

Shop

Mundane Equipment

| Item | Stone | Avg. Price |
|---|-------|------------|
| Air Bladder | 1/10 | 1 gp |
| Barrel (18 Stone) | 2 | 2 gp |
| Bedroll | 1 | 2 sp |
| Bell | 1/10 | 1 gp |
| Caltrop, 1 bag | 1/10 | 1 gp |
| Candle x 10 | 1/100 | 1 sp |
| Canvas, Square Yard | 2 | 1 sp |
| Case, Map or Scroll | 1/10 | 1 gp |
| Chain, 10 ft. | 1 | 5 gp |
| Chalk, 10 pieces | 1/10 | 1 sp |
| Chest (18 Stone) | 2 | 2 gp |
| Climbing Spikes | 1 | 5 gp |
| Compass | 1/10 | 3 gp |
| Crowbar | 1 | 2 gp |
| Drill | 1 | 2 gp |
| Fishing Pole | 1 | 1 sp |
| Fishing Net, 25 square feet | 1 | 4 gp |
| Flask, Adhesive | 1/10 | 3 gp |
| Flask, Fire Oil | 1/10 | 2 gp |
| Flask, Holy Water | 1/10 | 25 gp |
| Flint & Steel | 1/10 | 1 gp |
| Garlic, 3 Cloves | 1/10 | 5 sp |
| Grappling Hook | 1 | 1 gp |
| Hammer | 1 | 5 sp |
| Hourglass | 1 | 25 gp |
| Iron Spike | 1/10 | 1 sp |
| Instrument | 1 | 10 gp |
| Ladder, 10 ft. | 2 | 2 gp |
| Lantern | 1 | 10 gp |
| Padlock + Key | 1 | 10 gp |
| Lockpicks | 1 | 25 gp |
| Manacles | 1 | 15 gp |
| Map Case (same as scroll case) | 1/10 | 1 gp |
| Metal Book Container | 1 | 10 gp |
| Mirror, Small Steel | 1/10 | 20 gp |
| Pickaxe | 1 | 5 gp |
| 10 ft. Pole | 2 | 1 gp |
| Rations, Fresh | 1/10 | 5 sp |
| Rations, Preserved | 1/10 | 1 gp |
| Rope, 50 ft. Hemp | 1 | 1 gp |
| Rope, 50 ft. Silk | 1/10 | 10 gp |
| Shovel | 1 | 2 gp |
| Signal Whistle | 1/100 | 1 sp |
| Spellbook | 1 | 25 gp |
| Spyglass | 1/10 | 1000 gp |
| Tent, One-Person (Includes Bedrolls in Weight) | 1 | 5 gp |
| Tent, Two-Person (Includes Bedrolls in Weight) | 2 | 10 gp |
| Tent, Four-Person (Includes Bedrolls in Weight) | 4 | 40 gp |
| Torch x 10 | 1/10 | 1 sp |

Silvered items cost 10x as much as the normal variety.

The player is assumed to have basic clothing, a backpack, sacks, flasks, & pouches for carrying loot, and mapping supplies.

Other items may be available for purchase at DM's discretion.

Cargo & Transport

| Item | Cost |
|-----------------------------|--------|
| Canoe | 20 gp |
| Cart, 1 animal (36 Stone) | 100 gp |
| Cart, 2 animal (72 Stone) | 100 gp |
| Raft | 5gp |
| Saddle | 25 gp |
| Saddle Bag (6 Stone) | 1 gp |
| Wagon, 2 animal (72 Stone) | 200 gp |
| Wagon, 4 animal (144 Stone) | 300 gp |

Ships

| Ship Type | Sailing | Rowing | Min Crew | SHP | Cargo | Cost |
|---------------|---------|--------|----------|-----|-------|------------|
| Trireme | 24 | 18 | 170 | 24 | 65 | 10,000 GP |
| Quadrieme | 24 | 18 | 170 | 36 | 320 | 50,000 GP |
| Longship | 24 | 18 | 75 | 15 | 40 | 30,000 GP |
| River Galley | 24 | 18 | 20 | 12 | 50 | 4,000 GP |
| Riverboat | 24 | 18 | 16 | 6 | 10 | 1,000 GP |
| Sailboat | - | - | 1 | 5 | 3 | 6,000 GP |
| Cog | 48 | - | 20 | 20 | 150 | 15,000 GP |
| Caravel | 72 | - | 35 | 25 | 100 | 39,000 GP |
| Carrack | 48 | - | 82 | 34 | 685 | 48,000 GP |
| Galleon | 48 | - | 150 | 104 | 150 | 60,000 GP |
| Cutter | 72 | - | 20 | 27 | 190 | 45,000 GP |
| Brig | 72 | - | 45 | 42 | 250 | 90,000 GP |
| Corvette | 96 | - | 84 | 51 | 270 | 135,000 GP |
| Frigate | 72 | - | 84 | 60 | 610 | 180,000 GP |
| Kai Fire Ship | 48 | 24 | 80 | 40 | 250 | 140,000 GP |
| Sloop | 60 | - | 10 | 15 | 90 | 15,000 GP |

Melee Weapons

| Weapon | Ability | Weight | Cost |
|--------------------|--------------------|--------|-------|
| Axe, Battle | Dueling | 1 | 5 gp |
| Axe, Hand*+ | - | 1/10 | 1 gp |
| Cestus+ | - | 1/10 | 1 gp |
| Dagger*+ | - | 1/10 | 2 gp |
| Spear | Reach | 1 | 7 gp |
| Hammer, Light*+ | - | 1/10 | 4 gp |
| Hammer, War | Armor Piercing | 1 | 5 gp |
| Javelin* | - | 1/10 | 4 gp |
| Mace/Flail | Armor Piercing | 1 | 5 gp |
| Polearm~ | Lancing + Reach | 1 | 4 gp |
| Spear, Short* | - | 1 | 2 gp |
| Staff~ | - | 1 | 1 gp |
| Sword, One-Handed | Dueling | 1 | 5 gp |
| Sword, Two-Handed~ | Formation Breaking | 1 | 15 gp |

*: Weapon can be used as melee or thrown
 ~: Weapon must be wielded in two hands
 +: Weapon cannot be wielded in both hands

Armor Piercing: When using this weapon, gain a +2 to hit opponents in Medium or Heavy armor.

Dueling: When using this weapon against a solitary or isolated opponent, gain a +2 to hit.

Formation Breaking: If a group of enemies is tightly packed, the character wielding the weapon gains an Extra Attack on another member of that group.

Lancing: When this weapon is used during a mounted charge, deal double damage on a successful hit.

Reach: Weapon can be used to attack from the second rank

Silvered weapons cost 10x as much. You may pay the difference to upgrade a weapon.

Melee Combat Options

Two-Handed: +1 to damage.

Dual Wielding: +2 to attack rolls.

*When dual wielding, only 1 weapon ability may be used.

Ranged Weapons and Ammunition

| Weapon | Range | Weight | Cost |
|--------------------|-------|--------|-------|
| Arrows (20) | - | 1 | 2 gp |
| Bolts (20) | - | 1 | 2 gp |
| Bow, Long | 70 ft | 1 | 20 gp |
| Bow, Short | 50 ft | 1 | 10 gp |
| Crossbow | 60 ft | 1 | 15 gp |
| Dart (20) | 20 ft | 1 | 2 gp |
| Sling | 40 ft | 1/10 | 2 gp |
| Stones, Sling (20) | - | 1 | 1 gp |

Bow special ability: *Rapid Fire:* gain an Extra Attack

Ranged Combat Options

Spring Loaded: (Crossbow required) +1 to damage.

Muscle Powered: (Sling, Darts, or Thrown Weapon req.) +Str Mod to damage.

Armor

| Armor | AC | Weight | Can Climb/Swim? | Cost |
|--------------|----|--------|-------------------|-------|
| Light Armor | 12 | 1 | Yes | 15 gp |
| Medium Armor | 14 | 3 | ½ Speed / ¼ Speed | 30 gp |
| Heavy Armor | 16 | 4 | ¼ Speed / No | 50 gp |
| Shield | +2 | 1 | No | 10 gp |
| No Armor | 10 | 0 | Yes | - |

Hirelings

| Hireling | Share | Cost/Day or Mission | Cost/Month |
|---------------------|-------|---------------------|------------|
| Alchemist | - | 250 gp | 2500 gp |
| Animal Trainer | - | - | 200 gp |
| Armorer/Weaponsmith | - | 24 gp | 240 gp |
| Assassin | - | 500 gp | - |
| Craftsmen | - | 8 gp | 80 gp |
| Guard | - | 6 gp | 20 gp |
| Healer | - | 30 gp | 300 gp |
| Laborer | - | 2 gp | 20 gp |
| Mercenary, Archer* | - | - | 50 gp |
| Mercenary, Calvary* | - | - | 80 gp |
| Mercenary, Light* | - | - | 20 gp |
| Mercenary, Heavy* | - | - | 30 gp |
| Recruiter | - | - | 200 gp |
| Retainer | 1 | - | - |
| Researcher | - | 100 gp | 1000 gp |
| Sailor | - | 4 gp | 20 gp |
| Scholar | - | 100 gp | 1000 gp |
| Servant | - | 3 gp | 30 gp |
| Spy | - | 120 gp | 1200 gp |
| Torchbearer | - | 10 gp | - |

*See Military rules for full army creation

Encumbrance

| Total Weight Carried | Base Movement Rate |
|----------------------|--------------------|
| 0-5 | 12 |
| 6-9 | 9 |
| 10-14 | 6 |
| 15-19 | 3 |
| 20+ | 0 |

Infant: 3 Stones

Child: 6 Stones

Adult: 12 Stones

Gems & Jewelry: 1/100 Stone

Coinage: 1/150 Stone

ROUND FRACTIONS DOWN

Cannons & Siege Weaponry

| Item | Damage (HP) | Damage (SHP) | Cost |
|---------------------|-------------|--------------|----------|
| Ballista | 3d6 | 1d3 | 80 GP |
| Ballista Shot (1) | - | - | 2 GP |
| Port Gun | 5d6 | 5d6 | 2,500 GP |
| Heavy Cannon | 4d6 | 2d6 | 1,000 GP |
| Medium Cannon | 3d6 | 1d6 | 750 GP |
| Light Cannon | 2d6 | 1d2 | 400 GP |
| Cannon Shot (1) | - | - | 10 GP |
| Heavy Catapult | 4d6 | 1d6 | 200 GP |
| Light Catapult | 3d6 | 1d3 | 100 GP |
| Catapult Stone (1) | - | - | 5 GP |
| Catapult Pitch (1) | +1d6 | Depends | 25 GP |
| Fire Cannon (1 Ton) | 3d6 | Depends | 4,000 GP |
| Fire Oil/Shot | - | - | - |

Siege weaponry takes a full round to reload, unless a team of Siege Engineers is assigned to that weapon.

Animals

| Animal | Cost | Animal | Cost |
|----------------|-------|-----------------|--------|
| Carrier Pigeon | 50 gp | Horse, War | 250 gp |
| Dog, Guard | 25 gp | Livestock | 10 gp |
| Donkey | 20 gp | Mule | 20 gp |
| Horse, Draft | 40 gp | Pony | 35 gp |
| Horse, Riding | 75 gp | Barding (+6 AC) | 250 gp |

Ability Score Training

Characters may spend a week training a particular ability to increase their score by 1. However, this costs gold, equivalent to the next ability rank times 750gp. For example, if your strength is currently 12, and you want to train to 13, it will take 1 week and (13*750) gp. This is to pay for a trainer and all the equipment needed. **Maximum Ability Score is 18**

DEATH'S DOOR

| Roll Total | Result |
|-------------|---|
| Natural 20 | Set current HP to 1, awake if unconscious |
| 18+ | No Change |
| 17-14 | Stunned for 1d3 Rounds |
| 13-10 | Unconscious for 1d6 Turns |
| 9-6 | Save vs. Death/Poison; failure means death, success means unconscious for 1d6 Turns |
| 5-0 | Immediate Death |
| Less than 0 | Gory Death; 10% chance per number below 0 for impossible Raise Dead |