—	—	—	
Pork-bacon	0.35	1 lb.	—	R	2 hrs	—	—	—	
Pork-other cut	0.10	1 lb.	—	R	2 hrs	—	—	—	
Lamb, leg	0.15	5 lbs.	—	R	2 hrs	—	—	—	
Mutton, chops	0.35	2 lbs.	—	R	2 hrs	—	—	—	
Chicken	0.30	5 lb.	—	R	1 hr	—	—	—	
Duck	0.10	5 lb.	—	R	1 hr	—	—	—	
Goose	0.25	15 lb.	—	R	1 hr	—	—	—	
Turkey	0.40	10 lb.	—	R	1 hr	—	—	—	
Fish									
Carp	0.05	1 lb.	—	T	1 hr	—	—	—	Time shows average time to catch
Fresh river	0.08	1 lb.	—	R	1 hr	—	—	—	
Pike	0.06	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	0.15	1 lb.	—	T	1 hr	—	—	—	
Shrimp	0.20	1 lb.	—	T	1 hr	—	—	—	
Dairy Products									
Butter, salted	0.10	1 lb.	—	R	1 hr	—	—	—	
Butter, unsalted	0.08	1 lb.	—	R	30 mins	—	—	—	
Cheese, low quality	0.07	1 lb.	—	R	2 days	—	—	—	
Cheese, average quality	0.11	1 lb.	—	R	1 wk	—	—	—	
Cheese, fine quality	0.25	1 lb.	—	R	2 wks	—	—	—	
Cream	0.05	—	1 pt.	R	—	—	—	—	Time shows average time to gather
Eggs	0.10	—	1 doz.	R	1 hr	—	—	—	
Milk, cow	0.12	—	2 qt.	R	20 mins	—	—	—	
Milk, goat	0.14	—	1 qt.	R	20 mins	—	—	—	
Fruits & Grains									
Apples	0.10	—	1 bu.	R	2 hrs	—	—	—	Time shows average time to harvest 
Berries, wild	0.35	—	1 bu.	R	2 hrs	—	—	—	
Cherries	0.40	—	1 bu.	R	2 hrs	—	—	—	
Crabapples	0.15	—	1 bu.	R	2 hrs	—	—	—	
Dates	0.50	—	1 bu.	R	2 hrs	—	—	—	
Figs	1.00	—	1 bu.	R	2 hrs	—	—	—	
Grapes	1.50	—	1 bu.	R	2 hrs	—	—	—	
Melon	2.00	—	1 bu.	R	2 hrs	—	—	—	
Nuts, wild	1.00	—	1 bu.	R	1 day	—	—	—	
Olives	8.00	—	1 bu.	R	2 hrs	—	—	—	
Pears	0.20	—	1 bu.	R	2 hrs	—	—	—	Oranges, lemons, etc.
Pineapple	4.50	—	1 bu.	R	2 hrs	—	—	—	
Plums	0.50	—	1 bu	R	2 hrs	—	—	—	
Raspberries	1.50	—	1 bu.	R	2 hrs	—	—	—	
Strawberries	1.50	—	1 bu.	R	2 hrs	—	—	—	
Citrus	1.00	—	1 bu.	R	2 hrs	—	—	—	
Vegetables									
Artichokes	2.00	—	1 bu.	R	1 hr	—	—	—	Time shows average time to harvest 
Beans, fresh	0.50	—	1 bu.	R	1 hr	—	—	—	
Beans, dried	0.50	—	1 bu.	R	3 days	—	—	—	
Beets	0.35	—	1 bu.	R	1 hr	—	—	—	
Cabbage	0.30	—	1 bu.	R	1 hr	—	—	—	
Carrots	0.25	—	1 bu.	R	1 hr	—	—	—	
Cauliflower	0.75	—	1 bu.	R	1 hr	—	—	—	
Leeks	0.70	—	1 bu.	R	1 hr	—	—	—	
Lentils	0.65	—	1 bu.	R	1 hr	—	—	—	
Lettuce	0.25	—	1 bu.	R	1 hr	—	—	—	
Onions	0.10	—	1 bu.	R	1 hr	—	—	—	
Parsnips	0.15	—	1 bu.	R	1 hr	—	—	—	

Vegetables									
Parsnips	0.15	—	1 bu.	R	1 hr	—	—	—	
Peas, fresh	0.25	—	1 bu.	R	1 hr	—	—	—	
Potatoes	0.08	—	1 bu.	R	1 hr	—	—	—	
Radishes	0.04	—	1 bu.	R	1 hr	—	—	—	
Turnips	0.02	—	1 bu.	R	1 hr	—	—	—	
Herbs, Spices & Flavorings									
Cloves	0.10	4 oz.	—	T	1 hr	—	—	—	
Cinnamon	0.10	4 oz.	—	T	1 hr	—	—	—	
Garlic	0.07	4 oz.	—	R	1 hr	—	—	—	
Ginger	0.05	4 oz.	—	T	1 hr	—	—	—	
Honey	0.50	1 lb.	—	R	1 hr	—	—	—	
Mint	0.08	4 oz.	—	R	1 hr	—	—	—	
Mustard seed	0.08	4 oz.	—	R	1 hr	—	—	—	
Nutmeg	0.18	4 oz.	—	T	1 hr	—	—	—	
Parsley	0.02	4 oz.	—	R	1 hr	—	—	—	
Pepper	0.05	4 oz.	—	T	1 hr	—	—	—	
Cayenne pepper	0.10	4 oz.	—	T	1 hr	—	—	—	
Rosemary	0.20	4 oz.	—	R	1 hr	—	—	—	
Saffron	0.05	4 oz.	—	T	1 hr	—	—	—	
Sage	0.07	4 oz.	—	R	1 hr	—	—	—	
Salt	0.04	1 lb.	—	T	1 hr	—	—	—	
Sugar	0.12	1 lb.	—	T	1 day	—	—	—	
Syrup, maple	0.10	—	1 gal.	R	1 day	—	—	—	
Saccharine (1879)	0.10	8 oz.	—	T	1 day	—	—	—	
Thyme	0.08	4 oz.	—	R	1 hr	—	—	—	
Preserved Foods									
Beef, salted	0.75	1 lb.	—	T	2 days	—	—	—	
Pork, salted	0.50	1 lb.	—	T	2 days	—	—	—	
Fish (various), salted	0.35	1 lb.	—	T	2 days	—	—	—	
Salmon, smoked	0.25	1 lb.	—	T	3 days	—	—	—	
Beef, smoked	0.70	1 lb.	—	R	5 days	—	—	—	
Pork, smoked	0.55	1 lb.	—	R	5 days	—	—	—	
Hardtack	0.10	1 lb.	—	A	2 hrs	—	—	—	
Butter, salted	0.10	1 lb.	—	R	1 day	—	—	—	
Beef, jerked	0.50	1 lb.	—	R	1 day	—	—	—	
Fish (various), dried	0.35	1 lb.	—	T	3-5 days	—	—	—	
Beverages									
Apple cider, fresh	0.20	—	1 qt.	R	1 day	—	—	—	
Apple cider, fermented	0.25	—	1 qt.	T	4-6 wks	—	—	—	
Brandy	5.00+	—	1 qt.	T	2 days	—	—	—	
Wine, poor	0.50	—	1 qt.	T	4-6 wks	—	—	—	
Wine, average	1.00	—	1 qt.	T	4-6 wks	—	—	—	
Wine, fine	5.00	—	1 qt.	T	4-6 wks	—	—	—	
Wine, excellent	10.00	—	1 qt.	C	4-6 wks	—	—	—	
Wine, champagne	15.00	—	1 qt.	C	6-12 months	—	—	—	
Whiskey	1.00	—	1 qt.	A	2-3 days	—	—	—	
Beer	0.15	—	1 qt.	A	2-4 wks	—	—	—	
Double beer	0.25	—	1 qt.	A	3-6 wks	—	—	—	
Small beer	0.05	—	1 qt.	A	1-2 wks	—	—	—	
Ale	0.25	—	1 qt.	A	2-4 wks	—	—	—	
Stout	0.25	—	1 qt.	A	2-4 wks	—	—	—	
Bitter	0.25	—	1 qt.	A	2-4 wks	—	—	—	
Pre-Packaged Foods									
Canned meat (various)	0.18	1 lb.	—	T	1 day	—	—	—	
Canned vegetables (various)	0.07	1 lb.	—	T	1 day	—	—	—	
Canned fruits (various)	0.10	1 lb.	—	T	1 day	—	—	—	
Graham crackers	0.25	1 lb.	—	T	2-3 hrs	—	—	—	
Pancake mix	0.10	2 lbs.	—	T	1 day	—	—	—	
Coffee beans	0.15	1 lb.	—	T	1 day	—	—	—	
Tea	0.10	1 lb.	—	T	1 day	—	—	—	
Cocoa	0.20	4 oz.	—	T	1 hr	—	—	—	
Breakfast cereal (1890s)	0.15	1 lb.	—	T	1 day	—	—	—	
Condensed milk	0.17	1 lb.	—	T	1 day	—	—	—	
Evaporated milk (1890s)	0.16	1 lb.	—	T	1 day	—	—	—	
Gelatin dessert (1845)	0.05	1 lb.	—	T	1 day	—	—	—	
Jams & jellies	0.65	5 lb.	—	T	1 day	—	—	—	
Margarine (1860)	0.12	1 lb.	—	T	1 day	—	—	—	
Potato chips (1850s)	0.03	1 lb.	—	T	1 day	—	—	—	
Pasta (1880s)	0.09	1 lb.	—	T	1 day	—	—	—	
Ice cream soda (1874)	0.05	8 oz.	—	T	—	—	—	—	
Ice cream sundae (1880s)	0.05	8 oz.	—	T	—	—	—	—	
Vinegar	0.05	—	1 qt.	A	4-6 wks	—	—	—	

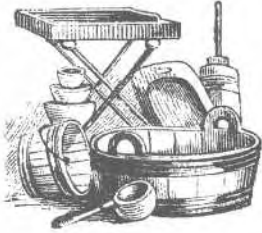
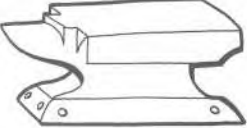
Made from spoiled wine

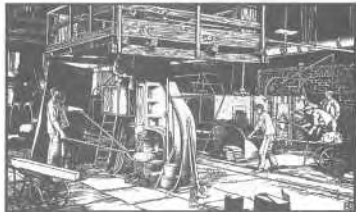
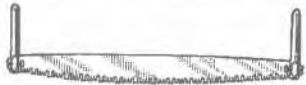
Candy										
Chocolate bar	0.03	4 oz.	—	T	1 day	—	—	—		
Chewing gum	0.01	4 oz.	—	T	1 day	—	—	—		
Other typical candies	0.05	1 lb.	—	T	1 day	—	—	—		
Flours										
Flour, wheat	0.50	30 lbs.	—	A	1 day	—	—	—		
Flour, rye	0.60	30 lbs.	—	A	1 day	—	—	—		
Flour, barley	0.75	30 lbs.	—	A	1 day	—	—	—		
Flour, oat	0.80	30 lbs.	—	A	1 day	—	—	—		
Flour, corn meal	0.60	30 lbs.	—	A	1 day	—	—	—		
Oils										
Cooking oil	0.25	—	1 gal.	T	2 days	—	—	—		
Olive oil	0.30	—	1 gal.	T	2 days	—	—	—		
Lard	0.10	1 lb.	—	R	1 day	—	—	—		
OUTDOOR SURVIVAL	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Torch	\$0.03	—	1 hr.	A	5 mins	—	—	—		
Backpack, small leather	0.50	1 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium leather	0.75	1.5 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large leather	1.30	3 lb.	3.5 cu. ft.	A	1 day	—	—	—		
Backpack, small canvas	1.00	0.75 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium canvas	1.15	1 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large canvas	1.50	2 lb.	4 cu. ft.	A	1 day	—	—	—		
Compass	2.50	1 lb.	—	T	1 day	—	—	—		
Sack, small	0.10	—	3 cu. ft.	A	1 day	—	—	—		
Sack, large	0.20	—	5 cu. ft.	A	1 day	—	—	—		
Flint & steel	0.50	—	—	T	1 day	—	—	—		
Tinderbox	0.20	—	—	T	1 day	—	—	—		
Matches (box of 100)	0.15	0.25 lbs.	—	T	1 day	—	—	—		
Tent, 2-man canvas	15.00	45 lbs.	5'x6'x4'	A	2 days	—	—	—		
Tent, 4-man canvas	20.00	60 lbs.	8'x10'x5'	A	2 days	—	—	—		
Tent, 8-man canvas	25.00	90 lbs.	14'x17'x6'	A	2 days	—	—	—		
Sheepherder's stove	3.50	25 lbs.	10"x8"x20"	T	1 day	—	—	—		
Fishhook & line	0.10	—	30'	R	1 day	—	—	—		
Fishing rod & reel	1.50	1.5-2.5 lbs.	—	T	1 day	1-3	30	—		
Fishing net, small	2.50	3-5 lbs.	6'x6'	A	3 days	1-4	60	—		
Fishing net, large	3.50	10 lbs.	12'x12'	A	5 days	1-4	65	—		
Fish trap	0.15	1 lb.	—	A	2 hrs	1-3	65	—		
Animal trap, steel	0.50+	1-5 lbs.	—	T	1 day	1-2	85	—		
Blanket, light	0.85	2.5 lbs.	—	A	1 day	—	—	—		
Blanket, heavy	1.75	6 lbs.	—	A	1 day	—	—	—		
Hammock, cloth	2.50	2 lbs.	4'x8'	A	1 day	—	—	—		
Folding cot, cloth & wood	1.75	15 lbs.	3'x6'	T	1 day	—	—	—		
Camp stool	0.75	4 lbs.	—	T	1 day	—	—	—		
Camp chair	1.50	6 lbs.	—	T	1 day	—	—	—		
Bucket, canvas	0.35	0.5 lbs.	1 gal.	A	1 day	—	—	—		
Bucket, canvas	0.65	1 lb.	5 gal.	A	1 day	—	—	—		
Canteen (full)	0.35	1.25 lbs.	1 pt.	R	1 day	—	—	—		
Canteen (full)	0.42	2.5 lbs.	2 pt.	R	1 day	—	—	—		
Canteen (full)	0.50	5 lbs.	1 qt.	R	1 day	—	—	—		
Waterskin (full)	0.75	8 lbs.	1 gal.	R	2 days	—	—	—		
Waterskin (full)	1.12	50 lbs.	5 gal.	R	2 days	—	—	—		
Lantern	1.00	2 lbs.	2 pt.	T	2 days	—	—	—		
Lamp	0.55	1 lb.	1 pt.	T	2 days	—	—	—		
Lamp oil	0.20	—	1 gal.	T	2 days	—	—	—		
Candle, tallow	0.02	—	—	A	1 day	—	—	—		
Candle, wax	0.03	—	—	T	1 day	—	—	—		



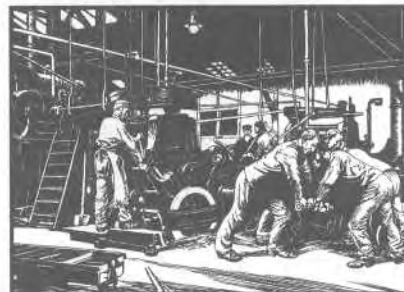
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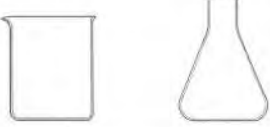
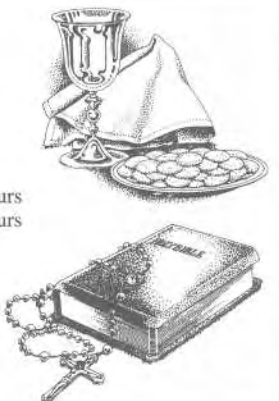
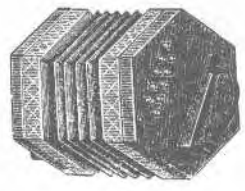
CONTAINERS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Barrel	\$2.00	10 lbs.	12 gal.	A	1.5 days	—	—	—		
Barrel	3.50	30 lbs.	25 gal.	A	2 days	—	—	—		
Barrel	5.00	50 lbs.	50 gal.	A	3 days	—	—	—		
Barrel	8.00	125 lbs.	100 gal.	T	3 days	—	—	—		
Barrel	14.00	450 lbs.	350 gal.	T	3 days	—	—	—		
Jar, pottery	0.15	—	1 pt.	A	12 hrs	—	—	—		
Jar, pottery	0.25	0.5 lbs.	1 qt.	A	12 hrs	—	—	—		
Jar, pottery	0.28	2 lb.	1 gal.	A	12 hrs	—	—	—		
Crock, pottery	0.35	4 lbs.	5 gal.	A	12 hrs	—	—	—		
Jar, glass	0.20	—	1 pt.	T	6 hrs	—	—	—		
Jar, glass	0.30	0.5 lbs.	1 qt.	T	6 hrs	—	—	—		
Jar, glass	0.35	2 lbs.	1 gal.	T	6 hrs	—	—	—		
Bucket, canvas	0.35	0.5 lbs.	1 gal.	A	1 day	—	—	—		
Bucket, canvas	0.65	1 lb.	5 gal.	A	1 day	—	—	—		
Bucket, wooden	0.25	3 lbs.	1 gal.	A	1 day	—	—	—		
Bucket, wooden	0.45	4 lbs.	5 gal.	A	1 day	—	—	—		
Chest, large wood & brass	4.50	45 lbs.	2'x2'x3'	T	3-5 days	—	—	—		
Chest, medium wood & brass	3.50	35 lbs.	18"x18"x24"	T	3-5 days	—	—	—		
Chest, small wood & brass	2.85	25 lbs.	1'x1'x2'	T	3-5 days	—	—	—		
Steamer trunk	7.25	35 lbs.	2'x2'x3'	T	3-5 days	—	—	—		
Carpet bag	1.25	2-3 lbs.	—	T	1 day	—	—	—		
Strongbox (iron)	6.25	45 lbs.	10"x12"x18"	T	3-5 days	—	—	—		
TOOLS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Adze	\$0.75	2 lbs.	—	A	1 day	1-4	90(w)	—		
Anvil, light portable	5.50	110 lbs.	—	T	1 day	—	—	—		
Anvil, heavy portable	10.00	210 lbs.	—	T	1 day	—	—	—		
Anvil, standard	15.00	410 lbs.	—	T	1 day	—	—	—		
Awl	0.50	—	—	T	12 hrs	—	—	—		
Barbed wire-plain	1.55	35 lbs.	150 yds	T	1 day	—	—	—		
Barbed wire-galvanized	2.00	40 lbs.	150 yds	T	1 day	—	—	—		
Beehive	1.50	15 lbs.	1'x1'x2'	T	1 day	—	—	—		
Blacksmith's post drill	6.00	100 lbs.	—	T	1 day	1-2	85	—		
Blacksmith's vise, small	4.00	35 lbs.	—	T	1 day	1	85	—		
Blacksmith's vise, medium	4.80	55 lbs.	—	T	1 day	1	90	—		
Blacksmith's vise, large	6.40	75 lbs.	—	T	1 day	1	100	—		
Blacksmith's stocks & dies	1.50-3.00	2.5-4.5 lbs.	—	T	1 day	—	—	—		
Swivel vise, small	2.75	8 lbs.	—	T	1 day	1-2	65	—		
Swivel vise, large	4.50	10 lbs.	—	T	1 day	1-2	70	—		
Block & tackle	2.50	35 lbs.	—	T	1 day	1-2	70	—		
Brace & bit (hand drill)	2.75	2 lbs.	—	T	1 day	1-2	80	—		
Drill bits, steel	0.50	—	—	T	1 day	—	—	—		
Branding iron	0.45	2-4 lbs.	—	T	1 day	—	—	—		
Brush	0.25	0.5 lbs.	—	T	1 day	—	—	—		
Carding comb	0.35	1 lb.	—	T	1 day	—	—	—		
Carpenter's level	0.75	1.5 lbs.	—	T	1 day	—	—	—		
Carpenter's square	0.35	2 lbs.	—	T	1 day	—	—	—		
Chain, per foot	0.20	2.5 lbs.	—	T	1 day	1-2	80	—		
Heavy chain, per foot	0.35	5 lbs.	—	T	1 day	1-2	90	—		
Chisel, cold	0.20	0.5 lb.	—	T	1 day	—	—	—		
Chisel, masonry/stone	0.12	1 lbs.	—	T	1 day	—	—	—		
Chisel, wood	.10	0.75 lbs.	—	T	1 day	—	—	—		
Crowbar, heavy	.20	5 lbs.	—	T	1 day	—	—	—		
Crowbar, standard	.12	3 lbs.	—	T	1 day	—	—	—		
Dynamite	1.00-10.00	1 lb.	—	T	1 day	—	—	—		
Farrier's knife	0.28	0.5 lbs.	—	T	1 day	—	—	—		
Farrier's hammer	1.20	2.5 lbs.	—	T	1 day	1-8	70(w)	05		
Grappling hook	0.50	5 lbs.	—	T	1 day	—	—	—		
Grindstone	3.00	150 lbs.	—	T	1 day	—	—	—		
Hammer, blacksmith's	0.50	5 lbs.	—	T	1 day	1-8	90(w)	05		
Hammer, carpenter's	0.20	2 lbs.	—	T	1 day	1-8	70(w)	05		
Hatchet	0.50	2.5 lbs.	—	T	1 day	1-7	70(w)	05		
Hoe	0.12	3.5 lbs.	—	T	1 day	1-4	90(w)	—		
Ingot, iron	0.10	10 lbs.	—	T	1 day	—	—	—		
Ingot, lead	0.15	10 lbs.	—	T	1 day	—	—	—		
Ingot, silver	420.00	5 lbs.	—	C	1 day	—	—	—		
Ingot, gold	1120.00	5 lbs.	—	C	1 day	—	—	—		
Ingot, platinum	560.00	5 lbs.	—	C	1 day	—	—	—		
Iron spikes (10)	0.15	2 lbs.	—	T	1 day	—	—	—		
Iron wedge	0.15	4 lbs.	—	T	1 day	—	—	—		
Ladder (12 ft. wooden)	0.75	35 lbs.	—	T	1 day	—	—	—		

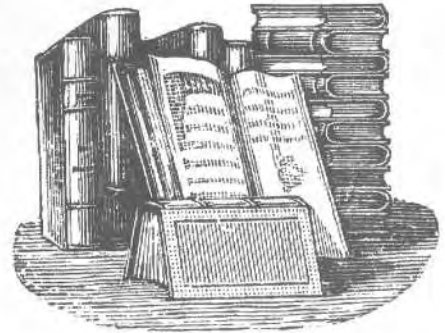
TOOLS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Mallet, wood	0.09	1 lb.	—	T	1 day	1-6	60(w)	—	Accurate 100 feet	
Marine chronometer	50.00+	35 lbs.	—	T	2-3 days	1-2	70	—		
Measuring tape	0.45	2.5 lbs.	—	T	1 day	—	—	—		
Mitre box w/saw	8.20	10.5 lbs.	—	T	1 day	—	—	—		
Slide rule	0.25	1 lb.	—	T	1 day	—	—	—		
Metal file, small	0.15	1 lb.	—	T	1 day	—	—	—		
Metal file, medium	0.10	1.5 lbs.	—	T	1 day	—	—	—		
Metal file, large	0.07	2.5 lbs.	—	T	1 day	—	—	—		
Molds (metal casting)	0.01-1.00	varies	—	T	1-5 days	—	—	—		
Nails	0.75	10 lbs.	—	T	1 hr	—	—	—		
Screws	1.00	10 lbs.	—	T	1 day	—	—	—		
Screw driver	0.25	0.5 lbs.	—	T	1 day	—	—	—		
Paint	0.15	—	1 gal.	T	1 day	—	—	—		
Pick axe	0.25	12 lbs.	—	T	1.5 days	1-5	50(w)	06		
Pitchfork	0.20	7 lbs.	—	T	1 day	—	—	—		
Pliers, large	0.35	2 lbs.	—	T	1 day	—	—	—		
Pliers, small	0.25	1 lb.	—	T	1 day	—	—	—		
Plow, wooden	10.00	125 lbs.	—	R	1 day	1-4	70(w)	—		
Plow blade, steel	2.50	30 lbs.	—	R	2 days	—	—	—		
Pulley, small (2:1)	0.20	5 lbs.	—	T	1 day	1-2	50(w)	—		
Pulley, large (5:1)	0.30	7 lbs.	—	T	1 day	1-2	50(w)	—		
— per 100 lb. lift	+20%	—	—	T	—	—	—	—		
Rake, wooden	0.12	4 lbs.	—	T	1 day	—	—	—		
Rope, light (per 50')	0.02	6 lbs.	—	T	1 day	1-3	70	—		
Rope, standard (per 50')	0.04	8 lbs.	—	T	1 day	1-3	80	—		
Rope, heavy (per 50')	0.05	15 lbs.	—	T	1 day	1-3	90	—		
Rope, hawser (per 50')	0.09	30 lbs.	—	T	1 day	1-3	100	—		
Scythe	0.11	3.5 lbs.	—	T	1 day	1-4	50(w)	—		
Scythe, reaver	0.15	4 lbs.	—	T	1 day	1-4	60(w)	—		
Shepherd's crook	0.10	3 lbs.	—	R	1 day	—	—	—		
Shovel	0.12	4.5 lbs.	—	T	1 day	1-4	90(w)	—		
Sickle	0.07	3 lbs.	—	T	1 day	—	—	—		
Spoke shave	0.20	2-3 lbs.	—	A	1 day	—	—	—		
Tongs, large	1.50	6.5 lbs.	—	T	1 day	—	—	—		
Tongs, small	0.75	3 lbs.	—	T	1 day	—	—	—	Surveying instruments	
Transit, level, & rod	15.00-25.00	30 lbs.	—	T	1 day	—	—	—		
Wedge (splitting)—iron	0.18	2.5 lbs.	—	T	1 day	—	—	—		
Wedge (staying)—wooden	0.02	0.5 lbs.	—	T	0.5 days	—	—	—		
Wheelbarrow	1.50	25 lbs.	—	T	1 day	1-4	55	—		
Whitewash	0.10	—	10 gal.	T	1 day	—	—	—		
Windlass	3.50	300 lbs.	—	T	1 day	1-3	60(w)	—		
Winnowing flail	0.15	4.5 lbs.	—	R	1 day	1-5	70(w)	—		
Wire, copper (per 100')	0.05-0.25	0.5 lbs.	—	T	1 hr	—	—	—		
Wood axe	0.25	5 lbs.	—	T	1 day	1-7	60(w)	04		
Wood glue	0.10	—	1 pt.	T	1 day	—	—	—		
Wood file, small	0.05	1 lb.	—	T	1 day	—	—	—		
Wood file, medium	0.07	1.5 lbs.	—	T	1 day	—	—	—		
Wood file, large	0.10	2.5 lbs.	—	T	1 day	—	—	—		
Wood saw, steel	0.78	3 lbs.	—	T	1 day	1-2	75(w)	—		
Crosscut saw (5')	1.65	6.5 lbs.	—	T	1 day	1-2	75(w)	—		
Crosscut saw (7')	3.15	7.5 lbs.	—	T	1 day	1-2	75(w)	—		
MACHINES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F		
Improved steam engine	850.00	850 lbs.	—	T	4-6 wks	1-2	95	—		
Improved steam engine, lg.	1,640.00	1,850 lbs.	—	T	4-6 wks	1-2	100	—		
Bellows, portable	3.50	20 lbs.	—	T	2 days	1-2	50(w)	—		
Bellows, standard	18.50	100 lbs.	—	T	5 days	1-2	50(w)	—		
Blast furnace	12,500.00	12,500 lbs.	—	T	30 days	1-2	90	—		
Bottle machine	750.00	1500 lbs.	—	T	20 days	1-5	60	—		
Cream separator	350.00	1000 lbs.	—	T	15 days	1-4	40	—		
Forge, portable	17.75	300 lbs.	—	T	7 days	—	—	—		
Forge, standard	75.00	1000 lbs.	—	T	15 days	—	—	—		
Cotton gin	25.00	150 lbs.	—	T	3-5 days	1-3	60	—		
Horizontal boring machine	500.00	2,500 lbs.	—	T	2-3 mos	1-3	95	—		
Incubator (eggs)	3.75	50 lbs.	—	T	3 days	—	—	—		
Lathe, steam-driven	350.00	750 lbs.	—	T	10 days	1-4	75	—		
Lathe, pattern-cutting	375.00	825 lbs.	—	T	20 days	1-4	75	—		
Milling machine	450.00	1,600 lbs.	—	T	20 days	1-3	70	—		
Nail cutter	350.00	500 lbs.	—	T	5 days	1-3	75	—		
McCormick reaper	87.00	550 lbs.	—	T	3 days	1-6	55	—		
Rolling mill (sheet metal)	575.00	1,500 lbs.	—	T	1 mo	1-3	90	—		

MACHINES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Steam sawmill	3000.00	3,000 lbs.	—	T	4-6 wks	1-2	95	—	
Potter's wheel	15.00	30 lbs.	—	T	2 days	1-3	50(w)	—	
Printing press, small	45.00	150 lbs.	—	T	10 days	1-3	70(w)	—	
Printing press, rotary	750.00	1,250 lbs.	—	T	10 days	1-2	85	—	
Typesetting machine	580.00	850 lbs.	—	T	10 days	1-3	80	—	
Sewing machine	3.50-25.00	45 lbs.	—	T	3 days	1-3	85	—	
Spinning wheel	2.50	25 lbs.	—	T	10-15 days	1-2	75(w)	—	
Hydraulic spinning machine	585.00	300 lbs.	—	T	10-15 days	1-4	70	—	
Weaving loom	8.75	125 lbs.	—	T	7 days	1-4	80(w)	—	
Weaving loom	15.00	265 lbs.	—	T	14 days	1-4	90	—	
Weaving loom	450.00	2,300 lbs.	—	T	14 days	1-4	90	—	Small flying shuttle Large flying shuttle
Weaving loom	1700.00	2,350 lbs.	—	T	30 days	1-3	90	—	
Ribbing machine	780.00	300 lbs.	—	T	20 days	1-3	85	—	
Wire-drawing machine	350.00	150 lbs.	—	T	3 days	1-2	95	—	
Pattern weaving									
Semi-automatic function									
Makes socks and stockings									
Steam powered									
ANIMALS	Cost	ft/rnd	mph	Man.	Ht./Wt.	Capacity	Notes		
Camel, riding	\$5.00	75	5	+15	7/800 lbs.	300 lbs.			
Camel, racing	25.00	90	6	+20	7/750 lbs.	200 lbs.			
Camel, draft	4.00	60	4	+10	7/900 lbs.	350 lbs.			
Elephant	150.00	120	8	+10	12/11,000 lbs.	1000 lbs.			
Horse, light	10.00	100	7	+40	5/800 lbs.	200 lbs.			
Horse, medium	15.00	110	7.5	+25	6/900 lbs.	300 lbs.			
Horse, heavy	25.00	80	5	+10	6+/1,300 lbs.	400 lbs.			
Mule	6.00	100	7	+35	5/800 lbs.	400 lbs.			
Donkey	3.75	90	6	+20	4+/550 lbs.	300 lbs.			
Pony	5.00	70	4.5	+30	4/500 lbs.	200 lbs.			
Bull	25.00+	60	4	+20	5/1,700 lbs.	600 lbs.			
Cow	15.00+	50	3.5	+15	5/1,400 lbs.	400 lbs.			
Calf	3.00+	45	3	+35	3/300 lbs.	—			
Ox	20.00+	60	4	+20	5/2,000 lbs.	700 lbs.			
Chicken	0.25	—	—	+20	5 lbs.	—			
Duck	0.30	—	—	+15	5 lbs.	—			
Goose	0.35	—	—	+15	10 lbs.	—			
Goat	3.00+	—	—	+50	50 lbs.	—			
Pig	5.00+	—	—	+20	150 lbs.+	—			
Suckling pig	2.00+	—	—	+30	30 lbs.	—			
Sheep, coarse wool	2.00	—	—	+50	110 lbs.	—			
Sheep, fine wool	4.50	—	—	+50	110 lbs.	—			
Lamb, coarse wool	1.50	—	—	+50	50 lbs.	—			
Lamb, fine wool	2.00	—	—	+50	50 lbs.	—			
TACK & HARNESS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Bit & bridle	\$2.25	2 lbs.	—	A	2 days	—	—	—	
English riding saddle	8.95	10 lbs.	—	A	7 days	—	—	—	
McClellan saddle	6.00-10.00	20 lbs.	—	A	10 days	—	—	—	
Western saddle	10.00-50.00	30 lbs.	—	A	10 days	—	—	—	
Ladies' sidesaddle	8.65	15 lbs.	—	T	10 days	—	—	—	
1860s									
Packsaddle	5.00	7 lbs.	—	T	4 days	—	—	—	
Saddle blanket	0.50	1 lb.	—	A	1 day	—	—	—	
Saddle bags, small	1.50	2.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, medium	2.50	3.5 lbs.	—	T	1 day	—	—	—	
Saddle bags, large	3.50	5 lbs.	—	T	1 day	—	—	—	
Horse collar	1.75	10 lbs.	—	A	7 days	—	—	—	
Draft harness	19.50	35 lbs.	—	A	14 days	—	—	—	
Ox yoke	6.00	40 lbs.	—	A	6 days	—	—	—	
Horseshoe, common	0.10	—	—	A	1 hr	—	—	—	
Riding crop	2.00	0.5 lb.	—	T	3 days	—	—	—	
Driving whip	8.50	2 lbs.	—	A	8 days	—	—	—	
Saddle rifle scabbard	2.00	2-3 lbs.	—	A	2 days	—	—	—	
Lariat	1.75	3 lbs.	50'	A	1 day	—	—	—	
1870s									

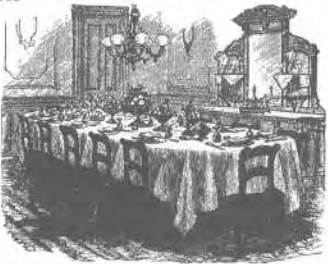
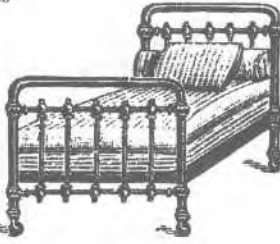
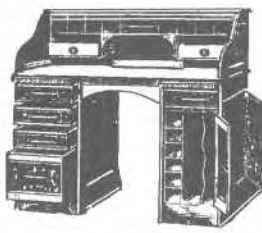


TRANSPORTATION	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Small wagon (2-horse)	\$28.00	600 lbs.	2 people	T	16 days	—	—	—	Carries up to 2,500 lbs.. cargo
Large wagon (4-horse)	35.00	600 lbs.	2 people	T	16 days	—	—	—	Carries up to 3,500 lbs. cargo
Conestoga wagon (4-6 horse)	55.00	1,000 lbs.	2 people	T	16 days	—	—	—	Carries up to 4,500 lbs. cargo
Pony cart	13.00	250 lbs.	2 people	T	10 days	—	—	—	
Cart (1 horse)	15.00	350 lbs.	3 people	T	14 days	—	—	—	
Surrey (2-horse)	85.00	850 lbs.	4-6 people	T	18 days	—	—	—	
Carriage (2-horse)	175.00+	1,100 lbs.	4-6 people	T	20 days	—	—	—	
Carriage (4-horse)	250.00+	1,300 lbs.	4-6 people	T	20 days	—	—	—	
Closed coach (2-horse)	600.00+	1,000 lbs.	4 people	T	16 days	—	—	—	
Closed coach (4-horse)	700.00+	1,200 lbs.	4 people	T	16 days	—	—	—	
Stage coach (4-6 horses)	750.00+	2,500 lbs.	8 people	T	18 days	—	—	—	
Gig (1-horse)	65.00	350 lbs.	2 people	T	10 days	—	—	—	
Buggy (1-2-horse)	40.00	350 lbs.	2 people	T	12 days	—	—	—	
Howdah	65.00	200 lbs.	3 people	T	4 days	—	—	—	
Paddle	1.75	7 lbs.	4.5'	A	1 day	—	—	—	
Oar	2.25	18 lbs.	8'	A	2 days	—	—	—	
Canoe	15.00	130 lbs.	2 people	A	14 days	—	—	—	
Boat (10')	25.00	200 lbs.	4 people	T	14 days	—	—	—	Size could include up to 1,000 lbs. cargo
Boat (20')	50.00	800 lbs.	8 people	T	28 days	—	—	—	Size could include up to 4,000 lbs. cargo
Longboat (30')	100.00	2,000 lbs.	16 people	T	30 days	—	—	—	Size could include up to 7,000 lbs. cargo
Mast & sail	25.00	175 lbs.	10'	T	4 days	—	—	—	1880s 
Steam locomotive	10,000.00	30-60 tons	—	C	2 mos	1-2	125	—	
Refrigerator car	5,000.00	10-12 tons	—	C	2 mos	1-3	75	—	
Stable / cattle car	2,000.00	6-8 tons	—	C	2 mos	1-3	55	—	
Boxcar	2,500.00	8-10 tons	—	C	2 mos	1-3	55	—	1870s 
Passenger car	3,500.00	8-10 tons	—	C	2 mos	1-3	45	—	
Pullman sleeper car	5,500.00	10 tons	—	C	2 mos	1-3	55	—	
Dining car	5,500.00	10 tons	—	C	2 mos	1-3	45	—	
Mail car	3,500.00	6-10 tons	—	C	2 mos	1-2	55	—	
Baggage car	3,000.00	6-10 tons	—	C	2 mos	1-3	45	—	
Flatbed car	1,500.00	5-7 tons	—	C	2 mos	1-3	35	—	
Caboose	3,000.00	6-8 tons	—	C	2 mos	1-3	55	—	
Private railroad car	15,000.00+	6-12 tons	—	C	2-6 mos	1-3	65	—	Travel in style
SCRIPTORIUM	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Balance	\$10.00	10 lbs.	—	T	1 day	1-2	40	—	
Balance weights	2.00	5 lbs.	—	T	1 day	—	—	—	
Bindery glue	0.25	—	1 pt.	T	1 day	—	—	—	
Cash register	35.00	45 lbs.	—	C	1 wk	—	—	—	
Calculating machine	50.00	15-20 lbs.	—	C	1 mo	1-4	50	—	Electromech. punch card calculator
Calculating machine, IBM	575.00	350 lbs.	—	C	1 mo	1-3	75	—	
Book covers	0.02	6 lbs.	—	T	1 day	—	—	—	
Book, encyclopedia	15.00+	15-35	—	T	3 days	—	—	—	
Book, scholarly	7.00+	4-10 lbs.	—	T	2-3 days	—	—	—	Two or more volumes History, mathematics, etc.
Book, religious	0.15+	3-5 lbs.	—	T	2-3 days	—	—	—	
Book, fiction	3.00+	3-5 lbs.	—	T	2-3 days	—	—	—	
Book, dime novel	0.10-0.25	0.5 lbs.	—	A	1 day	—	—	—	
Chalk, 10 pieces	0.03	—	—	A	1 day	—	—	—	
Gold leaf	15.00	—	6"x6" sheet	T	2 days	—	—	—	
Lead pencil (10)	0.02	0.25 lbs.	—	T	1 day	—	—	—	
Eraser, india rubber	0.05	0.25 lbs.	—	T	1 day	—	—	—	
Ink, colored	0.25	—	1 pt.	T	2 days	—	—	—	
Ink, black	0.07	—	1 pt.	T	2 days	—	—	—	
Inkwell, silver-plated	15.00	—	1 pt.	T	5 days	—	—	—	
Inkwell, tin	0.50	—	1 pt.	T	1 day	—	—	—	
Newspaper	0.05-0.15	0.5 lbs.	2-20 pages	T	1 day	—	—	—	
Paint, watercolors	0.75	—	1 pt.	T	1 day	—	—	—	
Paper (100 sheets)	0.04	—	8"x10"	T	1 day	—	—	—	
Carbon paper (per sheet)	0.50	—	8"x10"	T	1 day	—	—	—	
Parchment (100 sheets)	0.25	—	8"x10"	T	2 days	—	—	—	
Portable writing case	3.50	8 lbs.	—	C	1 day	—	—	—	50 sheets
Quill pens, brass nib	0.08	—	—	T	1 hr	—	—	—	
Fountain pens	0.25+	—	—	T	1 day	—	—	—	
Ball-point pens	1.50	—	—	T	1 day	—	—	—	
Typewriter	5.00	25 lbs.	—	C	3 days	—	—	—	
Blackboard (slate)	15.00	150 lbs.	—	T	1 day	—	—	—	
Writing tablet, slate	0.25	1 lb.	—	T	1 day	—	—	—	
Writing tablet, paper	0.03	1 lb.	—	T	1 day	—	—	—	

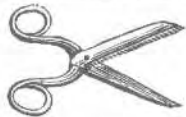
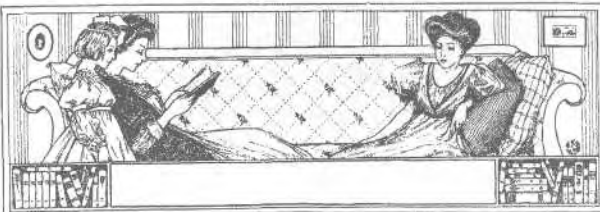
SCIENCE	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Acid, weak	\$1.50	—	0.5 pt.	T	7 days	—	—	—	 Measures wind speed
Acid, standard	3.50	—	0.5 pt.	T	7 days	—	—	—	
Acid, strong	5.00	—	0.5 pt.	T	14 days	—	—	—	
Chlorine (bleach)	0.25	—	2 pt.	T	3 days	—	—	—	
Anemometer	15.00	25 lbs.	—	T	1 wk	—	—	—	Measures air pressure
Barometer	10.00	2 lbs.	—	T	14 days	—	—	—	Measures electric charge Primitive Primitive
Battery	10.00	2.5 lbs.+	—	T	1 wk	—	—	—	
Electrometer	7.50	5 lbs.	—	T	1 wk	—	—	—	
Electromagnet	5.00	5 lbs.	—	T	1 day	—	—	—	
Farraday motor (electric)	10.00	5 lbs.	—	T	2 wks	—	—	—	
Microscope	25.00	10 lbs.	—	T	4-6 days	—	—	—	
Mortar & pestle	2.50	2 lbs.	—	A	3-5 days	—	—	—	
Pump, air	3.50	4 lbs.	—	T	3-5 days	1	50	—	
Pump, vacuum	15.00-75.00	7 lbs.	—	T	4-7 days	1-2	50	—	
Slide rule	0.25	1 lb.	—	T	1 day	—	—	—	
Telescope	50.00+	10-15 lbs.	—	T	4-6 wks	1-4	40	—	
Telescope, reflecting	75.00+	15-20 lbs.	—	T	4-6 wks	1-4	30	—	
Thermometer	1.00	1.5-2 lbs.	—	T	14 days	—	—	—	
Vial, tin	0.15	—	4 oz.	T	12 hrs	—	—	—	
Vial, glass	0.05	—	4 oz.	T	12 hrs	—	—	—	
Jar, glass	0.10	—	8 oz.	T	12 hrs	—	—	—	
Jar, glass	0.20	—	1 pt.	T	12 hrs	—	—	—	
Jar, glass	0.30	0.5 lbs.	1 qt.	T	12 hrs	—	—	—	
Jar, glass	0.35	2 lbs.	1 gal.	T	12 hrs	—	—	—	
Bottle, glass	0.30	—	1 qt.	T	12 hrs	—	—	—	
Beaker, glass	0.50	—	1 pt.	T	12 hrs	—	—	—	
Beaker, glass	1.00	—	1 qt.	T	12 hrs	—	—	—	RELIGIOUS  Lasts 2 hours Lasts 6 hours
Altar cloth (plain)	\$2.00	3 lbs.	6'x3'	T	3 days	—	—	—	
Altar cloth (ornate)	25.00+	3-7 lbs.	6'x3'	T	3-6 wks	—	—	—	
Aspergill (gold-plated)	150.00+	3 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (silver)	35.00+	2 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (brass)	15.00	2 lbs.	—	T	1-2 wks	—	—	—	
Bishop's ring	50.00+	—	—	C	1 mo	—	—	—	
Candle, tallow	0.02	—	—	A	1 day	—	—	—	
Candle, wax	0.03	—	—	T	1 day	—	—	—	
Chalice (plain)	5.00	1 lb.	1 pt.	T	3 days	—	—	—	
Chalice (ornate)	35.00	1 lb.	1 pt.	T	1-5 wks	—	—	—	
Censer	5.00	1 lb.	—	T	5 days	—	—	—	
Holy symbol	0.25+	0.1-1 lb.	—	T	1-20 days	—	—	—	
Incense	1.50	0.5 lbs.	—	T	—	—	—	—	
Prayer beads	0.25	—	—	T	3 days	—	—	—	
Snuffing bell	0.25+	1 lb.	—	T	5 days	—	—	—	
MUSICAL INSTRUMENTS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Accordion	\$8.00	8-10 lbs.	—	T	15 days	—	—	—	
Autoharp	12.00	5-10 lbs.	—	C	3 mos	—	—	—	
Bagpipes	16.00	7 lbs.	—	A	15 days	—	—	—	
Banjo	7.00	18 lbs.	—	T	20-30 days	—	—	—	
Bells-orchestra	9.00	20 lbs.	—	T	3 days	—	—	—	
Bell, church	50.00+	100 lbs.	—	T	12-24 days	—	—	—	
Calliope (steam)	150.00-200.00	2500 lbs.	—	T	6 mos	—	—	—	
Castanets	0.15	—	—	A	1 day	—	—	—	
Cello	10.00	20 lbs.	—	T	20-30 days	—	—	—	
Chimes	10.00	1-5 lbs.	—	T	7-10 days	—	—	—	



MUSICAL INSTRUMENTS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Clarinet		9.50	16-25 oz.	—	T	3 mos	—	—	—		
Concertina		12.00	5-7 lbs.	—	A	3 wks	—	—	—		
Cymbals		6.00	2 lbs.	—	T	3-5 days	—	—	—		
Double bass		20.00	35 lbs.	—	T	20-30 days	—	—	—		
Drum		10.00	14-40 lbs.	—	A	3-5 days	—	—	—		
Fife		1.20	1 lb.	—	T	5 days	—	—	—		
Flugelhorn		5.50	3-5 lbs.	—	T	10-20 days	—	—	—		
Flute		6.50	1.5 lbs.	—	T	24-30 days	—	—	—		
Guitar		14.00	5-15lbs.+	—	T	24-30 days	—	—	—		
Harmonica		0.05-1.00	0.5 lbs.	—	T	5 days	—	—	—		
Harp, large		25.00+	25-35 lbs.	—	T	30-40 days	—	—	—		
Harpsichord (antique)		125.00	300 lbs.	—	T	—	—	—	—		
Hunting horn		1.50	1-3 lbs.	—	A	5 days	—	—	—		
Hurdy-gurdy		5.50	10 lbs.	—	T	25 days	—	—	—		
Jew's harp		0.25	0.5 lbs.	—	T	2 days	—	—	—		
Kettle drums		25.00+	50-100 lbs.	—	T	6-10 days	—	—	—		
Mandolin		11.75	5-10 lbs.	—	T	25-30 days	—	—	—		
Piano (upright)		175.00+	850 lbs.	—	T	20-30 days	—	—	—		
Piano (grand)		400.00+	1,500 lbs.	—	T	20-30 days	—	—	—		
Player piano		275.00	950 lbs.	—	T	20-30 days	—	—	—		
Parlor organ		150.00+	500 lbs.	—	T	20-30 days	—	—	—		
Pipe organ		2,500.00	1,500 lbs.	—	C	2-3 mos	—	—	—		
Rattle		0.89	0.5 lbs.	—	T	1 day	—	—	—		
Recorder		0.25	0.5 lbs.	—	T	7 days	—	—	—		
Tambourine		1.50	2 lbs.	—	T	3-4 days	—	—	—		
Triangle		0.30	1 lb.	—	T	2 days	—	—	—		
Trombone		10.00	8-15 lbs.	—	T	10-20 days	—	—	—		
Trumpet, valved		4.50	3-4 lbs.	—	T	10-20 days	—	—	—		
Viol		17.50	6-10 lbs.	—	T	20-30 days	—	—	—		
Violin		10.00	2-4 lbs.	—	T	20-30 days	—	—	—		
Xylophone, wooden		6.00	25 lbs.	—	T	8 days	—	—	—		
Xylophone, metal		7.50	35 lbs.	—	T	10-12 days	—	—	—		
Zither		4.00	15 lbs.	—	T	5-10 days	—	—	—		
Printed music (sheet)		0.25	—	—	T	1 day	—	—	—		
Metronome		1.50	2 lbs.	—	T	3 days	—	—	—		
COOKING & EATING		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Iron pan, small		0.10	2 lbs.	—	T	3 days	—	—	—	Made of coppers adds 50-75% to cost	
Iron pan, large		0.12	5 lbs.	—	T	3 days	—	—	—	Made of coppers adds 50-75% to cost	
Iron pot		0.20	3.5 lbs.	2 pt.	T	3 days	—	—	—	Made of coppers adds 50-75% to cost	
Iron pot		0.30	4.5 lbs.	1 qt.	T	4 days	—	—	—	Made of coppers adds 50-75% to cost	
Iron pot		0.45	20 lbs.	1 gal.	T	1 wk	—	—	—	Made of coppers adds 50-75% to cost	
Iron kettle		1.50	30 lbs.	3 gal.	T	1 wk	—	—	—	Made of coppers adds 50-75% to cost	
Iron kettle		2.50	40 lbs.	5 gal.	T	1 wk	—	—	—	Made of coppers adds 50-75% to cost	
Iron cauldron		3.50	60 lbs.	10 gal.	T	1 wk	—	—	—	Made of coppers adds 50-75% to cost	
Iron cauldron		3.85	100 lbs.	20 gal.	T	1 wk	—	—	—	Made of coppers adds 50-75% to cost	
Iron cauldron		5.50	150 lbs.	50 gal.	T	1 wk	—	—	—	Made of coppers adds 50-75% to cost	
Baking pan		0.30	2 lbs.	13"x9"	A	3 days	—	—	—		
Bread loaf pan		0.07	1.5 lbs.	10"x6"	A	2 days	—	—	—		
Covered canning pot		0.35	5 lbs.	9"	A	3-4 days	—	—	—		
Iron griddle		0.35	7 lbs.	12"-14"	A	5-6 days	—	—	—		
Iron skillet		0.25	varies	7"-10"	A	5-6 days	—	—	—		
Iron muffin pan		0.20	5 lbs.	—	A	5-6 days	—	—	—		
Pot hanger, small		0.75	5 lbs.	—	T	3 days	—	—	—		
Pot hanger, medium		0.85	15 lbs.	—	T	5 days	—	—	—		
Pot hanger, large		1.25	40 lbs.	—	T	7 days	—	—	—		
Coffee pot		1.50	2 lbs.	—	T	1 day	—	—	—		
Tea kettle		1.50	1.5 lbs.	—	T	1 day	—	—	—		
Pie tin		0.02	1 lb.	9"	A	1 day	—	—	—		
Pressure cooker		3.00	10 lbs.	—	T	1 wk	—	—	—		
Potato masher		0.03	.08 oz.	—	A	2-3 days	—	—	—		
Lemon squeezer, wood		0.10	1 lb.	—	T	2 days	—	—	—		
Pastry boards		0.45	4-6 lbs.	—	A	4-5 days	—	—	—		
Grater, tin		0.48	1 lb.	—	A	4-5 days	—	—	—		
Wooden measure set		1.75	—	—	A	1 day	—	—	—		
Lunch box		0.70	1.5 lbs.	9"x4"	T	1 wk	—	—	—		
Roaster		0.80	11 lbs.	13"x18"	A	2 days	—	—	—		
Waffle iron		0.75	8 lbs.	8"-9"	A	1 wk	—	—	—		
Spit, portable		1.75	15 lbs.	—	T	3 days	—	—	—		
Spit, small		0.25	30 lbs.	—	T	6 days	—	—	—		
Spit, large		0.55	50 lbs.	—	T	7 days	—	—	—		

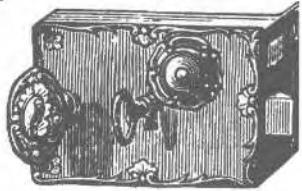
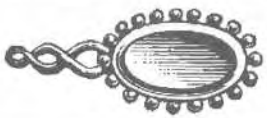
COOKING & EATING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Spit, mechanical	14.50	350 lbs.	—	T	3-6 wks	—	—	—	
Ladle, tin	0.08	0.5 lb.	—	T	1 day	—	—	—	
Ladle, silver	0.75	0.5 lb.	—	T	2-7 days	—	—	—	
Spoon, wooden	0.05	0.25 lbs.	—	A	1 day	—	—	—	
Spoon, silverplate	1.25	0.25 lbs.	—	T	1 day	—	—	—	
Spoon, silver	2.25	0.25 lbs.	—	T	2-7 days	—	—	—	
Spoon, gold-plated	2.25	0.25 lbs.	—	T	2-7 days	—	—	—	
Knife, silverplate	1.25	0.25 lbs.	—	T	2-3 days	1-6	50	03	
Knife, silver	2.25	0.25 lbs.	—	T	2-7 days	1-7	40	03	
Knife, gold-plated	2.45	0.25 lbs.	—	T	2-7 days	1-6	50	03	
Fork, silverplate	1.35	0.25 lbs.	—	T	2 days	—	—	—	
Fork, silver	2.35	0.25 lbs.	—	T	2-7 days	—	—	—	
Fork, gold-plated	2.25	0.25 lbs.	—	T	2-7 days	—	—	—	
Kraut fork	0.68	0.25 lbs.	—	T	2-days	—	—	—	
Bowl, small tin	0.10	0.5 lbs.	1 pt.	A	1 day	—	—	—	
Bowl, small silverplate	3.75	1 lb.	1 pt.	T	2 days	—	—	—	
Bowl, small pottery	0.75	1 lb.	1 pt.	A	2 days	—	—	—	
Bowl, small china	1.50	1 lb.	1 pt.	C	4 days	—	—	—	
Bowl, large tin	0.25	1 lb.	1 qt.	A	1 day	—	—	—	
Bowl, large silverplate	3.50	2 lbs.	1 qt.	T	2 days	—	—	—	
Bowl, large pottery	1.50	1.5 lbs.	1 qt.	A	2 days	—	—	—	
Bowl, large china	2.75	3 lbs.	1 qt.	C	4-6 days	—	—	—	
Pitcher, tin	4.00	2 lbs.	2 qt.	A	3 days	—	—	—	
Pitcher, silverplate	3.75	3 lbs.	2 qt.	T	2 days	—	—	—	
Pitcher, pottery	1.70	2 lbs.	2 qt.	A	2 days	—	—	—	
Pitcher, silver	15.25	3 lbs.	2 qt.	T	3-10 days	—	—	—	
Pitcher, china	2.25	3 lbs.	2 qt.	C	5 days	—	—	—	
Platter, small tin	0.45	1 lb.	—	A	1 day	—	—	—	
Platter, small silverplate	2.50	1 lb.	—	T	2 days	—	—	—	
Platter, large tin	0.65	1.5 lbs.	—	A	1 day	—	—	—	
Platter, large silverplate	3.25	2 lbs.	—	T	2 days	—	—	—	
Platter, large silver	44.85	1.5 lbs.	—	T	3-7 days	—	—	—	
Serving dishes, silver	2.25-10.00+	—	various	A	10-30 days	—	—	—	
Serving dishes, silverplate	0.90-10.00+	—	various	A	5-15 days	—	—	—	
Serving dishes, china	1.25-5.50+	—	various	A	10-15 days	—	—	—	
Mortar & pestle	2.50	2 lbs.	—	A	3-5 days	—	—	—	
Mug, tin	0.12	—	1 pt.	A	1 day	—	—	—	
Mug, silverplate	1.25	—	1 pt.	T	2 days	—	—	—	
Mug, pottery	0.75	—	1 pt.	A	2 days	—	—	—	
Mug, silver	12.50	—	1 pt.	T	3-7 days	—	—	—	
Goblet, glass	0.50+	—	1 pt.	T	2-3 days	—	—	—	
Goblet, crystal	2.25-12.00+	—	1 pt.	T	3-6 days	—	—	—	
Salt shaker	0.10-5.25+	0.5 lb.	—	T	2-3 days	—	—	—	
Pepper mill	0.25-2.50	1 lb.	—	T	2-7 days	—	—	—	
HOUSEHOLD	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	
Bed, wood	\$2.50	30 lbs.	3'x6'	A	2 days	—	—	—	
Bed, iron	12.00	60 lbs.	5'x6'	A	15 days	—	—	—	
Bed, brass	10.00-50.00+	120 lbs.	8'x8'	T	30 days	—	—	—	
Bunk bed	10.00	60 lbs.	3'x6'x5'	A	3 days	—	—	—	
Feather mattress	5.00	50-250 lbs.	varies	A	12 days	—	—	—	
Stuffed mattress	3.00	35-175 lbs.	varies	A	2 days	—	—	—	
Bed springs, full size	4.00	30 lbs.	—	A	1 wk	—	—	—	
Blanket, light	1.25	2.5 lbs.	—	A	2 days	—	—	—	
Blanket, heavy	2.00	6 lbs.	—	A	2 days	—	—	—	
Sheets, muslin	0.65	2 lbs.	—	T	3 days	—	—	—	
Sheets, linen	1.50	1.5 lbs.	—	T	3 days	—	—	—	
Bird cage, brass	2.50	2-3 lbs.	—	T	4 days	—	—	—	
Wardrobe	12.50	125 lbs.	—	T	2-3 wks	—	—	—	
Dresser	5.00-35.00	100 lbs.	—	T	2-3 wks	—	—	—	
Rolltop desk	25.00	230 lbs.	—	T	2-3 wks	—	—	—	
Desk	15.00	125 lbs.	—	T	2-3 wks	—	—	—	
Bookcase	20.00	145 lbs.	—	T	1-2 wks	—	—	—	
Book stand	5.00	12 lbs.	—	T	1 wk	—	—	—	
Soap, coarse	0.08	0.5 lbs.	—	A	1 day	—	—	—	
Soap, perfumed	0.10	0.5 lbs.	—	T	1 day	—	—	—	
Table, small wooden	2.50	30 lbs.	3'x3'	A	2 days	—	—	—	
Table, medium wooden	3.75	40 lbs.	4'x8'	A	3 days	—	—	—	
Table, large wooden	6.95+	60 lbs.	4'x12'	A	3 days	—	—	—	
Bench, 2-person wicker	2.50	10 lbs.	1'x4'	A	1 day	—	—	—	
Bench, 4-person wooden	4.25	15 lbs.	1'x8'	A	1 day	—	—	—	

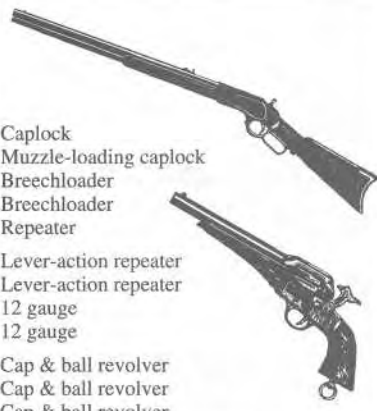
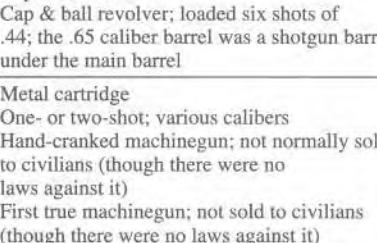
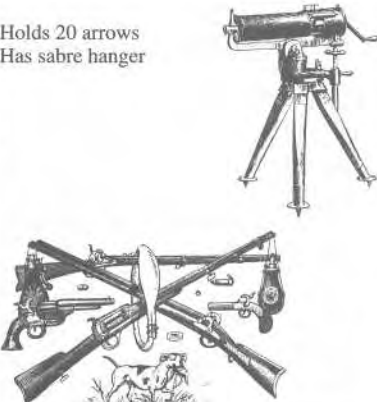
HOUSEHOLD	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Bench, 6-person wooden	6.50	20 lbs.	1'x12'	A	1 day	—	—	—	
Chair, plain wooden	1.00	10 lbs.	—	T	2-3 days	—	—	—	
Chair, ornate wooden	4.75+	10-25 lbs.	—	T	3-14 days	—	—	—	
Stool, wooden	0.35	2-3 lbs.	—	A	1 day	—	—	—	
Seat cushion, plain	0.35	1 lb.	—	A	1 day	—	—	—	
Seat cushion, fine	0.75	1 lb.	—	T	1 day	—	—	—	
Seat cushion, ornate	2.75+	1 lb.	—	T	3-6 days	—	—	—	
Candelabra, silver	8.50	3.5 lbs.	—	T	3 days	—	—	—	
Candelabra, brass	6.50	3.5 lbs.	—	T	3 days	—	—	—	
Candelabra, silver-plated	12.00	4 lbs.	—	T	3-7 days	—	—	—	
Candelabra, gold-plated	15.00	4 lbs.	—	T	3-7 days	—	—	—	Lasts 2 hours Lasts 6 hours  Requires oil
Candle, tallow	0.15	—	—	A	1 day	—	—	—	
Candle, wax	0.35	—	—	T	1 day	—	—	—	
Carpet sweeper	3.25	6 lbs.	—	T	1 wk	—	—	—	
Carpet, coarse	2.50	25-30 lbs.	5'x10'	T	1-3 wks	—	—	—	
Carpet, fine	4.00	25-30 lbs.	5'x10'	T	4-16 wks	—	—	—	
Carpet, exotic	10.00+	25-30 lbs.	5'x10'	C	1-6 mos	—	—	—	
Chandelier, bronze/glass	13.89	35-50 lbs.	—	T	3-4 mos	—	—	—	
Chandelier, wood	5.25	25-30 lbs.	—	A	2-3 days	—	—	—	
Lamp	0.50-15.00	varies	varies	A	1 wk	—	—	—	
Sofa	15.00	155 lbs.	—	A	2-3 days	—	—	—	
Buffet	8.50-30.00	75 lbs.	—	A	2 wks	—	—	—	
Heating stove	3.00-10.00+	250 lbs.	—	A	2 wks	—	—	—	
Kitchen cook stove	15.00-50.00+	800 lbs.	—	A	2 wks	—	—	—	
Flat irons	0.85	2-4 lbs.	—	A	5-6 days	—	—	—	
Ironing board	1.50	18-20 lbs.	—	A	3-4 days	—	—	—	
Clothespins	0.40	—	1 gross	A	3-4 days	—	—	—	
Wash tubs	0.75	varies	10-25 gal.	A	2 wks	—	—	—	
Wash board	0.18	2 lbs.	—	A	1 wk	—	—	—	
Glass window (per pane)	0.45	1 lb.	6"x6"	T	3-5 days	—	—	—	
Plate glass window	50.00+	75 lbs.	4' x 4'	C	2-4 days	—	—	—	
Curtains, coarse	2.50+	20 lbs.	—	T	2 days	—	—	—	
Curtains, fine	10.00+	10 lbs.	—	T	3-21 days	—	—	—	
Curtains, ornate	15.00+	20 lbs.	—	T	1-6 wks	—	—	—	
Curtains, exotic	25.00+	varies	—	C	2-6 mos	—	—	—	
Painting (framed)	15.00+	25-35 lbs.	varies	T	1-3 mos	—	—	—	
Sculpture, bronze	10.00+	40-50 lbs.	varies	T	2-3 mos	—	—	—	
Sculpture, marble	10.00+	40-50 lbs.	varies	T	2-3 mos	—	—	—	
Tub, wooden	2.50	30 lbs.	35 gal.	A	2 days	—	—	—	
Clock	0.90-25.00+	25-50 lbs.	—	T	2-3 wks	1-4	60	—	
Pendulum clock	2.50-25.00+	25-50 lbs.	—	T	2-3 wks	1-4	60	—	
Cylinder phonograph	10.00	10 lbs.	—	T	1 day	1-4	40	—	
Phonograph	25.00	25-35 lbs.	—	T	1 day	1-4	40	—	
Record-cylinder	5.00	1 lb.	—	T	1 day	—	—	—	
Phonograph record	6.00	0.5 lbs.	—	T	1 day	—	—	—	
Window shades	0.22	—	3'x6'	T	2 days	—	—	—	
Vanity / mirror	10.00+	15 lbs.	—	A	2 wks	—	—	—	
CLOTH & CLOTHING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Clothing (men)									
Apron, cloth	\$1.50	1 lb.	—	A	2 days	—	—	—	
Apron, leather	2.50	2-3 lbs.	—	A	3 days	—	—	—	
Belt, leather	0.45	0.5 lbs.	—	A	1 days	—	—	—	
Cavalry boots, leather	2.95	3 lbs.	—	T	3-7 days	—	—	—	
Cowboy boots, plain	2.00	3-5 lbs.	—	T	3-7 days	—	—	—	
Cowboy boots, fancy	5.00+	3-5 lbs.	—	T	3-7 days	—	—	—	
Workman's boots, leather	2.65	4 lbs.	—	A	2-3 days	—	—	—	Ormentation adds 50-100% to cost Ormentation adds 50-100% to cost Ormentation adds 50-100% to cost
Buckle, silver-plated	2.75	6 oz.	—	A	3-7 days	—	—	—	
Buckle, brass	0.65	4 oz.	—	A	1-3 days	—	—	—	
Buckle, gold-plated	4.50	8 oz.	—	A	3-7 days	—	—	—	
Overcoat, woolen	6.00-15.00	3 lbs.	—	A	1 day	—	—	—	
Coat, linen	6.50	3-4 lbs.	—	T	2 days	—	—	—	
Cravat/neckties	0.10-1.40	0.5 lbs.	—	T	1 day	—	—	—	
Gauntlet, leather	1.75	0.5 lbs.	—	T	1 day	—	—	—	
Gloves, leather	0.40-1.40	0.5 lbs.	—	A	1 day	—	—	—	
Hat, wide-brimmed felt	1.50+	1-1.5 lbs.	—	T	1-3 days	—	—	—	
Cowboy hat	1.00	1-1.5 lbs.	—	T	2 days	—	—	—	
Sombrero	1.50	3 lbs.	—	T	1-3 days	—	—	—	
Tophat, beaver	5.00	2 lbs.	—	T	1-3 days	—	—	—	
Tophat, silk	3.50	2 lbs.	—	T	1-3 days	—	—	—	
Nightshirt, linen	0.75	1.5 lbs.	—	A	1-2 days	—	—	—	

CLOTH & CLOTHING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Nightshirt, woolen	\$1.50	1.5 lbs.	—	A	1-2 days	—	—	—	
Union suit (longjohns)	1.50	2 lbs.	—	A	1 day	—	—	—	
Shirt, linen	1.25+	1 lb.	—	A	2 days	—	—	—	
Shirt, silk	3.00+	1 lb.	—	A	2 days	—	—	—	
Shirt, woolen	1.50+	1 lb.	—	A	2 days	—	—	—	
Shoes, fine leather	2.60+	1 lb.	—	A	2 days	—	—	—	
Shoes, normal	1.45+	1 lb.	—	A	1 day	—	—	—	
Slippers, leather	0.75	0.5 lbs.	—	T	1 day	—	—	—	
Moccasins, leather	0.50	0.5 lbs.	—	R	2-3 days	—	—	—	
Pants (w/pockets)	1.50-6.95+	2-3 lbs.	—	T	2 days	—	—	—	
Blue jeans, denim	1.15	2 lbs.	—	T	1 day	—	—	—	
Overalls	0.85	2.5 lbs.	—	T	1 day	—	—	—	
Tuxedo	7.50+	4 lbs.	—	T	2-3 days	—	—	—	
Vest, linen	2.50	1 lb.	—	A	1 day	—	—	—	
Vest, leather	2.75	3 lbs.	—	A	1 day	—	—	—	
Vest, embroidered	3.75+	3-5 lbs.	—	A	1-2 days	—	—	—	
Clothing (women)									
Apron, cloth	0.75	1 lb.	—	A	2 days	—	—	—	
Bonnet, woolen	0.50	1 lb.	—	A	1 day	—	—	—	
Bonnet, linen	0.35	0.75 lbs.	—	A	1 day	—	—	—	
Bonnet, lace	1.50	0.5 lbs.	—	T	2 days	—	—	—	
Cloak, fur-lined	7.50	7 lbs.	—	A	3 days	—	—	—	
Cloak, woolen	4.50	3 lbs.	—	A	1 day	—	—	—	
Dress, coarse	1.50	1-3 lbs.	—	A	2 day	—	—	—	
Dress, normal	2.25	1-3 lbs.	—	A	2 day	—	—	—	
Dress, fine	5.95+	1-3 lbs.	—	A	4 days	—	—	—	
Dress, exotic	15.95+	1-3 lbs.	—	C	6 days+	—	—	—	
Bustle skirt	2.50+	8-10 lbs.	—	T	1 wk	—	—	—	
Garters, silk	1.50	0.25 lbs.	—	A	1 day	—	—	—	
Gloves, doeskin	2.00	—	—	T	2 days	—	—	—	
Gloves, fur lined	2.50	0.5 lbs.	—	A	1 day	—	—	—	
Lace ribbon (5')	1.25	—	—	T	3-5 days	—	—	—	
Negligee	2.25	0.75 lbs.	—	T	3 days	—	—	—	
Nightgown	1.00	1.5-3 lbs.	—	T	1 days	—	—	—	
Hoop skirt	5.00	7-10 lbs.	—	T	2 days	—	—	—	
Purse, plain	0.75	1 lb.	—	T	2 days	—	—	—	
Purse, ornate	2.50+	1-1.5 lbs.	—	T	2-3 days	—	—	—	
Shift, woolen	0.75	1.5 lbs.	—	T	2 days	—	—	—	
Shift, linen	0.35	1 lb.	—	T	2 days	—	—	—	
Shift, silk	2.25+	1 lb.	—	T	2 days	—	—	—	
Shirtwaist, plain	2.00	1.5 lbs.	—	T	1 day	—	—	—	
Shirtwaist, fine	6.00	1.5 lbs.	—	T	1 day	—	—	—	
Skirt, plain	3.00	3 lbs.	—	T	1 day	—	—	—	
Skirt, fancy	10.00	3 lbs.	—	T	1 day	—	—	—	
Shoes, fine leather	2.75+	1 lb.	—	A	2 days	—	—	—	
Shoes, normal	1.50+	1 lb.	—	A	1 day	—	—	—	
Shoes, high heel	1.75+	1 lb.	—	T	2 days	—	—	—	
Stockings, linen	0.75	0.5 lbs.	—	A	1 day	—	—	—	Embroidered adds 50-200% to cost. Embroidered adds 50-200% to cost. Embroidered adds 50-200% to cost. Silk; embroidered adds 50-200% to cost.
Stockings, woolen	0.35	0.5 lbs.	—	A	1 day	—	—	—	
Stockings, silk	1.50+	0.25 lbs.	—	T	2 days	—	—	—	
Wig, normal	2.50+	3-7 lbs.	—	T	1 mo	—	—	—	
Sewing									
Cloth, coarse	1.00	55 lbs.	6'x50'	A	2 days	—	—	—	
Cloth, normal	2.00	50 lbs.	6'x50'	A	2-3 days	—	—	—	
Cloth, fine	5.00+	45 lbs.	6'x50'	A	2-3 days	—	—	—	
Cloth, exotic	25.00+	35-55 lbs.	6'x50'	C	3 days+	—	—	—	
Needles (5)	0.15	—	—	T	1 day	—	—	—	
Pins (5)	0.10	—	—	T	1 day	—	—	—	
Thread (50 yds)	0.05	—	—	A	1 day	—	—	—	
Thread, colored (50 yds)	0.08	—	—	T	2 days	—	—	—	
Shears	0.45	—	—	T	2-3 days	—	—	—	

LODGING & SERVICES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Lodgings, poor	\$0.05+	—	—	A	—	—	—	—	Communal sleeping
Lodgings, average	0.10–0.25	—	—	A	—	—	—	—	Separate bedding
Lodgings, good	0.25–2.00	—	—	T	—	—	—	—	Private room
Lodgings, high-class	5.00+	—	—	T	—	—	—	—	Suite
Stabling	0.25	—	—	A	—	—	—	—	
Private baths	0.25–1.00	—	—	T	—	—	—	—	
Meal, light	0.15	0.5 lbs.	—	A	1 hr	—	—	—	
Meal, normal	0.25	1 lb.	—	A	1 hr	—	—	—	
Meal, heavy	0.35	1.5–2 lbs.	—	A	1 hr	—	—	—	
Barber	0.25	—	—	T	1 hr	—	—	—	
Prostitute	2.00	—	—	A	1 hr	—	—	—	
Laundry	0.25	—	—	T	2–5 hrs	—	—	—	
Midwife	0.50+	—	—	A	—	—	—	—	
Doctor	1.00+	—	—	T	—	—	—	—	
Dentist	0.75+	—	—	T	—	—	—	—	Cost is per visit
Legal services	2.00+	—	—	T	3 hrs	—	—	—	Cost is per visit
									Cost is per legal appearance
MEDICINE	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Aspirin	\$0.25	—	50 tablets	T	1 day	—	—	—	
Bandages, linen (30')	0.10	1 lb.	—	A	1 day	—	—	—	
Cadaver	25.00–50.00	100–150 lbs.	—	A	—	—	—	—	
Chloroform	2.00	—	1 pt.	T	—	—	—	—	
Cranial drill	3.50	2 lbs.	—	T	3–5 days	—	—	—	
Crutches	0.15	2–4 lbs.	—	A	1 day	—	—	—	
Digitalis	2.00	—	4 oz.	T	2 days	—	—	—	
Diphtheria-vaccine	2.00	—	1 pt.	C	2 days	—	—	—	
Ether	5.00+	—	2 pt.	C	1 day	—	—	—	
Patent medicine	0.25–2.00	varies	1 pt.	A	1–3 days	—	—	—	
Eyeglasses	1.50+	0.5	—	T	1–4 wks	—	—	—	
False teeth, ivory	1.50+	—	—	T	1 wk	—	—	—	
Flat probe, steel	0.75	0.5 lbs.	—	T	2 days	—	—	—	
Forceps, small steel	0.85	1 lb.	—	T	4–6 days	—	—	—	
Forceps, large steel	1.65	1.5 lbs.	—	T	4–6 days	—	—	—	
Herbal remedy	0.25	—	1 pt.	A	1–3 days	—	—	—	
Hook, bronze	1.25	1 lb.	—	T	1–2 wks	—	—	—	
Hook, steel	1.50	1.5 lbs.	—	T	1–2 wks	—	—	—	
Knife, surgical	2.50	—	—	T	2 days	—	—	—	
Laughing gas	3.50	—	2 pt.	C	1 day	—	—	—	
Medical book — exotic	75.00+	10–15 lbs.	—	C	3–6 wks	—	—	—	
Medical book — modern	15.00+	10–15 lbs.	—	C	3–6 wks	—	—	—	
Medical book — classical	25.00+	10–15 lbs.	—	C	3–6 wks	—	—	—	
Mortar & pestle	2.50	2 lbs.	—	A	3–5 days	—	—	—	
Ophthalmoscope	7.00	0.5 lbs.	—	C	3–4 days	—	—	—	
Pegleg, ivory	15.00	3–7 lbs.	—	C	3–6 wks	—	—	—	
Pegleg, wooden	1.50	3–5 lbs.	—	A	1 wk	—	—	—	
Wooden leg	2.50	5–7 lbs.	—	T	1 wk	—	—	—	
Pulse watch	10.00	0.25 lbs.	—	T	1 mo	—	—	—	
Quinine	2.50	—	1 pt.	T	1 wk	—	—	—	
Rabies-vaccine	5.00	—	10 doses	C	1 wk	—	—	—	
Saw, amputation	2.50	3 lbs.	—	A	7 days	—	—	—	
Smallpox inoculation	3.50	—	10 doses	T	1 day	—	—	—	
Stethoscope	2.50	0.5–1 lbs.	—	T	1 day	—	—	—	
Surgical scissors, steel	4.50	0.5 lbs.	—	T	3–5 days	—	—	—	
Suturing needle, curved	1.35	—	—	T	3–5 days	—	—	—	
Syringe	2.50	1 lb.	—	T	8 days	—	—	—	
Thread (50 yds)	0.10	—	—	A	1 day	—	—	—	
Tongue depressor, wooden	0.20	1 lb.	—	T	1 day	—	—	—	
Tooth-wrench	1.50	1 lb.	—	T	6 days	—	—	—	
Tuberculin test	7.00	—	—	C	3 days	—	—	—	100 count box
Wire, steel (50')	0.75	—	—	T	2–3 days	—	—	—	



THIEVES & SPIES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Lockpicks, poor quality	\$3.00	0.5 lbs.	—	T	1 day	1-5	50	—	 Unpicked 1784 to 1851
Lockpicks, average quality	5.00	0.5 lbs.	—	T	2 days	1-3	60	—	
Lockpicks, fine quality	15.00	1 lb.	—	C	2-4 days	1-2	70	—	
Skeleton key	1.50	—	—	C	1-2 days	1-2	80	—	
Lock, simple	0.50	3 lbs.	—	T	2 days	1-4	60	—	
Lock, average	0.75	3 lbs.	—	T	2-3 days	1-3	70	—	
Lock, complex	1.25	3-4 lbs.	—	T	3-5 days	1-2	80	—	
Lock, impossible	5.00	3-5 lbs.	—	T	1-2 wks	1	100	—	
Lock, pick-proof	25.00	3-5 lbs.	—	T	1-2 wks	1	150	—	
Lock, cylinder	5.00	1 lb.	—	T	2 days	1-2	70	—	
Padlock, simple	0.50	1 lb.	—	T	2 days	1-4	60	—	 
Padlock, average	0.75	1 lb.	—	T	2 days	1-3	70	—	
Padlock, complex	1.75	1.5 lbs.	—	T	3 days	1-2	80	—	
Chisel, cold	0.20	0.5 lb.	—	T	1 day	—	—	—	
Crowbar, heavy	0.20	5 lbs.	—	T	1 day	—	—	—	
Crowbar, standard	0.12	3 lbs.	—	T	1 day	—	—	—	
Grappling hook	0.50	5 lbs.	—	T	1 day	—	—	—	
Metal file, small	0.15	1 lb.	—	T	1 day	—	—	—	
Metal file, medium	0.10	1.5 lbs.	—	T	1 day	—	—	—	
Metal file, large	0.07	2.5 lbs.	—	T	1 day	—	—	—	
Purse-cutter blade	0.75	—	—	T	3 days	—	—	—	 Ten pictures
Rope, light (per 50')	0.02	6 lbs.	—	T	1 day	1-3	70	—	
Rope, standard (per 50')	0.04	8 lbs.	—	T	1 day	1-3	80	—	
Rosin	0.25	1 lb.	—	T	1 day	—	—	—	
Caltrops (20)	0.50	0.5 lbs.	—	A	1 day	—	—	—	
Invisible ink	1.50	—	1 pt.	C	1 day	—	—	—	
MISCELLANEOUS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	
10' pole	\$1.50	5-10 lbs.	10'	A	5 days	—	—	—	
Bicycle	35.00	30 lbs.	—	C	1 wk	—	—	—	
Roller skates (in-line)	2.25	10 lbs.	—	C	1 wk	—	—	—	
Billiard table	35.00	350 lbs.	4'x8'	T	1 mo	—	—	—	
Billiard cues	1.95	1.5 lbs.	5'	T	2-3 days	—	—	—	
Camera	1.00-75.00+	1-5 lbs.	—	T	1 wk	—	—	—	
Camera film (celluloid)	2.00	—	—	T	2 days	—	—	—	
Camera film (glass plate)	2.00	0.5 lbs.	—	T	2 days	—	—	—	
Photo paper (50 sheets)	1.65	1 lb.	—	T	2 days	—	—	—	
Cockfighting spurs (pair)	0.50	—	—	A	1 day	—	—	—	
Dice, pair	0.14	—	6-sided	T	1 day	—	—	—	
Dice, pair (loaded)	1.50	—	6-sided	T	2 days	—	—	—	
Playing cards	0.15	4 oz.	—	T	2 days	—	—	—	
Playing cards, marked	1.50	4 oz.	—	T	2 days	—	—	—	
Crystal ball	25.00	3-5 lbs.	—	T	2 wks	—	—	—	
Stilts	2.00	3-10 lbs.	4' to 10'	T	5 days	—	—	—	
Fireworks (various)	0.05-5.00	0.5-10 lbs.	—	T	1 wk	—	—	—	 
Tennis racquet	2.00	1 lb.	—	T	2 wks	—	—	—	
Tennis ball	0.25	0.25 lbs.	—	T	1 day	—	—	—	
Brush, grooming	0.10	0.5 lbs.	—	A	2 days	—	—	—	
Brush, cleaning	0.05	0.5 lbs.	—	A	2 days	—	—	—	
Comb	0.05	—	—	A	1 day	—	—	—	
Hairbrush	0.18	0.5 lbs.	—	A	2 days	—	—	—	
Mapcase, leather	2.50	1 lb.	—	T	2 days	—	—	—	
Map, local	0.15	—	20"x30"	T	1 day	—	—	—	
Map, regional	0.75	—	20"x30"	T	1 day	—	—	—	
Map, national	1.25	—	20"x30"	T	1 day	—	—	—	 Price per month
Map, continent	25.00	—	20"x30"	T	1 day	—	—	—	
Map, world	30.00	—	20"x30"	T	1 day	—	—	—	
Globe	35.00	15-25 lbs.	—	T	1 wk	—	—	—	
Flag, small	2.50	3 lbs.	18"x36"	T	2-3 wks	—	—	—	
Flag, large	3.50	7 lbs.	3'x5'	T	3-6 wks	—	—	—	
Opera glasses	6.50	1 lb.	—	T	2 days	—	—	—	
Spyglass	15.00	5 lbs.	1'-2'	T	3 days	—	—	—	
Binoculars	18.00	5 lbs.	—	T	3 days	—	—	—	
Stock ticker	35.00	35 lbs.	—	C	3 days	—	—	—	
— plus Telegraph connection	30.00	—	—	C	1-2 wks	—	—	—	
Mirror, silvered glass	25.00	65 lbs.	4'	T	2 wks	—	—	—	
Hand mirror, silvered glass	2.50	5 lbs.	8"	T	1 wk	—	—	—	
Shoe horn	0.15	0.5 lbs.	—	T	1 day	—	—	—	
Lamp oil	0.20	—	1 gal.	T	2 days	—	—	—	
Chess set, standard	1.50-3.50	5 lbs.	—	T	2-3 days	—	—	—	
Chess set, ornate	25.00+	5-15 lbs.	—	T	1-3 mos	—	—	—	
Walking stick	1.50+	2-5 lbs.	4'	T	1 day	—	—	—	
Watch	1.00-100.00+	0.25-0.5 lbs.	—	T	1 mo	—	—	—	
Travelling clock	5.00	15-25 lbs.	—	T	1 mo	—	—	—	

MISCELLANEOUS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Rocking horse, wooden	2.50	35-50 lbs.	—	T	1 mo	—	—	—	
China doll	1.00+	1 lb.	—	A	1 wk	—	—	—	
Tobacco	0.60	1 lb.	—	A	1 wk	—	—	—	
Pipe, clay	0.15	0.75 lbs.	—	A	2 days	—	—	—	
Cigarette papers (100)	0.05	4 oz.	—	T	1 day	—	—	—	
Cigar	0.05-2.00	—	—	T	1-2 days	—	—	—	
Snuff	0.45	0.25 lbs.	—	A	1 day	—	—	—	
Snuff box, plain	0.25	0.5 lbs.	—	A	1 day	—	—	—	
Snuff box, ornate	2.00+	0.5 lbs.	—	T	2-5 days	—	—	—	
Cologne/perfume	0.50+	—	4 oz.	T	1 wk	—	—	—	
Cosmetics	0.25+	—	—	T	1 wk	—	—	—	
TYPICAL WEAPONS	Cost	Type	Wt	Avail	Time	B#	Rel/Str	F	Notes
Axe	0.50	1hc	4-6 lbs.	A	1 day	1-7	60(w)	04	
Blackjack	0.15	1hc	0.5 lbs.	T	6 hrs	1-8	50(w)	05	
Club	0.10	1hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Composite bow	2.50	mis	2-3 lbs.	A	14 days	1	90	04	
Cudgel	0.07	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	
Cutlass	13.00	1hc	3-5 lbs.	T	2 days	1-6	80	03	
Dagger	3.50	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Dirk	5.50	1hc	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Foil	25.00+	1hc	2-3.5 lbs.	T	5 days	1-3	30	03	
Handaxe / tomahawk	2.50	1hc/th	3-6 lbs.	A	1 day	1-7	70(w)	04	
Harpoon	1.00	th	4-8 lbs.	A	1 day	1-6	50(w)	04	
Lasso	1.50-2.00	th	2-5 lbs.	A	6 hrs	1-4	80	06	
Long bow	1.75	mis	2-3 lbs.	A	9-12 days	1-2	85	05	
Rapier	20.00+	1hc	1.5-3 lbs.	T	5 days	1-4	40	04	
Sabre	19.00+	1hc	3-4 lbs.	T	2-3 days	1-5	70	03	
Scimitar	15.00+	1hc	3-5 lbs.	T	2-3 days	1-5	60	04	
Short bow	1.00	mis	2-3 lbs.	A	3 days	1-2	80	04	
Spear	1.15	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05	
Whip	8.50	1hc	2-5 lbs.	T	1 day	1-4	70	06	
Firearms									
Pepperbox pistol	6.00	1h	2-4 lbs.	T	3 days	1-7	55	04	
Springfield .58	10.00	2h	9 lbs.	T	3 days	1-7	65	06	
Sharps rifle .52	15.00	2h	9 lbs.	T	3 days	1-6	65	05	
Sharps carbine .52	12.50	2h	7.5 lbs.	T	3 days	1-5	75	05	
Spencer carbine .56	20.00	2h	10 lbs.	T	3 days	1-5	65	05	
Henry .44	20.00	2h	10 lbs.	T	3 days	1-5	75	04	
Winchester '73 .44-40	20.00	2h	7.5 lbs.	T	3 days	1-5	75	04	
Double-barrel shotgun	15.00	2h	10 lbs.	T	3 days	1-6	65	05	
Double-barrel scattergun	12.50	2h	7.5 lbs.	T	3 days	1-6	65	05	
Colt dragoon .44	8.00	1h	4 lbs.	T	3 days	1-8	65	05	
Colt army .44	6.00	1h	2.5 lbs.	T	3 days	1-7	65	05	
Colt navy .36	5.00	1h	2.5-3 lbs.	T	3 days	1-7	65	04	
LeMat .44/.65	7.95	1h	3.5 lbs.	T	3-4 days	1-7	55	06	
Colt peacemaker .45	12.00	1h	2.5 lbs.	T	3 days	1-7	65	05	
Derringer	2.00+	1h	0.5-0.75 lbs.	T	2 days	1-6	55	05	
Gatling gun .50	200.00+	spec.	300 lbs.	T	1 wk	1-6	55	05	
Maxim .450 British	350.00+	spec.	75 lbs.+	T	3 days	1-5	65	04	
Weapon Accessories									
Quiver	1.25	—	1-2 lbs.	A	1 day	—	—	—	
Military gunbelt	3.50	—	2.5 lbs.	A	2 days	—	—	—	
Bayonet	1.00	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Arrows (20)	0.50	—	3 lbs.	A	1 day	—	—	—	
Gunbelt & holster	2.00	—	1.5-2 lbs.	A	2 days	—	—	—	
Belt scabbard, plain	1.25	—	1.5 lbs.	T	1 day	—	—	—	
Belt scabbard, ornamented	5.00+	—	1.5-2 lbs.	T	2-7 days	—	—	—	
Sheath, plain	0.85	—	0.5 lbs.	A	1 day	—	—	—	
Sheath, ornamented	1.35	—	0.5-0.75 lbs.	T	2-7 days	—	—	—	
Percussion caps, box of 50	0.12	—	0.5 lbs.	T	3 days	—	—	—	
Lead ball, box of 50	0.15	—	2 lbs.	T	1 day	—	—	—	
Metallic cartridge, box of 50	3.50	—	2.5-3.5 lbs.	T	1 day	—	—	—	
Shotgun shells, box of 25	2.25	—	3.5 lbs.	T	1 day	—	—	—	
Gunpowder	5.00	—	10 lbs.	T	1 wk	—	—	—	
Powder flask	1.20	—	1 lb.	T	1 day	—	—	—	
Powder measure	0.50	—	0.5 lbs.	T	2-3 days	—	—	—	

THE ELECTRIC AGE

Section 12.0

The Electric Age

Electricity. Marvelous stuff. The power of life itself. Scientists were fascinated by electricity for hundreds of years. They played with it in their labs, building devices that threw sparks while they speculated on its properties and wondered just what they could do with it. Like so many discoveries, however, they would have to wait until other fields of science and technology caught up with them. By the closing years of the Age of Steam, as the twentieth century fast approached, their dreams were finally being realized...and the Electric Age was born.

The first practical application of electricity was the telegraph. First proposed in the eighteenth century, the telegraph came into its own during the early years of the Age of Steam. Not content with only one use for electricity scientists and inventors searched for other ways to put it to work. One dream was the transmission of the spoken word, in a manner similar to the telegraph. "Impossible!" said the skeptics. But in 1876 Alexander Graham Bell proved them wrong. His telephone not only worked, it worked well, and proved to be such a hit that it rapidly moved from being a toy of the rich to an indispensable tool of everyday life. By the turn of the century even rural areas were being connected to the ever-growing network of telephone lines. The first transcontinental phone call was made in 1915. The Electric Age saw plenty of impossible dreams realized. The electric light. The first practical "horseless carriage." The "wireless" telegraph (radio). Motion pictures and phonographs. And the most impossible dream of all: heavier-than-air flight. The airplane!



First flown at Kitty Hawk, North Carolina, Orville and Wilbur Wright's airplane remained in the air for only a few minutes. But it proved once and for all that it was indeed possible for man to fly. Within a decade, dozens of different styles of airplanes were in the air. Planes that flew farther, faster, and longer than had ever been thought possible. The needs of a world at war pushed the fledgling science of aeronautics even further, with advances and

improvements coming fast and furious from both sides of the trenches. First used for observation, the airplanes could not fly high enough to escape the dangers of ground fire, and many pilots began to carry grenades to drop on the enemy down below. Except for these, and the sidearms many pilots carried, the first "warplanes" were unarmed. The addition of machine guns and bombs brought the airplane into its own as a weapon of war.



On the ground, science and technology made war more deadly than ever before. Machine guns swept the "no-man's land" between the trenches of World War I, making an already bloody conflict even bloodier. Poison gas killed friend and foe alike. British tanks rolled onto the battlefield in 1915. Less effective than had been hoped, these early steel juggernauts were still a formidable sight. Perhaps the most important addition to the military arsenal, however, was the truck. Capable of hauling supplies and munitions by the ton, army trucks kept the troops fed, and often served double duty as ambulances when it came time to clear the field of the wounded.

During the twenties and thirties, the advances of the war years were refined and built upon. Cars and trucks became plentiful, replacing horses, wagons, carriages, and buggies as the most common means of transportation. Trains began the long, slow transformation from steam to diesel and electric power. Airplanes grew larger and more powerful. Commercial airlines had begun offering regularly scheduled flights by the twenties, with the first transcontinental passenger service being available by the late thirties.

Automobiles and airplanes are not the only things invented or improved during the Electric Age. Jukeboxes appeared in bars and diners, much to the delight of the flappers in the "Roaring Twenties." Radios, once only capable of transmitting morse code, soon improved to the point where voices, sounds—even music!—could be carried across the airwaves and into people's homes. Radio shows were popular, entertaining the masses and bringing them news from across the country and around the world.

The medical world saw the invention of such instruments as: the x-ray machine; the string galvanometer (precursor of the electrocardiograph), used to measure tiny electrical currents in the heart; and the gastroscope, for looking inside a patient's stomach. New techniques developed by Electric Age doctors include: blood typing and direct blood transfusion; a test for tuberculosis; and vaccinations for diphtheria, tetanus, and Rocky Mountain spotted fever. The sulfa-series of antibiotics were discovered during the thirties, and proved invaluable at both prevent-

... AND A 10-FOOT POLE



ing and treating various illnesses and infections. Another antibiotic, penicillin, was actually discovered in 1928, four years before the first sulfa drug, but was difficult to produce. It was not widely available before the 1940s and World War II.

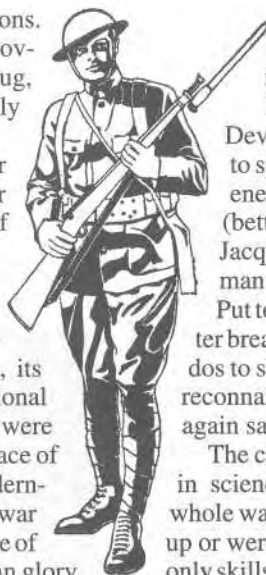
World War II. Its roots can be traced back over two thousand years, to the Romans and their dream of Empire, but more directly to the end of World War I. The crippling peace treaty imposed by France and England destroyed the German economy. Following the age-old practice of "to the victors belong the spoils," the allied nations stripped Germany of its wealth, its military might, and its industry. When the National Socialist Party (the Nazis) rose to power, they were heralded as saviours of the nation. Within the space of a few years they had managed to rebuild and modernize Germany's factories. A modern military war machine was built up from scratch, around a cadre of officers who remembered the old days of German glory.

The rest of the world barely noticed, thinking that another war in Europe was impossible after the carnage of "The War to End All War," as the war of 1914-18 was then known. Perhaps nothing would have come of it at all if Hitler—like so many before him, from Charlemagne to Napoleon—had not been infected with the dream of a united European nation.

Tanks, improved beyond measure from the small, slow battlewagons of World War I, were an important part of German strategy: first in their conquest of Poland; then their drive around the French fortifications on the border and into Paris. By the time the German army moved against Russia, their tanks were the finest in the world. Heavily armored, they could stop virtually any round, while the power and accuracy of their main guns kept them safely out of range of all but the heaviest the enemy could bring to bear. In the air, German planes dominated the skies over Europe. Their planes were larger, faster, and more maneuverable than anything the hard-pressed allies could put into service. They were also more heavily armed

and armored, easily capable of surviving a dogfight. Long-range bombers, and later rockets, brought the war to a more personal level, dropping tons of high explosive onto civilian as well as military targets. Submarines attacked and sank freighters and passenger ships, as well as naval vessels. It was a new kind of war; no holds barred, and surrender the only answer Germany would accept.

To counter the power of the German military machine, the Allied nations had to become more inventive than ever before. As in World War I, the needs of the military pushed science and technology to their limits, and beyond. Faster planes. More powerful guns. Better armor for tanks, trucks, and aircraft alike. Radios became at once more powerful, and smaller. Hand-held units ("walkie-talkies") were available for soldiers in the field. Classified military units searched the skies over England, the only nation to possess the technology at the time, with electro detection (the early name for radar). Their mission: to spot enemy planes and rockets before they reached the coast. The first all-elec-



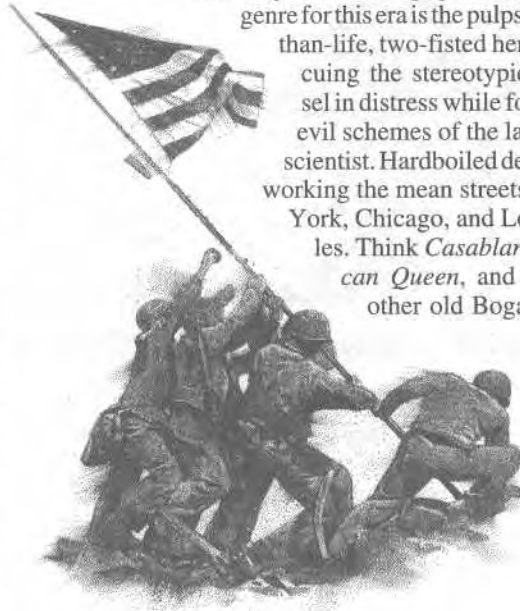
tronic computer, known as The Colossus, was built in 1943, and put to work decrypting coded German messages.

For battle both on and under the sea, sonar! Developed originally in 1915 as a means for ships to spot icebergs, it was improved and used to find enemy submarines. Meanwhile, the Aqualung (better known as scuba gear) was invented by Jacques Cousteau and Emile Gagnan, allowing man to move freely under the sea for the first time. Put to the work of war, the self-contained underwater breathing apparatus (s.c.u.b.a.) allowed commandos to slip inside harbors and other fortified areas for reconnaissance and sabotage missions—and to get out again safely.

The changes wrought by World War II were not all in science and technology, however. Society as a whole was shaken to its roots as millions of men signed up or were drafted to fill the ranks. Before the war, the only skills a woman was expected to have were cooking, cleaning, and raising children. Now, with the men gone off to war, women found themselves working in factories: building airplanes, tanks, and other weapons of war. Many women joined the military as well, serving with distinction. A shortage of pilots forced many of them into the near-combat role of ferrying new planes across the Atlantic from the United States to Great Britain. Once the war was over, most of these women returned home. But a few remained in the workplace, sowing the seeds of change that would bear fruit in another twenty or thirty years.

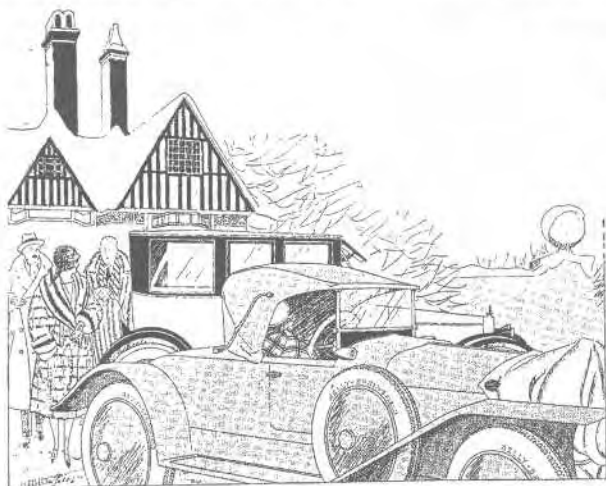
The Electric Age is an interesting one for role playing, comprising as it does three separate eras rolled into one. The first, the pre-war, turn of the century world, sees the end of the "Wild West" era of American history, and the last golden age of Europe before war engulfs the continent. The second, World War I and the decades that follow, are the time of the great war aces, and such pulp-fiction style heroes as Doc Savage and Indiana Jones. Not to mention anti-heroes like Capone, Dillinger, Bonnie and Clyde, and other (in)famous bootleggers and gangsters. The third, the great conflagration of a world at war once again, with weapons more powerful than any ever imagined.

Probably the most popular campaign genre for this era is the pulps. Larger-than-life, two-fisted heroes, rescuing the stereotypical damsel in distress while foiling the evil schemes of the latest mad scientist. Hardboiled detectives, working the mean streets of New York, Chicago, and Los Angeles. Think *Casablanca*, *African Queen*, and a dozen other old Bogart films,



... AND A
10-FOOT POLE





and classic radio programs like *The Shadow*, and you get the idea. Not content with just one era, the authors of the pulps took their heroes (and villains) to lost worlds, where time stood still and dinosaurs still walked. Or voyaging backward (and forward) in time, to the bygone days of Greece, Rome, or the Aztec Empire. Are they there to alter history themselves? Or to keep Dr. X from destroying the future by changing the past?



Adventures during World War I might include soldiers, trapped behind enemy lines—or sent there to rescue a fallen comrade. Espionage, always a tool of war, is another possibility. Mata Hari, perhaps the most (in)famous spy in history, worked her charms during the Great War. Whether they are military scouts, sent to recon enemy positions, or more traditional spies, sneaking into headquarters to steal the plans for the next offensive, the life of spies is dangerous. Almost as dangerous as climbing into those cloth and wood contraptions known as airplanes, and deliberately searching for enemy pilots to engage in aerial dogfights!

World War II campaigns might center around a commando unit, or resistance group, working to sabotage the German war effort. For a twist, the characters might be “the villains”: German spies, perhaps in England, or even America, working to further the goals of the Fatherland.

Ordinary soldiers are possible as well. This last would require a great deal of work on the GM’s part, determining what battles were fought when, and what units took part in them.

Like the era, but don’t want to run a military campaign? Back on the homefront, there is still plenty of room for campaigns that barely touch on the war in Europe. Detectives still plied their trade, as did gangsters and G-men. Throwing in a bit of magic or the occult, players might take on the roles of poor unfortunates who have stumbled across “things man was not meant to know.” They could encounter creatures of the night, whose battle with mankind predates any purely human squabble. Indeed, the humans themselves might just be mere pawns in a greater game, the horror of their war fueling even greater horrors elsewhere.



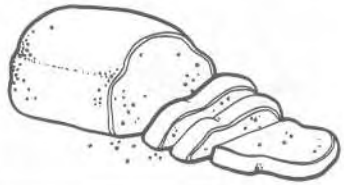
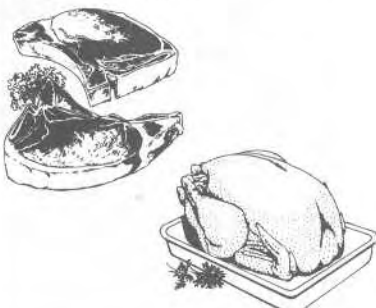
In a pure fantasy game such as *Rolemaster*, a campaign set against the backdrop of an entire world at war would provide plenty of opportunity for action. Hitler, for example, is said to have been a nut for the occult and the supernatural. In an alternate world, where magic really works (or worked in the distant past), who’s to say it won’t work for the Nazis....or the Allies? Elves—the good ones, anyway—might have sided with the Allies, adding their bit of audacious magic to the fray. Maybe even training human wizards and sorcerers in the long-forgotten ways of magic. Orcs, on the other hand, seem tailor-made to be either Gestapo thugs, or cannon-fodder common soldiers. Dwarves, safe in their mountain fortresses in the Swiss Alps, might make a fortune supplying weapons and armor to all takers.

These are just examples, of course, not hard and fast rules. Whatever choices you make for your own campaign, the most important thing to remember is the first rule of being a gamemaster: “This is *my* game.”

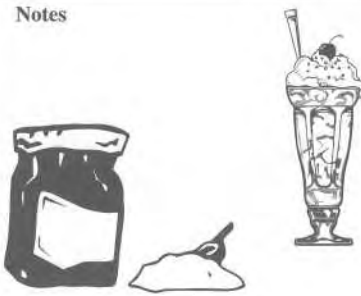


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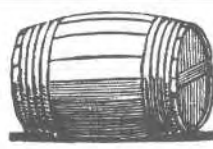
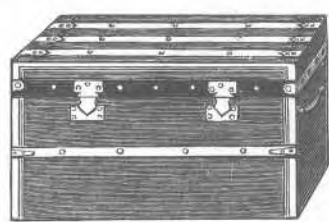
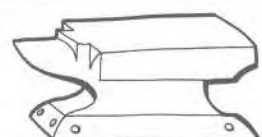
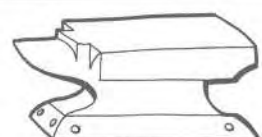
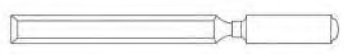


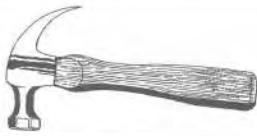
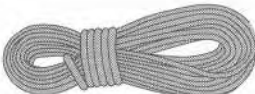
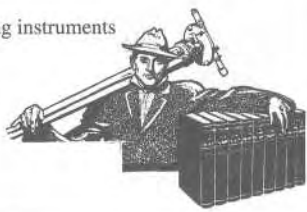
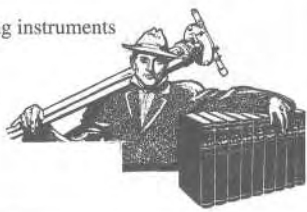
FOOD ITEM	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Fresh Bread									
White	\$0.05–0.10	1 lb.	—	A	2 hrs	—	—	—	
Rye	0.05–0.10	1 lb.	—	A	2 hrs	—	—	—	
Wheat	0.05–0.10	1 lb.	—	A	2 hrs	—	—	—	
Doughnuts	0.10–0.15	0.5 lbs.	1 doz.	A	2 hrs	—	—	—	
Pie	0.50	1 lb.	—	A	2 hrs	—	—	—	
Pastries, various	0.05–0.25	0.5 lbs.	1 doz.	A	2 hrs	—	—	—	
Cookies	0.07–0.12	—	1 doz.	A	2 hrs	—	—	—	
Fresh Meat									
Beef–veal	\$0.45	1 lb.	—	R	2 hrs	—	—	—	Average time to butcher 
Beef–steak	0.25	1 lb.	—	R	2 hrs	—	—	—	
Beef–roast	0.35	1 lb.	—	R	2 hrs	—	—	—	
Beef–other cut	0.10	1 lb.	—	R	2 hrs	—	—	—	
Pork–loin	0.30	1 lb.	—	R	2 hrs	—	—	—	
Pork–ham	0.40	1 lb.	—	R	2 hrs	—	—	—	
Pork–bacon	0.35	1 lb.	—	R	2 hrs	—	—	—	
Pork–other cut	0.10	1 lb.	—	R	2 hrs	—	—	—	
Lamb, leg	0.15	5 lbs.	—	R	2 hrs	—	—	—	
Mutton, chops	0.35	2 lbs.	—	R	2 hrs	—	—	—	
Chicken	0.15	5 lb.	—	R	2 hrs	—	—	—	
Duck	0.20	5 lb.	—	R	2 hrs	—	—	—	
Goose	0.25	15 lb.	—	R	2 hrs	—	—	—	
Turkey	0.45	10 lb.	—	R	2 hrs	—	—	—	
Fish									
Carp	\$0.05	1 lb.	—	T	1 hr	—	—	—	Average time to catch 
Fresh river	0.08	1 lb.	—	R	1 hr	—	—	—	
Pike	0.06	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	0.15	1 lb.	—	T	1 hr	—	—	—	
Shrimp	0.20	1 lb.	—	T	1 hr	—	—	—	
Dairy Products									
Butter, salted	\$ 0.11	1 lb.	—	R	1 hr	—	—	—	
Butter, unsalted	0.10	1 lb.	—	R	30 mins	—	—	—	
Cheese, low quality	0.11	1 lb.	—	R	2 days	—	—	—	
Cheese, avg. quality	0.35	1 lb.	—	R	1 wk	—	—	—	
Cheese, fine quality	0.85	1 lb.	—	R	2 wks	—	—	—	
Cream	0.10	—	1 pt.	R	—	—	—	—	Average time to gather
Eggs	0.10	—	1 doz.	R	1 hr	—	—	—	
Milk, cow	0.20	—	2 qt.	R	20 mins	—	—	—	
Milk, goat	0.25	—	1 qt.	R	20 mins	—	—	—	
Milk, artificial (Soy)	0.10–0.35	—	1 qt.	T	1 day	—	—	—	
Milk, baby formula	0.05–0.50	—	1 qt.	T	1 day	—	—	—	
Fruits & Grains									
Apples	\$0.10	—	1 bu.	R	2 hrs	—	—	—	Average time to harvest 
Berries	0.35	—	1 bu.	R	2 hrs	—	—	—	
Cherries	0.40	—	1 bu.	R	2 hrs	—	—	—	
Crabapples	0.15	—	1 bu.	R	2 hrs	—	—	—	
Dates	0.50	—	1 bu.	R	2 hrs	—	—	—	
Figs	1.00	—	1 bu.	R	2 hrs	—	—	—	
Grapes	1.50	—	1 bu.	R	2 hrs	—	—	—	
Melon	1.00	—	1 bu.	R	2 hrs	—	—	—	
Nuts	2.00–5.00	—	1 bu.	R	2 hrs	—	—	—	
Olives	5.00	—	1 bu.	R	2 hrs	—	—	—	
Pears	1.75	—	1 bu.	R	2 hrs	—	—	—	Oranges, lemons, etc. 
Pineapple	4.50	—	1 bu.	R	2 hrs	—	—	—	
Plums	1.50	—	1 bu.	R	2 hrs	—	—	—	
Raspberries	0.50	—	1 bu.	R	2 hrs	—	—	—	
Strawberries	0.65	—	1 bu.	R	2 hrs	—	—	—	
Citrus	1.50	—	1 bu.	R	2 hrs	—	—	—	
Vegetables									
Artichokes	\$3.00	—	1 bu.	R	1 hr	—	—	—	Time shows average time to harvest 
Beans, fresh	0.50	—	1 bu.	R	1 hr	—	—	—	
Beans, dried	0.50	—	1 bu.	R	1 hr	—	—	—	
Beets	0.35	—	1 bu.	R	1 hr	—	—	—	
Cabbage	0.30	—	1 bu.	R	1 hr	—	—	—	
Carrots	0.25	—	1 bu.	R	1 hr	—	—	—	
Cauliflower	0.75	—	1 bu.	R	1 hr	—	—	—	
Leeks	0.70	—	1 bu.	R	1 hr	—	—	—	
Lentils	0.65	—	1 bu.	R	1 hr	—	—	—	
Lettuce	0.25	—	1 bu.	R	1 hr	—	—	—	
Onions	0.10	—	1 bu.	R	1 hr	—	—	—	

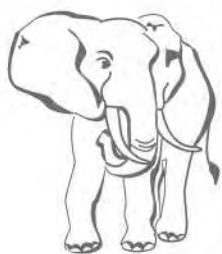
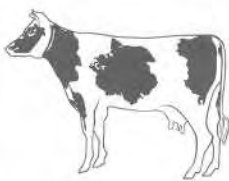
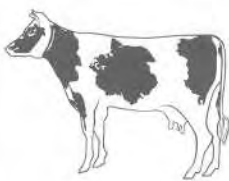
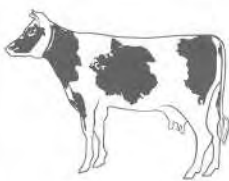
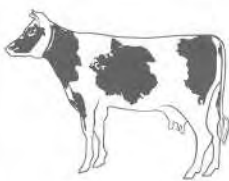
Vegetables										
Parsnips	\$0.15	—	1 bu.	R	1 hr	—	—	—		
Peas, fresh	0.25	—	1 bu.	R	1 hr	—	—	—		
Potatoes	0.18	—	1 bu.	R	1 hr	—	—	—		
Radishes	0.14	—	1 bu.	R	1 hr	—	—	—		
Turnips	0.12	—	1 bu.	R	1 hr	—	—	—		
Herbs, Spices & Flavorings										
Cloves	\$0.10	4 oz.	—	T	1 hr	—	—	—		
Cinnamon	0.10	4 oz.	—	T	1 hr	—	—	—		
Garlic	0.07	4 oz.	—	R	1 hr	—	—	—		
Ginger	0.05	4 oz.	—	T	1 hr	—	—	—		
Honey	0.50	1 lb.	—	R	1 hr	—	—	—		
Mint	0.08	4 oz.	—	R	1 hr	—	—	—		
Mustard seed	0.08	4 oz.	—	R	1 hr	—	—	—		
Nutmeg	0.18	4 oz.	—	T	1 hr	—	—	—		
Parsley	0.02	4 oz.	—	R	1 hr	—	—	—		
Pepper	0.05	4 oz.	—	T	1 hr	—	—	—		
Cayenne pepper	0.10	4 oz.	—	T	1 hr	—	—	—		
Rosemary	0.20	4 oz.	—	R	1 hr	—	—	—		
Saffron	0.05	4 oz.	—	T	1 hr	—	—	—		
Sage	0.07	4 oz.	—	R	1 hr	—	—	—		
Salt	0.04	1 lb.	—	T	1 hr	—	—	—		
Sugar	0.12	1 lb.	—	T	1 day	—	—	—		
Syrup, maple	0.15	—	1 gal.	R	1 day	—	—	—		
Syrup, corn	0.12	—	1 gal.	R	1 day	—	—	—		
Saccharine	0.10	8 oz.	—	T	1 day	—	—	—		
Thyme	0.08	4 oz.	—	R	1 hr	—	—	—		
Preserved Foods										
Beef, salted	\$0.75	1 lb.	—	T	1 day	—	—	—		
Pork, salted	0.50	1 lb.	—	T	1 day	—	—	—		
Fish (various), salted	0.35	1 lb.	—	T	1 day	—	—	—		
Salmon, smoked	0.25	1 lb.	—	T	1 day	—	—	—		
Beef, smoked	0.70	1 lb.	—	R	1 day	—	—	—		
Pork, smoked	0.55	1 lb.	—	R	1 day	—	—	—		
Hardtack	0.10	1 lb.	—	A	2 hrs	—	—	—		
Beef, jerked	0.50	1 lb.	—	R	1 day	—	—	—		
Fish (various), dried	0.35	1 lb.	—	T	2 days	—	—	—		
Beverages										
Apple cider, fresh	\$0.20	—	1 qt.	R	1 day	—	—	—		
Apple cider, fermented	0.25	—	1 qt.	T	4-6 wks	—	—	—		
Brandy	5.00+	—	1 qt.	T	2 days	—	—	—		
Wine, poor	0.50	—	1 qt.	T	4-6 wks	—	—	—		
Wine, average	1.00	—	1 qt.	T	3-6 mos	—	—	—		
Wine, fine	5.00	—	1 qt.	T	1 yr+	—	—	—		
Wine, excellent	10.00	—	1 qt.	C	2 yrs+	—	—	—		
Wine, champagne	15.00	—	1 qt.	C	1 yr+	—	—	—		
Whiskey	1.00	—	1 qt.	A	2 days	—	—	—		
Beer	0.15	—	1 qt.	A	2-4 wks	—	—	—		
Double beer	0.25	—	1 qt.	A	3-6 wks	—	—	—		
Small beer	0.05	—	1 qt.	A	2-4 wks	—	—	—		
Ale	0.25	—	1 qt.	A	2-4 wks	—	—	—		
Stout	0.25	—	1 qt.	A	2-4 wks	—	—	—		
Bitter	0.25	—	1 qt.	A	2-4 wks	—	—	—		
Soda pop	0.05	—	1 pt.	A	1 day	—	—	—		
PRE-PACKAGED FOODS		Cost	Wt	Size	Avail	Time	B#	Rel/Str		F
Canned meat (various)	\$0.12-0.25	1 lb.	—	T	1 day	—	—	—	—	
Canned fish (various)	0.12-0.50	1 lb.	—	A	1 day	—	—	—	—	
Canned vegetables (various)	0.05-0.10	1 lb.	—	T	1 day	—	—	—	—	
Canned fruits (various)	0.07-0.12	1 lb.	—	T	1 day	—	—	—	—	
Graham crackers	0.25	1 lb.	—	T	1 day	—	—	—	—	
Pancake mix	0.10	2 lbs.	—	T	1 day	—	—	—	—	
Coffee beans	0.15	1 lb.	—	T	1 day	—	—	—	—	
Tea	0.10	1 lb.	—	T	1 day	—	—	—	—	
Cocoa	0.20	4 oz.	—	T	1 day	—	—	—	—	
Breakfast cereal	0.15	1 lb.	—	T	1 day	—	—	—	—	
Condensed milk	0.17	1 lb.	—	T	1 day	—	—	—	—	
Evaporated milk (1890s)	0.16	1 lb.	—	T	1 day	—	—	—	—	
Gelatin dessert (1845)	0.05	1 lb.	—	T	1 day	—	—	—	—	
Jams & jellies	0.65	5 lb.	—	T	1 day	—	—	—	—	
Margarine	0.12	1 lb.	—	T	1 day	—	—	—	—	
Potato chips	0.03	1 lb.	—	T	1 day	—	—	—	—	

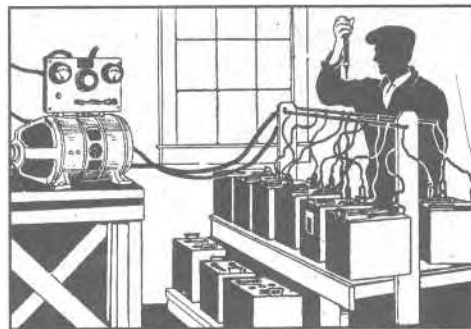
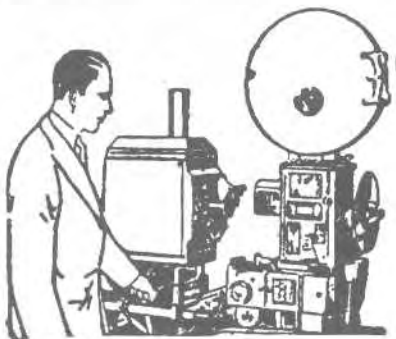
PRE-PACKAGED FOODS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Pasta		\$0.07-0.13	1 lb.	—	T	1 day	—	—	—	
Ice cream soda		0.05	8 oz.	—	T	15 mins	—	—	—	
Ice cream sundae		0.05	8 oz.	—	T	15 mins	—	—	—	
Vinegar		0.05	—	1 qt.	A	1 wk	—	—	—	
Candy		\$0.05	1 lb.	—	T	1 day	—	—	—	
Chocolate bar		0.03	4 oz.	—	T	1 day	—	—	—	
Chewing gum		0.01	4 oz.	—	T	1 day	—	—	—	
Flour, wheat		\$0.50	30 lbs.	—	A	1 day	—	—	—	
Flour, rye		0.60	30 lbs.	—	A	1 day	—	—	—	
Flour, oat		0.80	30 lbs.	—	A	1 day	—	—	—	
Flour, corn meal		0.60	30 lbs.	—	A	1 day	—	—	—	
Oils										
Cooking oil		\$0.25	—	1 gal.	T	1 day	—	—	—	
Olive oil		0.30	—	1 gal.	T	1 day	—	—	—	
Lard		0.10	1 lb.	—	R	1 day	—	—	—	
OUTDOOR SURVIVAL		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Torch		\$0.03	—	1 hr	A	1 hr	—	—	—	
Backpack, small leather		0.50	1 lb.	1 cu. ft	A	1 day	—	—	—	
Backpack, medium leather		0.75	1.5 lb.	2 cu. ft	A	1 day	—	—	—	
Backpack, large leather		1.30	3 lb.	3.5 cu. ft	A	1 day	—	—	—	
Backpack, small canvas		1.00	0.75 lb.	1 cu. ft	A	1 day	—	—	—	
Backpack, medium canvas		1.15	1 lb.	2 cu. ft	A	1 day	—	—	—	
Backpack, large canvas		1.50	2 lb.	4 cu. ft	A	1 day	—	—	—	
Compass		2.50	1 lb.	—	T	1 day	—	—	—	
Sack, small		0.10	—	3 cu. ft	A	1 day	—	—	—	
Sack, large		0.20	—	5 cu. ft	A	1 day	—	—	—	
Flint & steel		0.50	—	—	T	1 day	—	—	—	
Tinderbox		0.20	—	—	T	1 day	—	—	—	
Matches (box of 100)		0.15	0.25 lbs.	—	T	1 day	—	—	—	
Shovel, folding		2.00	2.5-3 lbs.	—	T	1 day	1-4	50	—	
Pick, folding		2.00	2-2.5 lbs.	—	T	1 day	1-4	50	—	
Tent, 2-man canvas		15.00	45 lbs.	5'x6'x4'	A	1 day	—	—	—	
Tent, 4-man canvas		20.00	60 lbs.	8'x10'x5'	A	1 day	—	—	—	
Tent, 8-man canvas		25.00	90 lbs.	14'x17'x6'	A	1 day	—	—	—	
Mosquito netting		1.00-2.00	4 lbs.	12'x12'	T	1 day	—	—	—	
Shepherd's stove		13.50	25 lbs.	10'x8'x20"	T	1 day	—	—	—	
Camp stove		10.00	7 lbs.	—	T	1 day	—	—	—	
Spit, portable		1.75	15 lbs.	—	T	1 day	—	—	—	
Fishhook & line		0.10	—	30'	R	1 day	—	—	—	
Fishing rod & reel		1.50	5-2.5 lbs.	—	T	1 day	1-3	30	—	
Fishing net, small		2.50	3-5 lbs.	6'x6'	A	1 day	1-4	60	—	
Fishing net, large		3.50	10 lbs.	12'x12'	A	1 day	1-4	65	—	
Fish trap		0.15	1 lb.	—	A	1 day	1-3	65	—	
Animal trap, steel		0.50+	1-5 lbs.	—	T	1 day	1-2	85	—	
Blanket, light		0.85	2.5 lbs.	—	A	1 day	—	—	—	
Blanket, heavy		1.75	6 lbs.	—	A	1 day	—	—	—	
Sleeping bag, lightweight		10.00	8 lbs.	—	T	1 day	—	—	—	
Sleeping bag, arctic weight		13.00	20 lbs.	—	T	1 day	—	—	—	
Hammock, cloth		2.50	2 lbs.	4'x8'	A	1 day	—	—	—	
Folding cot, cloth & wood		1.75	15 lbs.	3'x6'	T	1 day	—	—	—	
Camp stool		0.75	4 lbs.	—	T	1 day	—	—	—	

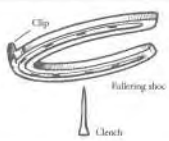
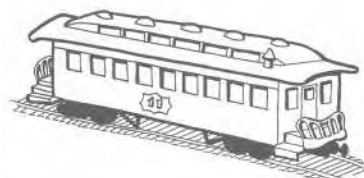


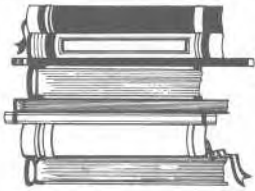
OUTDOOR SURVIVAL	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Camp chair	\$ 1.50	6 lbs.	—	T	1 day	—	—	—	  Requires oil Requires oil Lasts 6 hours
Bucket, canvas	0.35	0.5 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, canvas	0.65	1 lb.	5 gal.	A	1 day	—	—	—	
Canteen, aluminum (full)	0.50	2 lbs.	1 pt.	T	1 day	—	—	—	
Canteen, aluminum (full)	0.60	5 lbs.	1 qt.	T	1 day	—	—	—	
Canteen, aluminum (full)	1.00	5 lbs.	2 qts.	T	1 day	—	—	—	
Waterskin (full)	0.75	8 lbs.	1 gal.	R	1 day	—	—	—	
Waterskin (full)	1.12	50 lbs.	5 gal.	R	1 day	—	—	—	
Flashlight, 2-cell	2.00	1.5 lbs.	—	T	1 day	—	—	—	
Flashlight, 3-cell	2.50	1.75 lbs.	—	T	1 day	—	—	—	
Battery	0.25	0.25 lbs.	—	T	1 day	—	—	—	
Pocket knife	0.25–1.50	—	2 or 3 blades	T	1 day	—	—	—	
Lantern	1.00	2 lbs.	1 qt.	T	1 day	—	—	—	
Lamp	0.55	1 lb.	1 pt.	T	1 day	—	—	—	
Lamp oil	0.20	—	1 gal.	T	1 day	—	—	—	
Candle, wax	0.03	—	—	T	1 day	—	—	—	
CONTAINERS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Barrel	\$ 2.00	10 lbs.	12 gal.	A	1.5 days	—	—	—	
Barrel	3.50	30 lbs.	25 gal.	A	2 days	—	—	—	
Barrel	5.00	50 lbs.	50 gal.	A	3 days	—	—	—	
Barrel	8.00	125 lbs.	100 gal.	T	3 days	—	—	—	
Barrel	14.00	450 lbs.	350 gal.	T	3 days	—	—	—	
Jar, pottery	0.15	—	1 pt.	A	12 hrs	—	—	—	
Jar, pottery	0.25	0.5 lbs.	1 qt.	A	12 hrs	—	—	—	
Jar, pottery	0.28	2 lb.	1 gal.	A	12 hrs	—	—	—	
Crock, pottery	0.35	4 lbs.	5 gal.	A	12 hrs	—	—	—	
Jar, glass	0.20	—	1 pt.	T	6 hrs	—	—	—	
Jar, glass	0.30	0.5 lbs.	1 qt.	T	6 hrs	—	—	—	
Jar, glass	0.35	2 lbs.	1 gal.	T	6 hrs	—	—	—	
Bucket, canvas	0.35	0.5 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, canvas	0.65	1 lb.	5 gal.	A	1 day	—	—	—	
Bucket, wooden	0.25	3 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, wooden	0.45	4 lbs.	5 gal.	A	1 day	—	—	—	
Chest, large wood & brass	4.50	45 lbs.	2'x2'x3'	T	1 day	—	—	—	
Chest, medium wood & brass	3.50	35 lbs.	18"x18"x24"	T	1 day	—	—	—	
Chest, small wood & brass	2.85	25 lbs.	1'x1'x2'	T	1 day	—	—	—	
Steamer trunk	7.25	35 lbs.	2'x2'x3'	T	1 day	—	—	—	
Carpet bag	1.25	2-3 lbs.	—	T	1 day	—	—	—	
Strongbox (iron)	6.25	45 lbs.	10"x12"x18"	T	1 day	—	—	—	
TOOLS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Adze	\$ 0.75	2 lbs.	—	A	1 day	1-4	90(w)	—	
Anvil, light portable	5.50	110 lbs.	—	T	1 day	—	—	—	
Anvil, heavy portable	10.00	210 lbs.	—	T	1 day	—	—	—	
Anvil, standard	15.00	410 lbs.	—	T	1 day	—	—	—	
Awl	0.50	—	—	T	12 hrs	—	—	—	
Barbed wire-plain	1.45–1.75	35 lbs.	150 yds.	T	1 day	—	—	—	
Barbed wire-galvanized	1.75–2.25	40 lbs.	150 yds.	T	1 day	—	—	—	
Beehive	1.50	15 lbs.	1'x1'x2'	T	1 day	—	—	—	
Blacksmith's post drill	6.00	100 lbs.	—	T	1 day	1-2	85	—	
Blacksmith's vise, small	4.00	35 lbs.	—	T	1 day	1	85	—	
Blacksmith's vise, medium	4.80	55 lbs.	—	T	1 day	1	90	—	Various types
Blacksmith's vise, large	6.40	75 lbs.	—	T	1 day	1	100	—	
Blacksmith's stocks & dies	1.50–3.00	2.5-4.5 lbs.	—	T	1 day	—	—	—	
Swivel vise, small	2.75	8 lbs.	—	T	1 day	1-2	65	—	
Swivel vise, large	4.50	10 lbs.	—	T	1 day	1-2	70	—	
Block & tackle	2.50	35 lbs.	—	T	1 day	1-2	70	—	
Brace & bit (hand drill)	2.75	2 lbs.	—	T	1 day	1-2	80	—	
Drill bits, steel	0.50	—	—	T	1 day	—	—	—	
Branding iron	0.45	2-4 lbs.	—	T	1 day	—	—	—	
Brush	0.25	0.5 lbs.	—	T	1 day	—	—	—	
Bolt cutters	7.00–10.00	6-10 lbs.	—	T	1 day	1-2	70	—	
Carpenter's level	0.75	1.5 lbs.	—	T	1 day	—	—	—	
Carpenter's square	0.35	2 lbs.	—	T	1 day	—	—	—	
Chain, per foot	0.20	2.5 lbs.	—	T	1 day	1-2	80	—	
Heavy chain, per foot	0.35	5 lbs.	—	T	1 day	1-2	90	—	
Chain saw	45.00	12 lbs.	—	T	1 day	1-4	45	06	1930s 
Chisel, cold	0.20	0.5 lb.	—	T	1 day	—	—	—	
Chisel, masonry/stone	0.12	1 lb.	—	T	1 day	—	—	—	
Chisel, wood	0.10	0.75 lbs.	—	T	1 day	—	—	—	
Crowbar, heavy	0.20	5 lbs.	—	T	1 day	—	—	—	

TOOLS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Crowbar, standard	\$ 0.12	3 lbs.	—	T	1 day	—	—	—	
Dynamite	1.00-10.00	1 lb.	—	T	1 day	—	—	—	
Farrier's knife	0.28	0.5 lbs.	—	T	1 day	1-8	70(w)	05	
Farrier's hammer	1.20	2.5 lbs.	—	T	1 day	—	—	—	
Grappling hook	0.50	5 lbs.	—	T	1 day	—	—	—	
Grindstone	3.00	150 lbs.	—	T	1 day	—	—	—	
Hacksaw	1.00	1 lb.	—	T	1 day	1-2	40	—	
Hacksaw blades	0.25	0.25 lbs.	—	T	1 day	1-6	40	—	
Hammer, blacksmith's	0.50	5 lbs.	—	T	1 day	1-8	90(w)	05	
Hammer, carpenter's	0.20	2 lbs.	—	T	1 day	1-8	70(w)	05	
Hatchet	0.50	2.5 lbs.	—	T	1 day	1-7	70(w)	05	
Hoe	0.12	3.5 lbs.	—	T	1 day	1-4	90(w)	—	
Ingot, iron	0.10	10 lbs.	—	T	1 day	—	—	—	
Ingot, lead	0.15	10 lbs.	—	T	1 day	—	—	—	
Ingot, silver	455.00	5 lbs.	—	C	1 day	—	—	—	
Ingot, gold	2,240.00	5 lbs.	—	C	1 day	—	—	—	
Ingot, platinum	560.00	5 lbs.	—	C	1 day	—	—	—	
Iron spikes (10)	0.15	2 lbs.	—	T	1 day	—	—	—	
Iron wedge	0.15	4 lbs.	—	T	1 day	—	—	—	
Ladder (12 ft. wooden)	0.75	35 lbs.	—	T	1 day	—	—	—	
Ladder, aluminum	8.50	25 lbs.	12'	A	1 day	—	—	—	
Ladder, extension	12.50	35 lbs.	12'-24'	A	1 day	—	—	—	
Mallet, wood	0.09	1 lb.	—	T	1 day	1-6	60(w)	—	
Marine chronometer	50.00+	35 lbs.	—	T	1-2 days	1-2	70	—	
Measuring tape	0.45	2.5 lbs.	—	T	1 day	—	—	—	100 feet
Mitre box w/saw	8.20	10.5 lbs.	—	T	1 day	—	—	—	
Slide rule	0.25	1 lb.	—	T	1 day	—	—	—	
Metal file, small	0.15	1 lb.	—	T	1 day	—	—	—	
Metal file, medium	0.10	1.5 lbs.	—	T	1 day	—	—	—	
Metal file, large	0.07	2.5 lbs.	—	T	1 day	—	—	—	
Molds (metal casting)	0.01-1.00	varies	—	T	1-5 days	—	—	—	
Nails	0.75	10 lbs.	—	T	1 hr	—	—	—	
Screws	1.00	5 lbs.	—	T	1 day	—	—	—	
Screw driver	0.25	0.5 lbs.	—	T	1 day	—	—	—	
Paint	0.15	—	1 gal.	T	1 day	—	—	—	
Pick axe	0.25	12 lbs.	—	T	1 day	1-5	50(w)	06	
Pitchfork	0.20	7 lbs.	—	T	1 day	—	—	—	
Pliers, large	0.35	2 lbs.	—	T	1 day	—	—	—	
Pliers, small	0.25	1 lb.	—	T	1 day	—	—	—	
Plow, steel	10.00	250 lbs.	—	T	1 day	1-2	75	—	
Plow blade, steel	2.50	30 lbs.	—	R	1 day	—	—	—	
Pulley, small (2:1)	0.20	5 lbs.	—	T	1 day	1-2	50	—	
Pulley, large (5:1)	0.30	7 lbs.	—	T	1 day	1-2	50	—	
— per 100 lb. lift	+20%	—	—	T	—	—	—	—	
Rake, wooden	0.12	4 lbs.	—	T	1 day	—	—	—	
Rope, light (per 50')	0.02	6 lbs.	—	T	1 day	1-2	70	—	
Rope, standard (per 50')	0.04	8 lbs.	—	T	1 day	1-2	80	—	
Rope, heavy (per 50')	0.05	15 lbs.	—	T	1 day	1-2	90	—	
Rope, hawser (per 50')	0.09	30 lbs.	—	T	1 day	1-2	100	—	
Scythe	0.11	3.5 lbs.	—	T	1 day	1-4	50(w)	—	
Scythe, reaver	0.15	4 lbs.	—	T	1 day	1-4	60(w)	—	
Searchlight	165.00	175 lbs.	—	T	1 day	—	—	—	
Searchlight, portable	25.00	5-10 lbs.	—	T	1 day	—	—	—	
Shepherd's crook	0.10	3 lbs.	—	R	1 day	—	—	—	
Shovel	0.12	4.5 lbs.	—	T	1 day	—	—	—	
Sickle	0.07	3 lbs.	—	T	1 day	—	—	—	
Spoke shave	0.20	2-3 lbs.	—	A	1 day	—	—	—	
Transit, level, & rod	45.00-75.00	30 lbs.	—	T	1 day	—	—	—	
Tongs, large	1.50	6.5 lbs.	—	T	1 day	—	—	—	
Tongs, small	0.75	3 lbs.	—	T	1 day	—	—	—	
Wedge (splitting)—iron	0.18	2.5 lbs.	—	T	1 day	—	—	—	
Wedge (staying)—wooden	0.02	0.5 lbs.	—	T	1 hr	—	—	—	
Wheelbarrow, steel	2.50	35 lbs.	—	T	1 day	1-3	60	—	
Wheelbarrow, wood	1.50	25 lbs.	—	T	1 day	1-4	55(w)	—	
Whitewash	0.10	—	10 gal.	T	1 day	—	—	—	
Windlass	3.50	300 lbs.	—	T	1 day	1-3	60(w)	—	
Winnowing flail	0.15	4.5 lbs.	—	R	1 day	1-5	70(w)	—	
Wire, copper (per 100')	0.05-0.25	0.5 lbs.	—	T	1 hr	—	—	—	
Wood axe	0.25	5 lbs.	—	T	1 day	1-7	60(w)	04	
Wood glue	0.10	—	1 pt.	T	1 day	—	—	—	
Wood file, small	0.05	1 lb.	—	T	1 day	—	—	—	

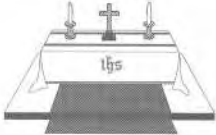
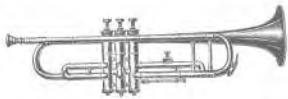
TOOLS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Wood file, medium	\$0.07	1.5 lbs.	—	T	1 day	—	—	—	
Wood file, large	0.10	2.5 lbs.	—	T	1 day	—	—	—	
Wood saw, steel	0.78	3 lbs.	—	T	1 day	1-2	75(w)	—	
Crosscut saw (5')	1.65	6.5 lbs.	—	T	1 day	1-2	75(w)	—	
Crosscut saw (7')	3.15	7.5 lbs.	—	T	1 day	1-2	75(w)	—	
MACHINES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Printing press, small	\$45.00	150 lbs.	—	T	1 day	1-3	70	—	
Printing press, rotary	750.00	1,250 lbs.	—	T	10 days	1-2	95	—	
Typesetting machine	580.00	850 lbs.	—	T	10 days	1-3	80	—	
Bellows, portable	3.50	20 lbs.	—	T	1 day	1-2	50(w)	—	
Bellows, standard	18.50	100 lbs.	—	T	1 day	1-2	50(w)	—	
Bottle machine	750.00	1500 lbs.	—	T	2 days	1-3	60	—	
Cream separator	350.00	1000 lbs.	—	T	1 day	1-3	60	—	
Forge, portable	17.75	300 lbs.	—	T	1 day	—	—	—	
Forge, standard	75.00	1000 lbs.	—	T	1 day	—	—	—	
Horizontal boring machine	500.00	2,500 lbs.	—	T	2-3 days	1-2	100	—	
Incubator (eggs)	3.75	50 lbs.	—	T	1 day	—	—	—	
Key-cutter	25.00	25-20 lbs.	—	T	1 day	1-4	40	—	
Lathe, electric	350.00	250 lbs.	—	T	1 day	1-3	75	—	
Lathe, pattern-cutting	375.00	825 lbs.	—	T	2 days	1-3	90	—	
Milling machine	4,500.00	3,600 lbs.	—	T	2 days	1-2	100	—	
Nail cutter	3,500.00	1,500 lbs.	—	T	1 day	1-2	85	—	Pattern weaving Automatic operation Makes socks & stockings
Reaper	87.00	550 lbs.	—	T	1 day	1-5	65	—	
Rolling mill (sheet metal)	575.00	1,500 lbs.	—	T	6 days	1-2	125	—	
Sawmill	1,000.00	3,000 lbs.	—	T	4-6 days	1-2	95	—	
Weaving loom	450.00	2,300 lbs.	—	T	4 days	1-3	90	—	
Weaving loom	1,700.00	2,350 lbs.	—	T	3 days	1-3	90	—	
Ribbing machine	780.00	300 lbs.	—	T	2 days	1-3	85	—	
Sewing machine	3.50-25.00	45 lbs.	—	T	3 days	1-2	85	—	
Hydraulic spinning machine	2,585.00	3000 lbs.	—	T	3 days	1-2	90	—	
Wire-drawing machine	2,350.00	1500 lbs.	—	T	3 days	1-2	95	—	
Powered									
ANIMALS	Cost	ft/rnd	mph	Man.	Ht./Wt.	Capacity	Notes		
Camel, riding	\$5.00	75	5	+15	7'/800 lbs.	300 lbs.	Height at shoulder		
Camel, racing	25.00+	90	6	+20	7'/750 lbs.	200 lbs.			
Camel, draft	4.00	60	4	+10	7'/900 lbs.	350 lbs.			
Elephant	150.00	120	8	+10	12'/11,000 lbs.	1,000 lbs.			
Horse, light	10.00	100	7	+40	5'/800 lbs.	200 lbs.			
Horse, medium	17.50	110	7.5	+25	6'/900 lbs.	300 lbs.			
Horse, heavy	25.00	80	5	+10	6'+/1,300 lbs.	400 lbs.			
Mule	6.00	100	7	+35	5'/800 lbs.	400 lbs.			
Donkey	4.50	90	6	+20	4'+/550 lbs.	300 lbs.			
Pony	5.00	70	4.5	+30	4'/500 lbs.	200 lbs.			
Bull	25.00+	60	4	+20	5'/1,700 lbs.	600 lbs.			
Cow	15.00+	50	3.5	+15	5'/1,400 lbs.	400 lbs.			
Calf	3.00+	45	3	+35	3'/300 lbs.	—			
Ox	20.00+	60	4	+20	5'/2,000 lbs.	700 lbs.			
Chicken	0.25	—	—	+20	5 lbs.	—			
Duck	0.30	—	—	+15	5 lbs.	—			
Goose	0.35	—	—	+15	10 lbs.	—			
Goat	3.00+	—	—	+50	50 lbs.	—			
Pig	5.00+	—	—	+20	150 lbs.+	—			
Suckling pig	2.00+	—	—	+30	30 lbs.	—			
Sheep, coarse wool	2.00	—	—	+50	110 lbs.	—			
Sheep, fine wool	4.50	—	—	+50	110 lbs.	—			
Lamb, coarse wool	1.50	—	—	+50	50 lbs.	—			
Lamb, fine wool	2.00	—	—	+50	50 lbs.	—			



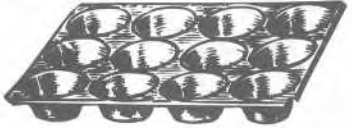
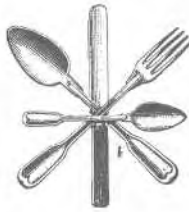
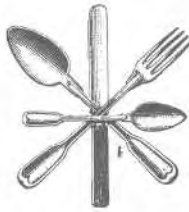
TACK & HARNESS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Bit & bridle	\$2.25	2 lbs.	—	A	2 days	—	—	—		
English riding saddle	8.95	10 lbs.	—	A	7 days	—	—	—		
Western saddle	10.00–50.00+	30 lbs.	—	A	10 days	—	—	—		
Packsaddle	5.00	7 lbs.	—	T	2 days	—	—	—		
Saddle blanket	0.50	1 lb.	—	A	1 day	—	—	—		
Saddle bags, small	1.50	2.5 lbs.	—	T	1 day	—	—	—		
Saddle bags, medium	2.50	3.5 lbs.	—	T	1 day	—	—	—		
Saddle bags, large	3.50	5 lbs.	—	T	1 day	—	—	—		
Horse collar	1.75	10 lbs.	—	A	2 days	—	—	—		
Draft harness	19.50	35 lbs.	—	A	14 days	—	—	—		
Ox yoke	6.00	40 lbs.	—	A	1 day	—	—	—		
Horseshoe, common	0.10	—	—	A	1 hr	—	—	—		
Riding crop	2.00	0.5 lb.	—	T	1 day	—	—	—		
Driving whip	8.50	2 lbs.	—	A	1 day	—	—	—		
Saddle rifle scabbard	2.00	2-3 lbs.	—	A	1 day	—	—	—		
Lariat	1.50–2.00	3 lbs.	50'	A	1 day	—	—	—		
TRANSPORTATION		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Pony cart	\$13.00	250 lbs.	2 people	T	10 days	—	—	—	—	Can carry up to 2,500 lbs. cargo Can carry up to 3,500 lbs. cargo
Cart (1 horse)	15.00	350 lbs.	3 people	T	14 days	—	—	—	—	
Small wagon (2-horse)	28.00	600 lbs.	2 people	T	16 days	—	—	—	—	
Large wagon (4-horse)	35.00	600 lbs.	2 people	T	16 days	—	—	—	—	
Surrey (2-horse)	85.00	850 lbs.	4-6 people	T	18 days	—	—	—	—	
Carriage (2-horse)	175.00+	1,100 lbs.	4-6 people	T	20 days	—	—	—	—	
Carriage (4-horse)	250.00+	1,300 lbs.	4-6 people	T	20 days	—	—	—	—	
Closed coach (2-horse)	600.00+	1,000 lbs.	4 people	T	16 days	—	—	—	—	
Closed coach (4-horse)	700.00+	1,200 lbs.	4 people	T	16 days	—	—	—	—	
Buggy (1-2-horse)	40.00	350 lbs.	2 people	T	12 days	—	—	—	—	
Howdah	65.00	200 lbs.	3 people	T	4 days	—	—	—	—	
Paddle	1.75	7 lbs.	4.5'	A	1 day	—	—	—	—	
Oar	2.25	18 lbs.	8'	A	2 days	—	—	—	—	
Mast & sail	25.00	175 lbs.	10'	T	4 days	—	—	—	—	
Canoe	15.00	130 lbs.	2 people	A	14 days	—	—	—	—	
Boat (10')	25.00	200 lbs.	4 people	T	14 days	—	—	—	—	Size could include up to 1,000 lbs. cargo Size could include up to 4,000 lbs. cargo Size could include up to 7,000 lbs. cargo
Boat (20')	50.00	800 lbs.	8 people	T	28 days	—	—	—	—	
Longboat (30')	100.00	2,000 lbs.	16 people	T	30 days	—	—	—	—	
Steam locomotive	15,000.00	30-60 tons	—	C	2 mos	—	—	—	—	
Diesel locomotive	20,000.00	50-80 tons	—	C	2 mos	—	—	—	—	
Electric locomotive	23,500.00	50-70 tons	—	C	2 mos	—	—	—	—	
Refrigerator car	7,000.00	10-12 tons	—	C	2 mos	—	—	—	—	
Stable / cattle car	4,000.00	6-8 tons	—	C	2 mos	—	—	—	—	
Tanker car	6,500.00	8-10 tons	—	C	2 mos	—	—	—	—	
Boxcar	4,500.00	8-10 tons	—	C	2 mos	—	—	—	—	
Passenger car	4,500.00	8-10 tons	—	C	2 mos	—	—	—	—	
Pullman sleeper car	6,500.00	10 tons	—	C	2 mos	—	—	—	—	
Dining car	6,500.00	10 tons	—	C	2 mos	—	—	—	—	
Mail car	5,500.00	6-10 tons	—	C	2 mos	—	—	—	—	
Baggage car	4,000.00	6-10 tons	—	C	2 mos	—	—	—	—	
Flatbed car	3,500.00	5-7 tons	—	C	2 mos	—	—	—	—	
Caboose	4,000.00	6-8 tons	—	C	2 mos	—	—	—	—	
Private railroad car	35,000.00+	6-12 tons	—	C	2 mos	—	—	—	—	
1908-27 Ford Model T	250.00	1,100 lbs.	—	C	1 day	—	—	—	—	
1909 Thomas Flyabout	575.00	1,300 lbs.	—	C	2 days	—	—	—	—	
1910 Bugatti Type 13	1,700.00	1,570 lbs.	—	C	1-2 wks	—	—	—	—	
1920 AC 2-liter	1,700.00	1,350 lbs.	—	C	2-3 wks	—	—	—	—	
1923 Lincoln K V12	4,546.00	6,690 lbs.	—	C	2-3 days	—	—	—	—	
1925 Ford Model T Truck	500.00	1,600 lbs.	—	C	1 day	—	—	—	—	
1929 Alfa Romeo Spyder	6,180.00	1,900 lbs.	—	C	1-2 wks	—	—	—	—	
1931 Mercedes SSKL	8,550.00	3,190 lbs.	—	C	1 wk	—	—	—	—	
1932 Essex Terraplane	475.00	2,900 lbs.	—	C	1 day	—	—	—	—	
1934 Hispano-Suiza Tpe 68	8,000.00	4,400 lbs.	—	C	2-5 days	—	—	—	—	
1936 Cord 810	11,000.00	3,500 lbs.	—	C	2-5 days	—	—	—	—	
1938 Mercedes 540K	9,000.00	5,786 lbs.	—	C	2-5 days	—	—	—	—	
1939 Rolls-Royce Wraith	13,325.00	4,425 lbs.	—	C	2-3 wks	—	—	—	—	
Gasoline	0.05–0.25	—	1 gal.	C	2 days	—	—	—	—	
Aviation Fuel (1930)	0.10–0.30	—	1 gal.	C	2 days	—	—	—	—	
Sopwith Camel Fighter	7,500.00	—	—	C	—	—	—	—	—	
Albatross DB-III	8,500.00	—	—	C	—	—	—	—	—	WW I fighter WW I fighter Passenger/cargo WW I fighter 1930s passenger/cargo
Ford Trimotor	45,000.00	—	—	C	—	—	—	—	—	
Fokker Dr 1 Triplane	11,000.00	—	—	C	—	—	—	—	—	
Douglas DC-3	50,000.00	—	—	C	—	—	—	—	—	

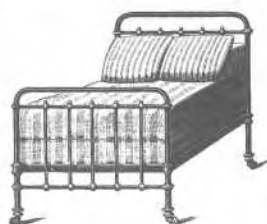
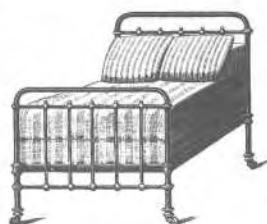
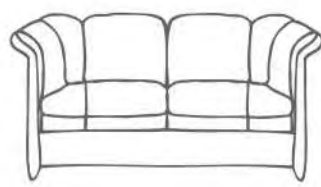
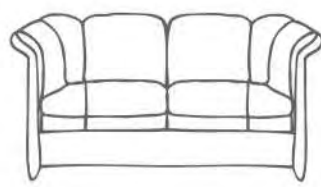
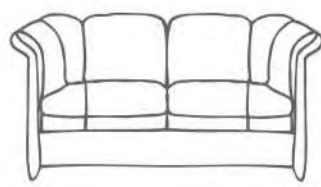
THE ELECTRIC AGE EQUIPMENT									
BOOKS & BUSINESS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Balance	\$10.00	10 lbs.	—	T	1 day	1-2	40	—	 2 or more volumes History, mathematics, etc.
Balance weights	2.00	5 lbs.	—	T	1 day	—	—	—	
Bindery glue	0.25	—	1 pt.	T	1 day	—	—	—	
Cash register	35.00	45 lbs.	—	C	1 day	1-3	50	—	
Calculating machine	50.00	15-20 lbs.	—	C	1 day	1-3	60	—	
Book covers	0.02	6 lbs.	—	T	1 day	—	—	—	
Book, religious	0.15+	3-5 lbs.	—	T	2-3 days	—	—	—	
Book, encyclopedia	15.00+	15-35	—	T	3 days	—	—	—	
Book, scholarly	7.00+	4-10 lbs.	—	T	2-3 days	—	—	—	
Book, fiction	1.00+	3-5 lbs.	—	T	2-3 days	—	—	—	
Book, dime novel	0.10+	0.5 lbs.	—	A	1 day	—	—	—	
Book, comic book	0.05	—	—	A	1 day	—	—	—	
Chalk, 10 pieces	0.03	—	—	A	1 day	—	—	—	
Gold leaf	15.00	—	6"x6" sheet	T	2 days	—	—	—	
Lead pencil (10)	0.02	0.25 lbs.	—	T	1 day	—	—	—	
Eraser, india rubber	0.05	0.25 lbs.	—	T	1 day	—	—	—	
Ink, colored	0.25	—	1 pt.	T	1 day	—	—	—	
Ink, black	0.07	—	1 pt.	T	1 day	—	—	—	
Newspaper	0.05-0.15	0.5 lbs.	2-6 pages	T	1 day	—	—	—	
Paint, watercolors	0.75	—	1 pt.	T	1 day	—	—	—	
Paper (100 sheets)	0.04	—	8"x10"	T	1 day	—	—	—	
Carbon paper (per sheet)	0.50	—	8"x10"	T	1 day	—	—	—	
Parchment (100 sheets)	0.25	—	8"x10"	T	1 day	—	—	—	
Portable writing case	3.50	8 lbs.	—	C	1 day	—	—	—	
Fountain pens	0.25+	—	—	T	1 day	—	—	—	
Ball-point pens	1.50	—	—	T	1 day	—	—	—	
Typewriter—office	55.00	25 lbs.	—	C	1 day	1-3	50	—	
Typewriter—portable/case	50.00	10-20 lbs.	—	C	1 day	1-4	40	—	
Typewriter ribbons	0.15	2 oz.	—	C	1 day	—	—	—	
Writing tablet, paper (50 page)	0.05	1 lb.	—	T	1 day	—	—	—	
Writing tablet, slate	0.25	1 lb.	—	T	1 day	—	—	—	
Blackboard (slate)	15.00	150 lbs.	—	T	1 day	—	—	—	
SCIENCE	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Acid, weak	\$1.50	—	0.5 pt.	T	7 days	—	—	—	 Measures wind speed Measures air pressure Measures electric charge
Acid, standard	3.50	—	0.5 pt.	T	7 days	—	—	—	
Acid, strong	5.00	—	0.5 pt.	T	14 days	—	—	—	
Chlorine (bleach)	0.25	—	2 pts.	T	3 days	—	—	—	
Anemometer	15.00	25 lbs.	—	T	1 wk	—	—	—	
Barometer	10.00	2 lbs.	—	T	1 day	—	—	—	
Bunsen burner	5.65	5 lbs.	—	T	1 day	—	—	—	
Electrometer	7.50	5 lbs.	—	T	1 day	—	—	—	
Electromagnet	5.00	5 lbs.	—	T	1 day	—	—	—	
Microscope	25.00	10 lbs.	—	T	4-6 days	—	—	—	
Mortar & pestle	2.50	2 lbs.	—	A	1 day	—	—	—	
Pump, air	3.50	4 lbs.	—	T	1 day	1	50	—	
Pump, vacuum	15.00-75.00	7 lbs.	—	T	4-7 days	1-2	50	—	
Slide rule	0.25	1 lb.	—	T	1 day	—	—	—	
Telescope	50.00+	10-15 lbs.	—	T	4-6 days	1-3	50	—	
Telescope, reflecting	75.00+	15-20 lbs.	—	T	4-6 days	1-3	40	—	
Thermometer	1.00	1.5-2 lbs.	—	T	1 day	—	—	—	
Vial, tin	0.15	—	4 oz.	T	6 hrs	—	—	—	
Vial, glass	0.05	—	4 oz.	T	6 hrs	—	—	—	
Jar, glass	0.10	—	8 oz.	T	6 hrs	—	—	—	
Jar, glass	0.20	—	1 pt.	T	6 hrs	—	—	—	
Jar, glass	0.30	0.5 lbs.	1 qt.	T	6 hrs	—	—	—	
Jar, glass	0.35	2 lbs.	1 gal.	T	6 hrs	—	—	—	
Bottle, glass	0.30	—	1 qt.	T	6 hrs	—	—	—	
Beaker, glass	0.50	—	1 pt.	T	6 hrs	—	—	—	
Beaker, glass	1.00	—	1 qt.	T	6 hrs	—	—	—	



RELIGIOUS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Altar cloth (plain)	\$2.00	3 lbs.	6'x3'	T	3 days	—	—	—	
Altar cloth (ornate)	25.00+	3-7 lbs.	6'x3'	T	3-6 wks	—	—	—	
Aspergill (gold-plated)	150.00+	3 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (silver)	35.00	2 lbs.	—	C	2-3 wks	—	—	—	
Aspergill (brass)	15.00	2 lbs.	—	T	1-2 wks	—	—	—	
Bishop's ring	50.00+	—	—	C	1 mo	—	—	—	 
Book, religious	0.15	3-5 lbs.	—	T	2-3 days	—	—	—	
Candle, wax	0.03	—	4 hrs.	T	1 day	—	—	—	
Chalice (plain)	5.00	1 lb.	1 pt.	T	3 days	—	—	—	
Chalice (ornate)	35.00	1 lb.	1 pt.	T	1-5 wks	—	—	—	
Censer	5.00	1 lb.	—	T	5 days	—	—	—	
Holy symbol	0.25+	0.1-1 lb.	—	T	1-20 days	—	—	—	
Incense	1.50	0.5 lbs.	—	T	—	—	—	—	
Prayer beads	0.25	—	—	T	3 days	—	—	—	
Snuffing bell	0.25+	1 lb.	—	T	5 days	—	—	—	
MUSICAL INSTRUMENTS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Accordion	\$4.00-12.00	8-10 lbs.	—	T	15 days	—	—	—	 
Autoharp	3.00-20.00	5-10 lbs.	—	C	3 mos	—	—	—	
Bagpipes	16.00	7 lbs.	—	A	15 days	—	—	—	
Banjo	2.00-12.00	18 lbs.	—	T	20-30 days	—	—	—	
Bells-orchestra	9.00	20 lbs.	—	T	3 days	—	—	—	
Bell, church	50.00+	100 lbs.	—	T	12-24 days	—	—	—	
Calliope (steam)	150.00-200.00	2500 lbs.	—	T	6 mos	—	—	—	
Castanets	0.15	—	—	A	1 day	—	—	—	
Cello	10.00	20 lbs.	—	T	20-30 days	—	—	—	
Chimes	10.00	1-5 lbs.	—	T	7-10 days	—	—	—	
Clarinet	4.50-20.00	16-25 oz.	—	T	3 mos	—	—	—	
Concertina	4.00-20.00	5-7 lbs.	—	A	3 wks	—	—	—	
Cymbals	2.00-10.00	2 lbs.	—	T	3-5 days	—	—	—	
Double bass	20.00	35 lbs.	—	T	20-30 days	—	—	—	
Drum	2.00-18.00	14-40 lbs.	—	A	3-5 days	—	—	—	
Fife	0.25	1 lb.	—	T	5 days	—	—	—	
Flugelhorn	5.50	3-5 lbs.	—	T	10-20 days	—	—	—	
Flute	1.50-10.00	1.5 lbs.	—	T	24-30 days	—	—	—	
Guitar	4.00-25.00	5-15 lbs.+	—	T	24-30 days	—	—	—	
Harmonica	0.05-1.00	0.5 lbs.	—	T	5 days	—	—	—	
Harp, large	25.00+	25-35 lbs.	—	T	30-40 days	—	—	—	
Harpisichord (antique)	25.00-250.00	300 lbs.	—	T	—	—	—	—	
Hunting horn	1.50	1-3 lbs.	—	A	5 days	—	—	—	
Hurdy-gurdy	5.50	10 lbs.	—	T	25 days	—	—	—	
Jew's harp	0.25	0.5 lbs.	—	T	2 days	—	—	—	
Kettle drums	25.00	50-100 lbs.	—	T	6-10 days	—	—	—	
Mandolin	3.50-20.00	5-10 lbs.	—	T	25-30 days	—	—	—	
Piano (upright)	175.00+	850 lbs.	—	T	20-30 days	—	—	—	
Piano (grand)	400.00+	1,500 lbs.	—	T	20-30 days	—	—	—	
Player piano (antique)	275.00	950 lbs.	—	T	20-30 days	—	—	—	
Parlor organ (antique)	150.00+	500 lbs.	—	T	20-30 days	—	—	—	
Electric organ	700.00+	400 lbs.+	—	T	2 mos	—	—	—	
Pipe organ	2,500.00	1,500 lbs.	—	C	2-3 mos	—	—	—	
Rattle	0.75-1.50	0.5 lbs.	—	T	1 day	—	—	—	
Recorder	0.25	0.5 lbs.	—	T	7 days	—	—	—	
Tambourine	0.25-3.00	2 lbs.	—	T	3-4 days	—	—	—	
Triangle	0.30	1 lb.	—	T	2 days	—	—	—	
Trombone	10.00	8-15 lbs.	—	T	10-20 days	—	—	—	
Trumpet, valved	4.50	3-4 lbs.	—	T	10-20 days	—	—	—	
Viol	17.50+	6-10 lbs.	—	T	20-30 days	—	—	—	
Violin	5.00-12.00	2-4 lbs.	—	T	20-30 days	—	—	—	
Xylophone, wooden	6.00	25 lbs.	—	T	8 days	—	—	—	
Xylophone, metal	7.50	35 lbs.	—	T	10-12 days	—	—	—	
Zither	4.00	15 lbs.	—	T	5-10 days	—	—	—	
Printed music (sheet)	0.25	—	—	T	1 day	—	—	—	
Metronome	1.50	2 lbs.	—	T	3 days	—	—	—	

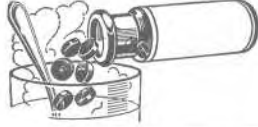


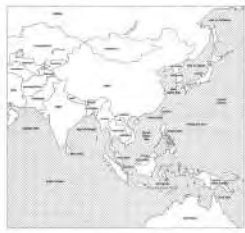
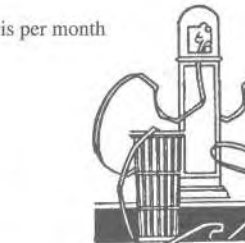
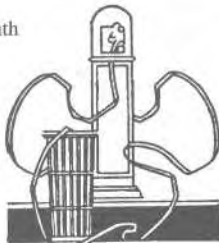
COOKING & EATING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Aluminum/copper pans	\$0.25-2.00+	varies	varies	A	3 days	—	—	—	
Stainless steel pans	0.35-2.50+	varies	varies	A	3-4 days	—	—	—	
Iron pan, small	0.05-0.10	2 lbs.	—	T	3 days	—	—	—	Made from copper adds 50-75% to cost
Iron pan, large	0.08-0.15	5 lbs.	—	T	3 days	—	—	—	Made from copper adds 50-75% to cost
Iron pot-2 pint	0.15-0.25	3.5 lbs.	—	T	3 days	—	—	—	Made from copper adds 50-75% to cost
Iron pot-1 quart	0.30	4.5 lbs.	—	T	4 days	—	—	—	Made from copper adds 50-75% to cost
Iron pot-1 gallon	0.45	20 lbs.	—	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Iron kettle-3 gallon	1.50	30 lbs.	—	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Iron kettle-5 gallon	2.50	40 lbs.	—	T	1 wk	—	—	—	Made from copper adds 50-75% to cost
Baking pan	0.30	2 lbs.	13"x9"	A	3 days	—	—	—	
Baking pan	0.10-1.50	1.5 lbs.	8"x8"	A	3 days	—	—	—	
Tempered glass pans	0.50-2.00	varies	varies	A	4-5 days	—	—	—	
Bread loaf pan	0.07	1.5 lbs.	10"x6"	A	2 days	—	—	—	
Covered canning pot	0.35	5 lbs.	9"	A	3-4 days	—	—	—	
Iron griddle	0.35	7 lbs.	12"-14"	A	5-6 days	—	—	—	
Iron skillet	0.10-0.35+	varies	7"-10"	A	5-6 days	—	—	—	
Iron muffin pan	0.20	5 lbs.	—	A	5-6 days	—	—	—	
Coffee pot	1.50	2 lbs.	—	T	1 day	—	—	—	
Tea kettle	1.50	1.5 lbs.	—	T	1 day	—	—	—	
Pie tin	0.02	1 lb.	9"	A	1 day	—	—	—	
Pressure cooker	3.00	10 lbs.	—	T	1 wk	—	—	—	Set of 4 
Potato masher	0.03	0.05 lbs.	—	A	2-3 days	—	—	—	
Lemon squeezer, glass	0.10	1 lb.	—	T	2 days	—	—	—	
Lemon juicer, electric	0.50-2.50	4 lbs.	1 pt.	A	3-4 days	—	—	—	
Electric blender	2.50-4.50	3-5 lbs.	1 qt.	A	3-4 days	—	—	—	
Electric mixer	2.50-4.50	8-15 lbs.	2 qt.	A	3-4 days	—	—	—	
Mixing bowl, stainless steel	1.75	varies	varies	T	1 day	—	—	—	
Pastry boards	0.25-0.75	4-6 lbs.	—	A	4-5 days	—	—	—	
Grater, tin	0.20-0.75	1 lb.	—	A	4-5 days	—	—	—	
Aluminum measure set	1.00-2.50	—	—	A	1 day	—	—	—	
Lunch box	0.60-0.75	1.5 lbs.	9"x4"	T	1 wk	—	—	—	
Roaster	0.80	11 lbs.	13"x18"	A	2 days	—	—	—	
Waffle iron	0.60-0.75	8 lbs.	8"x9"	A	1 wk	—	—	—	
Ladle, tin	0.08	0.5 lbs.	—	T	1 day	—	—	—	
Ladle, stainless steel	0.08	0.5 lbs.	—	T	1 day	—	—	—	
Ladle, silver	0.75	0.5 lbs.	—	T	2-7 days	—	—	—	
Spoon, wooden	0.05	0.25 lbs.	—	A	1 day	—	—	—	
Spoon, silverplate	1.25	0.25 lbs.	—	T	1 day	—	—	—	
Spoon, silver	2.25	0.25 lbs.	—	T	2-7 days	—	—	—	
Spoon, stainless steel	0.25-0.75	0.25 lbs.	—	A	2-3 days	—	—	—	
Knife, silverplate	1.25	0.25 lbs.	—	T	2-3 days	1-6	50	03	
Knife, silver	2.25	0.25 lbs.	—	T	2-7 days	1-7	40	03	
Knife, stainless steel	2.45	0.25 lbs.	—	T	2-7 days	1-5	60	03	
Fork, silverplate	1.35	0.25 lbs.	—	T	2 days	—	—	—	
Fork, silver	2.35	0.25 lbs.	—	T	2-7 days	—	—	—	
Fork, stainless steel	2.25	0.25 lbs.	—	T	2-7 days	—	—	—	
Kraut fork	0.68	0.25 lbs.	—	T	2-days	—	—	—	
Bowl, small tin	0.10	0.5 lbs.	1 pt.	A	1 day	—	—	—	
Bowl, small silverplate	3.75	1 lb.	1 pt.	T	2 days	—	—	—	
Bowl, small pottery	0.75	1 lb.	1 pt.	A	2 days	—	—	—	
Bowl, small china	1.50	1 lb.	1 pt.	C	4 days	—	—	—	
Bowl, large tin	0.25	1 lb.	1 qt.	A	1 day	—	—	—	
Bowl, large silverplate	3.50	2 lbs.	1 qt.	T	2 days	—	—	—	
Bowl, large pottery	1.50	1.5 lbs.	1 qt.	A	2 days	—	—	—	
Bowl, large china	2.75	3 lbs.	1 qt.	C	4-6 days	—	—	—	
Pitcher, glass	4.00	2 lbs.	2 qt.	A	3 days	—	—	—	
Pitcher, silverplate	7.75	3 lbs.	2 qt.	T	2 days	—	—	—	
Pitcher, pottery	1.70	2 lbs.	2 qt.	A	1 day	—	—	—	
Pitcher, silver	35.25	3 lbs.	2 qt.	T	3-10 days	—	—	—	
Pitcher, china	3.25	3 lbs.	2 qt.	C	1 day	—	—	—	
Platter, small china	0.45	1 lb.	—	A	1 day	—	—	—	
Platter, small silverplate	2.50	1 lb.	—	T	1 day	—	—	—	
Platter, large china	0.65	1.5 lbs.	—	A	1 day	—	—	—	
Platter, large silverplate	3.25	2 lbs.	—	T	1 day	—	—	—	
Platter, large silver	44.85	1.5 lbs.	—	T	3-7 days	—	—	—	
Serving dishes, silver	12.25-40.00+	—	various	A	10-30 days	—	—	—	
Serving dishes, silverplate	2.90-20.00+	—	various	A	1 day	—	—	—	
Serving dishes, china	2.25-5.50+	—	various	A	10-15 days	—	—	—	
Mug, tin	0.12	—	1 pt.	A	1 day	—	—	—	
Mug, silverplate	1.25	—	1 pt.	T	2 days	—	—	—	

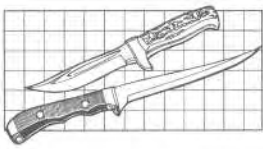
COOKING & EATING		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Mug, pottery		\$0.75	—	1 pt.	A	2 days	—	—	—	
Mug, silver		12.50	—	1 pt.	T	3-7 days	—	—	—	
Goblet, glass (set of 4)		0.50+	—	1 pt.	T	2-3 days	—	—	—	
Goblet, crystal (set of 4)		2.25-12.00+	—	1 pt.	T	3-6 days	—	—	—	
Salt shaker		0.10-5.25+	0.5 lb.	—	T	2-3 days	—	—	—	
Pepper mill		0.25-2.50	1 lb.	—	T	2-7 days	—	—	—	
Waxed paper, 1 roll		0.18	0.5 lbs.	50 sq. yd.	T	1 day	—	—	—	
Aluminum foil		0.21	0.5 lbs.	50 sq. yd.	T	1 day	—	—	—	
HOUSEHOLD	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Bed, wood	\$2.50	30 lbs.	3'x6'	A	1 day	—	—	—		
Bed, iron	12.00	60 lbs.	5'x6'	A	1 day	—	—	—		
Bed, brass	10.00-50.00+	120 lbs.	8'x8'	T	3 days	—	—	—		
Bunk bed	10.00	60 lbs.	3'x6'x5'	A	1 day	—	—	—		
Feather mattress	3.00-7.00	50-250 lbs.	varies	A	1 day	—	—	—		
Stuffed mattress	1.00-5.00	35-175 lbs.	varies	A	1 day	—	—	—		
Inner-spring mattress	7.50	65 lbs.	varies	A	1 day	—	—	—		
Bed springs, full size	4.00	30 lbs.	—	A	1 day	—	—	—		
Box springs, full size	6.00	45 lbs.	—	A	1 day	—	—	—		
Blanket, light	0.25-2.50	2.5 lbs.	—	A	1 day	—	—	—		
Blanket, heavy	0.85-3.50	6 lbs.	—	A	1 day	—	—	—		
Sheets, muslin	0.35-0.85	2 lbs.	—	T	1 day	—	—	—		
Sheets, linen	1.00-1.50	1.5 lbs.	—	T	1 day	—	—	—		
Sheets, percale	0.65-1.15	1.75 lbs.	—	T	1 day	—	—	—		
Bird cage, brass	2.50	2-3 lbs.	—	T	1 day	—	—	—		
Wardrobe	7.50-15.00	125 lbs.	—	T	2-3 days	—	—	—		
Dresser	5.00-35.00	100 lbs.	—	T	2-3 days	—	—	—		
Rolltop desk	25.00	230 lbs.	—	T	2-3 days	—	—	—		
Desk	15.00	125 lbs.	—	T	2-3 days	—	—	—		
Bookcase	18.00-25.00	45 lbs.	—	T	1-2 days	—	—	—		
Book stand	5.00	12 lbs.	—	T	1 day	—	—	—		
Soap, deodorant	0.08	0.5 lbs.	—	A	1 day	—	—	—		
Soap, perfumed	0.10	0.5 lbs.	—	T	1 day	—	—	—		
Table, small wooden	2.50	30 lbs.	3'x3'	A	1 day	—	—	—		
Table, medium wooden	3.75	40 lbs.	4'x8'	A	1 day	—	—	—		
Table, large wooden	4.75-8.95+	60 lbs.	4'x12'	A	1 day	—	—	—		
Table, brass w/glass top	7.75	35 lbs.	varies	T	1 day	—	—	—		
Wicker chair	2.50+	20 lbs.	—	A	1 day	—	—	—		
Wicker couch	4.25+	35 lbs.	—	A	1 day	—	—	—		
Wicker table	1.50+	15 lbs.	—	A	1 day	—	—	—		
Chair, plain wooden	0.35-1.50	10 lbs.	—	T	1 day	—	—	—		
Chair, ornate wooden	1.75-4.75+	10-25 lbs.	—	T	1 day	—	—	—		
Chair, wooden swivel	3.50+	20-25 lbs.	—	T	1 day	—	—	—		
Stool, wooden	0.35	2-3 lbs.	—	A	1 day	—	—	—		
Seat cushion, plain	0.35	1 lb.	—	A	1 day	—	—	—		
Seat cushion, fine	0.75	1 lb.	—	T	1 day	—	—	—		
Seat cushion, ornate	2.75+	1 lb.	—	T	1 day	—	—	—		
Candelabra, silver	8.50	3.5 lbs.	—	T	1 day	—	—	—		
Candelabra, brass	6.50	3.5 lbs.	—	T	1 day	—	—	—		
Candelabra, silver-plated	12.00	4 lbs.	—	T	1 day	—	—	—		
Candelabra, gold-plated	15.00	4 lbs.	—	T	1 day	—	—	—		
Candle, wax	0.35	—	4 hrs.	T	1 day	—	—	—		
Carpet sweeper	2.50-6.00	6 lbs.	—	T	1 day	—	—	—		
Carpet, coarse	2.50	25-30 lbs.	5'x10'	T	1-3 days	—	—	—		
Carpet, fine	4.00	25-30 lbs.	5'x10'	T	4-16 wks	—	—	—		
Carpet, exotic	10.00+	25-30 lbs.	5'x10'	C	1-6 mos	—	—	—		
Chandelier, brass/glass	6.50-20.00	35-50 lbs.	—	T	3-4 days	—	—	—		
Lamps, electric	0.50-15.00+	6-15 lbs.	—	A	1 day	—	—	—		
Sofa	15.00	155 lbs.	—	A	1 day	—	—	—		
Sofa, hide-a-bed	25.00	350 lbs.	—	A	1 day	—	—	—		
Buffet	8.50-30.00	75 lbs.	—	A	2 days	—	—	—		
Heating stove	3.00-10.00+	250 lbs.	—	A	1 day	—	—	—		
Wood cook stove	15.00-50.00+	400 lbs.	—	A	1 day	—	—	—		
Gas cook stove	25.00-50.00+	350 lbs.	—	A	1 day	—	—	—		
Electric cook stove	25.00-50.00+	300 lbs.	—	A	1 day	—	—	—		
Flat irons	0.25-1.50	2-4 lbs.	—	A	1 day	—	—	—		
Electric iron	2.25	2-3 lbs.	—	T	1 day	—	—	—		
Electric steam iron	3.35	3 lbs.	—	T	1 day	—	—	—		
Mangle iron (Industrial)	75.00	250 lbs.	—	T	1 day	—	—	—		
Ironing board	1.50	18-20 lbs.	—	A	1 day	—	—	—		
Clothespins	0.40	1 gross	—	A	1 day	—	—	—		

HOUSEHOLD	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Wash tubs	\$0.75	Varies	10-25 gal.	A	1 day	—	—	—	Gas or electric Gas or electric
Wash board	0.12-0.25	2 lbs.	—	A	1 day	—	—	—	
Ringer-washer	5.50-7.50+	115 lbs.	—	T	1 day	—	—	—	
Automatic washer	12.50+	135 lbs.	—	T	1 day	—	—	—	
Automatic clothes dryer	15.00+	175 lbs.	—	T	1 day	—	—	—	
Glass window (per pane)	0.45	1 lb.	6"x6"	T	1 day	—	—	—	
Plate glass window	8.00+	75 lbs.	4' x 4'	C	1 day	—	—	—	
Curtains, coarse	2.50+	20 lbs.	—	T	1 day	—	—	—	
Curtains, fine	10.00+	10 lbs.	—	T	1 day	—	—	—	
Curtains, ornate	15.00+	20 lbs.	—	T	1-6 wks	—	—	—	
Curtains, exotic	25.00+	varies	—	C	2-6 mos	—	—	—	
Painting (framed)	15.00+	25-35 lbs.	varies	T	1-3 mos	—	—	—	
Sculpture, bronze	10.00+	40-50 lbs.	varies	T	2-3 mos	—	—	—	
Sculpture, marble	10.00+	40-50 lbs.	varies	T	2-3 mos	—	—	—	
Sculpture, ceramic	1.00-10.00+	4-50 lbs.	varies	T	2-3 days	—	—	—	
Tub, cast iron	2.50	300 lbs.	45 gal.	A	2 days	—	—	—	
Phonograph	25.00	25-35 lbs.	—	T	1 day	—	—	—	
Phonograph record	0.50-2.50	0.5 lbs.	—	T	1 day	—	—	—	
Clock	2.50-25.00+	25-50 lbs.	—	T	1 day	—	—	—	
Electric clock	1.00-25.00+	3-30 lbs.	—	T	1 day	—	—	—	
Alarm clock, wind-up	2.50	0.5-1.5 lbs.	—	T	1 day	—	—	—	
Window shades	0.16-0.35	4-5 lbs.	3'x6'	T	2 days	—	—	—	
Vanity / mirror	10.00+	15 lbs.	—	A	2 wks	—	—	—	
Billiard table	35.00	350 lbs.	4'x8'	T	1 wk	—	—	—	
Billiard cues	1.50-2.50	1.5 lbs.	5'	T	1 day	—	—	—	
CLOTH & CLOTHING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Clothing (men)									
Apron, cloth	\$1.50	1 lb.	—	A	2 days	—	—	—	
Apron, leather	2.50	2-3 lbs.	—	A	3 days	—	—	—	
Belt, leather	0.45	0.5 lbs.	—	A	1 days	—	—	—	
Cavalry boots, leather	2.95	3 lbs.	—	T	3-7 days	—	—	—	
Cowboy boots, plain	2.00	3-5 lbs.	—	T	3-7 days	—	—	—	
Cowboy boots, fancy	5.00+	3-5 lbs.	—	T	3-7 days	—	—	—	
Workman's boots, leather	2.65	4 lbs.	—	A	2-3 days	—	—	—	
Buckle, silver-plated	2.75	6 oz.	—	A	3-7 days	—	—	—	
Buckle, brass	0.65	4 oz.	—	A	1-3 days	—	—	—	
Buckle, gold-plated	4.50	8 oz.	—	A	3-7 days	—	—	—	
Overcoat, woolen	6.00-15.00	5 lbs.	—	A	1 day	—	—	—	
Coat, heavy cloth	6.50	4-5 lbs.	—	T	1 day	—	—	—	
Jacket, leather	9.50	4-5 lbs.	—	T	1 day	—	—	—	
Neckties	0.10-1.40	0.5 lbs.	—	T	1 day	—	—	—	
Gauntlet, leather	1.75	0.5 lbs.	—	T	1 day	—	—	—	
Gloves, leather	0.40-1.40	0.5 lbs.	—	A	1 day	—	—	—	
Hat, fedora	1.50+	1-1.5 lbs.	—	T	1-3 days	—	—	—	
Cowboy hat	1.00	1-1.5 lbs.	—	T	2 days	—	—	—	
Sombrero	1.50	3 lbs.	—	T	1-3 days	—	—	—	
Tophat, silk	3.50	2 lbs.	—	T	1-3 days	—	—	—	
Straw hat	0.50	—	—	A	1 day	—	—	—	
Union suit (longjohns)	1.50	2 lbs.	—	A	1 day	—	—	—	
Pajamas	1.50	2 lbs.	—	A	1 day	—	—	—	
Underwear, jockey	0.25	—	—	A	1 day	—	—	—	
Underwear, boxers	0.30	—	—	A	1 day	—	—	—	
Shirt, cotton	1.25+	1 lb.	—	A	2 days	—	—	—	
Shirt, silk	3.00+	1 lb.	—	A	2 days	—	—	—	
Shirt, woolen/flannel	1.50+	1 lb.	—	A	2 days	—	—	—	
Shoes, fine leather	2.60+	1 lb.	—	A	2 days	—	—	—	
Shoes, normal	1.45+	1 lb.	—	A	1 day	—	—	—	
Shoes, tennis shoes/sneakers	1.25+	1 lb.	—	A	1 day	—	—	—	
Slippers	0.75	0.5 lbs.	—	T	1 day	—	—	—	
Pants	1.50-6.95+	2-3 lbs.	—	T	2 days	—	—	—	
Blue jeans, denim	1.15	2 lbs.	—	T	1 day	—	—	—	
Overalls	0.35-1.35	2.5 lbs.	—	T	1 day	—	—	—	
Tuxedo	7.50+	4 lbs.	—	T	2-3 days	—	—	—	
3-Piece suit	5.50+	4-6 lb.	—	A	1 day	—	—	—	
Vest, leather	2.75	3 lbs.	—	A	1 day	—	—	—	
Clothing (women)									
Apron, cloth	0.75	1 lb.	—	A	2 days	—	—	—	
Cape, fur-lined	7.50	5 lbs.	—	A	3 days	—	—	—	
Cape, woolen	4.50	2 lbs.	—	A	1 day	—	—	—	
Housedress	1.50	1-3 lbs.	—	A	2 day	—	—	—	

Clothing (women)									
Dress, normal	2.25	1-3 lbs.	—	A	2 day	—	—	—	
Dress, fine	5.95+	1-3 lbs.	—	A	4 days	—	—	—	
Dress, exotic	15.95+	1-3 lbs.	—	C	6 days+	—	—	—	
Garters, silk	1.50	0.25 lbs.	—	A	1 day	—	—	—	
Gloves, doeskin	2.00	—	—	T	2 days	—	—	—	
Gloves, fur lined	2.50	0.5 lbs.	—	A	1 day	—	—	—	
Hats, various styles	0.10-5.50+	0.5 lbs.-1.5 lbs.	—	T	1 day	—	—	—	Decoration adds 50-200% to cost 
Lace ribbon (5')	1.25	—	—	T	3-5 days	—	—	—	
Brassiere	0.75	0.25 lbs.	—	T	1 day	—	—	—	
Negligee	2.25	0.75 lbs.	—	T	3 days	—	—	—	
Nightgown	1.00	1.5-3 lbs.	—	T	1 days	—	—	—	
Purse, plain	0.75	1 lb.	—	T	2 days	—	—	—	
Purse, ornate	2.50+	1-1.5 lbs.	—	T	2-3 days	—	—	—	
Camisole, woolen	0.75	1.5 lbs.	—	T	2 days	—	—	—	
Camisole, linen	0.35	1 lb.	—	T	2 days	—	—	—	
Camisole, silk	2.25+	1 lb.	—	T	2 days	—	—	—	
Blouse, plain	2.00	1.5 lbs.	—	T	1 day	—	—	—	
Blouse, fine	6.00	1.5 lbs.	—	T	1 day	—	—	—	
Skirt, floor-length plain	2.00+	2-3 lbs.	—	T	1 wk	—	—	—	
Skirt, floor-length fancy	10.00+	2-3 lbs.	—	T	1 wk	—	—	—	
Skirt, knee-length plain	1.50+	2-3 lbs.	—	T	1 wk	—	—	—	
Skirt, knee-length fancy	7.50+	2-3 lbs.	—	T	1 wk	—	—	—	
Shoes, fine leather	2.75+	1 lb.	—	A	2 days	—	—	—	
Shoes, normal	1.50+	1 lb.	—	A	1 day	—	—	—	
Shoes, high heel	1.75+	1 lb.	—	T	2 days	—	—	—	
Shoes, tennis shoes/sneakers	1.25+	1 lb.	—	A	1 day	—	—	—	
Stockings, cotton	0.75	0.5 lbs.	—	A	1 day	—	—	—	Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost
Stockings, nylon (1940)	0.35	0.5 lbs.	—	A	1 day	—	—	—	
Stockings, silk	1.50+	0.25 lbs.	—	T	2 days	—	—	—	
Wig, normal	2.50+	3-7 lbs.	—	T	1 mo	—	—	—	
Sewing									
Cloth, coarse	1.00	55 lbs.	6'x50'	A	2 days	—	—	—	
Cloth, normal	2.00	50 lbs.	6'x50'	A	2-3 days	—	—	—	
Cloth, fine	5.00+	45 lbs.	6'x50'	A	2-3 days	—	—	—	
Cloth, exotic	25.00+	35-55 lbs.	6'x50'	C	3 days+	—	—	—	
Needles (5)	0.15	—	—	T	1 day	—	—	—	
Pins (5)	0.10	—	—	T	1 day	—	—	—	
Thread (50 yds)	0.05	—	—	A	1 day	—	—	—	
Thread, colored (50 yds)	0.08	—	—	T	2 days	—	—	—	
Shears	0.45	—	—	T	2-3 days	—	—	—	
LODGING & SERVICES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	
Meal, light	\$0.15	0.5 lbs.	—	A	1 hr	—	—	—	
Meal, normal	0.25	1 lb.	—	A	1 hr	—	—	—	
Meal, heavy	0.35	1.5-2 lbs.	—	A	1 hr	—	—	—	
Stabling	0.25	—	—	A	—	—	—	—	Flophouse Boarding house Private room Suite Cost is per legal appearance
Lodgings, poor	0.05+	—	—	A	—	—	—	—	
Lodgings, average	0.10-0.25	—	—	A	—	—	—	—	
Lodgings, good	0.25-2.00	—	—	T	—	—	—	—	
Lodgings, high-class	5.00+	—	—	T	—	—	—	—	
Legal service	2.00+	—	—	T	3 hrs	—	—	—	
Laundry	0.25	—	—	T	2-5 hrs	—	—	—	Cost is per visit Cost is per visit
Midwife	2.50+	—	—	A	—	—	—	—	
Doctor	4.00+	—	—	T	—	—	—	—	
Dentist	3.00+	—	—	T	—	—	—	—	
Barber	0.25	—	—	T	1 hr	—	—	—	
Prostitute	2.00	—	—	A	1 hr	—	—	—	
MEDICINE	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes 
Aspirin	\$0.25	—	50 tablets	T	1 day	—	—	—	
Bandages, gauze (30')	0.10	1 lb.	—	A	1 day	—	—	—	
Band-aid (box of 50)	0.18	0.25 lbs.	—	A	1 day	—	—	—	
Adhesive tape (100 yd roll)	0.10	0.25 lbs.	—	A	1 day	—	—	—	
Chloroform	2.00	—	1 pt.	T	—	—	—	—	
Cranial drill	3.50	2 lbs.	—	T	3-5 days	—	—	—	Heart remedy 
Crutches	0.15	2-4 lbs.	—	A	1 day	—	—	—	
Digitalis	2.00	—	4 oz.	T	2 days	—	—	—	
Diphtheria-vaccine	2.00	—	1 pt.	C	2 days	—	—	—	
Ether	5.00+	—	2 pts.	C	1 day	—	—	—	
Patent medicine	0.25-2.00	varies	varies	A	1-3 days	—	—	—	
Eyeglasses	1.50	0.5	—	T	1-4 wks	—	—	—	

MEDICINE	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
False teeth, porcelain	1.50	—	—	T	1 wk	—	—	—	
Flat probe, steel	0.75	0.5 lbs.	—	T	2 days	—	—	—	
Forceps, small steel	0.85	1 lb.	—	T	4-6 days	—	—	—	
Forceps, large steel	1.65	1.5 lbs.	—	T	4-6 days	—	—	—	
Laughing gas	3.50	—	2 pt.	C	1 day	—	—	—	Nitrous oxide 
Herbal remedy	0.25	—	1 pt.	A	1-3 days	—	—	—	
Knife, surgical	2.50	—	—	T	2 days	—	—	—	
Medical book — exotic	75.00	10-15 lbs.	—	C	3-6 wks	—	—	—	
Medical book — modern	15.00	10-15 lbs.	—	C	3-6 wks	—	—	—	
Mortar & pestle	2.50	2 lbs.	—	A	3-5 days	—	—	—	
Ophthalmoscope	7.00	0.5 lbs.	—	C	3-4 days	—	—	—	
Prosthetic limb	15.00	3-7 lbs.	—	C	3-6 wks	—	—	—	
Pulse watch	10.00	0.25 lbs.	—	T	1 mo	—	—	—	
Quinine	2.50	—	1 pt.	T	1 day	—	—	—	Malaria cure 
Synthetic quinine	3.00	—	1 pt.	A	1 day	—	—	—	
Rabies-vaccine	5.00	—	10 doses	C	1 wk	—	—	—	
Saw, amputation	2.50	3 lbs.	—	A	7 days	—	—	—	
Smallpox inoculation	3.50	—	10 doses	T	1 day	—	—	—	
Stethoscope	2.50	0.5-1 lbs.	—	T	1 day	—	—	—	
Surgical scissors, steel	4.50	0.5 lbs.	—	T	3-5 days	—	—	—	
Suturing needle, curved	1.35	—	—	T	3-5 days	—	—	—	
Syringe	2.50	1 lb.	—	T	8 days	—	—	—	
Thread (50 yds)	0.10	—	—	A	1 day	—	—	—	
Tongue depressor, wooden	0.20	1 lb.	—	T	1 day	—	—	—	100 count box 
Tooth-wrench	1.50	1 lb.	—	T	1 day	—	—	—	
Dental drill, powered	35.00+	50-150 lbs.	—	T	1 day	—	—	—	
Tuberculin test	7.00	—	—	C	3 days	—	—	—	
Wire, steel (50')	0.75	—	—	T	2-3 days	—	—	—	
THIEVES & SPIES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Lockpicks, poor quality	\$3.00	0.5 lbs.	—	T	1 day	1-4	60	—	
Lockpicks, average quality	5.00	0.5 lbs.	—	T	1 day	1-3	70	—	
Lockpicks, fine quality	15.00	1 lb.	—	C	1 day	1-2	80	—	
Skeleton key	1.50	—	—	C	1 day	1-2	80	—	
Lock, simple	0.50	3 lbs.	—	T	1 day	1-4	60	—	
Lock, average	0.75	3 lbs.	—	T	1 day	1-3	70	—	
Lock, complex	1.25	3-4 lbs.	—	T	1 day	1-2	80	—	
Lock, impossible	5.00	3-5 lbs.	—	T	1-2 wks	1	100	—	
Lock, pick-proof	25.00	3-5 lbs.	—	T	1-2 wks	1	150	—	
Lock, cylinder	5.00	1 lb.	—	T	1 day	1-2	70	—	
Padlock, simple	0.50	1 lb.	—	T	1 day	1-3	70	—	
Padlock, average	0.75	1 lb.	—	T	1 day	1-2	80	—	
Padlock, complex	1.75	1.5 lbs.	—	T	1 day	1-2	90	—	
Chisel, cold	0.20	0.5 lb.	—	T	1 day	—	—	—	
Crowbar, heavy	0.20	5 lbs.	—	T	1 day	—	—	—	
Crowbar, standard	0.12	3 lbs.	—	T	1 day	—	—	—	
Grappling hook	0.50	5 lbs.	—	T	1 day	—	—	—	
Metal file, small	0.15	1 lb.	—	T	1 day	—	—	—	
Metal file, medium	0.10	1.5 lbs.	—	T	1 day	—	—	—	
Metal file, large	0.07	2.5 lbs.	—	T	1 day	—	—	—	
Rope, light (per 50')	0.02	6 lbs.	—	T	1 day	1-2	70	—	
Rope, standard (per 50')	0.04	8 lbs.	—	T	1 day	1-2	80	—	
Rosin	0.25	1 lb.	—	T	1 day	—	—	—	
Caltrops (20)	0.50	0.5 lbs.	—	A	1 day	—	—	—	
Invisible ink	1.50	—	1 pt.	C	1 day	—	—	—	
Binoculars (8x)	48.00	5 lbs.	—	T	3 days	—	—	—	
Binoculars (10x)	55.00	5-6 lbs.	—	T	3 days	—	—	—	
COMMUNICATIONS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Telephone, candlestick	\$4.50	4.5 lbs.	—	T	1 day	—	—	—	
Telephone, candlestick (brass)	6.50	8 lbs.	—	T	1 day	—	—	—	
Telephone, wall	6.50	12 lbs.	—	T	1 day	—	—	—	
Telephone, rotary dial desk	5.50	5 lbs.	—	T	1 day	—	—	—	
Telephone, rotary dial wall	5.75	5.5 lbs.	—	T	1 day	—	—	—	
Field telephone	20.00	20-30 lbs.	—	T	1 day	1-3	60	—	
Cable, field phone (100 feet)	3.00	15 lbs.	—	T	1 day	—	—	—	
Portable telegraph unit	50.00	35 lbs.	—	T	1 day	1-3	60	—	
Radio receiver	40.00	20-25 lbs.	—	T	1 day	1-4	45	—	
Radio, crystal set	5.00	1-2 lbs.	—	T	1 day	—	—	—	
Wide-band radio	200.00	75-85 lbs.	—	T	1 day	1-4	45	—	Transmitter/receiver
Phototelegraph machine	250.00	250 lbs.	—	C	1 day	1-5	60	—	

PHOTOGRAPHY		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Camera, box	\$10.00	1-2 lbs.	—	T	1 day	—	—	—		
Camera, folding	25.00	2-2.5 lbs.	—	T	1 day	—	—	—		
Camera, high-speed	60.00	3-3.5 lbs.	—	C	1 day	—	—	—		
Flash unit	8.00	1.5 lbs.	—	T	1 day	—	—	—		
Flash bulbs (pack of 6)	0.30	—	—	T	1 day	—	—	—		
Camera, movie	300.00	30 lbs.	—	C	1 day	—	—	—		
Camera, wind-up movie	45.00	5 lbs.	—	T	1 day	—	—	—		
Camera film (b&w)	0.30	—	—	T	1 day	—	—	—		
Camera film (color)	2.00	—	—	T	1 day	—	—	—		
Photo paper (50 sheets)	0.65	1 lb.	—	T	1 day	—	—	—		
Enlarger	30.00	35 lbs.	—	T	1 day	—	—	—		
Darkroom chemicals/supplies	10.00	15 lbs.	—	T	1 day	—	—	—		
12 shots 12 shots Develops 200 rolls of film										
MISCELLANEOUS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
10' pole	\$1.00	5-10 lbs.	10'	A	1 day	—	—	—		
Dice, pair	0.14	—	6-sided	T	1 day	—	—	—		
Dice, pair (loaded)	1.50	—	6-sided	T	1 day	—	—	—		
Playing cards	0.15	4 oz.	—	T	1 day	—	—	—		
Playing cards, marked	1.50	4 oz.	—	T	1 day	—	—	—		
Crystal ball	25.00	3-5 lbs.	—	T	2 wks	—	—	—		
Stilts	2.00	3-10 lbs.	4' to 10'	T	1 day	—	—	—		
Fireworks (various)	0.05-5.00	0.5-10 lbs.	—	T	1 wk	—	—	—		
Baseball bat	0.10-0.50	varies	33" to 36"	A	1 day	—	—	—		
Baseball glove	0.15+	1.5-3 lbs.	—	A	1 day	—	—	—		
Baseball	0.04	—	—	A	1 day	—	—	—		
Tennis racquet	2.00	1 lb.	—	T	2 days	—	—	—		
Tennis ball	0.25	0.25 lbs.	—	T	1 day	—	—	—		
Brush, grooming	0.10	0.5 lbs.	—	A	1 day	—	—	—		
Brush, cleaning	0.05	0.5 lbs.	—	A	1 day	—	—	—		
Comb	0.03	—	—	A	1 day	—	—	—		
Hairbrush	0.18	0.5 lbs.	—	A	1 day	—	—	—		
Mapcase, leather	2.50	1 lb.	—	T	1 day	—	—	—		
Map, local	0.15	—	20"x30"	T	1 day	—	—	—		
Map, regional	0.75	—	20"x30"	T	1 day	—	—	—		
Map, national	1.25	—	20"x30"	T	1 day	—	—	—		
Map, continent	25.00	—	20"x30"	T	1 day	—	—	—		
Map, world	30.00	—	20"x30"	T	1 day	—	—	—		
Globe	35.00	15-25 lbs.	—	T	1 wk	—	—	—		
Flag, small	2.50	3 lbs.	18"x36"	T	1 days	—	—	—		
Flag, large	3.50	7 lbs.	3'x5'	T	1 day	—	—	—		
Stock ticker	55.00	35 lbs.	—	C	1 day	—	—	—		
— plus telegraph connection	35.00	—	—	C	1-2 wks	—	—	—	Price is per month 	
Opera glasses	6.50	1 lb.	—	T	1 day	—	—	—		
Spyglass	15.00	5 lbs.	1'-2'	T	1 day	—	—	—		
Binoculars (8x)	48.00	5 lbs.	—	T	1 day	—	—	—		
Binoculars (10x)	55.00	5-6 lbs.	—	T	1 day	—	—	—		
Mirror, silvered glass	25.00	65 lbs.	4'	T	1 day	—	—	—		
Hand mirror, silvered glass	2.50	lbs.	8"	T	1 day	—	—	—		
Shoe horn	0.15	0.5 lbs.	—	T	1 day	—	—	—		
Lamp oil	0.20	—	1 gal.	T	1 day	—	—	—		
Chess set, standard	1.50-3.50	5 lbs.	—	T	1 day	—	—	—		
Chess set, ornate	25.00	5-15 lbs.	—	T	1-3 mos	—	—	—		
Walking stick	1.50+	2-5 lbs.	4'	T	1 day	—	—	—		
Watch	1.00-100.00	0.25-0.5 lbs.	—	T	1 day	—	—	—		
Travelling clock	5.00	15-25 lbs.	—	T	1 day	—	—	—		
Tobacco	0.60	1 lb.	—	A	1 wk	—	—	—		
Pipe, clay	0.15	0.75 lbs.	—	A	1 day	—	—	—		
Cigarette papers (100)	0.05	4 oz.	—	T	1 day	—	—	—		
Cigarettes (per pack)	0.05-0.10	—	—	T	1 day	—	—	—		
Cigar	0.05-2.00+	—	—	T	1 day	—	—	—		
Chewing tobacco	0.05	1 oz.	—	T	1 day	—	—	—		
Cologne/perfume	0.50+	—	4 oz.	T	1 day	—	—	—		
Cosmetics	0.25+	—	—	T	1 day	—	—	—		
TOYS & GAMES										
Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes		
Bicycle	\$25.00-56.00	30 lbs.	—	C	1 wk	—	—	—		Modern 
Roller skates	2.50	10 lbs.	—	C	1 wk	—	—	—		
Ice skates	2.50	7.5 lbs.	—	C	1 wk	—	—	—		
Rocking horse, wooden	12.50	35-50 lbs.	—	T	1 day	—	—	—		
Electric train set	10.00+	15-20 lbs.	—	T	1 day	—	—	—		
China doll	1.00+	1 lb.	—	A	1 day	—	—	—		
Board games	0.25-1.00	1 lb.	—	T	1 day	—	—	—		
Jacks	0.05	—	—	A	1 day	—	—	—		
Checkers	0.15	0.5 lbs.	—	A	1 day	—	—	—		

TYPICAL WEAPONS	Cost	Type	Wt	Avail	Time	B#	Rel/Str	F	Notes	
Bayonet	\$2.50	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01		
Blackjack	0.15	1hc	0.5 lbs.	T	6 hrs	1-8	50(w)	05		
Club	0.10	1 hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04		
Cudgel	0.07	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03		
Dagger	3.50	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01		
Dirk	5.50	1hc	0.75-1.5 lbs.	A	1 day	1-6	80	01		
Foil	25.00+	1hc	2-3.5 lbs.	T	5 days	1-3	30	03		
Handaxe / tomahawk	2.50	1hc/th	3-6 lbs.	A	1 day	1-7	70(w)	04		
Harpoon	1.00	th	4-8 lbs.	A	1 day	1-6	50(w)	04		
Lasso	1.50-2.00	th	2-5 lbs.	A	6 hrs	1-4	80	06		
Long bow	2.50+	mis	2-3 lbs.	A	9-12 days	1-2	85	05		
Rapier	20.00+	1hc	1.5-3 lbs.	T	5 days	1-4	40	04		
Sabre	19.00+	1hc	3-4 lbs.	T	2-3 days	1-5	70	03		
Scimitar	15.00+	1hc	3-5 lbs.	T	2-3 days	1-5	60	04		
Short bow	1.00	mis	2-3 lbs.	A	3 days	1-2	80	04		
Spear	1.15	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05		
Whip	8.50	1hc	2-5 lbs.	T	1 day	1-4	70	06		
Firearms										
M-1 Garand .30-06	\$35.00	2h	9.5 lbs.	T	1 day	1-6	75	05	Lever-action repeater 12 gauge	
Daisy Air Rifle	0.85-1.65	2h	3 lbs.	T	1 day	1-5	45	05		
Winchester '73 .44-40	30.00	2h	7.5 lbs.	T	1 day	1-5	75	04		
Double-Barrel Shotgun	17.95+	2h	10 lbs.	T	1 day	1-6	65	05		
Double-Barrel Scattergun	14.50+	2h	7.5 lbs.	T	1 day	1-6	65	05		
Colt Peacemaker .45	12.00	1h	2.5 lbs.	T	1 day	1-7	65	05	Double-action .32 or .38 caliber	
Colt Army Revolver .45	13.75	1h	2.5 lbs.	T	1 day	1-7	75	04		
Smith & Wesson Hammerless	10.95-18.00	1h	2 lbs.	T	1 day	1-6	75	04		
Colt M1911 .45 ACP	35.00	1h	2.5 lbs.	T	1 day	1-4	65	04		
Thompson Submachinegun	65.00	2h	10-12 lbs.	T	1 day	1-6	65	05		
Maxim Machinegun	350.00	spcl	75 lbs.+	T	1 day	1-6	55	05	Standard U.S. military sidearm Not normally sold to civilians. Prior to 1934, the U.S. had no laws against private ownership of automatic weapons. After 1934, a \$200.00 tax was added. Various calibers; Not normally sold to civilians. Prior to 1934, the U.S. had no laws against private ownership of automatic weapons. After 1934, a \$200.00 tax was added. Not normally sold to civilians. Prior to 1934, the U.S. had no laws against private ownership of automatic weapons. After 1934, a \$200.00 tax was added.	
Vickers Machinegun .303	275.00	spcl	35 lbs.+	T	1 day	1-5	65	05		
Weapon Accessories										
Arrows (20)	0.50	—	3 lbs.	A	1 day	—	—	—	Holds 20 arrows	
Quiver	1.25	—	1-2 lbs.	A	1 day	—	—	—		
Pistol cartridge, box of 50	3.50	—	2.5-3.5 lbs.	T	1 day	—	—	—		
Rifle cartridge, box of 50	4.00	—	3-4 lbs.	T	1 day	—	—	—		
Shotgun shells, box of 25	2.25	—	3.5 lbs.	T	1 day	—	—	—		
Military gunbelt	10.50	—	2.5 lbs.	A	2 days	—	—	—	Has sabre hanger	
Gunbelt & golster, leather	9.00	—	1.5-2 lbs.	A	2 days	—	—	—		
Gunbelt & golster, web	4.50	—	1 lb.	A	1 day	—	—	—		
Belt scabbard, plain	1.25	—	1.5 lbs.	T	1 day	—	—	—		
Belt scabbard, ornamented	5.00+	—	1.5-2 lbs.	T	2-7 days	—	—	—		
Sheath, plain	0.85	—	0.5 lbs.	A	1 day	—	—	—		
Sheath, ornamented	1.35	—	0.5-0.75 lbs.	T	2-7 days	—	—	—		
Sling, leather	1.50	0.5 lbs.	—	T	1 day	—	—	—		
Powder measure	0.50	0.25 lbs.	—	T	1 day	—	—	—		
Smokeless powder	5.00	—	10 lbs.	T	1 day	—	—	—		
Re-capper / de-capper	0.50	0.25-0.5 lbs.	—	T	1 day	—	—	—	Most calibers Most calibers	
Reloading press, hand	2.00-4.50	—	2.5 lbs.	T	1 day	—	—	—		
Case resizer	1.75-3.00	—	0.5-1.5 lbs.	T	1 day	—	—	—		
Bullets, lead	2.50	—	10 lbs.	T	1 day	—	—	—		



THE ATOMIC AGE

"God doesn't throw dice with the Universe."

—Albert Einstein

"Albert, stop telling God what to do!"

—Enrico Fermi



It started with a bang. A very loud bang. On July 16, 1945, the world's first atomic bomb was detonated at Alamogordo air base in New Mexico. As the towering column of fire rushed skyward, returning Prometheus' gift to the heavens, it heralded a new age in the history of the world. An age that many feared would not end with a bang, but with a whimper: The Atomic Age.

The war in Europe had drawn to a close, but in the Pacific the Japanese Empire continued to battle against all odds and hope of victory. Faced with the choice of invading the home islands (a bloody prospect that would have cost hundreds of thousands of lives) the President of the United States authorized the use of this powerful new weapon against Japan. On August 6, 1945, the city of Hiroshima was destroyed by a single bomb. Three days later, a second bomb was dropped on the city of Nagasaki. Fearing that more would follow, the Japanese emperor and his advisors ordered the immediate surrender of their troops to the Allied forces. At long last, World War II was over.

The principles behind the atomic bomb were known for decades before work ever began on the Manhattan Project. Known, that is, if you were one of a handful of theoretical physicists that no one had ever heard of before. Albert Einstein? Enrico Fermi? Robert Oppenheimer? Who were they? Maybe one person in a thousand could have told you. One in a million might have a chance of understanding their work. And even *they* didn't understand it completely.

The Atomic Age brought not only great changes in science and technology, but a whole new group of fears and superstitions as well. World War II might be over, but the Cold War had begun. There was a new enemy, and the most powerful weapons ever known to fear. Your average layman knew next to nothing about atomic bombs. All the populace at large knew was that *we* had them, and so did the "commies." Families built fallout shelters in their basements and backyards, in preparation for surviving the nuclear war they feared was just around the corner.

War—or the fear of war—has sparked invention and discovery for thousands of years, and the Cold War years of the Atomic Age are no exception. Giant bombers to carry nuclear fire to the enemy were built in great numbers, only to be replaced later on with an even larger number of missiles. Control systems went from mechanical to electro-mechanical to almost wholly electronic. The transistor allowed airplanes to pack in all sorts of instrumentation and sensors. On the ground computers were being built that were faster and more powerful than any ten of the old vacuum-tube models.

Back at home, ordinary citizens could choose from dozens of improved household appliances: washers and dryers, electric mixers, and vacuum cleaners, to name just a few. And then, of course, there was the television, bringing movies and shows, as well as the news, straight to your living room. Now you didn't have to go to the movie theater and watch the news reels to see what was happening

last week in Paris or New York or Washington, D.C. You just turned on the television and watched the evening news over dinner.

The Atomic Age also saw the "race for space," as the United States and Soviet Union competed for the glory of being the first to send man beyond the boundaries of the Earth. Throughout the 1960s the roar of rockets blasting into the sky shook the Earth. Not the nuclear-tipped missiles that had been feared since the launch of Sputnik in 1957, but rather fiery chariots carrying men into space. Yuri Gagarin, a Russian, became the first man to orbit the Earth in April 1961. A month later, Alan Shepard, Jr. carried the American flag into space. In 1962, the Mariner probe becomes the first man-made object to voyage to another planet (Venus) and 1963 saw the first woman in space: Russian cosmonaut Valentina Tereshkova.

Spacecraft became larger, carrying more crew, and supplies for longer and longer stays in space. Launches and orbital missions became almost routine. But on July 16, 1969, all that changed. Apollo 11, carrying Neil Armstrong, Michael Collins, and Edwin E. "Buzz" Aldrin, was launched. For four days, the eyes of the world were glued to their televisions. Finally, on July 20th, they heard the words, "The Eagle has landed." For the first time ever, a human being walked on another world. The centuries-long dream of astronomers was finally being realized.

Technologies first developed during World War II, and improved during the space race, rapidly entered the civilian world. New alloys and heat resistant materials made jet engines feasible. Advances in radar, communications, and electronics made large-scale civilian aviation not only possible, but probable. Plastics, and other artificial materials, sharply reduced manufacturing costs, making products more affordable. By the mid-seventies, even computers had moved into the home market, with the appearance of the MITS Altair 8800 computer kit in 1975.

Technological breakthroughs in the Atomic Age were not limited solely to weapons, or space travel, or electronics. Medicine in particular made some astounding breakthroughs during the Cold War years. Deoxyribonucleic acid (DNA) was first identified in the fifties. Scarcely twenty years later doctors were already learning how to alter it. CAT scans, and later MRIs, allowed doctors to look anywhere inside the body without exploratory surgery for the first time—especially important in the detection of certain tumors and cancers, as well as other medical

... AND A
10-FOOT POLE

conditions. New vaccines were developed against measles, polio, and other diseases, and an old killer, smallpox, became theoretically extinct outside the laboratory in 1977.

New surgical techniques for reconnecting small blood vessels allowed the reattachment of severed limbs, and brought organ transplants into the realm of possibility. The first attempts were invariably failures, but studies of the immune system led to the discovery of immunosuppressives (drugs that suppress the body's natural defenses). With them, transplants were possible with minimal tissue rejection. Other innovative techniques include: the first sex-change operation (1952); the "painless" high-speed dental drill (1957); ultrasound examination of an unborn child (1958); and the first implanted pacemaker (1959). Over the course of the next twenty years, medicine became increasingly "high tech." Lasers were first used for eye surgery in 1962, and 1969 saw the implantation of the first artificial heart. Throughout the seventies, transplant operations improved to the point where they were almost routine. New techniques—and the refinement of old ones—appeared almost daily.

The rapid-fire changes in technology that occurred during the Atomic Age had a significant effect upon society as a whole. Prior to World War II, science and technology advanced, but at a rate slow enough for people to adjust to the change. It was almost as if the first atomic bomb served as a catalyst, spurring scientists, doctors, engineers, and inventors to press forward at an even faster rate. Where once a gap of ten or twenty or even fifty years might separate new scientific discoveries, during the Atomic Age it shortened to a few years. Sometimes even months, weeks, or days.

Probably the best campaign to run during the Atomic Age revolves around the world of espionage. This is the era of the "Red Menace" and fears of the nuclear terror and World War III. It is the era when spies stole the plans for missiles and subs, and "extracted" key scientists, military officers, and civilians. America and the Soviet Union, the two "big boys on the block," were flexing their muscles, putting pressure on friendly governments, and sometimes toppling unfriendly ones. Fidel Castro had taken Cuba "commie," angering both the United States government and the Mafia, and plots to assassinate him were rampant.

Espionage campaigns can be incredibly diverse, ranging from the suave sophistication of James Bond, to the comic mayhem of Maxwell Smart. Players might be agents for the CIA or the KGB, or even British Intelligence. Or they may be part of a secret international agency, like U.N.C.L.E. or Control. They could even be the villains, working for the enemy (whoever the enemy is) to dominate the world. And of course, because spies get all the neat toys to play with, gadgets that wouldn't normally be available for several years down the road, are issued as the needs of a mission require them. More military-style campaigns could center on the wars in Korea or Vietnam. Another possibility is the Congo War of the mid-sixties, fought by mercenaries and financed by the CIA. For a change of pace, the players might draw up a group of sixties radicals, like the Black Panthers, or the Symbionese Liberation Army (who kidnapped Patty Hearst and robbed banks to finance their "revolution"). Or they could be federal agents, sent to infiltrate the movement.

But why stick to real-world history, when you can right your own? Maybe in your world, World War II didn't end in 1945, but dragged on for another year...or more. What

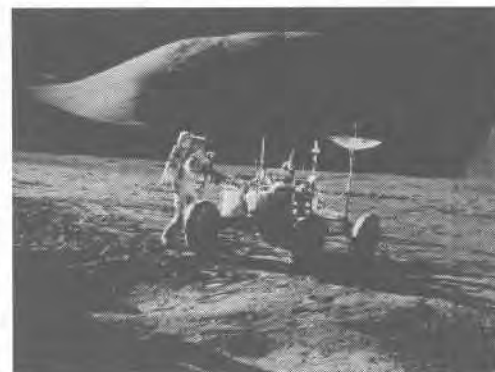
if the Korean War spread across SE Asia, becoming an open conflict between the superpowers? Would it have gone nuclear? Or left the world poised eternally on the brink? What about Vietnam? What if we had pulled out early? Or never pulled out at all? Of course, just as you don't have to stick to "real" history, nor do you have to limit yourself to "real" wars. What if, for example, the OPEC oil embargo of 1973 had led to a U.S. (or Soviet) invasion of the Middle East? Or the Israelis had decided to "stick to their guns" and pressed on into Syria or Jordan or Iraq? What effect would it have on our technology? Our society? The history of the future?

In our world, America was the first to land a man on the moon, but what if it had been the Russians? Or the French? What if they hadn't been stopped, instead continuing until the first colony was planted on the lunar surface, perhaps just in time for the American bicentennial celebrations? What would the world be like then?

If classic fantasy (like *Rolemaster*) is more your style, then by all means enjoy! Elves, Dwarves, Orcs, and all the other fantasy races can be made to fit the modern world of the Atomic Age with a little bit of effort. Perhaps they have always been there, hiding on the fringes of civilization, awaiting the return of simpler times. Or perhaps they have been here all along, hiding within each of us, waiting for magic to return to the world and free them.

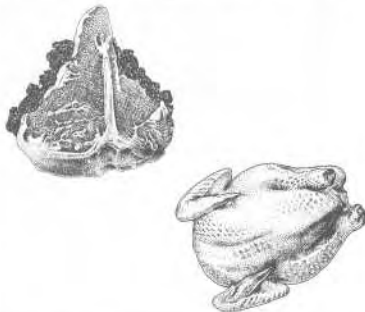
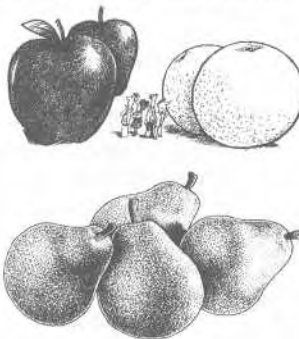
Magic, if it does work, could be a secret known only to a very few. Or it might be as common and everyday as light bulbs and automobiles, giving a whole new meaning to the term "Wizard of Wall Street." Research into the arcane arts might turn up defenses to the atom bomb, or magical weapons even more terrifying. Adding magic to an espionage campaign, for example, the characters have more than just marvels of technology up their sleeves. A definite bonus when it comes to searching that magician's tower for the defense spells he developed for the other side. In a secret magic campaign, the character's first introduction to the arcane could come while they serve as mercenaries in the Congo War, where Bantu and Congolese shamans exchange spells across an otherwise modern battlefield. Afterwards, their spells heal the injured and raise the dead, all so that the battle may be fought again tomorrow.

These are just a few of the campaigns that could be run in the Atomic Age. Gamemasters will doubtless come up with more, tailoring things to suit their vision of the world. After all, the universe is a big place, with plenty of room to make a change here and there. So go ahead. Roll the dice, and see what happens.

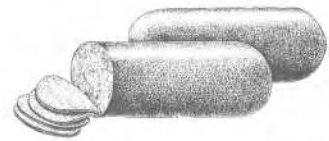
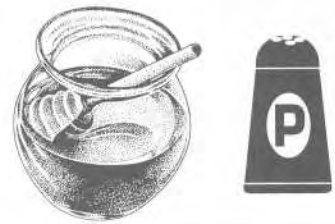


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10-FOOT POLE

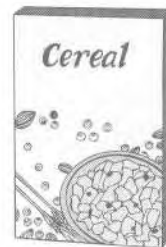


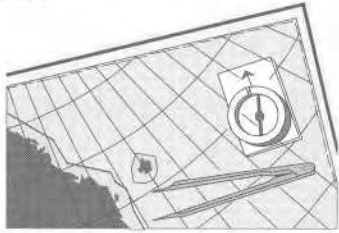
FOOD ITEM	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Fresh Bread									
White	\$0.15-0.25	1 lb.	—	A	2 hrs	—	—	—	
Rye	0.15-0.25	1 lb.	—	A	2 hrs	—	—	—	
Wheat	0.15-0.25	1 lb.	—	A	2 hrs	—	—	—	
Doughnuts	0.15-0.35	0.5 lbs.	1 doz.	A	2 hrs	—	—	—	
Pie	0.75	1 lb.	—	A	2 hrs	—	—	—	
Pastries, various	0.15-0.45	0.5 lbs.	1 doz.	A	2 hrs	—	—	—	
Cookies	0.15	—	1 doz.	A	2 hrs	—	—	—	
Fresh Meat									
Beef-veal	0.55	1 lb.	—	R	2 hrs	—	—	—	Time shows average time to butcher 
Beef-steak	0.35	1 lb.	—	R	2 hrs	—	—	—	
Beef-roast	0.45	1 lb.	—	R	2 hrs	—	—	—	
Beef-other cut	0.20	1 lb.	—	R	2 hrs	—	—	—	
Pork-loin	0.35	1 lb.	—	R	2 hrs	—	—	—	
Pork-ham	0.45	1 lb.	—	R	2 hrs	—	—	—	
Pork-bacon	0.40	1 lb.	—	R	2 hrs	—	—	—	
Pork-other cut	0.20	1 lb.	—	R	2 hrs	—	—	—	
Lamb, leg	0.35	5 lbs.	—	R	2 hrs	—	—	—	
Mutton, chops	0.40	2 lbs.	—	R	2 hrs	—	—	—	
Chicken	0.35	5 lb.	—	R	2 hrs	—	—	—	
Duck	1.30	5 lb.	—	R	2 hrs	—	—	—	
Goose	1.40	15 lb.	—	R	2 hrs	—	—	—	
Turkey	1.50	10 lb.	—	R	2 hrs	—	—	—	
Fish									
Carp	0.15	1 lb.	—	T	1 hr	—	—	—	Time shows average time to catch 
Fresh river	0.18	1 lb.	—	R	1 hr	—	—	—	
Pike	0.16	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	0.25	1 lb.	—	T	1 hr	—	—	—	
Shrimp	0.30	1 lb.	—	T	1 hr	—	—	—	
Dairy Products									
Butter, salted	0.20	1 lb.	—	R	1 hr	—	—	—	
Butter, unsalted	0.15	1 lb.	—	R	30 mins	—	—	—	
Cheese, low quality	0.21	1 lb.	—	R	2 days	—	—	—	
Cheese, average quality	0.40	1 lb.	—	R	1 wk	—	—	—	
Cheese, fine quality	0.95	1 lb.	—	R	2 wks	—	—	—	
Cream	0.20	—	1 pt.	R	—	—	—	—	
Eggs	0.15	—	1 doz.	R	1 hr	—	—	—	
Milk, cow	0.30	—	2 qt.	R	20 mins	—	—	—	
Milk, goat	0.35	—	1 qt.	R	20 mins	—	—	—	
Milk, artificial (soy)	0.20-0.45	—	1 qt.	T	1 day	—	—	—	
Milk, baby formula	0.15-0.50	—	1 qt.	T	1 day	—	—	—	
Fruits & Grains & Vegetables									
Apples	0.15	1 lb.	—	R	1 hr	—	—	—	Time shows average time to harvest 
Berries	0.15	1 lb.	—	R	1 hr	—	—	—	
Cherries	0.50	1 lb.	—	R	1 hr	—	—	—	
Crabapples	0.15	1 lb.	—	R	1 hr	—	—	—	
Dates	0.75	1 lb.	—	R	1 hr	—	—	—	
Figs	1.25	1 lb.	—	R	1 hr	—	—	—	
Grapes	0.35	1 lb.	—	R	1 hr	—	—	—	
Melon	0.30	1 lb.	—	R	1 hr	—	—	—	
Nuts	0.50	1 lb.	—	R	1 hr	—	—	—	
Olives	1.25	1 lb.	—	R	1 hr	—	—	—	
Pears	0.15	1 lb.	—	R	1 hr	—	—	—	Oranges, lemons, etc. 
Pineapple	0.55	1 lb.	—	R	1 hr	—	—	—	
Plums	0.25	1 lb.	—	R	1 hr	—	—	—	
Raspberries	0.35	1 lb.	—	R	1 hr	—	—	—	
Strawberries	0.40	1 lb.	—	R	1 hr	—	—	—	
Citrus	0.25	1 lb.	—	R	1 hr	—	—	—	
Artichokes									
Beans, fresh	0.50	1 lb.	—	R	1 hr	—	—	—	Time shows average time to harvest 
Beans, fresh	0.25	1 lb.	—	R	1 hr	—	—	—	
Beans, dried	0.35	1 lb.	—	R	1 hr	—	—	—	
Beets	0.35	1 lb.	—	R	1 hr	—	—	—	
Cabbage	0.30	1 lb.	—	R	1 hr	—	—	—	
Carrots	0.25	1 lb.	—	R	1 hr	—	—	—	
Cauliflower	0.35	1 lb.	—	R	1 hr	—	—	—	
Lentils	0.45	1 lb.	—	R	1 hr	—	—	—	
Lettuce	0.25	1 lb.	—	R	1 hr	—	—	—	
Onions	0.25	1 lb.	—	R	1 hr	—	—	—	
Parsnips	0.25	1 lb.	—	R	1 hr	—	—	—	
Peas, fresh	0.25	1 lb.	—	R	1 hr	—	—	—	
Potatoes	0.38	1 lb.	—	R	1 hr	—	—	—	
Radishes	0.34	1 lb.	—	R	1 hr	—	—	—	
Turnips	0.32	1 lb.	—	A	1 hr	—	—	—	

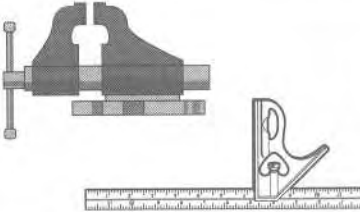
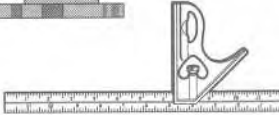
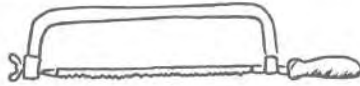
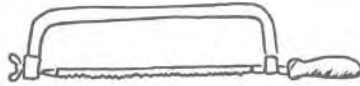
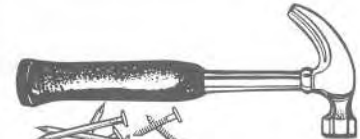
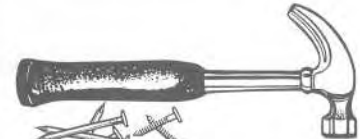
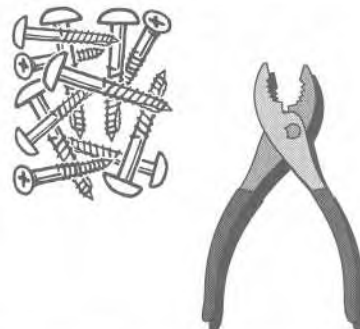
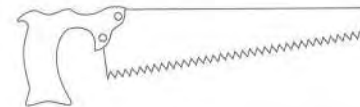
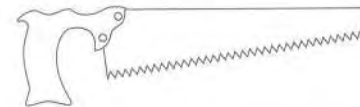
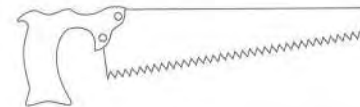
Herbs, Spices & Flavorings								
Cloves	0.30	4 oz.	—	T	1 hr	—	—	—
Cinnamon	0.30	4 oz	—	T	1 hr	—	—	—
Garlic	0.27	4 oz	—	A	1 hr	—	—	—
Ginger	0.25	4 oz.	—	T	1 hr	—	—	—
Honey	0.60	1 lb.	—	A	1 hr	—	—	—
Mint	0.28	4 oz	—	A	1 hr	—	—	—
Mustard seed	0.28	4 oz	—	A	1 hr	—	—	—
Nutmeg	0.28	4 oz	—	T	1 hr	—	—	—
Parsley	0.12	4 oz	—	A	1 hr	—	—	—
Pepper	0.25	4 oz	—	T	1 hr	—	—	—
Cayenne pepper	0.30	4 Oz	—	T	1 hr	—	—	—
Rosemary	0.40	4 oz	—	A	1 hr	—	—	—
Saffron	0.25	4 Oz	—	T	1 hr	—	—	—
Sage	0.27	4 oz	—	A	1 hr	—	—	—
Salt	0.24	1 lb.	—	T	1 hr	—	—	—
Sugar	0.22	1 lb.	—	T	1 day	—	—	—
Syrup, maple	0.65	—	1 qt.	R	1 day	—	—	—
Syrup, corn	0.62	—	1 qt.	R	1 day	—	—	—
Saccharine	0.30	8 oz	—	T	1 day	—	—	—
Thyme	0.28	4 oz	—	A	1 hr	—	—	—
Preserved Foods								
Beef, salted	0.75	1 lb.	—	T	1 day	—	—	—
Pork, salted	0.50	1 lb.	—	T	1 day	—	—	—
Fish (various), salted	0.35	1 lb.	—	T	1 day	—	—	—
Salmon, smoked	0.25	1 lb.	—	T	1 day	—	—	—
Beef, smoked	0.70	1 lb.	—	A	1 day	—	—	—
Pork, smoked	0.55	1 lb.	—	A	1 day	—	—	—
Beef, jerked	0.50	1 lb.	—	A	1 day	—	—	—
Fish (various), dried	0.35	1 lb.	—	T	2 days	—	—	—
Beverages								
Apple cider, fresh	0.20	—	1 qt.	A	1 day	—	—	—
Apple cider, fermented	0.25	—	1 qt.	T	4-6 wks	—	—	—
Brandy	5.00+	—	1 qt.	T	2 days	—	—	—
Wine, poor	0.50	—	1 qt.	T	4-6 wks	—	—	—
Wine, average	1.00+	—	1 qt.	T	3-6 mos	—	—	—
Wine, fine	5.00+	—	1 qt.	T	1 yr+	—	—	—
Wine, excellent	10.00+	—	1 qt.	C	2 yrs+	—	—	—
Wine, champagne	15.00+	—	1 qt.	C	1 yr+	—	—	—
Hard liquor	1.00+	—	1 qt.	A	2 days	—	—	—
Beer	0.15	—	1 qt.	A	2-4 wks	—	—	—
Double beer	0.25	—	1 qt.	A	3-6 wks	—	—	—
Small beer	0.05	—	1 qt.	A	2-4 wks	—	—	—
Ale	0.25	—	1 qt.	A	2-4 wks	—	—	—
Stout	0.25	—	1 qt.	A	2-4 wks	—	—	—
Bitter	0.25	—	1 qt.	A	2-4 wks	—	—	—
Soda pop	0.05	—	1 pt.	A	2-4 wks	—	—	—
PRE-PACKAGED FOODS								
Canned meat (various)	\$0.38	1 lb.	—	T	1 day	—	—	—
Canned fish (various)	0.50	1 lb.	—	A	1 day	—	—	—
Canned vegetables (various)	0.32	1 lb.	—	T	1 day	—	—	—
Canned fruits (various)	0.24	1 lb.	—	T	1 day	—	—	—
Graham crackers	0.35	1 lb.	—	T	1 day	—	—	—
Pancake mix	0.20	2 lbs.	—	T	1 day	—	—	—
Coffee beans	0.35	1 lb.	—	T	1 day	—	—	—
Tea	0.30	1 lb.	—	T	1 day	—	—	—
Cocoa	0.30	1 lb.	—	T	1 day	—	—	—
Breakfast cereal	0.35	1 lb.	—	T	1 day	—	—	—
Condensed milk	0.22	1 lb.	—	T	1 day	—	—	—
Evaporated milk	0.20	1 lb.	—	T	1 day	—	—	—
Gelatin dessert	0.10	1 lb.	—	T	1 day	—	—	—
Jams & jellies	0.65	5 lb.	—	T	1 day	—	—	—
Margarine	0.19	1 lb.	—	T	1 day	—	—	—
Potato chips	0.15	1 lb.	—	T	1 day	—	—	—
Pasta	0.27	1 lb.	—	T	1 day	—	—	—
Ice cream soda	0.15	8 oz	—	T	15 mins	—	—	—
Ice cream sundae	0.15	8 oz	—	T	15 mins	—	—	—
Vinegar	0.15	—	1 qt.	A	1 wk	—	—	—
Candy	0.12	1 lb.	—	T	1 day	—	—	—
Chocolate bar	0.05	4 oz	—	T	1 day	—	—	—
Chewing gum	0.02	4 oz	—	T	1 day	—	—	—
Flour, wheat	0.40	10 lbs.	—	A	1 day	—	—	—
Flour, rye	0.45	10 lbs.	—	A	1 day	—	—	—
Flour, oat	0.65	10 lbs.	—	A	1 day	—	—	—

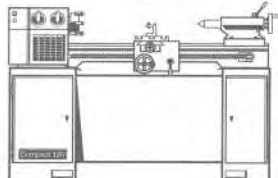
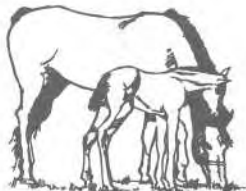
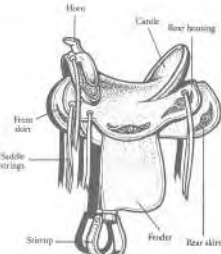


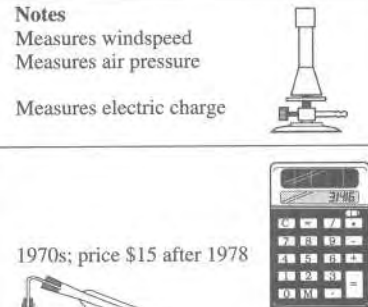
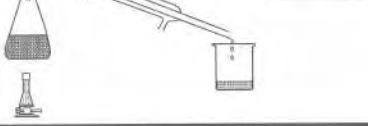
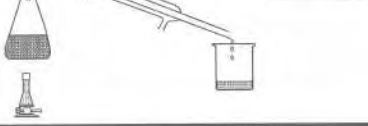
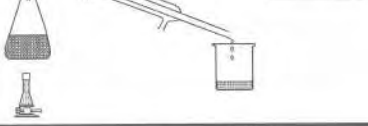
Various brands

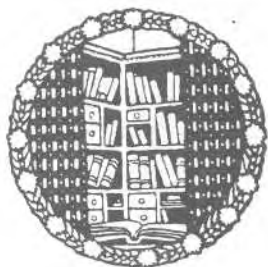


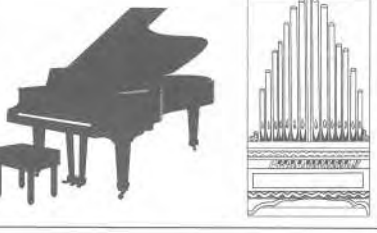
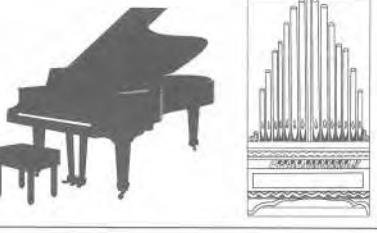
PRE-PACKAGED FOODS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Flour, corn meal		\$0.45	10 lbs.	—	A	1 day	—	—	—	
Cooking oil		0.35	—	1 qt.	T	1 day	—	—	—	
Olive oil		0.40	—	1 qt.	T	1 day	—	—	—	
Lard		0.20	1 lb.	—	A	1 day	—	—	—	
OUTDOOR SURVIVAL		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Backpack, small nylon		\$2.50	1 lb.	1 cu. ft	A	1 day	—	—	—	
Backpack, medium nylon		2.75	1.5 lb.	2 cu. ft	A	1 day	—	—	—	
Backpack, large nylon		3.30	3 lb.	3.5 cu. ft	A	1 day	—	—	—	
Backpack, small canvas		3.00	0.75 lb.	1 cu. ft	A	1 day	—	—	—	
Backpack, medium canvas		3.15	1 lb.	2 cu. ft	A	1 day	—	—	—	
Backpack, large canvas		3.50	2 lb.	4 cu. ft	A	1 day	—	—	—	
Backpack, aluminum frame		4.50	4 lbs.	4 cu. ft	A	1 day	—	—	—	
Compass		3.50	1 lb.	—	T	1 day	—	—	—	
Mess kit, aluminum		0.75	1 lb.	—	A	1 day	—	—	—	
Matches (box of 300)		0.25	0.25 lbs.	—	T	1 day	—	—	—	
Shovel, folding		2.00	2.5-3 lbs.	—	T	1 day	1-4	50	—	
Pick, folding		2.00	2-2.5 lbs.	—	T	1 day	1-4	50	—	
Tent, 2-man canvas		16.00	45 lbs.	5'x6'x4'	A	1 day	—	—	—	
Tent, 4-man canvas		20.00	60 lbs.	8'x10'x5'	A	1 day	—	—	—	
Tent, 8-man canvas		35.00	90 lbs.	14'x17'x6'	A	1 day	—	—	—	
Mosquito netting		2.50	4 lbs.	12'x12'	T	1 day	—	—	—	
Shepherd's stove		16.50	25 lbs.	10'x8'x20"	T	1 day	—	—	—	
Camp stove		14.60	7 lbs.	—	T	1 day	—	—	—	
Spit, portable		1.75	15 lbs.	—	T	1 day	—	—	—	
Fishhook & line		0.10+	—	30'	A	1 day	—	—	—	
Fishing rod & reel		2.50+	1.5-2.5 lbs.	—	T	1 day	1-3	30	—	
Fishing net, small		5.50+	3-5 lbs.	6'x6'	A	1 day	1-4	60	—	
Fishing net, large		25.00+	10 lbs.	12'x12'	A	1 day	1-4	65	—	
Fish trap		0.25+	1 lb.	—	A	1 day	1-3	65	—	
Animal trap, steel		0.70+	1-5 lbs.	—	T	1 day	1-2	85	—	
Blanket, light		1.85+	2.5 lbs.	—	A	1 day	—	—	—	
Blanket, heavy		2.75+	6 lbs.	—	A	1 day	—	—	—	
Sleeping bag, lightweight		12.00	8 lbs.	—	T	1 day	—	—	—	
Sleeping bag, arctic weight		14.00+	20 lbs.	—	T	1 day	—	—	—	
Hammock, cloth		3.50	2 lbs.	4'x8'	A	1 day	—	—	—	
Folding cot, cloth & wood		2.75	15 lbs.	3'x6'	T	1 day	—	—	—	
Camp stool		1.75	4 lbs.	—	T	1 day	—	—	—	
Camp chair		1.75	6 lbs.	—	T	1 day	—	—	—	
Canteen, aluminum (full)		0.75	2 lbs.	1 pt.	T	1 day	—	—	—	
Canteen, aluminum (full)		0.90	5 lbs.	1 qt.	T	1 day	—	—	—	
Canteen, aluminum (full)		1.20	5 lbs.	2 qt.	T	1 day	—	—	—	
Waterskin, nylon (full)		2.85	8 lbs.	1 gal.	A	1 day	—	—	—	
Waterskin, nylon (full)		3.25	50 lbs.	5 gal.	A	1 day	—	—	—	
Flashlight, 2-cell		0.90	1.5 lbs.	—	T	1 day	—	—	—	
Flashlight, 3-cell		1.50	1.75 lbs.	—	T	1 day	—	—	—	
Battery		0.15	0.25 lbs.	—	T	1 day	—	—	—	At least two blades Requires oil Requires oil Lasts 6 hours
Pocket knife		1.45-4.50+	—	—	T	1 day	—	—	—	
Lantern		3.00	2 lbs.	1 qt.	T	1 day	—	—	—	
Lamp		3.55	1 lb.	1 pt.	T	1 day	—	—	—	
Lamp oil		0.30	—	1 gal.	T	1 day	—	—	—	
Candle, wax		0.05	—	—	T	1 day	—	—	—	
CONTAINERS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Barrel		\$3.00	10 lbs.	12 gal.	A	1.5 days	—	—	—	
Barrel		4.50	30 lbs.	25 gal.	A	2 days	—	—	—	
Barrel		7.00	50 lbs.	50 gal.	A	3 days	—	—	—	
Barrel		10.00	125 lbs.	100 gal.	A	3 days	—	—	—	
Jar, glass		0.20	—	1 pt.	T	6 hrs	—	—	—	
Jar, glass		0.30	0.5 lbs.	1 qt.	T	6 hrs	—	—	—	
Jar, glass		0.35	2 lbs.	1 gal.	T	6 hrs	—	—	—	
Bucket, aluminum		0.75	0.5 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, aluminum		0.95	1 lb.	5 gal.	A	1 day	—	—	—	
Bucket, plastic		0.65	0.5 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, plastic		0.85	1 lb.	5 gal.	A	1 day	—	—	—	
Bucket, wooden		1.75	3 lbs.	1 gal.	A	1 day	—	—	—	
Bucket, wooden		2.45	4 lbs.	5 gal.	A	1 day	—	—	—	
Steamer trunk		7.25	35 lbs.	2'x2'x3'	T	1 day	—	—	—	
Suitcase, small		4.25+	5-10 lbs.	—	T	1 day	—	—	—	
Suitcase, medium		6.00+	7-12 lbs.	—	T	1 day	—	—	—	
Suitcase, large		9.75+	9-15 lbs.	—	T	1 day	—	—	—	
Garment bag		5.50+	4-5 lbs.	—	T	1 day	—	—	—	
Flight bag		2.75+	2-3 lbs.	—	T	1 day	—	—	—	
Makeup case		3.75+	4-6 lbs.	—	T	1 day	—	—	—	

TOOLS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Mechanic's 300 pc. tool set	\$100.00+	30 lbs.	—	T	1 day	—	—	—	
Mechanic's 700 pc. tool set	200.00+	125 lbs.	—	T	1 day	—	—	—	
Mechanic's 1200 pc. tool set	500.00+	400 lbs.	—	T	1 day	—	—	—	
Tool box, small metal	10.00	10 lbs.	—	T	1 day	—	—	—	
Tool box, large metal	20.00	25-35 lbs.	—	T	1 day	—	—	—	
Tool box, rolling chest	50.00-125.00	135 lbs.	—	T	1 day	—	—	—	
Folding worktable	25.00-50.00	30 lbs.	2'x2.5'	T	1 day	—	—	—	
Barbed wire-plain	2.45-3.75	35 lbs.	150 yds.	T	1 day	—	—	—	
Barbed wire-galvanized	2.75-4.25	40 lbs.	150 yds.	T	1 day	—	—	—	
Swivel vise, small	4.75	8 lbs.	—	T	1 day	1-2	65	—	
Swivel vise, large	5.50	10 lbs.	—	T	1 day	1-2	70	—	
Block & tackle	25.50	35 lbs.	—	T	1 day	1-2	70	—	
Brace & bit (hand drill)	6.75	2 lbs.	—	T	1 day	1-2	80	—	
Drill bits, steel	1.20	—	—	T	1 day	—	—	—	
Electromagnet	7.50	5 lbs.	—	T	1 day	—	—	—	
Brush	0.85	0.5 lbs.	—	T	1 day	—	—	—	
Bolt cutters	17.00-30.00	6-10 lbs.	—	T	1 day	1-2	70	—	
Vise grips	2.00+	0.5-1 lbs.	—	T	1 day	—	—	—	
Carpenter's level	2.75	1.5 lbs.	—	T	1 day	—	—	—	
Carpenter's square	2.35	2 lbs.	—	T	1 day	—	—	—	
Chain, per foot	0.25	2.5 lbs.	—	T	1 day	1-2	80	—	
Heavy chain, per foot	0.45	5 lbs.	—	T	1 day	1-2	90	—	
Chisel, cold	0.80+	0.5 lb.	—	T	1 day	—	—	—	
Chisel, masonry/stone	0.75+	1 lbs.	—	T	1 day	—	—	—	
Chisel, wood	0.65+	0.75 lbs.	—	T	1 day	—	—	—	
Crowbar, heavy	3.20	5 lbs.	—	T	1 day	—	—	—	
Crowbar, standard	2.25	3 lbs.	—	T	1 day	—	—	—	
Grappling hook	8.50	5 lbs.	—	T	1 day	—	—	—	
Hacksaw	3.00	1 lb.	—	T	1 day	1-2	40	—	
Hacksaw blades	1.25	0.25 lbs.	—	T	1 day	1-6	40	—	
Hammer, carpenter's	3.20	2 lbs.	—	T	1 day	1-8	70(w)	05	
Hatchet	3.50	2.5 lbs.	—	T	1 day	1-7	70(w)	05	
Hoe	2.25	3.5 lbs.	—	T	1 day	1-4	90(w)	—	
Iron wedge	1.15	4 lbs.	—	T	1 day	—	—	—	
Ladder (12 ft. wooden)	10.75	35 lbs.	—	T	1 day	—	—	—	
Ladder, aluminum	28.50	25 lbs.	12'	A	1 day	—	—	—	
Ladder, extension	32.50	35 lbs.	12'-24'	A	1 day	—	—	—	
Measuring tape (100 feet)	1.45	2.5 lbs.	—	T	1 day	—	—	—	
Mitre box w/saw	12.50	10 lbs.	—	T	1 day	—	—	—	
Slide rule	1.25+	1 lb.	—	T	1 day	—	—	—	
Metal file, small	0.65+	1 lb.	—	T	1 day	—	—	—	
Metal file, medium	0.70+	1.5 lbs.	—	T	1 day	—	—	—	
Metal file, large	1.25+	2.5 lbs.	—	T	1 day	—	—	—	
Nails	3.75	10 lbs.	—	T	1 hr	—	—	—	
Screws	2.00	5 lbs.	—	T	1 day	—	—	—	
Screw driver	1.00	0.5 lbs.	—	T	1 day	—	—	—	
Paint	1.95	—	1 gal.	T	1 day	—	—	—	
Pick axe	2.25	12 lbs.	—	T	1 day	1-5	50(w)	06	
Pitchfork	3.20	7 lbs.	—	T	1 day	—	—	—	
Pliers, large	2.35	2 lbs.	—	T	1 day	—	—	—	
Pliers, small	1.25	1 lb.	—	T	1 day	—	—	—	
Pulley, small (2:1)	1.25	5 lbs.	—	T	1 day	1-2	50	—	
Pulley, large (5:1)	2.50	7 lbs.	—	T	1 day	1-2	50	—	
— per 100 lb. lift	+20%	—	—	T	—	—	—	—	
Pump, air	3.50	4 lbs.	—	T	1 day	1-2	50	—	
Rake, metal	2.75	4 lbs.	—	T	1 day	—	—	—	
Rope, light (per 50')	0.08	6 lbs.	—	T	1 day	1-2	70	—	
Rope, standard (per 50')	0.10	8 lbs.	—	T	1 day	1-2	80	—	
Rope, heavy (per 50')	0.12	15 lbs.	—	T	1 day	1-2	90	—	
Rope, hawser (per 50')	0.39	30 lbs.	—	T	1 day	1-2	100	—	
Searchlight	365.00	175 lbs.	—	T	1 day	—	—	—	
Searchlight, portable	75.00	5-10 lbs.	—	T	1 day	—	—	—	
Shovel	2.75+	4.5 lbs.	—	T	1 day	1-4	90(w)	—	
Transit, level, & rod	150.00	30 lbs.	—	T	1 day	—	—	—	
Wedge (splitting)—iron	0.55	2.5 lbs.	—	T	1 day	—	—	—	
Wheelbarrow, steel	22.50	35 lbs.	—	T	1 day	1-2	60	—	
Wire, copper (per 100')	0.45-1.25	0.5 lbs.	—	T	1 hr	1-7	60(w)	04	
Wood axe	4.25	5 lbs.	—	T	1 day	—	—	—	
Wood glue	0.35	—	1 pt.	T	1 day	—	—	—	
Wood file, small	0.55+	1 lb.	—	T	1 day	—	—	—	
Wood file, medium	0.75+	1.5 lbs.	—	T	1 day	—	—	—	
Wood file, large	1.25+	2.5 lbs.	—	T	1 day	—	—	—	
Wood saw	3.78	3 lbs.	—	T	1 day	—	—	—	

MACHINES		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Chain saw	\$45.00+	20-45 lbs.	—	T	1 day	1-4	55	06	—	 
Electric drill	15.00-35.00	1.5-2.5 lbs.	—	T	1 day	1-2	50	—	—	
Ripsaw	25.00-50.00	4.5 lbs.	—	T	1 day	1-2	50	—	—	
Jigsaw	15.00-30.00	2.5 lbs.	—	T	1 day	1-2	40	—	—	
Soldering iron	12.50-30.00	1-2 lbs.	—	T	1 day	1-2	30	—	—	
Router	25.00-35.00	4-5 lbs.	—	T	1 day	1-2	40	—	—	
Band saw	100.00-150.00	200 lbs.	—	T	1 day	1-3	65	—	—	
Table saw	225.00	500 lbs.	—	T	1 day	1-3	70	—	—	
Sabre saw	25.00-35.00	3.5 lbs.	—	T	1 day	1-2	40	—	—	
Drill press	85.00-125.00	150 lbs.	—	T	1 day	1-3	70	—	—	
Bench grinder	15.00-25.00	25 lbs.	—	T	1 day	1-2	60	—	—	
Belt sander	100.00	215 lbs.	—	T	1 day	1-3	70	—	—	
Key-cutter	55.00	25-30 lbs.	—	T	1 day	1-2	50	—	—	
Lathe	125.00	80-100 lbs.	—	T	1 day	1-3	75	—	—	
Lathe, pattern-cutting	975.00	825 lbs.	—	T	1 day	1-3	90	—	—	
Sewing Machine	33.50-75.00	45 lbs.	—	T	1 day	1-2	85	—	—	
ANIMALS		Cost	ft/rnd	mph	Man.	Ht./Wt.	Capacity			Notes
Camel, riding	\$35.00	75	5	+15	7/800 lbs.	300 lbs.	—			Height at shoulder 
Camel, racing	75.00+	90	6	+20	7/750 lbs.	200 lbs.	—			
Camel, draft	30.00+	60	4	+10	7/900 lbs.	350 lbs.	—			
Elephant	5,000.00+	120	8	+10	12/11,000 lbs.	1000 lbs.	—			
Horse, light	100.00+	100	7	+40	5/800 lbs.	200 lbs.	—			
Horse, medium	150.00+	110	7.5	+25	6/900 lbs.	300 lbs.	—			
Horse, heavy	200.00+	80	5	+10	6+/1,300 lbs.	400 lbs.	—			
Mule	90.00+	100	7	+35	5/800 lbs.	400 lbs.	—			
Donkey	35.00+	90	6	+20	4+/550 lbs.	300 lbs.	—			
Pony	75.00+	70	4.5	+30	4/500 lbs.	200 lbs.	—			
Bull	35.00+	60	4	+20	5/1,700 lbs.	600 lbs.	—			 
Cow	45.00+	50	3.5	+15	5/1,400 lbs.	400 lbs.	—			
Calf	30.00+	45	3	+35	3/300 lbs.	—	—			
Ox	40.00+	60	4	+20	5/2,000 lbs.	700 lbs.	—			
Chicken	0.75+	—	—	+20	5 lbs.	—	—			
Duck	0.90+	—	—	+15	5 lbs.	—	—			
Goose	0.95+	—	—	+15	10 lbs.	—	—			
Goat	4.00+	—	—	+50	50 lbs.	—	—			
Pig	16.00+	—	—	+20	150 lbs.+	—	—			
Suckling pig	8.00+	—	—	+30	30 lbs.	—	—			
Sheep, coarse wool	12.00+	—	—	+50	110 lbs.	—	—			
Sheep, fine wool	14.50+	—	—	+50	110 lbs.	—	—			
Lamb, coarse wool	10.50+	—	—	+50	50 lbs.	—	—			
Lamb, fine wool	12.00+	—	—	+50	50 lbs.	—	—			
TACK & HARNESS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Bit & bridle	\$20.25	2 lbs.	—	A	2 days	—	—	—	—	
English riding saddle	80.95+	10 lbs.	—	A	7 days	—	—	—	—	
Western saddle	50.00-250.00	30 lbs.	—	A	10 days	—	—	—	—	
Packsaddle	35.00	7 lbs.	—	T	1 day	—	—	—	—	
Saddle blanket	8.50	1 lb.	—	A	1 day	—	—	—	—	
Saddle bags, small	25.00	2.5 lbs.	—	T	1 day	—	—	—	—	
Saddle bags, medium	35.00	3.5 lbs.	—	T	1 day	—	—	—	—	
Saddle bags, large	45.00	5 lbs.	—	T	1 day	—	—	—	—	
Horseshoe, common	2.50	—	—	A	1 hr	—	—	—	—	
Riding crop	15.00+	0.5 lb.	—	T	1 day	—	—	—	—	
TRANSPORTATION		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Howdah	\$650.00	200 lbs.	3 people	T	4 days	—	—	—	—	Size could include up to 1,000 lbs. cargo Size could include up to 4,000 lbs. cargo Size could include up to 7,000 lbs. cargo
Canoe, aluminum	75.00	130 lbs.	2 people	A	1 day	—	—	—	—	
Boat (10')	525.00+	200 lbs.	4 people	T	14 days	—	—	—	—	
Boat (20')	750.00+	800 lbs.	8 people	T	28 days	—	—	—	—	
Longboat (30')	1,500.00+	2,000 lbs.	16 people	T	30 days	—	—	—	—	
Paddle	5.75	7 lbs.	4.5'	A	1 day	—	—	—	—	 
Oar	10.25	18 lbs.	8'	A	1 day	—	—	—	—	
Diesel locomotive	200,000.00+	50-80 tons	—	C	2 mos	—	—	—	—	
Electric locomotive	250,000.00+	50-70 tons	—	C	2 mos	—	—	—	—	
Refrigerator car	75,000.00	10-12 tons	—	C	2 mos	—	—	—	—	
Stable / cattle car	45,000.00	6-8 tons	—	C	2 mos	—	—	—	—	
Tanker car	65,000.00	8-10 tons	—	C	2 mos	—	—	—	—	
Boxcar	45,000.00	8-10 tons	—	C	2 mos	—	—	—	—	
Passenger car	55,000.00	8-10 tons	—	C	2 mos	—	—	—	—	
Pullman sleeper car	165,000.00	10 tons	—	C	2 mos	—	—	—	—	
Dining car	125,000.00	10 tons	—	C	2 mos	—	—	—	—	
Baggage car	40,000.00	6-10 tons	—	C	2 mos	—	—	—	—	
Flatbed car	35,000.00	5-7 tons	—	C	2 mos	—	—	—	—	
Caboose	45,000.00	6-8 tons	—	C	2 mos	—	—	—	—	

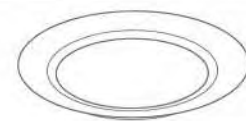
TRANSPORTATION	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
1947 Delahaye 135M	\$3,000.00	2,072 lbs.	—	T	3-5 days	—	—	—	“Gullwing” doors “Stingray” 	
1954 Mercedes 300SL	9,000.00	2,851 lbs.	—	T	3-5 days	—	—	—		
1963 Chevrolet Corvette	4,295.00	3,248 lbs.	—	T	1 day	—	—	—		
1961 Jaguar Type E	5,000.00	2,500 lbs.	—	T	2-3 days	—	—	—		
1962 Aston-Martin DB4 GT	10,500.00	2,765 lbs.	—	T	2-3 days	—	—	—		
1964 Ferrari 250 GTO	23,000.00	2,374 lbs.	—	T	2-3 days	—	—	—		
1965 AC Cobra 427	9,000.00	2,529 lbs.	—	T	2-3 days	—	—	—		
1950s Family Car	1,000.00	2 tons	—	T	1 day	—	—	—		
1960s Muscle Car	1,500.00+	1.5 tons	—	T	1 day	—	—	—		
1970s Economy Car	2,000.00+	1.5 tons	—	T	1 day	—	—	—		
Aircraft										
Bell UH-1 Iroquois Helicopter	95,000.00+	5,210 lbs.	—	C	—	—	—	—		
Piper Cub	25,000.00+	1,062 lbs.	—	C	—	—	—	—		
Boeing 707	750,000.00+	88 tons	—	C	—	—	—	—		
Transportation Supplies										
Gasoline	0.15–0.95	—	1 gal.	C	2 days	—	—	—		
Aviation fuel	0.30–2.50	—	1 gal.	C	2 days	—	—	—		
BOOKS & BUSINESS										
Attaché case	\$15.00+	5-10 lbs.	—	T	1 day	—	—	—		
Cash register	35.00	45 lbs.	—	T	1 day	1-3	50	—		
Adding machine	50.00	15-20 lbs.	—	T	1 day	1-3	60	—		
Magazine	0.50–1.50	0.5 lbs.	—	A	1 wk	—	—	—		
Gentleman's magazine	0.50–3.00	0.5 lbs.	—	A	1 wk	—	—	—		
Book, fiction (paperback)	0.25–2.25	0.5 lbs.	—	A	2-3 days	—	—	—		
Book, comic book	0.10–0.50	—	—	A	1 mo	—	—	—	2 or more volumes History, mathematics, etc.	
Book, religious	0.25+	3-5 lbs.	—	A	2-3 days	—	—	—		
Book, encyclopedia	35.00+	15-35	—	T	3 days	—	—	—		
Book, scholarly	7.00+	4-10 lbs.	—	A	2-3 days	—	—	—		
Chalk, 10 pieces	0.25	—	—	A	1 day	—	—	—		
Lead pencil (10)	0.25	0.25 lbs.	—	A	1 day	—	—	—		
Eraser	0.10	0.25 lbs.	—	A	1 day	—	—	—		
Newspaper	0.15–0.30	0.5 lbs.	2-6 pages	A	1 day	—	—	—		
Paint, watercolors	1.00	—	1 pt.	A	1 day	—	—	—		
Paper (100 sheets)	0.75	—	8"x10"	A	1 day	—	—	—		
Carbon paper (per sheet)	1.00	—	8"x10"	T	1 day	—	—	—		
Parchment (100 sheets)	0.75	—	8"x10"	T	1 day	—	—	—		
Portable writing case	5.00	8 lbs.	—	C	1 day	—	—	—		
Fountain pens	2.00+	—	—	T	1 day	—	—	—		
Ball-point pens	0.25+	—	—	T	1 day	—	—	—		
Typewriter-office	125.00+	25 lbs.	—	C	1 day	1-2	60	—		
Typewriter-portable/case	85.00+	10–20 lbs.	—	C	1 day	1-2	50	—		
Typewriter ribbons	0.75+	2 oz	—	C	1 day	—	—	—		
Writing tablet, paper (50 pg)	0.25+	1 lb.	—	T	1 day	—	—	—	1970s; price \$15 after 1978 	
Blackboard (slate)	50.00+	150 lbs.	—	T	1 day	—	—	—		
SCIENCE										
Anemometer	\$25.00	25 lbs.	—	T	1 wk	—	—	—		
Barometer	50.00	2 lbs.	—	T	1 day	—	—	—		
Bunsen burner	15.65	5 lbs.	—	T	1 day	—	—	—		
Electrometer	17.50	5 lbs.	—	T	1 wk	—	—	—		
Microscope	25.00+	10 lbs.	—	T	1 day	—	—	—		
Microscope, electronic	450.00	75 lbs.	—	T	1 day	—	—	—	1970s; price \$15 after 1978 	
Oscilloscope	35.00	25 lbs.	—	T	1 day	—	—	—		
Pump, vacuum	45.00–175.00	7 lbs.	—	T	1 day	—	—	—		
Slide rule	2.25	1 lb.	—	T	1 day	—	—	—		
Calculator, electronic	150.00	0.5 lbs.	—	T	1 day	—	—	—		
Telescope	75.00+	10-15 lbs.	—	T	1 day	1-3	50	—		
Telescope, reflecting	125.00+	15-20 lbs.	—	T	1 day	1-2	85	—		
Thermometer	1.00	1.5-2 lbs.	—	T	1 day	—	—	—		
Test-tube, glass	0.05	—	4 oz.	T	1 day	—	—	—		
Beaker, glass	0.50	—	1 pt.	T	1 day	—	—	—		
Beaker, glass	1.00	—	1 qt.	T	1 day	—	—	—		
Petri dish	1.00	4-8 oz	—	T	1 day	—	—	—		

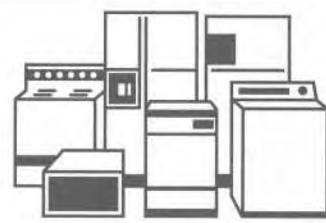
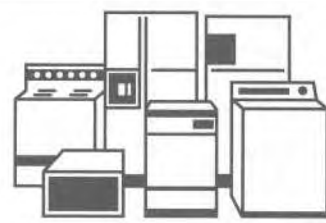


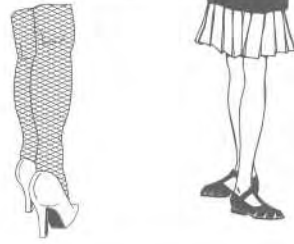
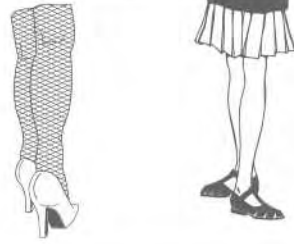
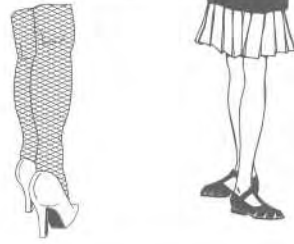
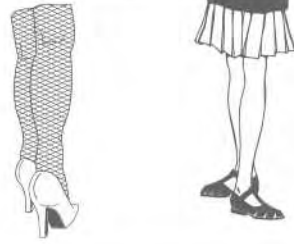
MUSICAL INSTRUMENTS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Accordion	\$25.00+	8-10 lbs.	—	T	1 day	—	—	—	—	
Autoharp	75.00+	5-10 lbs.	—	T	1 day	—	—	—	—	
Bagpipes	100.00+	7 lbs.	—	T	14 days	—	—	—	—	
Banjo	35.00+	18 lbs.	—	T	1 day	—	—	—	—	
Bell, church	150.00+	100 lbs.	—	T	12-24 days	—	—	—	—	
Bells-orchestra	25.00	20 lbs.	—	T	1 day	—	—	—	—	
Castanets	1.50	—	—	T	1 day	—	—	—	—	
Cello	150.00+	20 lbs.	—	T	10 days	—	—	—	—	
Chimes	15.00	1-5 lbs.	—	T	1 day	—	—	—	—	
Clarinet	50.00+	16-25 oz	—	T	1 day	—	—	—	—	
Concertina	25.00+	5-7 lbs.	—	T	1 day	—	—	—	—	
Cymbals	15.00-25.00	2 lbs.	—	T	1 day	—	—	—	—	
Double bass	75.00+	35 lbs.	—	T	10 days	—	—	—	—	
Drum set (8-piece)	125.00+	150 lbs.	—	T	1 day	—	—	—	—	
Electric organ	500.00+	400 lbs.+	—	T	1 day	—	—	—	—	
Fife	2.50	1 lb.	—	T	1 day	—	—	—	—	
Flugelhorn	50.00+	3-5 lbs.	—	T	1 day	—	—	—	—	
Flute	25.00-75.00+	1.5 lbs.	—	T	1 day	—	—	—	—	
Guitar (electric)	50.00-500.00+	8-12 lbs.	—	T	1 day	—	—	—	—	
Guitar	25.00-150.00+	5-15 lbs.+	—	T	5 days	—	—	—	—	
Harmonica	2.50-25.00	0.5 lbs.	—	T	1 day	—	—	—	—	
Harp, large	500.00+	25-35 lbs.	—	T	30-40 days	—	—	—	—	
Jew's harp	1.50	0.5 lbs.	—	T	1 day	—	—	—	—	
Kettle drums	250.00+	50-100 lbs.	—	T	1 day	—	—	—	—	
Piano (grand)	750.00+	1,500 lbs.	—	T	20-30 days	—	—	—	—	
Piano (electric)	250.00+	150 lbs.	—	T	10-15 days	—	—	—	—	
Piano (spinnet)	500.00+	600 lbs.	—	T	20-30 days	—	—	—	—	
Pipe organ	25,000.00+	1,500 lbs.	—	C	2-3 mos	—	—	—	—	
Rattle	3.00	0.5 lbs.	—	T	1 day	—	—	—	—	
Recorder	2.50	0.5 lbs.	—	T	1 day	—	—	—	—	
Tambourine	4.00	1 lb.	—	T	1 day	—	—	—	—	
Triangle	3.50	1 lb.	—	T	1 day	—	—	—	—	
Trombone	75.00+	8-15 lbs.	—	T	1 day	—	—	—	—	
Trumpet	75.00+	3-4 lbs.	—	T	1 day	—	—	—	—	
Viol	75.00-150.00+	6-10 lbs.	—	T	10 days	—	—	—	—	
Violin	75.00-150.00+	2-4 lbs.	—	T	10 days	—	—	—	—	
Xylophone, metal	175.00+	35 lbs.	—	T	1 day	—	—	—	—	
Xylophone, wooden	50.00+	25 lbs.	—	T	1 day	—	—	—	—	
Printed music (sheet)	0.25+	—	—	T	1 day	—	—	—	—	
Metronome	5.50+	2 lbs.	—	T	1 day	—	—	—	—	
COOKING & EATING		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Aluminum/copper pans	\$4.50-15.00	varies	varies	T	1 day	—	—	—	—	Made from copper adds 50-75% to cost
Stainless steel pans	3.50-25.00	varies	varies	T	1 day	—	—	—	—	
Iron pan, small	1.50	2 lbs.	—	T	1 day	—	—	—	—	
Iron pan, large	3.50	5 lbs.	—	T	1 day	—	—	—	—	
Iron pot-2 pt.	2.50	3.5 lbs.	—	T	1 day	—	—	—	—	
Iron pot-1 qt.	3.00	4.5 lbs.	—	T	1 day	—	—	—	—	Made from copper adds 50-75% to cost
Iron pot-1 gal.	4.75	20 lbs.	—	T	1 day	—	—	—	—	
Baking pan	1.75	2 lbs.	13"x9"	T	1 day	—	—	—	—	
Baking pan	1.35	1.5 lbs.	8"x8"	T	1 day	—	—	—	—	
Barbecue grills	12.50-50.00	10-20 lbs.	—	T	1 day	—	—	—	—	
Tempered glass pans	2.00-5.75	varies	varies	T	1 day	—	—	—	—	
Bread loaf pan	0.50	1.5 lbs.	10"x6"	T	1 day	—	—	—	—	
Covered canning pot	1.50	5 lbs.	9"	T	1 day	—	—	—	—	
Iron griddle	1.50	7 lbs.	12"-14"	T	1 day	—	—	—	—	
Iron skillet	1.50	varies	7"-10"	T	1 day	—	—	—	—	
Iron muffin pan	0.75	5 lbs.	—	T	1 day	—	—	—	—	
Coffee pot	3.50	2 lbs.	—	T	1 day	—	—	—	—	
Coffee pot (electric)	5.00-15.00	2 lbs.	—	T	1 day	—	—	—	—	
Tea kettle	2.50	1.5 lbs.	—	T	1 day	—	—	—	—	
Pie tin	0.50	1 lb.	9"	T	1 day	—	—	—	—	

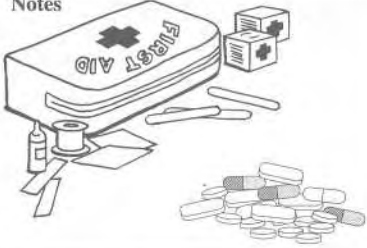
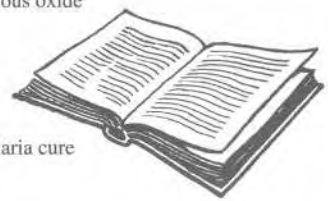
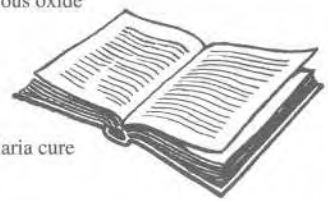
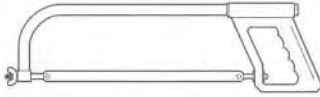
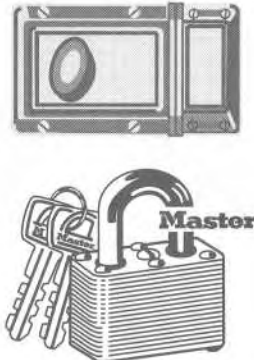
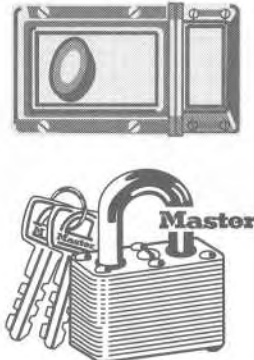
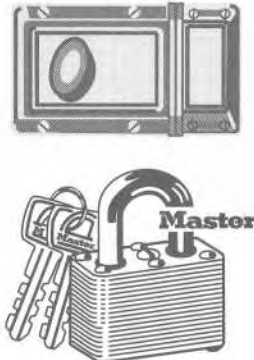
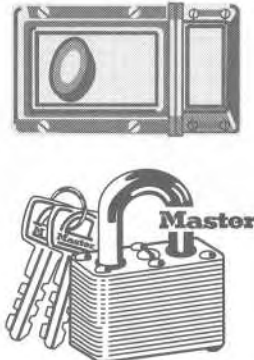


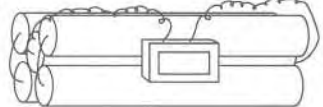
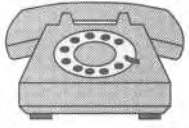
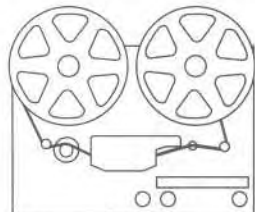
COOKING & EATING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Pressure cooker	\$7.50	10 lbs.	—	T	1 day	—	—	—	Set of 4
Potato masher	0.50	0.05 lbs.	—	T	1 day	—	—	—	
Lemon squeezer, glass	0.75	1 lb.	—	T	1 day	—	—	—	
Lemon juicer, electric	3.50	4 lbs.	1 pt.	T	1 day	—	—	—	
Electric blender	8.00+	3-5 lbs.	1 qt.	T	1 day	—	—	—	Set of 4
Electric mixer	10.00-45.00+	8-15 lbs.	2 qt.	T	1 day	—	—	—	
Mixing bowl, stainless steel	3.50	varies	varies	T	1 day	—	—	—	
Pastry boards	1.50	4-6 lbs.	—	T	1 day	—	—	—	
Grater, tin	0.75-1.50	1 lb.	—	T	1 day	—	—	—	Set of 4
Aluminum measure set	3.00	—	—	T	1 day	—	—	—	
Lunch box	0.75-1.50	1.5 lbs.	9"x4"	T	1 day	—	—	—	
Roaster	1.50	11 lbs.	13"x18"	T	1 day	—	—	—	
Waffle iron (electric)	3.50	6 lbs.	8"-9"	T	1 day	—	—	—	Set of 4
Ladle, stainless steel	0.75	0.5 lb.	—	T	1 day	—	—	—	
Ladle, silver	20.00	0.5 lb.	—	T	1 day	—	—	—	
Spoon, wooden	1.00	0.25 lbs.	—	T	1 day	—	—	—	
Spoon, silverplate	2.75	0.25 lbs.	—	T	1 day	—	—	—	Set of 4
Spoon, silver	8.00+	0.25 lbs.	—	T	1 day	—	—	—	
Spoon, stainless steel	0.75-1.25	0.25 lbs.	—	T	1 day	—	—	—	
Knife, silverplate	3.75	0.25 lbs.	—	T	1 day	1-6	50	03	
Knife, silver	4.50+	0.25 lbs.	—	T	1 day	1-7	40	03	Set of 4
Knife, stainless steel	0.75-1.50	0.25 lbs.	—	T	1 day	1-5	60	03	
Fork, silverplate	3.00+	0.25 lbs.	—	T	1 day	—	—	—	
Fork, silver	3.75+	0.25 lbs.	—	T	1 day	—	—	—	
Fork, stainless steel	0.50-1.25	0.25 lbs.	—	T	1 day	—	—	—	Set of 4
Bowl, small silverplate	7.50+	1 lb.	1 pt.	T	1 day	—	—	—	
Bowl, small pottery	1.50	1 lb.	1 pt.	T	1 day	—	—	—	
Bowl, small china	4.50+	1 lb.	1 pt.	T	1 day	—	—	—	
Bowl, large silverplate	10.00+	2 lbs.	1 qt.	T	1 day	—	—	—	Set of 4
Bowl, large pottery	2.75+	1.5 lbs.	1 qt.	T	1 day	—	—	—	
Bowl, large china	5.50+	3 lbs.	1 qt.	T	1 day	—	—	—	
Pitcher, glass	0.75-5.00	2 lbs.	2 qt.	T	1 day	—	—	—	
Pitcher, silverplate	10.00	3 lbs.	2 qt.	T	1 day	—	—	—	Set of 4
Pitcher, earthenware	3.50	2 lbs.	2 qt.	T	1 day	—	—	—	
Pitcher, silver	45.00	3 lbs.	2 qt.	T	1 day	—	—	—	
Pitcher, china	5.00	3 lbs.	2 qt.	T	1 day	—	—	—	
Platter, small china	0.45	1 lb.	—	T	1 day	—	—	—	Set of 4
Platter, small silverplate	2.50	1 lb.	—	T	1 day	—	—	—	
Platter, large china	0.65	1.5 lbs.	—	T	1 day	—	—	—	
Platter, large silverplate	3.25	2 lbs.	—	T	1 day	—	—	—	
Platter, large silver	75.00	1.5 lbs.	—	T	1 day	—	—	—	Set of 4
Serving dishes, silver	25.00-75.00	—	varies	T	1 day	—	—	—	
Serving dishes, silverplate	2.90-20.00+	—	varies	T	1 day	—	—	—	
Serving dishes, china	5.50-7.50+	—	varies	T	1 day	—	—	—	
Mug, silverplate	3.75	—	1 pt.	T	1 day	—	—	—	Set of 4
Mug, pottery	0.75-1.75	—	1 pt.	T	1 day	—	—	—	
Mug, china	15.00	—	1 pt.	T	1 day	—	—	—	
Goblet, glass (set of 4)	1.75-4.75	—	1 pt.	T	1 day	—	—	—	
Goblet, crystal (set of 4)	12.75-25.00+	—	1 pt.	T	1 day	—	—	—	Set of 4
Melamine (plastic) dinnerware	2.50-5.75	—	32 pcs	T	1 day	—	—	—	
Salt shaker	0.10-5.25+	0.25 lb.	—	T	1 day	—	—	—	
Pepper mill	0.25-2.50+	1 lb.	—	T	1 day	—	—	—	Set of 4
Waxed paper, 1 roll	0.18	0.5 lbs.	50 sq. yds	T	1 day	—	—	—	
Aluminum foil	0.21	0.5 lbs.	50 sq. yds	T	1 day	—	—	—	
HOUSEHOLD	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Bed, wood	\$35.00+	30 lbs.	3'x6'	T	1 day	—	—	—	Set of 4
Bed, brass	50.00+	120 lbs.	8'x8'	T	1 day	—	—	—	
Bunk bed	35.00+	60 lbs.	3'x6'x5'	T	1 day	—	—	—	
Inner-spring mattress	25.00+	65 lbs.	varies	T	1 day	—	—	—	
Box springs, full size	25.00+	45 lbs.	—	A	1 day	—	—	—	Set of 4
Blanket, light	2.50+	2.5 lbs.	—	A	1 day	—	—	—	
Blanket, heavy	3.50+	6 lbs.	—	A	1 day	—	—	—	
Blanket, electric	20.00+	3.5 lbs.	—	A	1 day	—	—	—	
Sheets, muslin	3.85+	2 lbs.	—	T	1 day	—	—	—	Set of 4
Sheets, linen	3.00+	1.5 lbs.	—	T	1 day	—	—	—	
Sheets, percale	2.65+	1.75 lbs.	—	T	1 day	—	—	—	
Bird cage, brass	5.00	2-3 lbs.	—	T	1 day	—	—	—	
Dresser	25.00+	100 lbs.	—	T	1 day	—	—	—	Set of 4
Rolltop desk	175.00+	230 lbs.	—	T	1 day	—	—	—	
Desk	75.00+	125 lbs.	—	T	1 day	—	—	—	
Bookcase	25.00+	145 lbs.	—	T	1 day	—	—	—	
Book stand	15.00+	12 lbs.	—	T	1 day	—	—	—	Set of 4
Soap, deodorant	0.33	0.5 lbs.	—	T	1 day	—	—	—	



HOUSEHOLD	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Soap, perfumed	\$0.50	0.5 lbs.	—	T	1 day	—	—	—	
Table, small wooden	35.00+	30 lbs.	3'x3'	T	1 day	—	—	—	
Table, medium wooden	55.00+	40 lbs.	4'x8'	T	1 day	—	—	—	
Table, large wooden	75.00+	60 lbs.	4'x12'	T	1 day	—	—	—	
Table, brass w/glass top	25.00+	35 lbs.	varies	T	1 day	—	—	—	
Wicker chair	20.00+	20 lbs.	—	T	1 day	—	—	—	
Wicker couch	25.00+	35 lbs.	—	T	1 day	—	—	—	
Wicker table	15.00+	15 lbs.	—	T	1 day	—	—	—	
Chair, plain wooden	10.00-100.00+	10 lbs.	—	T	1 day	—	—	—	
Chair, living room	35.00-100.00+	20-45 lbs.	—	T	1 day	—	—	—	
Chair, office swivel	50.00+	20-25 lbs.	—	T	1 day	—	—	—	
Throw pillow, plain	3.50	1 lb.	—	T	1 day	—	—	—	
Throw pillow, fine	5.50	1 lb.	—	T	1 day	—	—	—	
Candelabra, brass	20.00	3.5 lbs.	—	T	1 day	—	—	—	
Candelabra, silver-plated	22.50	4 lbs.	—	T	1 day	—	—	—	
Candle, wax	0.25	—	4 hrs	T	1 day	—	—	—	
Carpet sweeper	15.00	6 lbs.	—	T	1 day	—	—	—	
Vacuum cleaner	30.00+	25 lbs.	—	T	1 day	—	—	—	
Carpet, coarse	20.00	25-30 lbs.	5'x10'	T	1 day	—	—	—	
Carpet, fine	35.00	25-30 lbs.	5'x10'	T	1 day	—	—	—	
Carpet, exotic	100.00+	25-30 lbs.	5'x10'	T	1-6 mos	—	—	—	
Chandelier, brass/glass	65.00+	35-50 lbs.	—	T	1 day	—	—	—	
Ceiling fan	15.00+	20 lbs.	—	T	1 day	—	—	—	
Lamps, electric	15.00-150.00	6-15 lbs.	—	T	1 day	—	—	—	
Sofa	75.00	155 lbs.	—	T	1 day	—	—	—	
Sofa, hide-a-bed	125.00	350 lbs.	—	T	1 day	—	—	—	
Buffet	75.00	75 lbs.	—	T	1 day	—	—	—	
Gas cook stove	25.00+	350 lbs.	—	T	1 day	—	—	—	
Electric cook stove	25.00+	300 lbs.	—	T	1 day	—	—	—	
Electric iron	5.00	2-3 lbs.	—	T	1 day	—	—	—	
Electric steam iron	7.75	3lbs	—	T	1 day	—	—	—	
Mangle iron (industrial)	250.00	250 lbs.	—	T	1 day	—	—	—	
Ironing board	4.50-10.00	18-20 lbs.	—	T	1 day	—	—	—	
Clothespins	0.75	—	—	T	1 day	—	—	—	
Automatic washer	100.00+	135 lbs.	—	T	1 day	—	—	—	
Automatic clothes dryer	100.00+	175 lbs.	—	T	1 day	—	—	—	
Curtains, coarse	5.50	20 lbs.	—	T	1 day	—	—	—	
Curtains, fine	10.00+	10 lbs.	—	T	1 day	—	—	—	
Curtains, ornate	15.00+	20 lbs.	—	T	1 day	—	—	—	
Curtains, exotic	25.00+	varies	—	T	1 day	—	—	—	
Painting (framed)	15.00+	25-35 lbs.	varies	T	1-3 mos	—	—	—	
Clock	2.50-25.00+	25-50 lbs.	—	T	1 day	—	—	—	
Electric clock	2.50-75.00	3-30 lbs.	—	T	1 day	—	—	—	
Alarm clock, wind-up	3.00-5.50	0.5-1.5 lbs.	—	T	1 day	—	—	—	
Window shades	0.75-2.50	4-5 lbs.	3'x6'	T	1 day	—	—	—	
Vanity / mirror	75.00+	15 lbs.	—	T	1 day	—	—	—	
Billiard table	150.00+	350 lbs.	4'x8'	T	1 day	—	—	—	
Billiard cues	5.00+	1.5 lbs.	5'	T	1 day	—	—	—	
CLOTH & CLOTHING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Clothing (men)									
Belt, leather	\$2.95+	0.5 lbs.	—	T	1 day	—	—	—	
Cowboy boots, plain	12.50+	3-5 lbs.	—	T	1 day	—	—	—	
Cowboy boots, fancy	20.00+	3-5 lbs.	—	T	1 day	—	—	—	
Workman's boots, leather	14.95+	4 lbs.	—	T	1 day	—	—	—	
Buckle, silver-plated	4.75+	6 oz	—	T	1 day	—	—	—	
Buckle, brass	3.75	4 oz	—	T	1 day	—	—	—	
Buckle, gold-plated	10.95	8 oz	—	T	1 day	—	—	—	
Overcoat, waterproof	20.00+	5 lbs.	—	T	1 day	—	—	—	
Coat, heavy cloth	35.00+	4-5 lbs.	—	T	1 day	—	—	—	
Jacket, leather	40.00	4-5 lbs.	—	T	1 day	—	—	—	
Neckties	1.50-8.50	0.5 lbs.	—	T	1 day	—	—	—	
Gloves, leather	2.50-10.00	0.5 lbs.	—	T	1 day	—	—	—	
Hat, fedora	4.50+	1-1.5 lbs.	—	T	1 day	—	—	—	
Cowboy hat	5.00-50.00+	1-1.5 lbs.	—	T	1 day	—	—	—	
Tophat, silk	7.50	2 lbs.	—	T	1 day	—	—	—	
Straw hat	1.50+	—	—	T	1 day	—	—	—	
Longjohns	3.75	2 lbs.	—	T	1 day	—	—	—	
Pajamas	4.25	2 lbs.	—	T	1 day	—	—	—	
Underwear, jockey	0.65	—	—	T	1 day	—	—	—	
Underwear, boxers	0.70	—	—	T	1 day	—	—	—	
Shirt, cotton	3.75+	1 lb.	—	T	1 day	—	—	—	
Shirt, silk	4.50+	1 lb.	—	T	1 day	—	—	—	
Shirt, woolen/flannel	4.25+	1 lb.	—	T	1 day	—	—	—	

CLOTH & CLOTHING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Clothing (men)									
Shoes, fine leather	\$20.95+	1 lb.	—	T	1 day	—	—	—	
Shoes, normal	10.95+	1 lb.	—	T	1 day	—	—	—	
Shoes, tennis shoes/sneakers	2.50+	1 lb.	—	T	1 day	—	—	—	
Slippers	1.75+	0.5 lbs.	—	T	1 day	—	—	—	
Pants	6.50-10.00	2-3 lbs.	—	T	1 day	—	—	—	
Blue jeans, denim	5.95-10.95	2 lbs.	—	T	1 day	—	—	—	
Overalls	3.75-8.50	2.5 lbs.	—	T	1 day	—	—	—	
Tuxedo	45.00+	4 lbs.	—	T	1 day	—	—	—	
3-Piece suit	50.00+	4-6 lb.	—	T	1 day	—	—	—	
T-Shirt	2.50+	1 lb.	—	T	1 day	—	—	—	
Clothing (women)									
Apron, cloth	2.25	1 lb.	—	T	1 day	—	—	—	Decoration: +50-200%
Housedress	4.00	1-3 lbs.	—	T	1 day	—	—	—	
Dress, normal	8.95	1-3 lbs.	—	T	1 day	—	—	—	
Dress, fine	10.95-25.00+	1-3 lbs.	—	T	1 day	—	—	—	
Dress, exotic	75.00+	1-3 lbs.	—	T	1 day	—	—	—	
Garters, silk	5.95	0.25 lbs.	—	T	1 day	—	—	—	
Gloves, lined	5.95-10.00	0.5 lbs.	—	T	1 day	—	—	—	
Hats, various styles	8.00+	0.5 lbs.-1.5 lbs.	—	T	1 day	—	—	—	
Lace ribbon (5')	6.95	—	—	T	1 day	—	—	—	
Brassiere	2.25	0.25 lbs.	—	T	1 day	—	—	—	
Negligee	3.75-25.00+	0.75 lbs.	—	T	1 day	—	—	—	
Nightgown	3.75+	1.5-3 lbs.	—	T	1 day	—	—	—	
Purse, plain	1.75-15.00	1 lb.	—	T	1 day	—	—	—	
Purse, ornate	20.00+	1-1.5 lbs.	—	T	1 day	—	—	—	
Slip, cotton/nylon	2.25+	1 lb.	—	T	1 day	—	—	—	
Slip, silk	2.25+	1 lb.	—	T	1 day	—	—	—	
Blouse, plain	3.95	1.5 lbs.	—	T	1 day	—	—	—	
Blouse, fine	6.00+	1.5 lbs.	—	T	1 day	—	—	—	
Skirt, floor-length plain	5.95+	2-3 lbs.	—	T	1 day	—	—	—	
Skirt, floor-length fancy	10.00+	2-3 lbs.	—	T	1 day	—	—	—	
Skirt, knee-length plain	4.95+	2-3 lbs.	—	T	1 day	—	—	—	
Skirt, knee-length fancy	7.50+	2-3 lbs.	—	T	1 day	—	—	—	
Shoes, fine leather	10.95+	1 lb.	—	T	1 day	—	—	—	
Shoes, normal	4.95+	1 lb.	—	T	1 day	—	—	—	
Shoes, high heel	6.95	1 lb.	—	T	1 day	—	—	—	
Shoes, tennis shoes/sneakers	2.50+	1 lb.	—	T	1 day	—	—	—	
Stockings, cotton	0.75+	0.5 lbs.	—	T	1 day	—	—	—	
Stockings, nylon	0.50	0.5 lbs.	—	T	1 day	—	—	—	
Stockings, silk	2.50+	0.25 lbs.	—	T	1 day	—	—	—	
Stockings, panty hose	1.00+	0.75 lbs.	—	T	1 day	—	—	—	
Wig, normal	2.50+	3-7 lbs.	—	T	1 mo	—	—	—	
Sewing									
Cloth, coarse	20.00	55 lbs.	6'x50'	T	1 day	—	—	—	Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost Embroidered adds 50-200% to cost
Cloth, normal	30.00	50 lbs.	6'x50'	T	1 day	—	—	—	
Cloth, fine	35.00+	45 lbs.	6'x50'	T	1 day	—	—	—	
Cloth, exotic	40.00+	35-55 lbs.	6'x50'	T	1 day	—	—	—	
Needles (5)	0.25	—	—	T	1 day	—	—	—	
Pins (5)	0.15	—	—	T	1 day	—	—	—	
Thread (50 yds)	0.25	—	—	T	1 day	—	—	—	
Thread, colored (50 yds)	0.25	—	—	T	1 day	—	—	—	
Shears	2.75+	—	—	T	1 day	—	—	—	
LODGING & SERVICES									
Meal, light	0.35+	0.5 lbs.	—	A	0.5 hr	—	—	—	
Meal, normal	0.65+	1 lb.	—	A	0.75 hr	—	—	—	
Meal, heavy	1.25+	1.5-2 lbs.	—	A	1 hr	—	—	—	
Laundry	1.25+	—	—	T	2-5 hrs	—	—	—	
Barber / hairstylist	1.00+	—	—	T	1 hr	—	—	—	
Doctor	15.00+	—	—	T	—	—	—	—	
Dentist	15.00+	—	—	T	—	—	—	—	Cost is per visit Cost is per visit
Legal services	75.00+	—	—	T	3 hrs	—	—	—	
Lodgings, poor	2.00	—	—	A	—	—	—	—	Cost is per legal appearance Flophouse, per night
Lodgings, average	8.50	—	—	A	—	—	—	—	Boarding house, per week Apartment, per month Average hotel, per night Hotel suite, per night
Lodgings, good	35.00+	—	—	T	—	—	—	—	
Lodgings, good	15.00+	—	—	T	—	—	—	—	
Lodgings, high-class	45.00+	—	—	T	—	—	—	—	

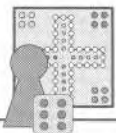
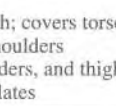
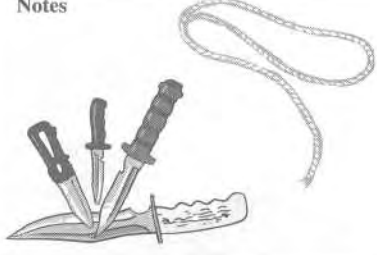
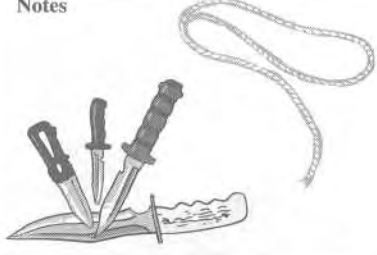
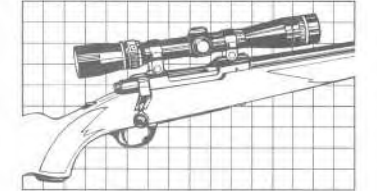
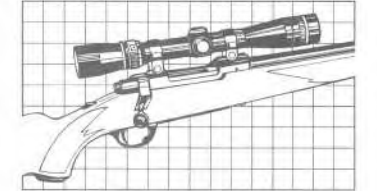
MEDICINE	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Aspirin	\$0.75	—	50 tablets	T	1 day	—	—	—	
Bandages, gauze (30')	0.25	1 lb.	—	A	1 day	—	—	—	
Band-aid (box of 50)	0.35	0.25 lbs.	—	A	1 day	—	—	—	
Adhesive tape (100 yd roll)	0.25	0.25 lbs.	—	A	1 day	—	—	—	
Chloroform	3.65	—	1 pt.	T	1 day	—	—	—	
Tetracycline	5.50	—	—	T	1 day	—	—	—	Heart remedy Heart remedy 
Sulfa	4.50	—	—	T	1 day	—	—	—	
Penicillin	5.00	—	—	T	1 day	—	—	—	
Tranquilizers / sleeping Pills	7.50	—	—	T	1 day	—	—	—	
Crutches	8.75	2-4 lbs.	—	A	1 day	—	—	—	
Digitalis	6.00	—	4 oz.	T	1 day	—	—	—	
Nitroglycerine	10.00	—	—	T	1 day	—	—	—	
Diphtheria-vaccine	18.00	—	1 pt.	C	2 days	—	—	—	
Ether	15.00	—	2 pt.	C	1 day	—	—	—	
Eyeglasses	15.00+	0.5	—	T	1-4 wks	—	—	—	
False teeth, porcelain	35.00+	—	—	T	1 wk	—	—	—	
Flat probe, steel	6.75	0.5 lbs.	—	T	1 day	—	—	—	
Forceps, small steel	5.75	1 lb.	—	T	1 day	—	—	—	
Forceps, large steel	9.75	1.5 lbs.	—	T	1 day	—	—	—	
Knife, surgical	12.50	—	—	T	1 day	—	—	—	
Laughing gas	35.00	—	2 pt.	C	1 day	—	—	—	Nitrous oxide 
Medical book — exotic	75.00	10-15 lbs.	—	C	3-6 wks	—	—	—	
Medical book — modern	25.00	10-15 lbs.	—	C	3-6 wks	—	—	—	
Ophthalmoscope	75.00	0.5 lbs.	—	C	1 day	—	—	—	
Prosthetic limb	75.00	3-7 lbs.	—	C	3-6 wks	—	—	—	
Pulse watch	30.00	0.25 lbs.	—	T	1 wk	—	—	—	Malaria cure 
Quinine	5.50	—	1 pt.	T	1 day	—	—	—	
Synthetic quinine	5.00	—	1 pt.	A	1 day	—	—	—	
Rabies-vaccine	28.00	—	10 doses	C	1 wk	—	—	—	
Smallpox inoculation	13.50	—	10 doses	T	1 day	—	—	—	
Stethoscope	22.50	0.5- 1 lbs.	—	T	1 day	—	—	—	
Surgical scissors, steel	14.50	0.5 lbs.	—	T	1 day	—	—	—	
Suturing needle, curved	1.35	—	—	T	1 day	—	—	—	
Syringe	3.50	1 lb.	—	T	1 day	—	—	—	
Thermometer	1.00	—	—	T	1 day	—	—	—	
Silk thread (50 yds)	0.95	—	—	A	1 day	—	—	—	100 count box "painless" 
Tongue depressor, wooden	0.69	1 lb.	—	T	1 day	—	—	—	
Dental drill, powered	235.00+	50-150 lbs.	—	T	1 day	—	—	—	
Tuberculin test	17.00	—	—	C	1 day	—	—	—	
Wire, steel (50')	0.95	—	—	T	1 day	—	—	—	
Flouride toothpaste	0.45	—	4 oz.	T	1 day	—	—	—	In a tube
THIEVES & SPIES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Attaché case	35.00+	5-10 lbs.	—	T	1 day	—	—	—	
Belt, w/explosive lining	85.00	0.5 lbs.	—	C	1 day	—	—	—	
Belt w/escape-kit lining	75.00	0.5 lbs.	—	C	1 day	—	—	—	
Binoculars (10x)	55.00	5-6 lbs.	—	T	1 day	—	—	—	
Binoculars (8x)	48.00	5 lbs.	—	T	1 day	—	—	—	
Caltrops (20)	1.50	0.5 lbs.	—	A	1 day	—	—	—	
Chisel, cold	0.80+	0.5 lb.	—	T	1 day	—	—	—	
Crowbar, standard	2.25	3 lbs.	—	T	1 day	—	—	—	
Crowbar, heavy	3.20	5 lbs.	—	T	1 day	—	—	—	
Document shredder	125.00	50 lbs.	—	T	1 day	—	—	—	
Fountain pen, acid	100.00	0.25 lbs.	—	C	1 day	—	—	—	
Grappling hook	8.50	5 lbs.	—	T	1 day	—	—	—	
Hacksaw	3.00	1 lb.	—	T	1 day	1-2	40	—	
Hacksaw blades	1.25	0.25 lbs.	—	T	1 day	1-6	40	—	
Invisible ink	1.50	—	1 pt.	C	1 day	—	—	—	
Key-cutter	55.00	25-30 lbs.	—	T	1 day	1-2	50	—	
Lock, simple	2.50	3 lbs.	—	T	1 day	1-3	70	—	
Lock, average	3.75	3 lbs.	—	T	1 day	1-2	80	—	
Lock, complex	4.25	3-4 lbs.	—	T	1 day	1	90	—	
Lock, impossible	35.00	3-5 lbs.	—	T	1 day	1	100	—	
Lock, pick-proof	75.00	3-5 lbs.	—	T	1 day	1	150	—	
Lock, electronic	125.00	3-5 lbs.	—	T	1 day	1-3	75	—	
Lockpicks, poor quality	8.00	0.5 lbs.	—	T	1 day	1-3	60	—	
Lockpicks, average quality	15.00	0.5 lbs.	—	T	1 day	1-2	70	—	
Lockpicks, fine quality	25.00	1 lb.	—	C	1 day	1-2	90	—	
Metal file, small	0.65+	1 lb.	—	T	1 day	—	—	—	
Metal file, medium	0.70+	1.5 lbs.	—	T	1 day	—	—	—	
Metal file, large	1.25+	2.5 lbs.	—	T	1 day	—	—	—	
Miniature transmitter ("bug")	100.00	3 oz	—	T	1 day	—	—	—	
Padlock, simple	0.50	0.25 lbs.	—	T	1 day	1-2	70	—	
Padlock, average	0.75	0.25 lbs.	—	T	1 day	1-2	80	—	

THIEVES & SPIES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Padlock, complex	\$1.75	0.5 lbs.	—	T	1 day	1-2	90	—	
Parabolic microphone	175.00	15-20 lbs.	—	T	1 day	—	—	—	
Pen-Gun, .22 caliber	125.00	0.25 lbs.	—	C	1 day	—	—	—	
Plastic explosive	50.00	1 lb.	—	C	1 day	—	—	—	
Polygraph	250.00	25-50 lbs.	—	T	1 day	—	—	—	
Receiver ("bug")	100.00	2-3 lbs.	—	T	1 day	—	—	—	
Remote detonator	25.00	0.25 lbs.	—	C	1 day	—	—	—	
Rope, light (per 50')	0.08	6 lbs.	—	T	1 day	1-2	70	—	
Rope, standard (per 50')	0.10	8 lbs.	—	T	1 day	1-2	80	—	
Rosin	0.25	1 lb.	—	T	1 day	—	—	—	
Stethoscope	22.50	0.5-1 lbs.	—	T	1 day	—	—	—	
Switchblade	1.50-15.00	0.25-0.35 lbs.	—	T	1 day	1-6	40	04	
Telephone scrambler	350.00	25 lbs.	—	T	1 day	—	—	—	
Telephone tap	75.00	1 lb.	—	T	1 day	—	—	—	
Telephone tap detector	275.00	25 lbs.	—	T	1 day	—	—	—	
Telephone oscilloscope	350.00	32 lbs.	—	T	1 day	—	—	—	For tracing phone calls
COMMUNICATIONS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Telephone, rotary dial desk	15.50	5 lbs.	—	T	1 day	—	—	—	
Telephone, rotary dial wall	15.75	5.5 lbs.	—	T	1 day	—	—	—	
Wide-band radio	250.00	75-85 lbs.	—	T	1 day	—	—	—	
Radio receiver	40.00	20-25 lbs.	—	T	1 day	—	—	—	
Radio, crystal set	5.00	1-2 lbs.	—	T	1 day	—	—	—	
Radio, transistor	6.00	1 lb.	—	T	1 day	—	—	—	
Copy machine	250.00+	250 lbs.	—	C	1 day	1-4	75	—	
Tape recorder, reel-to-reel	75.00	35 lbs.	—	T	1 day	—	—	—	
Tape recorder, 8-track	65.00	25 lbs.	—	T	1 day	—	—	—	
Tape recorder, cassette	55.00	15 lbs.	—	T	1 day	—	—	—	
Tape recorder, reel-to-reel	85.00	7 lbs.	—	T	1 day	—	—	—	Portable
Tape recorder, cassette	45.00	3 lbs.	—	T	1 day	—	—	—	
TV, black & white	100.00-300.00	50-150 lbs.	—	T	1 day	—	—	—	
TV, color	150.00-400.00	50-150 lbs.	—	T	1 day	—	—	—	
TV, portable b&w	50.00-100.00	15-25 lbs.	—	T	1 day	—	—	—	
TV, portable color	75.00-150.00	15-25 lbs.	—	T	1 day	—	—	—	Tuner, turntable, speakers, tape
Hi-Fidelity record player	25.00	10-15 lbs.	—	T	1 day	—	—	—	
Stereo	50.00	25-45 lbs.	—	T	1 day	—	—	—	
Stereo headphones	5.00+	1 lb.	—	T	1 day	—	—	—	
Video cassette recorder	1,000.00	20 lbs.	—	T	1 day	—	—	—	
Record, album	1.50-5.50	0.5 lbs.	—	T	1 day	—	—	—	
Record, single	0.50-2.00	0.25 lbs.	—	T	1 day	—	—	—	
8-track tape (pre-recorded)	4.50-11.50	0.25 lbs.	—	T	1 day	—	—	—	
Cassette tape (pre-recorded)	4.50-12.50	—	—	T	1 day	—	—	—	
Video cassette (pre-recorded)	95.00+	—	—	T	1 day	—	—	—	
Computer, mainframe	25,000.00+	1500 lbs.	—	T	1 day	—	—	—	
Computer terminal	1,000.00+	85 lbs.	—	T	1 day	—	—	—	
Modem (50-300 baud)	400.00	35 lbs.	—	T	1 day	—	—	—	
Walkie-talkie, one channel	15.00+	1 lb.	—	T	1 day	—	—	—	
Walkie-talkie, multi channel	25.00+	1 lb.	—	T	1 day	—	—	—	
Police-band scanner	125.00	5 lbs.	—	T	1 day	—	—	—	1970s 1970s
Citizen's band radio	180.00	3 lbs.	—	T	1 day	—	—	—	
Radar gun, police	650.00	5 lbs.	—	T	1 day	1-3	50	—	
Radar detector, portable	500.00	3-5 lbs.	—	T	1 day	1-3	40	—	
Hand-held video game	25.00+	0.5 lbs.	—	T	1 day	—	—	—	



PHOTOGRAPHY		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Camera, 35mm		\$30.00+	1-2 lbs.	—	T	1 day	—	—	—	
Camera, folding		45.00+	2-2.5 lbs.	—	T	1 day	—	—	—	
Camera, high-speed		60.00+	3-3.5 lbs.	—	T	1 day	—	—	—	
Camera, instant		15.00+	3 lbs.	—	T	1 day	—	—	—	
Camera, miniature Spy-cam		150.00+	0.25 lbs.	—	C	1 day	—	—	—	
Flash unit		12.00	1.5 lbs.	—	T	1 day	—	—	—	
Flash bulbs (pack of 6)		0.45	—	—	T	1 day	—	—	—	
Camera lenses		15.00-75.00+	1-2 lbs.	—	T	1 day	—	—	—	
Camera, movie		450.00	30 lbs.	—	T	1 day	—	—	—	
Camera, wind-up movie		55.00	5 lbs.	—	T	1 day	—	—	—	
Camera film (b&w)		0.30	—	—	T	1 day	—	—	—	24 shots 
Camera film (color)		0.45	—	—	T	1 day	—	—	—	
Photo paper (50 sheets)		1.65	1 lb.	—	T	1 day	—	—	—	
Enlarger		65.00	35 lbs.	—	T	1 day	—	—	—	
Darkroom chemicals/supplies		20.00	15 lbs.	—	T	1 day	—	—	—	
Develops 200 rolls of film										
MISCELLANEOUS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
10' pole		\$1.00	5-10 lbs.	10'	A	1 day	—	—	—	
Dice, pair		0.15	—	6-sided	T	1 day	—	—	—	
Dice, pair (loaded)		1.50+	—	6-sided	T	1 day	—	—	—	
Playing cards		0.25	4 oz	—	T	1 day	—	—	—	
Playing cards, marked		1.50+	4 oz	—	T	1 day	—	—	—	
Crystal ball		25.00+	3-5 lbs.	—	T	2 wks	—	—	—	
Stilts		2.00+	3-10 lbs.	4' to 10'	T	1 day	—	—	—	
Fireworks (various)		0.05-5.00	0.5-10 lbs.	—	T	1 wk	—	—	—	
Tennis racquet		5.00+	1 lb.	—	T	2 days	—	—	—	
Tennis ball (can of 3)		0.35	0.5 lbs.	—	T	1 day	—	—	—	
Comb		0.25	—	—	A	1 day	—	—	—	
Hairbrush		0.85	0.5 lbs.	—	A	2 day	—	—	—	
Map, local		0.25	—	20"x30"	T	1 day	—	—	—	
Map, regional		0.75	—	20"x30"	T	1 day	—	—	—	
Map, national		0.85	—	20"x30"	T	1 day	—	—	—	
Map, continent		1.00	—	20"x30"	T	1 day	—	—	—	
Map, world		2.00	—	20"x30"	T	1 day	—	—	—	
Globe		5.00	5-15 lbs.	—	T	1 wk	—	—	—	
Flag, small		3.50	3 lbs.	18"x36"	T	2-3 days	—	—	—	
Flag, large		6.50	7 lbs.	3'x5'	T	3-6 days	—	—	—	
Opera glasses		9.50	1 lb.	—	T	2 day	—	—	—	Connected to phone line 
Spyglass		25.00	5 lbs.	1'-2'	T	3 day	—	—	—	
Binoculars (8x)		48.00	5 lbs.	—	T	3 day	—	—	—	
Binoculars (10x)		55.00	5-6 lbs.	—	T	3 day	—	—	—	
Stock ticker		55.00	35 lbs.	—	C	3 day	—	—	—	
Hand mirror		2.50	5 lbs.	8"	T	1 wk	—	—	—	
Shoe horn		0.15	0.5 lbs.	—	T	1 day	—	—	—	
Chess set, standard		1.50-3.50	5 lbs.	—	T	2-3 day	—	—	—	
Chess set, ornate		25.00+	5-15 lbs.	—	T	1-3 mos	—	—	—	
Walking stick		1.50+	2-5 lbs.	4'	T	1 day	—	—	—	
Watch		1.00-100.00	0.25-0.5 lbs.	—	T	1 day	—	—	—	
Tobacco		1.60	1 lb.	—	A	1 wk	—	—	—	
Pipe, clay		1.15	0.75 lbs.	—	A	2 day	—	—	—	
Cigarette papers (100)		0.15	4 oz	—	T	1 day	—	—	—	
Cigarettes (per pack)		0.25-0.40	—	—	T	1 day	—	—	—	
Cigar		0.05-2.00+	—	—	T	1-2 days	—	—	—	
Chewing tobacco		0.20	1 oz	—	T	1 day	—	—	—	
Cologne/perfume		1.50+	—	4 oz	T	1 day	—	—	—	
Cosmetics		0.75+	—	—	T	1 day	—	—	—	



TOYS & GAMES		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Daisy air rifle		\$5.95-10.95	3 lbs.	—	T	1 day	1-5	45	05	
Bicycle		25.00+	30 lbs.	—	C	1 day	—	—	—	
Roller skates		4.00-15.00	8 lbs.	—	C	1 day	—	—	—	
Ice skates		4.00-15.00	7.5 lbs.	—	C	1 day	—	—	—	
Electric train set		15.00+	15-20 lbs.	—	T	1 day	—	—	—	
Baby doll		1.95+	1 lb.	—	A	1 day	—	—	—	
Fashion doll		0.79-5.75	0.5 lbs.	—	A	1 day	—	—	—	
Jacks		0.39	—	—	A	1 day	—	—	—	
Checkers		1.00	0.5 lbs.	—	A	1 day	—	—	—	
Board games		1.50-6.00	1 lb.	—	T	1 day	—	—	—	
Baseball bat		2.50-15.50	varies	33" to 36"	A	1 day	—	—	—	
Baseball glove		5.50+	1.5-3 lbs.	—	A	1 day	—	—	—	
Baseball		0.69	—	—	A	1 day	—	—	—	
TYPICAL ARMOR		Cost	AT	Wt	Avail	Time	B#	Rel/Str	F	Notes
Bullet-proof vest		\$115.00	I	5-12 lbs.	C	1 day	—	—	—	Ballistic cloth; covers torso
Bullet-proof vest		135.00	II	7-15 lbs.	C	1 day	—	—	—	
Bullet-proof vest		175.00	III	8-18 lbs.	C	1 day	—	—	—	
Trauma impact plates		15.00	—	3-5 lbs.	C	1 day	—	—	—	
TYPICAL WEAPONS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Bayonet		\$6.50	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	40	01	
Blackjack		2.50	1hc	0.5 lbs.	T	6 hrs	1-8	50	05	
Club		2.50	1 hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Cudgel		3.75	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	
Dagger		5.50	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Dirk		7.50	1hc	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Handaxe		2.50	1hc/th	3-6 lbs.	A	1 day	1-7	70(w)	04	
Lasso		1.50-5.00	th	2-5 lbs.	A	6 hrs	1-4	80	06	
Spear		5.00+	pa/th	3-8 lbs.	A	1 day	1-5	50(w)	05	
Whip		8.50+	1hc	2-5 lbs.	T	1 day	1-4	70	06	
Firearms		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
M-1 Garand .30-06		55.00	2h	9.5 lbs.	T	1 day	1-6	75	05	
M-14 7.62mm NATO		125.00	2h	8.7 lbs.	T	1 day	1-6	65	05	
M-16 5.56mm NATO		150.00	2h	7 lbs.	T	1 day	1-6	65	05	
AK-47 7.62mm Soviet		65.00-125.00	2h	8.5 lbs.	T	1 day	1-6	65	05	
Ruger Mini-14 5.56mm NATO		100.00	2h	6.5 lbs.	T	1 day	1-6	65	05	
Remington 870 Pump Shotgun		125.00	2h	8 lbs.	T	1 day	1-7	85	02	12 gauge
Beretta Model 1951 9mm		65.00	1h	2 lbs.	T	1 day	1-4	75	02	
Colt M1911A1 .45 ACP		35.00	1h	2.5 lbs.	T	1 day	1-4	65	04	
"Saturday Night Special"		20.00-25.00	1h	2 lbs.	T	1 day	1-8	45	06	
M-60 Light Machinegun		325.00	spcl	25 lbs.	T	1 day	1-5	75	04	
 Browning M2HB HMG		500.00	spcl	75 lbs.	T	1 day	1-5	75	04	7.62mm NATO linked belt; Not normally sold to civilians. Prior to 1934, the U.S. had no laws against private ownership of automatic weapons. After 1934, a \$200.00 tax was added. In 1979, a further ban prohibited the sale of any fully-automatic weapon manufactured after that yr to civilians. .50 BMG linked belt; Not normally sold to civilians. Prior to 1934, the U.S. had no laws against private ownership of automatic weapons. After 1934, a \$200.00 tax was added. In 1979, a further ban prohibited the sale of any fully-automatic weapon manufactured after that yr to civilians.
Weapon Accessories		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	
Pistol cartridge, box of 50		6.50	—	2.5-3.5 lbs.	T	1 day	—	—	—	
Rifle cartridge, box of 50		8.00	—	3-4 lbs.	T	1 day	—	—	—	
Shotgun shells, box of 25		5.25	—	3.5 lbs.	T	1 day	—	—	—	
Police gunbelt		\$18.50	—	2.5 lbs.	A	2 days	—	—	—	
Gunbelt & holster, western		20.00+	—	1.5-2 lbs.	A	2 days	—	—	—	
Gunbelt & holster, web		9.50	—	1 lb.	A	1 day	—	—	—	
Sheath, plain		1.85	—	0.5 lbs.	A	1 day	—	—	—	
Sheath, ornamented		3.50+	—	0.5-0.75 lbs.	T	2-7 days	—	—	—	
Re-capper / de-capper		2.50	0.25-0.5 lbs.	—	T	1 day	—	—	—	
Case resizer		2.75-7.00	0.5-1.5 lbs.	—	T	1 day	—	—	—	
Reloading press		12.00-14.50	12.5 lbs.	—	T	1 day	—	—	—	
Powder measure		0.75	0.25 lbs.	—	T	1 day	—	—	—	
Bullets, lead		3.50	10 lbs.	—	T	1 day	—	—	—	
Smokeless powder		7.00	—	10 lbs.	T	1 day	—	—	—	
Sling, leather		4.50	0.5 lbs.	—	T	1 day	—	—	—	
Telescopic sight, fixed		10.00-200.00	0.5-1 lb.	—	T	1 day	—	—	—	
Telescopic sight, variable		25.00-250.00	0.5-1 lb.	—	T	1 day	—	—	—	
IR Scope		150.00-350.00	1.5-2.5 lbs.	—	T	1 day	—	—	—	
LI Scope		350.00-450.00	2-3.5 lbs.	—	T	1 day	—	—	—	

THE INFORMATION AGE

You ordered it from the back of a magazine, and it was delivered to your house in a box. Carefully reading the instructions, you worked on it in your spare time, assembling it piece by piece, component by component. Finally it was done. The Altair 8800 personal computer, with its 256 bytes of memory, was up and running, ready for that first program. The Information Age was born...only nobody knew it.

In the mid-seventies, the smart money was on the Cray-1 supercomputer. With a speed of 100 million operations a second, it was a marvel of electronics technology. The lowly personal computer, designed for the home hobby market, wasn't even in the running. Computers in the home? Preposterous! A science-fiction dream that wouldn't be realized until the 21st century at the earliest. Computers were too difficult to operate, requiring years of training to learn how to program and use them properly. An idea born too early, the personal computer sat on the back burner. It simmered slowly in the minds of a few who saw its potential, but was otherwise ignored.

The Apple II computer changed all that. The first personal computer that came assembled and ready to use, it was a big hit on the home market, and some schools even started buying them. Though few programs were commercially available at first, it wasn't long before dozens, then hundreds of small software companies began producing programs that did everything from accounting to games to graphic design to word processing. Primitive by today's standards, these early programs were still

incredible compared to what had been available before. Within the space of ten years, the personal computer had escaped from the pages of science fiction to become an important part of daily living.

While computers were invading our homes, so were VCRs, miniature tape players, and a thousand other gadgets, made possible by the breakthroughs in miniaturization and microelectronics. "Future shock," where everything you grew up knowing changes overnight, rapidly became the norm as advances in science and technology appeared on a daily basis. In previous eras, ten or twenty years might pass before improvements to a machine made the original obsolete. In the Information Age, however, machines (especially computers) are outdated almost before they reach the store!

The impact of computers on other areas of science and technology has been enormous. In the field of genetics, computer-driven gene sequencers scan and match more DNA code in a single day than a team of scientists, working by hand, could do in almost two hundred years! Without this high-speed approach, doctors and scientists would never have made the breakthroughs that they have in genetic research. Breakthroughs that might one day lead to

cures for cancer, or the regeneration of damaged organs or limbs. The first successful cloning of a higher animal (a sheep) in 1997 is just the beginning. Who knows what the future might bring.

Like genetic engineering, the field of medicine has benefited greatly from the advances in computer technology. CAT scans and MRIs, both of which are dependent on computers for their imaging, have improved to the point that even the tiniest of tumors can be spotted. Working with computer drafting equipment doctors and engineers can design prosthetic limbs, and then test them with computer models that can simulate every aspect of their use. All before a single prototype is even built. Computers are also being used to decode the signals of the human nervous system, in an attempt to attach cybernetic prostheses that can be directly controlled by the brain.

Despite the fact that it is no longer the chief driving force behind advances in technology, the needs of the military have still produced some rather remarkable equipment: submarines that are so quiet as to be virtually undetectable; tanks with gyro-stabilized turrets, allowing them to fire on the move, while computer-controlled laser sighting systems make them devastatingly accurate. The B-2 stealth bomber, and its companion F-117, were both designed on computers that exactly modelled the curves and angles of the aircraft to make them virtually invisible to radar.

Advances in technology have also changed what it means to be a soldier. Gone are the gun-toting grunts who know little more than how to tie their boots, load their rifle, and shoot the enemy. The militaries of the Information Age are too technically oriented for that. Now soldiers have to know how to use computers, laser range finders, sophisticated radio equipment, and complicated electronic imaging systems. High-tech gadgetry that makes it even easier for gun-toting grunts to fulfill what is, in the end, their primary function: to find the enemy and kill him, before he kills you.

Nor is the sophisticated hardware limited to the military. A great deal of it has found its way to the civilian market. Laser sights are obtainable for most civilian firearms. Night vision optics, both light intensification and infrared, are sold in sporting goods stores. Global positioning systems, modified to be less accurate than military models, are available for your car or boat or RV—never get lost again! Cellular phones and satellite communications systems, based on equipment originally designed for the military, has entered the civilian market in a big way. Many of the latest gadgets of the Information Age, in fact, are based on older military technology that for years was classified and unavailable to civilians.

The Information Age also saw the rebirth of space flight, though on a slightly different scale than the great Apollo and Soyuz missions of previous decades. Both the Americans and the Soviets built, and used, reusable shuttlecraft of remarkably similar design. Their missions were similar as well: the retrieval and repair of damaged older satellites, and the launching of new ones. Of the latter, the two most important have been the *Mir* space station, which has long since outlived its expected lifespan, and the Hubble space telescope.

Complete with its corrective "glasses" the Hubble telescope has provided us with an endless stream of data about the universe and how it was formed. Using the telescope



... AND A
10-FOOT POLE



astronomers and astrophysicists have been able to confirm earlier discoveries of planets around other stars, while the magnificent photographs of the Schumacher-Levy comet impacts on Jupiter yielded a great deal of information about the largest planet in our solar system, as well as the nature of comets.

Mir—a Russian word meaning both “peace” and “world”—has been in orbit around the Earth since February 1986. It has been continuously manned since May of the same year. While the experiments and observations made by the cosmonauts are important, even more valuable is the wealth of medical data accumulated before, during, and after their stays aboard the station. Information that will be of immeasurable benefit in any future efforts to build permanent habitats in space.

All this information, and much more, has been made widely available, not only to doctors and scientists, but to ordinary citizens. Such a thing would have been unthinkable during the height of the cold war years in the Atomic Age, when both sides only grudgingly shared scientific secrets. But the world of the Information Age is vastly different; as unthinkable to a devout capitalist or communist of the 1950s as the idea that the Earth revolved around the sun was in Copernicus’ day.

The change began with what one Soviet official later admitted was an intelligence operation. The borders of East Germany, a Soviet puppet-state since the end of World War II, were opened, allowing dissidents to leave the country unopposed. Intelligence agents—spies—were to be secretly scattered among the refugees, who would be welcomed with open arms by the western democracies. Once secure in their new homes, the spies would begin stealing technical information to send home to Mother Russia. A good plan, and one that would have worked, if not for one tiny flaw: they vastly underestimated the number of people who wanted to leave! Tens of thousands flocked to the borders, taking advantage of the proclamation to flee the failing socialist states of the Warsaw Pact.

After that, to quote from an old British tune, “The World Turned Upside-Down.” A reformer was elected chairman of the Communist Party and president of the Politburo. Taking his lead, other reformers began to speak up, urging even more drastic changes. Capitalism came to Mother Russia with a vengeance. When old-style hardliners attempted a coup, they were met in the streets by the Russian people, who demanded that their voices be heard.

Elsewhere in the Warsaw Pact nations, governments were tumbling like dominoes. The old guard was tossed out on its ear, in some cases even imprisoned or executed for “crimes against the state and the people.” Under the watchful eyes of other European nations, East and West Germany were reunited into one nation, while Czechoslovakia was sundered into two. Some nations made the transition from Soviet puppet to independent government peacefully. Others, like Romania and Yugoslavia, were a bit more bloody. The largest casualty of all, however, was the massive Union of Soviet Socialist Republics itself. Made up of a dozen or more states, it contained scores of different ethnic groups, each with their own language and cultural traditions. Once the coercive hand of the Soviet government was no longer at their collective throats, the collapse began. Formal dissolution occurred on December 8, 1991, when the three largest republics formally dissolved the U.S.S.R. and replaced it with the Commonwealth of Independent States. At long last, the Cold War was over.

Or is it? Gamemasters running an Information Age campaign would do well to think long and hard on this one. While the Soviet Union is no more, the stockpiles of nuclear weapons built by both sides during the Cold War still exist. Not to mention those built by other nations of the “Nuclear Club.” The threat of large scale nuclear war might have diminished with the collapse of the Soviet Union and its puppet nations, but it is still there, lurking in the background.

The greatest threat, however, comes from nuclear terrorism. The plans for building a nuclear bomb have been available in American public libraries for decades. With the advent of the Information Age, and easy access to data from almost anywhere in the world, the threat only becomes more real. Moreover, the collapse of the old Soviet Union has created a thriving blackmarket in stolen military hardware, and rumors circulate of nuclear material for sale. If the price is right. Campaigns using the *Black Ops* sourcebook might have a mission to retrieve a blackmarket warhead from a group of terrorists. For an interesting twist, have two groups of players: one as the special forces unit or CIA spy team, and the other playing the terrorists!

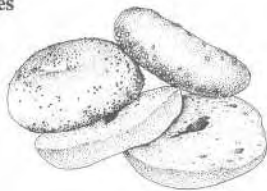
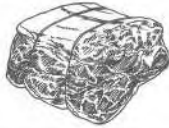
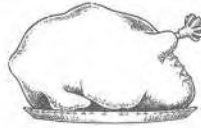
Or make the characters freelance agents, and send them on missions for their unknown, “untraceable” patron: industrial espionage, kidnapping key scientists, engineers, and other personnel from government labs and private corporations alike. Maybe even the odd assassination or two, carried out as the corporate policies or political alliances of their mysterious employer(s) shift day by day. Suspicious players might be willing to follow orders at first, but it won’t take them long to start wondering just who is behind it all, and start digging for information.

Campaigns can also be centered around the more mundane realities of everyday life, with adventure ideas stripped straight from the headlines. Street gangs have been around since Roman times. Now, however, they have access to high-powered handguns, rifles, shotguns, and even a few automatic weapons (though far fewer than portrayed by Hollywood). Despite propaganda to the contrary, most major cities around the world *do* have a gang problem. From the motorcycle gangs of Moscow and Tokyo, to the vicious drug gangs of Los Angeles, they number in the millions, hiding in the back corners of society, unnoticed until they do something to attract the attention of the media.

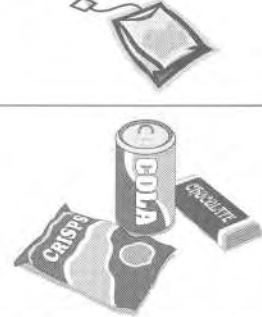
A group of computer hackers is another potential source of adventure. They don’t have to save the world everyday, but their methods for acquiring covert access to computer systems can often be enough excitement. Rummaging in dumpsters for account numbers and passwords carelessly written down, and even more carelessly discarded. Breaking into offices or, even better, walking right in and bluffing your way into obtaining the information you want, is another method. And then there is the hacking itself. Did you get in successfully? What information is there? Did they manage to trace you down before you broke the connection? Is the FBI going to be knocking at your door first thing in the morning?

No matter what the style of your campaign, the thing to keep in mind is the rapid changes occurring almost every day. Fundamental scientific knowledge doubles every year, and improvements in technology are popping up every day. Yesterday’s science-fiction dream, is today’s new toy, and by next month it will already be obsolete. But hey, you can handle it. You’re already prepped to buy the *next* new gadget off the assembly line. You read about it on the internet. This *is* the Information Age, after all!

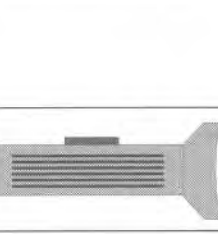
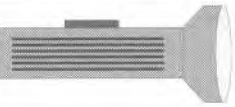
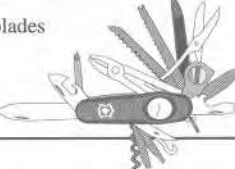


FOOD ITEM	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Fresh Bread									
White	\$1.09	1 lb.	1 loaf	A	2 hrs	—	—	—	
Rye	1.19	1 lb.	—	A	2 hrs	—	—	—	
Wheat	1.09	1 lb.	—	A	2 hrs	—	—	—	
Doughnuts	1.29	0.5 lbs.	1 doz.	A	2 hrs	—	—	—	
Pie	3.29	1 lb.	—	A	2 hrs	—	—	—	
Pastries, various	2.29	0.5 lbs.	1 doz.	A	2 hrs	—	—	—	
Cookies	0.99	—	1 doz.	A	2 hrs	—	—	—	
Fresh Meat									Time shows average time to butcher
Beef-veal	2.55	1 lb.	—	R	2 hrs	—	—	—	
Beef-steak	2.35	1 lb.	—	R	2 hrs	—	—	—	
Beef-roast	1.99	1 lb.	—	R	2 hrs	—	—	—	
Beef-other cut	1.20	1 lb.	—	R	2 hrs	—	—	—	
Pork-loin	2.35	1 lb.	—	R	2 hrs	—	—	—	
Pork-ham	2.45	1 lb.	—	R	2 hrs	—	—	—	
Pork-bacon	2.40	1 lb.	—	R	2 hrs	—	—	—	
Pork-other cut	1.50	1 lb.	—	R	2 hrs	—	—	—	
Chicken	1.35	5 lb.	—	R	2 hrs	—	—	—	
Duck	6.30	5 lb.	—	R	2 hrs	—	—	—	
Goose	10.40	10 lb.	—	R	2 hrs	—	—	—	
Turkey	15.00	15 lb.	—	R	2 hrs	—	—	—	
Fish									Time shows average time to catch
Freshwater	2.18	1 lb.	—	R	1 hr	—	—	—	
Saltwater	5.16	1 lb.	—	T	1 hr	—	—	—	
Clams/crabs	4.25	1 lb.	—	T	1 hr	—	—	—	
Shrimp	6.30	1 lb.	—	T	1 hr	—	—	—	
Dairy Products									
Butter, salted	1.15	1 lb.	—	R	1 hr	—	—	—	
Butter, unsalted	1.10	1 lb.	—	R	30 mins	—	—	—	
Cheese, low quality	2.00	1 lb.	—	R	2 days	—	—	—	
Cheese, average quality	2.89	1 lb.	—	R	1 wk	—	—	—	
Cheese, fine quality	4.95	1 lb.	—	R	2 wks	—	—	—	Time shows average time to gather
Cream	0.89	—	1 pt.	R	—	—	—	—	
Eggs	0.75	—	1 doz.	R	1 hr	—	—	—	
Milk, cow	2.00	—	1 gal.	R	20 mins	—	—	—	
Milk, goat	1.35	—	1 qt.	R	20 mins	—	—	—	
Milk, artificial (soy)	1.20	—	1 qt.	T	1 day	—	—	—	
Milk, baby formula	1.15-3.50	—	1 qt.	T	1 day	—	—	—	
Fruits & Grains									Time shows average time to harvest
Apples	0.79	1 lb.	—	R	1 hr	—	—	—	
Berries	0.45	1 lb.	—	R	1 hr	—	—	—	
Cherries	1.50	1 lb.	—	R	1 hr	—	—	—	
Crabapples	0.79	1 lb.	—	R	1 hr	—	—	—	
Dates	1.75	1 lb.	—	R	1 hr	—	—	—	
Figs	3.25	1 lb.	—	R	1 hr	—	—	—	
Grapes	1.89	1 lb.	—	R	1 hr	—	—	—	
Melon	0.79	1 lb.	—	R	1 hr	—	—	—	
Nuts	5.00	1 lb.	—	R	1 hr	—	—	—	
Olives	3.89	4 oz	—	R	1 hr	—	—	—	
Pears	0.79	1 lb.	—	R	1 hr	—	—	—	
Pineapple	0.99	1 lb.	—	R	1 hr	—	—	—	
Plums	1.50	1 lb.	—	R	1 hr	—	—	—	
Raspberries	1.50	1 lb.	—	R	1 hr	—	—	—	
Strawberries	2.89	1 lb.	—	R	1 hr	—	—	—	
Citrus	1.29	1 lb.	—	R	1 hr	—	—	—	Oranges, lemons, etc.
Vegetables									Time shows average time to harvest
Artichokes	3.00	1 lb.	—	R	1 hr	—	—	—	
Beans, fresh	1.50	1 lb.	—	R	1 hr	—	—	—	
Beans, dried	1.50	1 lb.	—	R	1 hr	—	—	—	
Beets	0.89	1 lb.	—	R	1 hr	—	—	—	
Cabbage	0.35	1 lb.	—	R	1 hr	—	—	—	
Carrots	0.45	1 lb.	—	R	1 hr	—	—	—	
Cauliflower	0.75	1 lb.	—	R	1 hr	—	—	—	
Lentils	0.65	1 lb.	—	R	1 hr	—	—	—	
Lettuce	0.35	1 lb.	—	R	1 hr	—	—	—	
Onions	0.50	1 lb.	—	R	1 hr	—	—	—	
Parsnips	0.25	1 lb.	—	R	1 hr	—	—	—	
Peas, fresh	0.89	1 lb.	—	R	1 hr	—	—	—	
Potatoes	0.38	1 lb.	—	R	1 hr	—	—	—	
Radishes	0.34	1 lb.	—	R	1 hr	—	—	—	
Turnips	0.32	1 lb.	—	A	1 hr	—	—	—	

Note: Prices vary by region. GMs should check local prices for accurate pricing in their regions.

Herbs, Spices & Flavorings										
Cloves	1.39	4 oz.	—	T	1 hr	—	—	—		
Cinnamon	1.39	4 oz.	—	T	1 hr	—	—	—		
Garlic	1.27	4 oz.	—	A	1 hr	—	—	—		
Ginger	2.25	4 oz.	—	T	1 hr	—	—	—		
Honey	4.60	1 lb.	—	A	1 hr	—	—	—		
Mint	1.28	4 oz.	—	A	1 hr	—	—	—		
Mustard seed	1.28	4 oz.	—	A	1 hr	—	—	—		
Nutmeg	1.28	4 oz.	—	T	1 hr	—	—	—		
Parsley	0.89	4 oz.	—	A	1 hr	—	—	—		
Pepper	1.25	4 oz.	—	T	1 hr	—	—	—		
Cayenne pepper	1.30	4 oz.	—	T	1 hr	—	—	—		
Rosemary	1.40	4 oz.	—	A	1 hr	—	—	—		
Saffron	6.25	4 oz.	—	T	1 hr	—	—	—		
Sage	1.27	4 oz.	—	A	1 hr	—	—	—		
Salt	1.24	1 lb.	—	T	1 hr	—	—	—		
Sugar	1.22	1 lb.	—	T	1 day	—	—	—		
Syrup, maple	6.75	—	1 pt.	R	1 day	—	—	—		
Syrup, maple (artificial)	3.75	—	1 pt.	R	1 day	—	—	—		
Syrup, corn	3.69	—	1 pt.	R	1 day	—	—	—		
Saccharine	1.30	8 oz.	—	T	1 day	—	—	—		
Thyme	1.28	4 oz.	—	A	1 hr	—	—	—		
Preserved Foods										
Beef, salted	2.75	1 lb.	—	T	1 day	—	—	—		
Pork, salted	2.50	1 lb.	—	T	1 day	—	—	—		
Fish (various), salted	3.35	1 lb.	—	T	1 day	—	—	—		
Salmon, smoked	2.25	1 lb.	—	T	1 day	—	—	—		
Beef, smoked	2.70	1 lb.	—	A	1 day	—	—	—		
Pork, smoked	2.55	1 lb.	—	A	1 day	—	—	—		
Beef, jerked	2.50	1 lb.	—	A	1 day	—	—	—		
Fish (various), dried	3.35	1 lb.	—	T	2 days	—	—	—		
Beverages										
Apple cider, fresh	2.20	—	1 qt.	A	1 day	—	—	—		
Apple cider, fermented	4.25	—	1 qt.	T	4-6 wks	—	—	—		
Brandy	35.00+	—	1 lt	T	2 days	—	—	—		
Wine, poor	1.50+	—	1 lt	T	4-6 wks	—	—	—		
Wine, average	10.00+	—	1 lt	T	3-6 mos	—	—	—		
Wine, fine	35.00+	—	1 lt	T	1 yr+	—	—	—		
Wine, excellent	100.00+	—	1 lt	C	2 yrs+	—	—	—		
Wine, champagne	15.00+	—	1 lt	C	1 yr+	—	—	—		
Whiskey	12.00+	—	1 lt	A	2 days	—	—	—		
Beer	1.15	—	40 oz	A	2-4 wks	—	—	—		
Double beer	5.25	—	40 oz	A	3-6 wks	—	—	—		
Small beer	3.00	—	40 oz	A	2-4 wks	—	—	—		
Ale	4.25	—	40 oz	A	2-4 wks	—	—	—		
Stout	4.25	—	40 oz	A	2-4 wks	—	—	—		
Bitter	4.25	—	40 oz	A	2-4 wks	—	—	—		
Soda pop	0.50+	—	0.5 lt	A	1 day	—	—	—		
PRE-PACKAGED FOODS										
Canned meat (various)	\$2.25	1 lb.	—	T	1 day	—	—	—		
Canned fish (various)	3.25	0.5 lbs.	—	A	1 day	—	—	—		
Canned vegetables (various)	1.29	1 lb.	—	T	1 day	—	—	—		
Canned fruits (various)	1.39+	1 lb.	—	T	1 day	—	—	—		
Graham crackers	1.35	1 lb.	—	T	1 day	—	—	—		
Pancake mix	1.20	2 lbs.	—	T	1 day	—	—	—		
Coffee beans	5.35	1 lb.	—	T	1 day	—	—	—		
Tea	3.30	1 lb.	—	T	1 day	—	—	—		
Cocoa	2.30	1 lb.	—	T	1 day	—	—	—		
Breakfast cereal	3.89	1 lb.	—	T	1 day	—	—	—		
Condensed milk	3.89	1 lb.	—	T	1 day	—	—	—		
Evaporated milk	2.89	1 lb.	—	T	1 day	—	—	—		
Gelatin dessert	0.39	1 lb.	—	T	1 day	—	—	—		
Jams & jellies	2.65	1 lb.	—	T	1 day	—	—	—		
Margarine	1.19	1 lb.	—	T	1 day	—	—	—		
Potato chips	2.39	1 lb.	—	T	1 day	—	—	—		
Pasta	0.89	1 lb.	—	T	1 day	—	—	—		
Ice cream soda	1.15	8 oz.	—	T	15 mins	—	—	—		
Ice cream sundae	2.15	8 oz.	—	T	15 mins	—	—	—		
Vinegar	1.15	—	1 qt.	A	1 wk	—	—	—		
Candy	1.39	1 lb.	—	T	1 day	—	—	—		
Chocolate bar	0.50+	4 oz.	—	T	1 day	—	—	—		
Chewing gum	0.35+	4 oz.	—	T	1 day	—	—	—		
Flour, wheat	2.60	5 lbs.	—	A	1 day	—	—	—		
Flour, rye	3.65	5 lbs.	—	A	1 day	—	—	—		

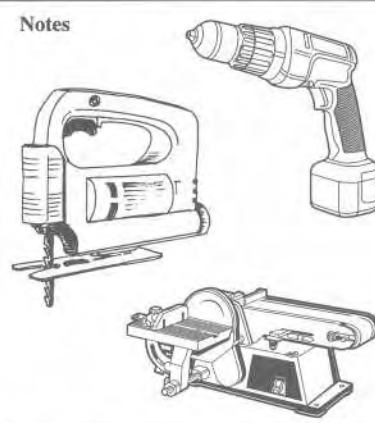
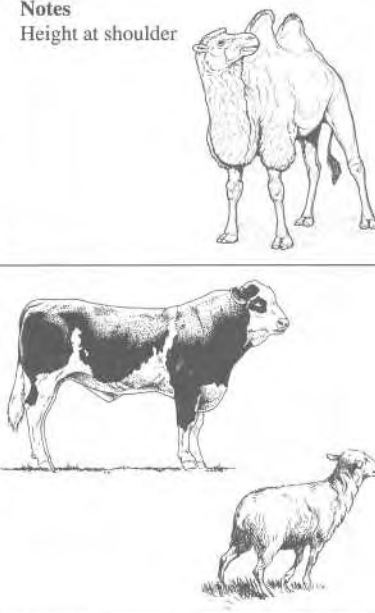
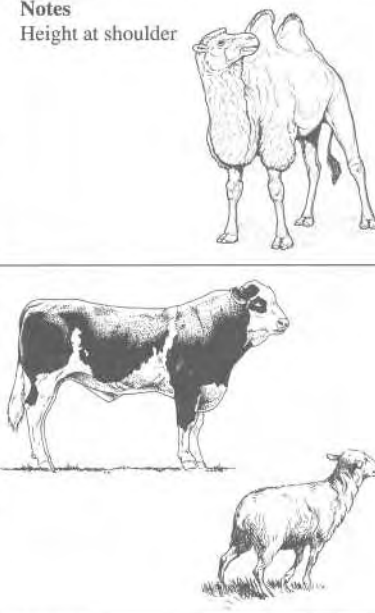
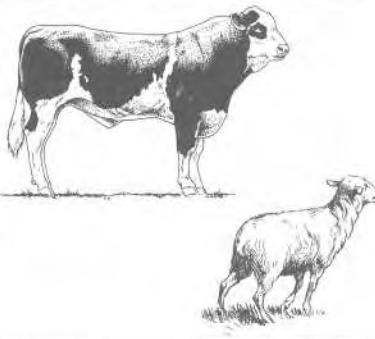
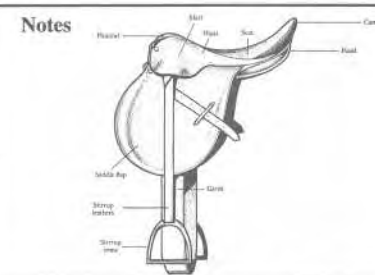
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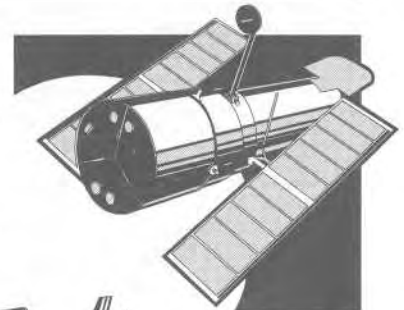
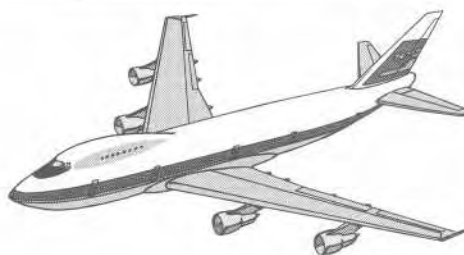
PRE-PACKAGED FOODS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Flour, oat		\$1.85	1 lb.	—	A	1 day	—	—	—		
Flour, corn meal		1.65	1 lb.	—	A	1 day	—	—	—		
Cooking oil		2.35	—	1 qt.	T	1 day	—	—	—		
Olive oil		4.40	—	1 qt.	T	1 day	—	—	—		
Lard		2.20	1 lb.	—	A	1 day	—	—	—		
OUTDOOR SURVIVAL		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Backpack, small nylon		\$12.50+	1 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium nylon		19.75+	1.5 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large nylon		30.00+	3 lb.	3.5 cu. ft.	A	1 day	—	—	—		
Backpack, small canvas		30.00+	0.75 lb.	1 cu. ft.	A	1 day	—	—	—		
Backpack, medium canvas		40.00+	1 lb.	2 cu. ft.	A	1 day	—	—	—		
Backpack, large canvas		50.00+	2 lb.	4 cu. ft.	A	1 day	—	—	—		
Backpack, aluminum frame		45.00+	4 lbs.	4 cu. ft.	A	1 day	—	—	—		
Compass		3.50	1 lb.	—	T	1 day	—	—	—		
Mess kit, aluminum		12.95	1 lb.	—	A	1 day	—	—	—		
Matches (box of 300)		1.25	0.25 lbs.	—	T	1 day	—	—	—		
Shovel, folding		20.00	2.5-3 lbs.	—	T	1 day	1-4	50	—		
Pick, folding		20.00	2-2.5 lbs.	—	T	1 day	1-4	50	—		
Tent, 2-man canvas		76.00	45 lbs.	5'x6'x4'	A	1 day	—	—	—		
Tent, 4-man canvas		220.00	60 lbs.	8'x10'x5'	A	1 day	—	—	—		
Tent, 8-man canvas		350.00	90 lbs.	14'x17'x6'	A	1 day	—	—	—		
Mosquito netting		25.00	4 lbs.	12'x12'	T	1 day	—	—	—		
Shepherd's stove		116.50	25 lbs.	10"x8"x20"	T	1 day	—	—	—		
Camp stove		34.95	7 lbs.	—	T	1 day	—	—	—		
Spit, portable		22.50	15 lbs.	—	T	1 day	—	—	—		
Fishhook & line		1.75+	—	30'	A	1 day	—	—	—		
Fishing rod & reel		12.50+	1.5-2.5 lbs.	—	T	1 day	1-3	30	—		
Fishing net, small		13.50+	3-5 lbs.	6'x6'	A	1 day	1-4	70	—		
Fishing net, large		15.50+	10 lbs.	12'x12'	A	1 day	1-4	80	—		
Fish trap		10.25+	1 lb.	—	A	1 day	1-3	75	—		
Animal trap, steel		8.70+	1-5 lbs.	—	T	1 day	1-2	85	—		
Blanket, light		7.95+	2.5 lbs.	—	A	1 day	—	—	—		
Blanket, heavy		22.95+	6 lbs.	—	A	1 day	—	—	—		
Sleeping bag, lightweight		20.00+	8 lbs.	—	T	1 day	—	—	—		
Sleeping bag, arctic weight		90.00+	20 lbs.	—	T	1 day	—	—	—		
Hammock, cloth		35.00	2 lbs.	4'x8'	A	1 day	—	—	—		
Folding cot, cloth & aluminum		99.95	15 lbs.	3'x6'	T	1 day	—	—	—		
Camp stool		12.75	4 lbs.	—	T	1 day	—	—	—		
Camp chair		39.95	6 lbs.	—	T	1 day	—	—	—		
Canteen, aluminum (full)		5.75	2 lbs.	1 pt.	T	1 day	—	—	—		
Canteen, aluminum (full)		6.95	5 lbs.	1 qt.	T	1 day	—	—	—		
Canteen, aluminum (full)		8.25	5 lbs.	2 qt.	T	1 day	—	—	—		
Waterskin, nylon (full)		22.95	8 lbs.	1 gal.	A	1 day	—	—	—		
Waterskin, nylon (full)		35.95	50 lbs.	5 gal.	A	1 day	—	—	—		
Flashlight, 2-cell		2.90+	1.5 lbs.	—	T	1 day	—	—	—		
Flashlight, 4-cell		12.50+	1.75 lbs.	—	T	1 day	—	—	—		
Battery		0.50+	0.25 lbs.	—	T	1 day	—	—	—		Two or more blades Requires oil Lasts 6 hours
Pocket knife		12.95-145.00+	—	—	T	1 day	—	—	—		
Lantern		30.00	2 lbs.	1 qt.	T	1 day	—	—	—		
Lamp		35.95	1 lb.	1 pt.	T	1 day	—	—	—		
Lamp oil		2.30	—	1 pt.	T	1 day	—	—	—		
Candle, wax		0.45	—	—	T	1 day	—	—	—		
CONTAINERS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Barrel		\$35.00	10 lbs.	12 gal.	A	1.5 days	—	—	—		
Barrel		45.00	30 lbs.	25 gal.	A	2 days	—	—	—		
Barrel		70.00	50 lbs.	50 gal.	A	3 days	—	—	—		
Barrel		10.00	125 lbs.	100 gal.	A	3 days	—	—	—		
Jar, glass		0.50	—	1 pt.	T	6 hrs	—	—	—		
Jar, glass		0.80	0.5 lbs.	1 qt.	T	6 hrs	—	—	—		
Bucket, aluminum		3.75	0.5 lbs.	1 gal.	A	1 day	—	—	—		
Bucket, aluminum		5.95	1 lb.	5 gal.	A	1 day	—	—	—		
Bucket, plastic		2.65	0.5 lbs.	1 gal.	A	1 day	—	—	—		
Bucket, plastic		3.85	1 lb.	5 gal.	A	1 day	—	—	—		
Trunk		37.25+	35 lbs.	2'x2'x3'	T	1 day	—	—	—		
Suitcase, small		14.25+	1-7 lbs.	—	T	1 day	—	—	—		
Suitcase, medium		26.00+	3-8 lbs.	—	T	1 day	—	—	—		
Suitcase, large		39.75+	5-10 lbs.	—	T	1 day	—	—	—		
Garment bag		25.50+	1-5 lbs.	—	T	1 day	—	—	—		
Flight bag		10.00+	2-3 lbs.	—	T	1 day	—	—	—		
Makeup case		12.50+	4-6 lbs.	—	T	1 day	—	—	—		

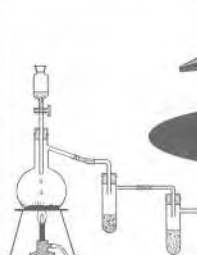
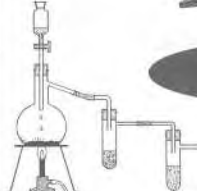
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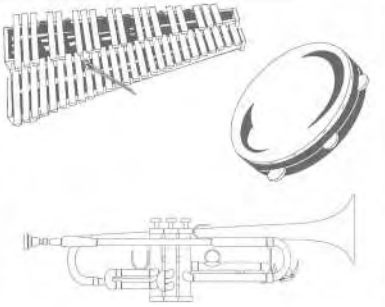
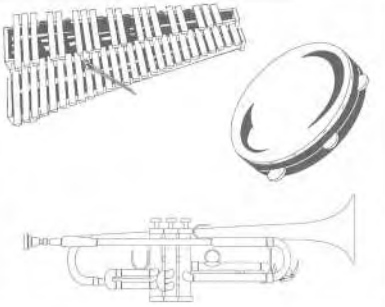
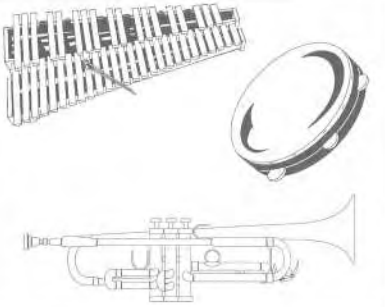
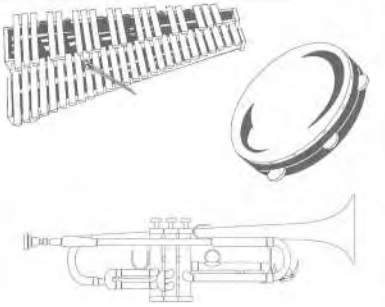
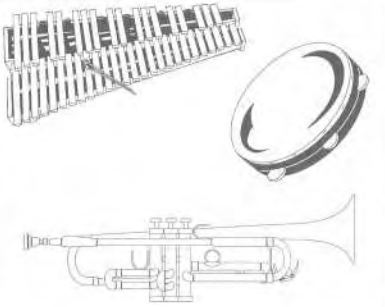
TOOLS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Mechanic's 300 pc. tool set	\$600.00	30 lbs.	—	T	1 day	—	—	—	
Mechanic's 700 pc. tool set	800.00	125 lbs.	—	T	1 day	—	—	—	
Mechanic's 1200 pc. tool set	6,200.00	400 lbs.	—	T	1 day	—	—	—	
Tool box, small metal	30.00	10 lbs.	—	T	1 day	—	—	—	
Tool box, large metal	40.00	25-35 lbs.	—	T	1 day	—	—	—	
Mechanic's rolling chest	625.00+	135 lbs.	—	T	1 day	—	—	—	
Folding worktable	75.00+	30 lbs.	2'x2.5'	T	1 day	—	—	—	
Barbed wire-plain	5.75+	35 lbs.	150 yd.	T	1 day	—	—	—	
Barbed wire-galvanized	7.25+	40 lbs.	150 yd.	T	1 day	—	—	—	
Swivel vise, small	14.75	8 lbs.	—	T	1 day	1-2	65	—	
Swivel vise, large	35.50	10 lbs.	—	T	1 day	1-2	70	—	
Block & tackle	125.00+	35 lbs.	—	T	1 day	1-2	70	—	
Drill bits, steel	1.20	—	—	T	1 day	—	—	—	
Electromagnet	17.50	5 lbs.	—	T	1 day	—	—	—	
Brush	0.85	0.5 lbs.	—	T	1 day	—	—	—	
Bolt cutters	17.00-130.00	6-10 lbs.	—	T	1 day	1-2	70	—	
Vise grips	3.00+	0.5-1 lbs.	—	T	1 day	—	—	—	
Carpenter's level	12.75	1.5 lbs.	—	T	1 day	—	—	—	
Carpenter's square	12.50	2 lbs.	—	T	1 day	—	—	—	
Chain, per foot	1.25	2.5 lbs.	—	T	1 day	1-2	80	—	
Heavy chain, per foot	1.45	5 lbs.	—	T	1 day	1-2	90	—	
Chisel, cold	2.80+	0.5 lb.	—	T	1 day	—	—	—	
Chisel, masonry/stone	3.75+	1 lbs.	—	T	1 day	—	—	—	
Chisel, wood	1.65+	0.75 lbs.	—	T	1 day	—	—	—	
Crowbar, heavy	16.25+	5 lbs.	—	T	1 day	—	—	—	
Crowbar, standard	12.50+	3 lbs.	—	T	1 day	—	—	—	
Grappling hook	48.50	5 lbs.	—	T	1 day	—	—	—	
Hacksaw	13.00	1 lb.	—	T	1 day	1-2	40	—	
Hacksaw blades	1.25+	0.25 lbs.	—	T	1 day	1-6	40	—	
Hammer, carpenter's	8.25+	2 lbs.	—	T	1 day	1-8	70(w)	05	
Hatchet	9.50+	2.5 lbs.	—	T	1 day	1-7	70(w)	05	
Hoe	12.50+	3.5 lbs.	—	T	1 day	1-4	90(w)	—	
Iron wedge	5.50+	4 lbs.	—	T	1 day	—	—	—	
Ladder (12 ft. wooden)	35.00	35 lbs.	—	T	1 day	—	—	—	
Ladder, aluminum	58.00	25 lbs.	12'	A	1 day	—	—	—	
Ladder, extension	155.00	35 lbs.	12'-24'	A	1 day	—	—	—	
Measuring tape (100 feet)	3.49+	2.5 lbs.	—	T	1 day	—	—	—	
Mitre box w/saw	37.50	10.5 lbs.	—	T	1 day	—	—	—	
Metal file, small	4.50+	1 lb.	—	T	1 day	—	—	—	
Metal file, medium	5.50+	1.5 lbs.	—	T	1 day	—	—	—	
Metal file, large	7.50+	2.5 lbs.	—	T	1 day	—	—	—	
Nails	13.75	10 lbs.	—	T	1 hr	—	—	—	
Screws	12.00	5 lbs.	—	T	1 day	—	—	—	
Screw driver	1.00+	0.5 lbs.	—	T	1 day	—	—	—	
Paint	4.95+	—	1 gal.	T	1 day	—	—	—	
Pick axe	12.75+	12 lbs.	—	T	1 day	1-5	50(w)	06	
Pitchfork	25.00	7 lbs.	—	T	1 day	—	—	—	
Pliers, large	4.50+	2 lbs.	—	T	1 day	—	—	—	
Pliers, small	2.25+	1 lb.	—	T	1 day	—	—	—	
Pulley, small (2:1)	25.00	5 lbs.	—	T	1 day	1-2	50	—	
Pulley, large (5:1)	35.00	7 lbs.	—	T	1 day	1-2	50	—	
— per 100 lb. lift	+20%	—	—	T	—	—	—	—	
Pump, air	3.50+	4 lbs.	—	T	1 day	1-2	50	—	
Rake, metal	12.50+	4 lbs.	—	T	1 day	—	—	—	
Rod, transit, & level	650.00+	30 lbs.	—	T	1 day	—	—	—	
Rope, light (per 1')	0.15	6 lbs.	—	T	1 day	1-2	70	—	
Rope, standard (per 1')	0.20	8 lbs.	—	T	1 day	1-2	80	—	
Rope, heavy (per 1')	0.25	15 lbs.	—	T	1 day	1-2	90	—	
Rope, hawser (per 1')	1.25	30 lbs.	—	T	1 day	1-2	100	—	
Searchlight	365.00	175 lbs.	—	T	1 day	—	—	—	
Searchlight, portable	75.00	5-10 lbs.	—	T	1 day	—	—	—	
Shovel	12.50+	4.5 lbs.	—	T	1 day	1-4	90(w)	—	
Wedge (splitting)-iron	15.50	2.5 lbs.	—	T	1 day	—	—	—	
Wheelbarrow, aluminum/steel	49.95+	25 lbs.	—	T	1 day	1-2	50	—	
Wire, copper (per 100')	3.25+	0.5 lbs.	—	T	1 hr	—	—	—	
Wood axe	24.95+	5 lbs.	—	T	1 day	1-7	60(w)	04	
Wood glue	2.89	—	1 pt.	T	1 day	—	—	—	
Wood file, small	3.25+	1 lb.	—	T	1 day	—	—	—	
Wood file, medium	4.75+	1.5 lbs.	—	T	1 day	—	—	—	
Wood file, large	6.95+	2.5 lbs.	—	T	1 day	—	—	—	
Wood saw	13.79+	3 lbs.	—	T	1 day	—	—	—	

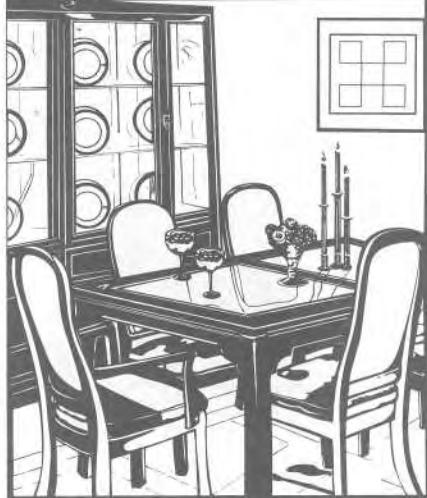
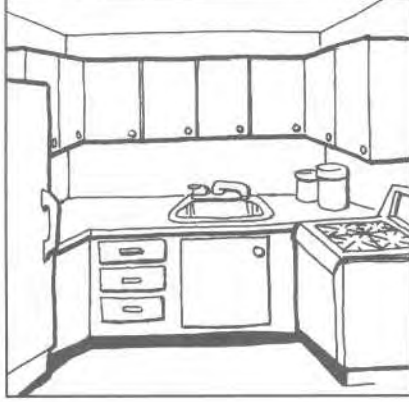
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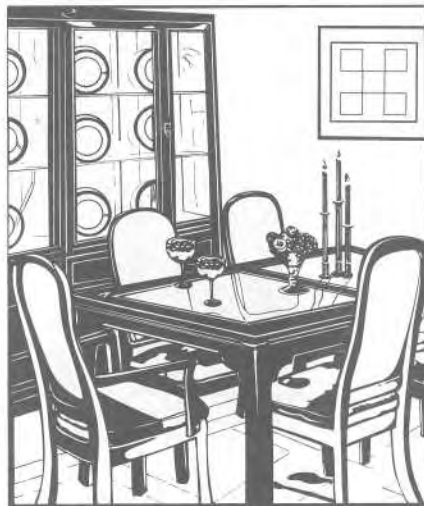
MACHINES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes	
Chain saw	\$145.00+	10-45 lbs.	—	T	1 day	1-4	55	06		
Electric drill	15.00-79.95	1.5-2.5 lbs.	—	T	1 day	1-2	50	—		
Ripsaw	50.00-250.00	4.5 lbs.	—	T	1 day	1-2	50	—		
Jigsaw	15.00-179.95	2.5 lbs.	—	T	1 day	1-2	40	—		
Soldering iron	30.00-50.00	1-2 lbs.	—	T	1 day	1-2	30	—		
Router	45.00-235.00	4-5 lbs.	—	T	1 day	1-2	40	—		
Band saw	250.00-625.00	200 lbs.	—	T	1 day	1-3	65	—		
Table saw	500.00-1,500.00	500 lbs.	—	T	1 day	1-3	70	—		
Sabre saw	75.00-350.00	3.5 lbs.	—	T	1 day	1-2	40	—		
Drill press	185.00-500.00	150 lbs.	—	T	1 day	1-3	70	—		
Bench grinder	25.00+	25 lbs.	—	T	1 day	1-2	60	—		
Belt sander	300.00+	215 lbs.	—	T	1 day	1-3	70	—		
Key-cutter	355.00	25-30 lbs.	—	T	1 day	1-2	50	—		
Lathe	250.00+	80-100 lbs.	—	T	1 day	1-3	75	—		
Lathe, pattern-cutting	2,975.00	825 lbs.	—	T	1 day	1-3	90	—		
Sewing machine	175.00	45 lbs.	—	T	1 day	1-2	85	—		
ANIMALS										
Camel, riding	350.00	75	5	+15	7/800 lbs.	300 lbs.	Notes			
Camel, racing	7,500.00	90	6	+20	7/750 lbs.	200 lbs.	Height at shoulder			
Camel, draft	400.00	60	4	+10	7/900 lbs.	350 lbs.				
Elephant	50,000.00	120	8	+10	12/11,000 lbs.	1000 lbs.				
Horse, light	100.00+	100	7	+40	5/800 lbs.	200 lbs.				
Horse, medium	200.00+	110	7.5	+25	6/900 lbs.	300 lbs.				
Horse, heavy	300.00+	80	5	+10	6+/1,300 lbs.	400 lbs.				
Mule	250.00+	100	7	+35	5/800 lbs.	400 lbs.				
Donkey	175.00+	90	6	+20	4+/550 lbs.	300 lbs.				
Pony	375.00+	70	4.5	+30	4/500 lbs.	200 lbs.				
Bull	350.00+	60	4	+20	5/1,700 lbs.	600 lbs.				
Cow	350.00+	50	3.5	+15	5/1,400 lbs.	400 lbs.				
Calf	250.00+	45	3	+35	3/300 lbs.	—				
Ox	350.00+	60	4	+20	5/2,000 lbs.	700 lbs.				
Chicken	1.75+	—	—	+20	5 lbs.	—				
Duck	2.00+	—	—	+15	5 lbs.	—				
Goose	3.00+	—	—	+15	10 lbs.	—				
Goat	40.00+	—	—	+50	50 lbs.	—				
Pig	100.00+	—	—	+20	150 lbs.+	—				
Suckling pig	50.00+	—	—	+30	30 lbs.	—				
Sheep, coarse wool	125.00+	—	—	+50	110 lbs.	—				
Sheep, fine wool	125.00+	—	—	+50	110 lbs.	—				
Lamb, coarse wool	90.00+	—	—	+50	50 lbs.	—				
Lamb, fine wool	90.00+	—	—	+50	50 lbs.	—				
TACK & HARNESS										
Bit & bridle	\$75.00+	2 lbs.	—	A	2 days	—	—	—		
English riding saddle	450.00+	10 lbs.	—	A	7 days	—	—	—		
Western saddle	500.00+	30 lbs.	—	A	10 days	—	—	—		
Packsaddle	79.95	7 lbs.	—	T	1 day	—	—	—		
Saddle blanket	18.50	1 lb.	—	A	1 day	—	—	—		
Saddle bags, small	125.00	2.5 lbs.	—	T	1 day	—	—	—		
Saddle bags, medium	135.00	3.5 lbs.	—	T	1 day	—	—	—		
Saddle bags, large	145.00	5 lbs.	—	T	1 day	—	—	—		
Horseshoe, common	2.50	—	—	A	1 hr	—	—	—		
Riding crop	25.00+	0.5 lb.	—	T	1 day	—	—	—		

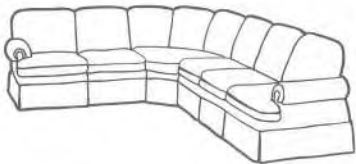


TRANSPORTATION		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Howdah		\$2,650.00	200 lbs.	3 people	T	4 days	—	—	—	Size could include up to 1,000 lbs.. cargo Size could include up to 4,000 lbs. cargo
Canoe, aluminum		175.00+	130 lbs.	2 people	A	1 day	—	—	—	
Boat (10')		1,250.00+	500 lbs.	4 people	T	14 days	—	—	—	
Boat (20')		5,750.00+	1,000 lbs.	8 people	T	28 days	—	—	—	
Longboat (30')		12,500.00+	2,000 lbs.	16 people	T	30 days	—	—	—	Size could include up to 7,000 lbs. cargo
Paddle		15.00+	7 lbs.	4.5'	A	1 day	—	—	—	
Oar		20.00+	18 lbs.	8'	A	1 day	—	—	—	
1970s economy car (used)		250.00+	1.5 tons	—	T	1 day	—	—	—	
1980s mid-sized car		8,000.00+	1.5-2 tons	4 passenger	T	1 day	—	—	—	
1980s luxury car		15,000.00+	2-2.5 tons	5 passenger	T	1 day	—	—	—	
1990s mid-sized car		20,000.00+	2-2.5 tons	4 passenger	T	1 day	—	—	—	
1990s luxury car		40,000.00+	2-2.5 tons	5 passenger	T	1 day	—	—	—	
Aircraft										
Bell Jet Ranger III helicopter		195,000.00	2,000 lbs.	—	C	—	—	—	—	
Piper Cub		25,000.00+	1,062 lbs.	—	C	—	—	—	—	
Boeing 707		2 Million+	88 tons	—	C	—	—	—	—	
Boeing 747		4 Million+	190 tons	—	C	—	—	—	—	
Learjet 36		5 Million+	5.5 tons	—	C	—	—	—	—	
Transport Supplies										
Gasoline		0.95-1.55	—	1 gal.	C	2 days	—	—	—	
Aviation fuel		3.30-5.50	—	1 gal.	C	2 days	—	—	—	
BOOKS & BUSINESS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Book, scholarly		37.50+	4-10 lbs.	—	A	2-3 days	—	—	—	Basic college textbook 
Book, encyclopedia		135.00+	15-35	—	T	3 days	—	—	—	
Book, religious		2.25+	3-5 lbs.	—	A	2-3 days	—	—	—	
Book, fiction (paperback)		3.99-10.99	0.5 lbs.	—	A	2-3 days	—	—	—	
Book, comic book		0.50-2.50	—	—	A	1 mo	—	—	—	 
Magazine		3.99+	0.5 lbs.	—	A	1 wk	—	—	—	
Gentleman's magazine		3.00+	0.5 lbs.	—	A	1 wk	—	—	—	
Attaché case		\$135.00+	5-10 lbs.	—	T	1 day	—	—	—	
Cash register		235.00	45 lbs.	—	T	1 day	1-3	50	—	
Chalk, 10 pieces		1.35	—	—	A	1 day	—	—	—	
Lead pencil (10)		1.50	0.25 lbs.	—	A	1 day	—	—	—	
Eraser		0.75	0.25 lbs.	—	A	1 day	—	—	—	
Newspaper		0.25-1.50	0.5 lbs.	—	A	1 day	—	—	—	
Paint, watercolors		1.79	—	1 pt.	A	1 day	—	—	—	
Paper (100 sheets)		0.75+	—	8"x10"	A	1 day	—	—	—	
Parchment (100 sheets)		3.75+	—	8"x10"	T	1 day	—	—	—	
Portable writing case		10.00+	1 lbs.	—	T	1 day	—	—	—	
Fountain pens		5.00+	—	—	T	1 day	—	—	—	
Ball-point pens		0.79+	—	—	T	1 day	—	—	—	
Typewriter-office		125.00	25 lbs.	—	C	1 day	1-2	70	—	
Typewriter ribbons		3.75+	2 oz	—	C	1 day	—	—	—	
Writing tablet, paper (50 pg)		1.25+	1 lb.	—	T	1 day	—	—	—	
Blackboard		350.00+	150 lbs.	—	T	1 day	—	—	—	
SCIENCE		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Anemometer		\$125.00	25 lbs.	—	T	1 wk	—	—	—	Measures wind speed Measures air pressure 
Barometer		150.00	2 lbs.	—	T	1 day	—	—	—	
Bunsen burner		75.00	5 lbs.	—	T	1 day	—	—	—	 
Microscope		25.00+	10 lbs.	—	T	1 day	—	—	—	
Microscope, electronic		1,450.00+	75 lbs.	—	T	1 day	—	—	—	
Oscilloscope		235.00+	25 lbs.	—	T	1 day	—	—	—	
Pump, vacuum		175.00+	7 lbs.	—	T	1 day	—	—	—	
Calculator, scientific		30.00+	0.5 lbs.	—	T	1 day	—	—	—	
Telescope		175.00+	10-15 lbs.	—	T	1 day	1-3	60	—	
Telescope, reflecting		225.00+	15-20 lbs.	—	T	1 day	1-2	85	—	
Thermometer		1.00+	—	—	T	1 day	—	—	—	
Thermometer, electronic		49.95+	0.5 lbs.	—	T	1 day	—	—	—	
Test-tube, glass		0.79+	—	4 oz.	T	1 day	—	—	—	
Beaker, glass		1.50+	—	1 pt.	T	1 day	—	—	—	
Beaker, glass		3.50+	—	1 qt.	T	1 day	—	—	—	
Petri dish		3.00+	4-8 oz	—	T	1 day	—	—	—	
MUSICAL INSTRUMENTS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Accordion		\$250.00	8-10 lbs.	—	T	1 day	—	—	—	
Autoharp		75.00	5-10 lbs.	—	T	1 day	—	—	—	
Bagpipes		300.00	7 lbs.	—	T	14 days	—	—	—	
Banjo		135.00	18 lbs.	—	T	1 day	—	—	—	
Bell, church		1,500.00+	100 lbs.	—	T	12-24 days	—	—	—	
Bells-orchestra		250.00	20 lbs.	—	T	1 day	—	—	—	
Castanets		3.50	—	—	T	1 day	—	—	—	
Cello		350.00	20 lbs.	—	T	10 days	—	—	—	
Chimes		185.00	1-5 lbs.	—	T	1 day	—	—	—	

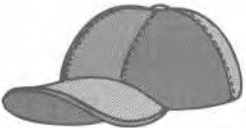
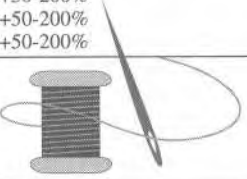
MUSICAL INSTRUMENTS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Clarinet		175.00	16-25 oz	—	T	1 day	—	—	—	
Concertina		45.00	5-7 lbs.	—	T	1 day	—	—	—	
Cymbals		35.00	2 lbs.	—	T	1 day	—	—	—	
Double bass		700.00	35 lbs.	—	T	10 days	—	—	—	
Drum set (8-piece)		400.00	150 lbs.	—	T	1 day	—	—	—	
Electric organ		1,900.00+	400 lbs.+	—	T	1 day	—	—	—	
Electronic keyboard		100.00+	3-25 lbs.	—	T	1 day	—	—	—	
Flugelhorn		500.00	3-5 lbs.	—	T	1 day	—	—	—	
Flute		175.00	1.5 lbs.	—	T	1 day	—	—	—	
Guitar—electric		200.00	8-12 lbs.	—	T	1 day	—	—	—	
Guitar		50.00+	5-15 lbs.+	—	T	5 days	—	—	—	
Harmonica		2.50-45.00+	0.5 lbs.	—	T	1 day	—	—	—	
Harp, large		500.00+	25-35 lbs.	—	T	30-40 days	—	—	—	
Jew's harp		2.50+	0.5 lbs.	—	T	1 day	—	—	—	
Piano (grand)		3,750.00+	1,500 lbs.	—	T	20-30 days	—	—	—	
Piano (spinnet)		900.00+	600 lbs.	—	T	20-30 days	—	—	—	
Pipe organ		50,000.00+	1,500 lbs.	—	C	2-3 mos	—	—	—	
Rattle		8.00+	0.5 lbs.	—	T	1 day	—	—	—	
Recorder		3.50	0.5 lbs.	—	T	1 day	—	—	—	
Tambourine		14.00	2 lbs.	—	T	1 day	—	—	—	
Triangle		4.50	1 lb.	—	T	1 day	—	—	—	
Trombone		250.00	8-15 lbs.	—	T	1 day	—	—	—	
Trumpet		300.00	3-4 lbs.	—	T	1 day	—	—	—	
Viola		350.00	6-10 lbs.	—	T	10 days	—	—	—	
Violin		100.00	2-4 lbs.	—	T	10 days	—	—	—	
Xylophone, metal		175.00	35 lbs.	—	T	1 day	—	—	—	
Xylophone, wooden		150.00	25 lbs.	—	T	1 day	—	—	—	
Printed music (sheet)		2.75+	—	—	T	1 day	—	—	—	
Metronome		25.50+	2 lbs.	—	T	1 day	—	—	—	
COOKING & EATING		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Aluminum/copper pans		\$15.00+	varies	varies	T	1 day	—	—	—	Made from copper adds 50-75% to cost
Stainless steel pans		15.00+	varies	varies	T	1 day	—	—	—	
Iron pan, small		12.50	2 lbs.	—	T	1 day	—	—	—	
Iron pan, large		13.50	5 lbs.	—	T	1 day	—	—	—	
Iron pot		22.50	3.5 lbs.	1 pt.	T	1 day	—	—	—	
Iron pot		30.00	4.5 lbs.	1 qt.	T	1 day	—	—	—	Made from copper adds 50-75% to cost
Baking pan		6.75+	2 lbs.	13"x9"	T	1 day	—	—	—	
Baking pan		5.25+	1.5 lbs.	8"x8"	T	1 day	—	—	—	
Barbecue grills		50.00+	10-20 lbs.	—	T	1 day	—	—	—	
Tempered glass pans		4.50-12.50	varies	varies	T	1 day	—	—	—	
Bread loaf pan		2.50-5.00	1.5 lbs.	10"x6"	T	1 day	—	—	—	
Bread maker (electric)		180.00+	20 lbs.	—	T	1 day	—	—	—	
Covered canning pot		12.50	5 lbs.	9"	T	1 day	—	—	—	
Iron griddle		12.50	7 lbs.	12"-14"	T	1 day	—	—	—	
Iron skillet		8.50+	varies	7"-10"	T	1 day	—	—	—	
Iron muffin pan		5.00	5 lbs.	—	T	1 day	—	—	—	
Coffee pot		6.50+	2 lbs.	—	T	1 day	—	—	—	
Coffee pot (electric)		15.00-150.00+	2 lbs.	—	T	1 day	—	—	—	
Tea kettle		35.00	1.5 lbs.	—	T	1 day	—	—	—	
Pie tin		3.50	1 lb.	9"	T	1 day	—	—	—	
Pressure cooker		35.00+	10 lbs.	—	T	1 day	—	—	—	
Potato masher		2.50	0.05 lbs.	—	T	1 day	—	—	—	Set of 4
Lemon squeezer, glass		2.25	1 lb.	—	T	1 day	—	—	—	
Food processor/juicer		150.00+	20 lbs.	—	T	1 day	—	—	—	
Electric blender		24.95+	3-5 lbs.	1 qt.	T	1 day	—	—	—	
Electric mixer		25.00-250.00+	8-15 lbs.	2 qt.	T	1 day	—	—	—	
Mixing bowl, stainless steel		15.00	varies	varies	T	1 day	—	—	—	
Pastry boards		5.95	4-6 lbs.	—	T	1 day	—	—	—	
Grater steel		3.95	1 lb.	—	T	1 day	—	—	—	
Aluminum measure set		3.00	—	—	T	1 day	—	—	—	
Lunch box		3.95-8.95	1.5 lbs.	9"x4"	T	1 day	—	—	—	
Roaster		10.95	11 lbs.	13"x18"	T	1 day	—	—	—	
Waffle iron (electric)		35.00	6 lbs.	8"-9"	T	1 day	—	—	—	
Ladle, stainless steel		3.50	0.5 lb.	—	T	1 day	—	—	—	
Ladle, silver		20.00	0.5 lb.	—	T	1 day	—	—	—	
Spoon, wooden		3.95	0.25 lbs.	—	T	1 day	—	—	—	
Spoon, silverplate		3.95-6.95	0.25 lbs.	—	T	1 day	—	—	—	
Spoon, silver		12.95-25.00+	0.25 lbs.	—	T	1 day	—	—	—	
Spoon, stainless steel		1.25-4.95+	0.25 lbs.	—	T	1 day	—	—	—	
Knife, silverplate		4.25-14.00+	0.25 lbs.	—	T	1 day	1-6	50	03	
Knife, silver		12.95-25.00+	0.25 lbs.	—	T	1 day	1-7	40	03	
Knife, stainless steel		1.50-5.25+	0.25 lbs.	—	T	1 day	1-5	60	03	
Fork, silverplate		4.25-12.00+	0.25 lbs.	—	T	1 day	—	—	—	

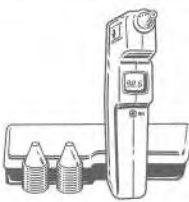
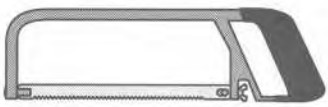
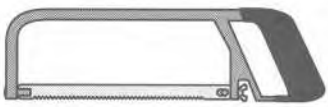
COOKING & EATING		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Fork, silver	\$12.95-25.00+	0.25 lbs.	—	—	T	1 day	—	—	—	
Fork, stainless steel	0.50-1.00+	0.25 lbs.	—	—	T	1 day	—	—	—	
Bowl, small silverplate	15.00+	1 lb.	1 pt.	—	T	1 day	—	—	—	
Bowl, small pottery	3.50-15.00+	1 lb.	1 pt.	—	T	1 day	—	—	—	
Bowl, small china	5.25-25.00+	1 lb.	1 pt.	—	T	1 day	—	—	—	
Bowl, large silverplate	25.00+	2 lbs.	1 qt.	—	T	1 day	—	—	—	
Bowl, large pottery	25.00+	1.5 lbs.	1 qt.	—	T	1 day	—	—	—	
Bowl, large china	25.00+	3 lbs.	1 qt.	—	T	1 day	—	—	—	
Pitcher, glass	5.00-10.00+	2 lbs.	2 qt.	—	T	1 day	—	—	—	
Pitcher, silverplate	10.00	3 lbs.	2 qt.	—	T	1 day	—	—	—	
Pitcher, earthenware	35.00+	2 lbs.	2 qt.	—	T	1 day	—	—	—	
Pitcher, silver	50.00+	3 lbs.	2 qt.	—	T	1 day	—	—	—	
Pitcher, china	25.00+	3 lbs.	2 qt.	—	T	1 day	—	—	—	
Platter, small china	20.00+	1 lb.	—	—	T	1 day	—	—	—	
Platter, small silverplate	25.00+	1 lb.	—	—	T	1 day	—	—	—	
Platter, large china	35.00+	1.5 lbs.	—	—	T	1 day	—	—	—	
Platter, large silverplate	40.00+	2 lbs.	—	—	T	1 day	—	—	—	
Platter, large silver	150.00+	1.5 lbs.	—	—	T	1 day	—	—	—	
Serving dishes, silver	25.00-75.00+	—	various	—	T	1 day	—	—	—	
Serving dishes, silverplate	20.00-35.00+	—	various	—	T	1 day	—	—	—	
Serving dishes, china	20.00+	—	various	—	T	1 day	—	—	—	
Mug, silverplate	10.00+	—	1 pt.	—	T	1 day	—	—	—	
Mug, pottery	0.75-1.75	—	1 pt.	—	T	1 day	—	—	—	
Mug, china	15.00	—	1 pt.	—	T	1 day	—	—	—	
Goblet, glass (set of 4)	4.50-10.00+	—	1 pt.	—	T	1 day	—	—	—	
Goblet, crystal (set of 4)	12.75-25.00+	—	1 pt.	—	T	1 day	—	—	—	
Melamine (plastic) dinnerware	15.00+	—	32 pcs.	—	T	1 day	—	—	—	
Salt shaker	1.25-40.00+	0.5 lb.	—	—	T	1 day	—	—	—	
Pepper mill	3.00-12.95+	1 lb.	—	—	T	1 day	—	—	—	
Waxed paper, 1 roll	1.79	0.5 lbs.	50 sq. yd.	—	T	1 day	—	—	—	
Aluminum foil	2.95+	0.5 lbs.	50 sq. yd.	—	T	1 day	—	—	—	
HOUSEHOLD		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	
Bed, wood	75.00+	30 lbs.	3'x6'	—	T	1 day	—	—	—	
Bed, brass	250.00+	120 lbs.	8'x8'	—	T	1 day	—	—	—	
Bunk bed	250.00+	60 lbs.	3'x6'x5'	—	T	1 day	—	—	—	
Inner-spring mattress	150.00+	65 lbs.	varies	—	T	1 day	—	—	—	
Box springs, full size	150.00+	45 lbs.	—	—	A	1 day	—	—	—	
Blanket, light	10.95+	2.5 lbs.	—	—	A	1 day	—	—	—	
Blanket, heavy	12.50+	6 lbs.	—	—	A	1 day	—	—	—	
Blanket, electric	35.00+	3.5 lbs.	—	—	A	1 day	—	—	—	
Sheets, muslin	5.50+	2 lbs.	—	—	T	1 day	—	—	—	
Sheets, linen	6.50+	1.5 lbs.	—	—	T	1 day	—	—	—	
Sheets, percale	6.50+	1.75 lbs.	—	—	T	1 day	—	—	—	
Bird cage, brass	19.95+	2-3 lbs.	—	—	T	1 day	—	—	—	
Dresser	250.00	100 lbs.	—	—	T	1 day	—	—	—	
Rolltop desk	250.00	230 lbs.	—	—	T	1 day	—	—	—	
Desk	150.00	125 lbs.	—	—	T	1 day	—	—	—	
Bookcase	25.00-250.00+	145 lbs.	—	—	T	1 day	—	—	—	
Book stand	15.00	12 lbs.	—	—	T	1 day	—	—	—	
Table, small wooden	50.00	30 lbs.	3'x3'	—	T	1 day	—	—	—	
Table, medium wooden	150.00	40 lbs.	4'x8'	—	T	1 day	—	—	—	
Table, large wooden	200.00+	60 lbs.	4'x12'	—	T	1 day	—	—	—	

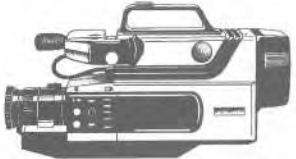
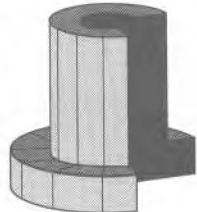
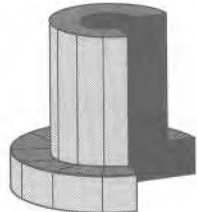


HOUSEHOLD	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Table, brass w/glass top	\$75.00+	35 lbs.	varies	T	1 day	—	—	—	
Wicker chair	75.00+	20 lbs.	—	T	1 day	—	—	—	
Wicker couch	150.00+	35 lbs.	—	T	1 day	—	—	—	
Wicker table	75.00+	15 lbs.	—	T	1 day	—	—	—	
Chair, plain wooden	25.00–175.00+	10 lbs.	—	T	1 day	—	—	—	
Chair, living room	150.00–750.00	45–75 lbs.	—	T	1 day	—	—	—	
Chair, office swivel	150.00	20–25 lbs.	—	T	1 day	—	—	—	
Throw pillow, plain	4.50	1 lb.	—	T	1 day	—	—	—	
Throw pillow, fine	5.50	1 lb.	—	T	1 day	—	—	—	
Candelabra, brass	20.00+	3.5 lbs.	—	T	1 day	—	—	—	
Candelabra, silver-plated	22.50+	4 lbs.	—	T	1 day	—	—	—	
Candle, wax	0.50	—	4 hr.	T	1 day	—	—	—	
Carpet sweeper	35.00+	6 lbs.	—	T	1 day	—	—	—	
Vacuum cleaner	60.00–3,500.00	25 lbs.	—	T	1 day	—	—	—	
Carpet, coarse	50.00+	25–30 lbs.	5'x10'	T	1 day	—	—	—	
Carpet, fine	175.00+	25–30 lbs.	5'x10'	T	1 day	—	—	—	
Carpet, exotic	500.00+	25–30 lbs.	5'x10'	T	1–6 mos	—	—	—	
Chandelier, brass/glass	65.00–200.00+	35–50 lbs.	—	T	1 day	—	—	—	
Ceiling fan	65.00	20 lbs.	—	T	1 day	—	—	—	
Lamps, electric	15.00–150.00	6–15 lbs.	—	T	1 day	—	—	—	
Sofa	250.00+	155 lbs.	—	T	1 day	—	—	—	
Sofa, hide-a-bed	650.00+	350 lbs.	—	T	1 day	—	—	—	
Gas cook stove	250.00+	350 lbs.	—	T	1 day	—	—	—	
Electric cook stove	250.00+	300 lbs.	—	T	1 day	—	—	—	
Electric iron	20.00+	2–3 lbs.	—	T	1 day	—	—	—	
Electric steam iron	25.00+	3 lbs.	—	T	1 day	—	—	—	
Mangle iron (Industrial)	400.00+	250 lbs.	—	T	1 day	—	—	—	
Ironing board	4.50–10.00	18–20 lbs.	—	T	1 day	—	—	—	
Clothespins	2.25+	1 gross	—	T	1 day	—	—	—	
Washing machine	250.00+	135 lbs.	—	T	1 day	—	—	—	
Dryer	175.00+	175 lbs.	—	T	1 day	—	—	—	
Curtains, coarse	10.00+	20 lbs.	—	T	1 day	—	—	—	
Curtains, fine	15.00+	10 lbs.	—	T	1 day	—	—	—	
Curtains, ornate	25.00+	20 lbs.	—	T	1 day	—	—	—	
Curtains, exotic	50.00+	varies	—	T	1 day	—	—	—	
Painting (framed)	25.00+	25–35 lbs.	varies	T	1–3 mos	—	—	—	
Clock	2.50–25.00+	25–50 lbs.	—	T	1 day	—	—	—	
Clock radio	12.50–25.00+	1–3 lbs.	—	T	1 day	—	—	—	
Alarm clock, wind-up	5.25–12.95+	0.5–1.5 lbs.	—	T	1 day	—	—	—	
Window shades	3.50+	4–5 lbs.	3'x6'	T	1 day	—	—	—	
Vanity / mirror	150.00+	15 lbs.	—	T	1 day	—	—	—	
Billiard table	900.00+	350 lbs.	4'x8'	T	1 day	—	—	—	
Billiard cues	12.50+	1.5 lbs.	5'	T	1 day	—	—	—	
Soap, deodorant	0.69	0.5 lbs.	—	T	1 day	—	—	—	
Soap, perfumed	1.99	0.5 lbs.	—	T	1 day	—	—	—	
CLOTH & CLOTHING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Clothing (men)									
Belt, leather	\$10.00+	0.5 lbs.	—	T	1 day	—	—	—	
Cowboy boots, plain	22.50+	3–5 lbs.	—	T	1 day	—	—	—	
Cowboy boots, fancy	150.00+	3–5 lbs.	—	T	1 day	—	—	—	
Workman's boots, leather	35.00+	4 lbs.	—	T	1 day	—	—	—	
Buckle, silver-plated	15.00+	6 oz	—	T	1 day	—	—	—	
Buckle, brass	10.95	4 oz	—	T	1 day	—	—	—	
Buckle, gold-plated	150.00	8 oz	—	T	1 day	—	—	—	
Overcoat, waterproof	45.00	5 lbs.	—	T	1 day	—	—	—	
Coat, heavy cloth	75.00	4–5 lbs.	—	T	1 day	—	—	—	
Jacket, leather	125.00	4–5 lbs.	—	T	1 day	—	—	—	
Neckties	8.50+	0.5 lbs.	—	T	1 day	—	—	—	
Gloves, leather	10.00+	0.5 lbs.	—	T	1 day	—	—	—	

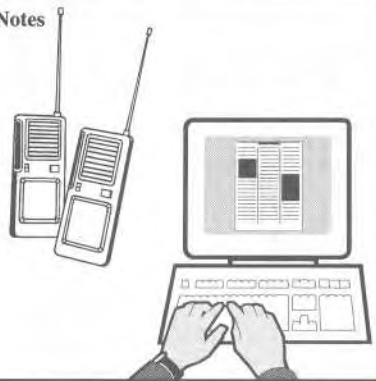
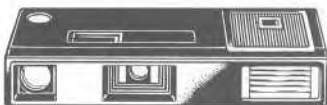
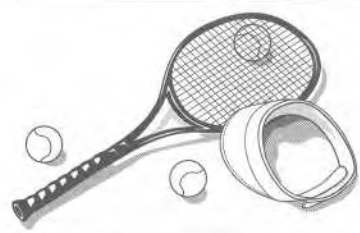
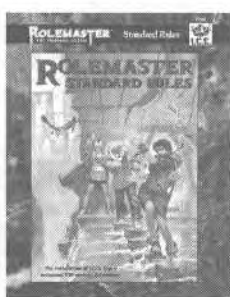


CLOTH & CLOTHING	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Baseball cap	\$2.50+	1 lb.	—	T	1 day	—	—	—	
Cowboy hat	5.00–50.00+	1-1.5 lbs.	—	T	1 day	—	—	—	
Tophat, silk	7.50	2 lbs.	—	T	1 day	—	—	—	
Straw hat	1.50–7.50	—	—	T	1 day	—	—	—	
Longjohns	6.50+	2 lbs.	—	T	1 day	—	—	—	
Pajamas	4.25	2 lbs.	—	T	1 day	—	—	—	
Underwear, jockey	2.25+	—	—	T	1 day	—	—	—	
Underwear, boxers	2.25+	—	—	T	1 day	—	—	—	
Shirt, cotton	15.00–35.00+	1 lb.	—	T	1 day	—	—	—	
Shirt, silk	55.00+	1 lb.	—	T	1 day	—	—	—	
Shirt, woolen/flannel	10.95+	1 lb.	—	T	1 day	—	—	—	
Shoes, fine leather	65.00+	1 lb.	—	T	1 day	—	—	—	
Shoes, normal	35.00+	1 lb.	—	T	1 day	—	—	—	
Shoes, tennis shoes/sneakers	9.95–150.00+	1 lb.	—	T	1 day	—	—	—	
Slippers	10.95+	0.5 lbs.	—	T	1 day	—	—	—	
Pants	15.95–150.00+	2-3 lbs.	—	T	1 day	—	—	—	
Blue jeans, denim	18.98–60.00+	2 lbs.	—	T	1 day	—	—	—	
Overalls	20.00+	2.5 lbs.	—	T	1 day	—	—	—	
Tuxedo	150.00+	4 lbs.	—	T	1 day	—	—	—	
3-Piece suit	125.00+	4-6 lb.	—	T	1 day	—	—	—	
T-Shirt	2.50–25.00+	1 lb.	—	T	1 day	—	—	—	
Clothing (women)									
Apron, cloth	3.00+	1 lb.	—	T	1 day	—	—	—	
Dress, normal	25.00+	1-3 lbs.	—	T	1 day	—	—	—	
Dress, fine	45.00–75.00+	1-3 lbs.	—	T	1 day	—	—	—	
Dress, exotic	250.00+	1-3 lbs.	—	T	1 day	—	—	—	
Gloves, lined	5.95–10.00+	0.5 lbs.	—	T	1 day	—	—	—	
Hats, various styles	8.00+	0.5 lbs.–1.5 lbs.	—	T	1 day	—	—	—	
Brassiere	4.50–25.00+	0.25 lbs.	—	T	1 day	—	—	—	
Negligee	15.00–75.00+	0.75 lbs.	—	T	1 day	—	—	—	
Nightgown	15.00–75.00+	1.5–3 lbs.	—	T	1 day	—	—	—	
Purse, plain	10.00–75.00+	1 lb.	—	T	1 day	—	—	—	
Purse, ornate	75.00+	1-1.5 lbs.	—	T	1 day	—	—	—	
Slip, cotton/nylon	10.95+	1 lb.	—	T	1 day	—	—	—	
Slip, silk	25.00+	1 lb.	—	T	1 day	—	—	—	
Blouse, plain	15.00+	1.5 lbs.	—	T	1 day	—	—	—	
Blouse, fine	25.00+	1.5 lbs.	—	T	1 day	—	—	—	
Skirt, floor-length plain	25.00+	2-3 lbs.	—	T	1 day	—	—	—	
Skirt, floor-length fancy	50.00+	2-3 lbs.	—	T	1 day	—	—	—	
Skirt, knee-length plain	25.00+	2-3 lbs.	—	T	1 day	—	—	—	
Skirt, knee-length fancy	50.00+	2-3 lbs.	—	T	1 day	—	—	—	
Shoes, fine leather	45.00+	1 lb.	—	T	1 day	—	—	—	
Shoes, normal	20.00+	1 lb.	—	T	1 day	—	—	—	
Shoes, high heel	35.00+	1 lb.	—	T	1 day	—	—	—	
Shoes, tennis shoes/sneakers	9.95–150.00+	1 lb.	—	T	1 day	—	—	—	
Stockings, cotton	1.50+	0.5 lbs.	—	T	1 day	—	—	—	
Stockings, nylon	2.25+	0.5 lbs.	—	T	1 day	—	—	—	
Stockings, silk	2.50+	0.25 lbs.	—	T	1 day	—	—	—	
Stockings, panty hose	1.25+	0.75 lbs.	—	T	1 day	—	—	—	
Wig, normal	35.00+	3-7 lbs.	—	T	1 mo	—	—	—	
Sewing									
Cloth, coarse	40.00+	55 lbs.	6'x50'	T	1 day	—	—	—	
Cloth, normal	50.00+	50 lbs.	6'x50'	T	1 day	—	—	—	
Cloth, fine	60.00+	45 lbs.	6'x50'	T	1 day	—	—	—	
Cloth, exotic	75.00+	35-55 lbs.	6'x50'	T	1 day	—	—	—	
Needles (5)	0.75	—	—	T	1 day	—	—	—	
Pins (5)	0.15	—	—	T	1 day	—	—	—	
Thread (50 yds)	1.25	—	—	T	1 day	—	—	—	
Thread, colored (50 yds)	1.25	—	—	T	1 day	—	—	—	
Shears	5.00+	—	—	T	1 day	—	—	—	
LODGING & SERVICES									
Meal, fast food	\$4.25+	0.5 lbs.	—	A	0.5 hr	—	—	—	
Meal, "family" restaurant	7.95+	1 lb.	—	A	0.75 hr	—	—	—	
Meal, high-class restaurant	25.00+	1.5 lbs.	—	A	1 hr	—	—	—	
Lodgings, poor	25.00+	—	—	A	—	—	—	—	
Lodgings, average	75.00+	—	—	A	—	—	—	—	
Lodgings, good	350.00+	—	—	T	—	—	—	—	
Lodgings, high-class	250.00+	—	—	T	—	—	—	—	
Legal services	75.00+	—	—	T	1 hr	—	—	—	
Laundry	5.00+	—	—	T	2-5 hrs	—	—	—	
Doctor, office visit	75.00+	—	—	T	—	—	—	—	
Dentist	75.00+	—	—	T	—	—	—	—	
Barber / hairstylist	12.50+	—	—	T	0.5 hrs	—	—	—	

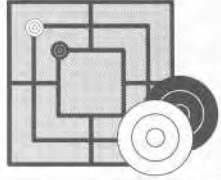
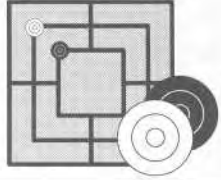
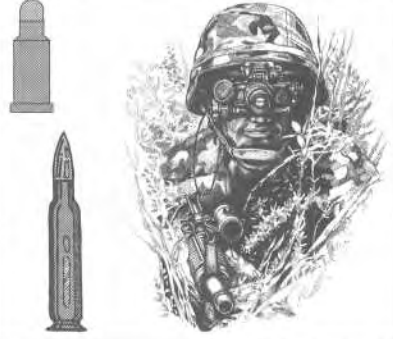
MEDICINE	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Aspirin	\$3.75	—	50 tablets	T	1 day	—	—	—	
Bandages, gauze (30')	2.25	1 lb.	—	A	1 day	—	—	—	
Band-aid (box of 50)	2.25	0.25 lbs.	—	A	1 day	—	—	—	
Adhesive tape (100 yd roll)	1.25	0.25 lbs.	—	A	1 day	—	—	—	
Tetracycline	35.00	—	—	T	1 day	—	—	—	
Penicillin	35.00	—	—	T	1 day	—	—	—	Heart remedy
Tranquilizers / sleeping pills	47.50+	—	—	T	1 day	—	—	—	
Crutches	18.00+	2-4 lbs.	—	A	1 day	—	—	—	
Nitroglycerine	90.00	—	—	T	1 day	—	—	—	
Diphtheria-vaccine	35.00	—	—	C	2 days	—	—	—	
Eyeglasses	75.00+	0.5	—	T	1-4 days	—	—	—	
Flat probe, steel	67.50	0.5 lbs.	—	T	1 day	—	—	—	
Forceps, small steel	55.00	1 lb.	—	T	1 day	—	—	—	
Forceps, large steel	99.95	1.5 lbs.	—	T	1 day	—	—	—	
Knife, surgical	45.00	—	—	T	1 day	—	—	—	
Laughing gas	35.00	—	2 pt.	C	1 day	—	—	—	
Medical book — modern	125.00+	10-15 lbs.	—	C	3-6 wks	—	—	—	
Ophthalmoscope	175.00	0.5 lbs.	—	C	1 day	—	—	—	
Prosthetic limb	750.00+	3-7 lbs.	—	C	3-6 wks	—	—	—	
Pulse watch	35.00+	0.25 lbs.	—	T	1 wk	—	—	—	
Quinine	55.00	—	—	T	1 day	—	—	—	
Synthetic quinine	50.00	—	—	A	1 day	—	—	—	
Rabies-vaccine	125.00	—	10 doses	C	1 day	—	—	—	
Stethoscope	32.50	0.5-1 lbs.	—	T	1 day	—	—	—	
Surgical scissors, steel	34.95	0.5 lbs.	—	T	1 day	—	—	—	
Suturing needle, curved	15.95	—	—	T	1 day	—	—	—	
Syringe, disposable (100)	23.50	1 lb.	—	T	1 day	—	—	—	
Thermometer	2.95	—	—	T	1 day	—	—	—	
Silk thread (50 yds)	3.95	—	—	A	1 day	—	—	—	
Tongue depressor, wooden	2.99	1 lb.	—	T	1 day	—	—	—	
Dental drill	1,235.00+	150 lbs.	—	T	1 day	—	—	—	100 count box "painless"
Tuberculin test	75.00+	—	—	C	1 day	—	—	—	
Wire, steel (50')	4.95	—	—	T	1 day	—	—	—	
Flouride toothpaste	3.95	—	4 oz.	T	1 day	—	—	—	
Flouride toothpaste	3.95	—	4 oz.	T	1 day	—	—	—	In a tube
THIEVES & SPIES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Attaché case	\$135.00+	5-10 lbs.	—	T	1 day	—	—	—	With 1-5 hidden compartments Lockpicks, etc. Plastique w/1-3 detonators
Belt w/escape-kit lining	125.00+	0.5 lbs.	—	C	1 day	—	—	—	
Belt, w/explosive lining	185.00+	0.5 lbs.	—	C	1 day	—	—	—	
Binoculars (10x)	125.00+	5-6 lbs.	—	T	1 day	—	—	—	
Binoculars (8x)	48.00+	5 lbs.	—	T	1 day	—	—	—	
Bolt cutters	17.00-130.00	6-10 lbs.	—	T	1 day	1-2	70	—	
"Bug" stomper	175.00+	1 lb.	—	T	1 day	—	—	—	
Caltrops (20)	4.50	0.5 lbs.	—	A	1 day	—	—	—	
Chisel, cold	2.80+	0.5 lb.	—	T	1 day	—	—	—	
Crowbar, heavy	16.25	5 lbs.	—	T	1 day	—	—	—	
Crowbar, standard	12.50	3 lbs.	—	T	1 day	—	—	—	
Document shredder	125.00+	50 lbs.	—	T	1 day	—	—	—	
Fiber-optic bore-scope	500.00+	10 lbs.	—	T	1 day	—	—	—	
Fountain pen, acid	100.00	0.25 lbs.	—	C	1 day	—	—	—	
Grappling hook	48.50	5 lbs.	—	T	1 day	—	—	—	
Hacksaw	13.00	1 lb.	—	T	1 day	1-2	40	—	
Hacksaw blades	1.25+	0.25 lbs.	—	T	1 day	1-6	40	—	
Invisible ink	4.50	—	1 pt.	C	1 day	—	—	—	
Key-cutter	255.00	25-30 lbs.	—	T	1 day	1-2	50	—	
Lock, simple	12.50	3 lbs.	—	T	1 day	1-3	70	—	
Lock, average	23.75	3 lbs.	—	T	1 day	1-2	80	—	
Lock, complex	34.95	3-4 lbs.	—	T	1 day	1	90	—	
Lock, impossible	135.00	3-5 lbs.	—	T	1 day	1	100	—	
Lock, pick-proof	275.00	3-5 lbs.	—	T	1 day	1	150	—	
Lock, electronic	575.00	3-5 lbs.	—	T	1 day	1-2	75	—	
Lockpicks, poor quality	28.00	0.5 lbs.	—	T	1 day	1-3	60	—	
Lockpicks, average quality	45.00	0.5 lbs.	—	T	1 day	1-2	70	—	
Lockpicks, fine quality	75.00	1 lb.	—	C	1 day	1-2	90	—	
Lockpicks, keygun	65.00	0.5 lbs.	—	C	1 day	1-2	60	—	
Lockpicks, car-key jigglers	25.00	—	—	C	1 day	1-4	40	—	
Lockpicks, cylinder	85.00	0.5 lbs.	—	C	1 day	1-3	65	—	
Lockpicks, electronic keypad	1,250.00	1 lb.	—	C	1 day	1-4	50	—	
Metal file, small	4.50+	1 lb.	—	T	1 day	—	—	—	
Metal file, medium	5.50+	1.5 lbs.	—	T	1 day	—	—	—	
Metal file, large	7.50+	2.5 lbs.	—	T	1 day	—	—	—	
Miniature transmitter ("bug")	75.00+	—	—	T	1 day	—	—	—	
Padlock, simple	2.50	1 lb.	—	T	1 day	1-2	70	—	
Padlock, average	5.95	1 lb.	—	T	1 day	1-2	80	—	

THIEVES & SPIES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Padlock, complex	\$13.95	1.5 lbs.	—	T	1 day	1-2	90	—	
Parabolic microphone	175.00+	15-20 lbs.	—	T	1 day	—	—	—	
Pen-gun, .22 caliber	425.00+	0.25 lbs.	—	C	1 day	—	—	—	
Plastic explosive	150.00+	1 lb.	—	C	1 day	—	—	—	
Polygraph	250.00+	25 lbs.	—	T	1 day	—	—	—	
Voice stress analyzer	350.00+	25 lbs.	—	T	1 day	—	—	—	
Receiver ("bug")	150.00+	2-3 lbs.	—	T	1 day	—	—	—	
Remote detonator	65.00+	0.25 lbs.	—	C	1 day	—	—	—	
Rope, light (per 1')	0.15	6 lbs.	—	T	1 day	1-2	70	—	
Rope, standard (per 1')	0.20	8 lbs.	—	T	1 day	1-2	80	—	
Stethoscope	22.50	0.5-1 lbs.	—	T	1 day	—	—	—	
Switchblade	5.50-75.00+	0.25-0.35 lbs.	—	T	1 day	1-6	40	04	
Telephone scrambler	350.00	2.5 lbs.	—	T	1 day	—	—	—	For tracing phone calls
Telephone tap	175.00	0.5 lb.	—	T	1 day	—	—	—	
Telephone tap detector	27.50	0.5 lbs.	—	T	1 day	—	—	—	
Telephone trace unit	275.00	5 lbs.	—	T	1 day	—	—	—	
COMMUNICATIONS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Telephone, touch-tone desk	15.50+	2 lbs.	—	T	1 day	—	—	—	
Telephone, touch-tone wall	15.75+	2.5 lbs.	—	T	1 day	—	—	—	
Answering machine	15.00-150.00	0.5-3 lbs.	—	T	1 day	—	—	—	
Caller ID	40.00	0.5 lbs.	—	T	1 day	—	—	—	
Caller ID buster	75.00	0.5 lbs.	—	T	1 day	—	—	—	Transmitter/receiver
Wide-band radio	250.00+	15-20 lbs.	—	T	1 day	—	—	—	
AM/FM radio receiver	10.00+	5 lbs.	—	T	1 day	—	—	—	
Radio, miniature	6.00	0.25 lb.	—	T	1 day	—	—	—	
Copy machine	750.00+	250 lbs.	—	C	1 day	1-4	75	—	Miniature
Cassette player, miniature	45.00	0.5 lbs.	—	T	1 day	—	—	—	
Cassette recorder/player	85.00	0.75 lbs.	—	T	1 day	—	—	—	
TV, color	150.00+	50-250 lbs.	—	T	1 day	—	—	—	
TV, portable b&w	80.00-200.00	15-25 lbs.	—	T	1 day	—	—	—	
TV, portable color	175.00+	15-25 lbs.	—	T	1 day	—	—	—	
Universal remote control	19.95+	0.5 lbs.	—	T	1 day	—	—	—	
Stereo	75.00-500.00+	25-45 lbs.	—	T	1 day	—	—	—	Tuner, tape, speakers, CD
Portable stereo (jambox)	50.00+	5-15 lbs.	—	T	1 day	—	—	—	
Stereo headphones	5.00-20.00	0.25-1 lbs.	—	T	1 day	—	—	—	
Video cassette recorder	150.00+	10-15 lbs.	—	T	1 day	—	—	—	
Video camera, large	3,400.00	5-7 lbs.	—	T	1 day	—	—	—	
Video camera, small	550.00+	2-5 lbs.	—	T	1 day	—	—	—	
Record, album	12.50+	0.5 lbs.	—	T	1 day	—	—	—	
Record, single	1.50-3.00	0.25 lbs.	—	T	1 day	—	—	—	
Cassette tape (pre-recorded)	6.50+	—	—	T	1 day	—	—	—	
Compact disc	15.00+	—	—	T	1 day	—	—	—	
Video cassette (pre-recorded)	15.00+	—	—	T	1 day	—	—	—	
Computer, mainframe	250,000.00+	1500 lbs.	—	T	1 day	—	—	—	
Computer terminal	500.00+	85 lbs.	—	T	1 day	—	—	—	
Computer, personal	2,000.00+	15-30 lbs.	—	T	1 day	—	—	—	
Computer, laptop	3,000.00+	3-8 lbs.	—	T	1 day	—	—	—	
Computer monitor	150.00+	25 lbs.	—	T	1 day	—	—	—	
Printer	100.00+	15-35 lbs.	—	T	1 day	—	—	—	
Scanner, hand-held	150.00	2 lbs.	—	T	1 day	—	—	—	
Scanner, flatbed	2,000.00	18 lbs.	—	T	1 day	—	—	—	
Plotter	10,000.00+	350 lbs.	—	T	1 day	—	—	—	



COMMUNICATIONS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Modem		\$100.00+	0.25-1 lbs.	—	T	1 day	—	—	—	
Digital camera		100.00+	0.5-1.5 lbs.	—	T	1 day	—	—	—	
Software, applications		30.00-900.00+	—	—	T	1 day	—	—	—	
Software, games		30.00+	—	—	T	1 day	—	—	—	
Software, other		5.00-500.00+	—	—	T	1 day	—	—	—	
Walkie-talkie, one channel		15.00+	1 lb.	—	T	1 day	—	—	—	
Walkie-talkie, multi channel		25.00+	1 lb.	—	T	1 day	—	—	—	
Police-band scanner		125.00	5 lbs.	—	T	1 day	—	—	—	
Citizen's band radio		180.00	3 lbs.	—	T	1 day	—	—	—	
Radar gun, police		450.00	5 lbs.	—	T	1 day	1-3	60	—	
Radar detector, portable		100.00+	1-3 lbs.	—	T	1 day	1-3	50	—	
Hand-held video game		15.00+	0.5 lbs.	—	T	1 day	—	—	—	
Karaoke machine		200.00	25 lbs.	—	T	1 day	—	—	—	
FAX machine		100.00+	10 lbs.	—	T	1 day	—	—	—	
PHOTOGRAPHY		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Camera, 35mm		\$30.00+	1-2 lbs.	—	T	1 day	—	—	—	
Camera, high-speed		600.00+	3-3.5 lbs.	—	T	1 day	—	—	—	
Camera, pocket		15.00+	0.5 lbs.	—	T	1 day	—	—	—	
Camera, miniature spy-cam		350.00+	0.25 lbs.	—	C	1 day	—	—	—	
Flash unit		12.00+	1.5 lbs.	—	T	1 day	—	—	—	
Camera lenses		45.00-750.00+	1-2 lbs.	—	T	1 day	—	—	—	
Camera, movie		4,500.00+	65 lbs.	—	T	1 day	—	—	—	24 shots 24 shots
Camera film (b&w)		2.00+	—	—	T	1 day	—	—	—	
Camera film (color)		3.45+	—	—	T	1 day	—	—	—	
Photo paper (250 sheets)		8.65+	1 lb.	—	T	1 day	—	—	—	Develops 200 rolls of film
Enlarger		365.00+	35 lbs.	—	T	1 day	—	—	—	
Darkroom chemicals/supplies		65.00+	15 lbs.	—	T	1 day	—	—	—	
MISCELLANEOUS		Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
10' pole		\$10.00	5-10 lbs.	10'	A	1 day	—	—	—	
Dice, pair		\$0.75	—	6-sided	T	1 day	—	—	—	
Dice, pair (loaded)		4.50+	—	6-sided	T	1 day	—	—	—	
Playing cards		0.35	4 oz	—	T	1 day	—	—	—	
Playing cards, marked		5.50+	4 oz	—	T	1 day	—	—	—	
Crystal ball		225.00+	3-5 lbs.	—	T	2 wks	—	—	—	
Stilts		12.00+	3-10 lbs.	4' to 10'	T	1 day	—	—	—	
Fireworks (various)		0.25-55.00	0.5-10 lbs.	—	T	1 wk	—	—	—	
Tennis racquet		25.00+	1 lb.	—	T	2 days	—	—	—	
Tennis ball (can of 3)		2.35+	0.5 lbs.	—	T	1 day	—	—	—	
Comb		1.25+	—	—	A	1 day	—	—	—	
Hairbrush		1.85+	0.5 lbs.	—	A	2 day	—	—	—	
Map, local		1.25	—	20"x30"	T	1 day	—	—	—	
Map, regional		2.25	—	20"x30"	T	1 day	—	—	—	
Map, national		2.85	—	20"x30"	T	1 day	—	—	—	
Map, continent		4.00	—	20"x30"	T	1 day	—	—	—	
Map, topographic		4.50+	—	20"x30"	T	1 day	—	—	—	
Map, world		2.00+	—	20"x30"	T	1 day	—	—	—	
Globe		5.00+	5-15 lbs.	—	T	1 wk	—	—	—	Various
Flag, small		3.50+	3 lbs.	18"x36"	T	1 day	—	—	—	
Flag, large		6.50+	7 lbs.	3'x5'	T	1 day	—	—	—	
Opera glasses		9.50	0.5 lbs.	—	T	2 day	—	—	—	
Spyglass		25.00+	5 lbs.	1'-2'	T	3 day	—	—	—	
Binoculars (7x)		48.00	5 lbs.	—	T	3 day	—	—	—	
Binoculars (10x)		125.00	5-6 lbs.	—	T	3 day	—	—	—	
Role playing game		25.00+	1-5 lbs.	—	T	1 yr+	—	—	—	
Walking stick		12.50+	2-5 lbs.	4'	T	1 day	—	—	—	
Watch		1.00-100.00+	0.25 lbs.	—	T	1 day	—	—	—	
Tobacco		2.00+	1 oz.	—	A	1 wk	—	—	—	



EQUIPMENT OF THE INFORMATION AGE									
MISCELLANEOUS	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Pipe, clay	\$1.15	0.75 lbs.	—	A	2 day	—	—	—	
Cigarette papers (100)	0.75	4 oz.	—	T	1 day	—	—	—	
Cigarettes (per pack)	1.40+	—	—	T	1 day	—	—	—	
Cigar	1.00+	—	—	T	1-2 days	—	—	—	
Chewing tobacco	1.80+	1 oz.	—	T	1 day	—	—	—	
Cologne/perfume	1.50+	—	4 oz.	T	1 wk	—	—	—	
Cosmetics	2.75+	—	—	T	1 wk	—	—	—	
TOYS & GAMES	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Daisy air rifle	\$24.95	3 lbs.	—	T	1 day	1-5	45	05	
Bicycle	150.00+	30 lbs.	—	C	1 wk	—	—	—	
Roller skates	35.00+	5 lbs.	—	C	1 wk	—	—	—	
Ice skates	35.00+	5 lbs.	—	C	1 wk	—	—	—	
Electric train set	55.00+	15-20 lbs.	—	T	1 day	—	—	—	
Baby doll	12.95+	1 lb.	—	A	1 day	—	—	—	
Fashion doll	9.95+	0.5 lbs.	—	A	1 day	—	—	—	
Board games	16.00+	1 lb.	—	T	1 day	—	—	—	
Jacks	1.95	—	—	A	1 day	—	—	—	
Checkers	4.00	0.5 lbs.	—	A	1 day	—	—	—	
Baseball bat	15.00+	varies	33" to 36"	A	1 day	—	—	—	
Baseball glove	46.95+	1.5-3 lbs.	—	A	1 day	—	—	—	
Baseball	1.99	—	—	A	1 day	—	—	—	
TYPICAL ARMOR	Cost	Wt	Size	Avail	Time	B#	Rel/Str	F	Notes
Bullet-proof vest	\$145.00+	I	5-12 lbs.	C	1 day	—	—	—	Ballistic cloth; covers torso
Bullet-proof vest	235.00+	II	7-15 lbs.	C	1 day	—	—	—	Torso and shoulders
Bullet-proof vest	450.00+	III	8-18 lbs.	C	1 day	—	—	—	Torso, shoulders, and thighs
Bullet-proof vest	650.00+	IV	10-15 lbs.	C	1 day	—	—	—	Full-body coverage-
Trauma impact plates	35.00	—	3-5 lbs.	C	1 day	—	—	—	
TYPICAL WEAPONS	Cost	Type	Wt.	Avail	Time	B#	Rel/Str	F	Notes
Bayonet	\$26.50	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	40	01	
Blackjack	12.50	1hc	0.5 lbs.	T	6 hrs	1-8	50	05	
Club	12.50	1 hc	3-7 lbs.	A	3-6 hrs	1-8	50(w)	04	
Cudgel	33.95	1 hc/2h	2-4 lbs.	A	12 hrs	1-8	50(w)	03	
Dagger	49.95	1hc/th	0.75-1.5 lbs.	A	1 day	1-6	80	01	
Handaxe	82.50	1hc/th	3-6 lbs.	A	1 day	1-7	70(w)	04	
Whip	18.50+	1hc	2-5 lbs.	T	1 day	1-4	70	06	
Firearms	Cost	Type	Wt.	Avail	Time	B#	Rel/Str	F	Notes
M-14 7.62mm NATO	400.00+	2h	8.7 lbs.	T	1 day	1-6	65	05	
M-16 5.56mm NATO	400.00+	2h	7 lbs.	T	1 day	1-6	65	05	
AK-47 7.62mm Soviet	189.00+	2h	8.5 lbs.	T	1 day	1-6	65	05	
Ruger Mini-14 5.56mm NATO	500.00+	2h	6.5 lbs.	T	1 day	1-6	65	05	
Remington 870 Pump Shotgun	225.00+	2h	8 lbs.	T	1 day	1-7	85	02	
SIG-Sauer 9mm Parabellum	450.00+	1h	2 lbs.	T	1 day	1-4	75	02	
Colt M1911A1 .45 ACP	350.00+	1h	2.5 lbs.	T	1 day	1-4	65	04	
"Black Market" Revolver	50.00+	1h	2 lbs.	T	1 day	1-8	45	06	.38 Special or .357 Magnum
M-60 Light Machinegun	5,250.00+	spcl	25 lbs.	T	1 day	1-5	75	04	7.62mm NATO linked belt; Not normally sold to civilians. In 1979, the U.S. government prohibited the sale of any fully-automatic weapon manufactured after that yr to civilians.
Browning M2HB HMG	7,500.00+	spcl	75 lbs.	T	1 day	1-5	75	04	
Weapon Accessories	Cost	Type	Wt.	Avail	Time	B#	Rel/Str	F	Notes
Police gunbelt	\$28.95+	—	2.5 lbs.	A	2 day	—	—	—	
Gunbelt & holster, western	75.00+	—	1.5-2 lbs.	A	2 day	—	—	—	
Gunbelt & holster, web	39.95	—	1 lb.	A	1 day	—	—	—	
Sheath, plain	3.95+	—	0.5 lbs.	A	1 day	—	—	—	
Sheath, ornamented	29.95+	—	0.5-0.75 lbs.	T	2-7 day	—	—	—	
Pistol cartridge, box of 50	12.50+	—	2.5-3.5 lbs.	T	1 day	—	—	—	
Rifle cartridge, box of 50	18.00+	—	3-4 lbs.	T	1 day	—	—	—	
Shotgun shells, box of 25	7.50+	—	3.5 lbs.	T	1 day	—	—	—	
Re-capper / de-capper	5.50	0.25-0.5 lbs.	—	T	1 day	—	—	—	
Case resizer	7.50+	0.5-1.5 lbs.	—	T	1 day	—	—	—	
Reloading press	39.95+	12.5 lbs.	—	T	1 day	—	—	—	
Powder measure	1.25	0.25 lbs.	—	T	1 day	—	—	—	
Bullets, lead	17.50+	10 lbs.	—	T	1 day	—	—	—	
Smokeless powder	12.50	10 lbs.	—	T	1 day	—	—	—	
Sling, leather	24.95	0.5 lbs.	—	T	1 day	—	—	—	
Telescopic sight, fixed	10.00-200.00	0.5-1 lb.	—	T	1 day	—	—	—	
Telescopic sight, variable	25.00-250.00	0.5-1 lb.	—	T	1 day	—	—	—	
IR scope	350.00+	1.5-2.5 lbs.	—	T	1 day	—	—	—	
LI scope	450.00+	2-3.5 lbs.	—	T	1 day	—	—	—	

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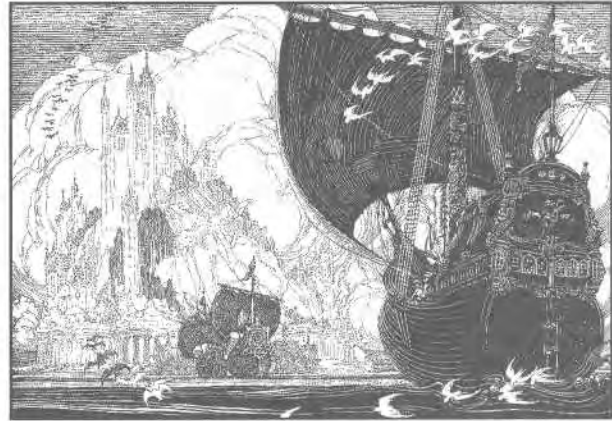
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