



What Does It Cost?

This supplement is presented here as an option for the way money is presented in Mark Hunt's Tall Tales RPG Rules System.

I have had requests from my players to convert the standard B/X money system over to dollars and cents. They made this request due to it reflecting many of the movies and television series also use dollars and cents. After watching many of those westerns I would have to agree that this would be easier to understand for many players due to the many different values placed on gold and silver pieces due to their weight as well as the use of gold dust as well.

I encourage everybody to still use the gold and silver system in areas like mining communities where it would be more common than the use of minted coins and printed paper money.

You will notice that I broke the price lists down into shops and services like one might find in a western town. I did this so one can use it not only as price list but also as a generic town or a town template for your own created towns.

Hope you find this supplement useful. Please check out my other Tall Tales supplements that are available on.....

www.drivethrurpg.com



Please remember this is only a partial listing of items and prices to use as a guideline. It would be impossible to list both items and prices of everything available for sale. Use your best judgement....

Gunsmith

A true gunsmith offers more than just selling new and used production firearms. The services offered will also offer firearm repair, maintenance, and even custom made firearms. The price list of firearms below only reflect brand new standard production made ones. Used firearms generally sell for ½ to ¾ of the brand new price. For custom firearms, one should expect anywhere from a 10% to 100% markup ... or even more depending on the materials being used and how difficult the workmanship is.

Derringer: \$5.00 - \$8.00

Pistol: \$15.00 - \$30.00 Rifle: \$25.00 - \$35.00 Bullets: \$2.00 Box/100 Shotgun: \$30.00 - \$40.00 Shells: \$2.00 Box/25

Cleaning Cloth: \$0.10 Gun Grease: \$0.25

Gun Repair: \$2.50 - \$17.50 Gun Maintenance: \$2.00

Typically a gunsmith will also stock a limited supply

of gun related supplies as well or in towns where a leathersmith is available will refer a customer to them instead of stocking the items themselves. For a pricelist of these items refer to the Leathersmith section.

Leathersmith

Typically a town will have either leathersmith shop or someone who has the skills but works at the stables, a ranch, or it could even be a traveling tradesman that works a region or territory out of his or her wagon. No matter the case... leatherworking is a major part of day to day life in the west. Many will stock both newly made items and used items that they either refurbished or are selling them as is. Used leather goods typically sell for 1/4 to 3/4 what they would typically sell for new depending on the condition of the item. The price list below reflect basic leather goods. Many leathersmiths will offer custom made items at a markup of 10% - 100% or more depending how fancy the customer wishes it to be.

Gunbelt: \$2.00 Holster: \$3.00

Rifle Saddle Holster: \$4.00 Shotgun Saddle Holster: \$5.00 Derringer Wrist Holster: \$1.00 Derringer Ankle Holster: \$1.50

Bandolier: \$2.75 Knife Sheath: \$0.75

Saddle: \$25.00 Saddlebags: \$5.00 Bit & Bridle: \$1.00

Chaps: \$3.00

Vest: \$2.00 Belt: \$1.00

Long Coat: \$4.50 Short Coat: \$3.00

Boots: \$8.50 Shoes: \$4.25

Cowboy Hat: \$5.00

Gloves: \$1.00

Seamstress

A seamstress was also a common occupation or skill in the west. You will find that this is almost always done by females. Most times you will find a seamstress working out of her home in her spare time in the smaller towns while in the bigger towns and cities there will be actual shops set-up with a few items in the more common sizes already made up to sell. The price list below includes both the common and the more fancy clothing items that could be found in such a shop in a larger town or city. Prices in a smaller town with a seamstress working out of her

home will be anywhere from 10% to 25% cheaper and more than likely not as fancy or made of the higher quality of cloth.

Female's Clothing

Blouse: \$1.25 Shirt: \$0.75 Skirt: \$1.75

Normal Dress: \$3.00 Fancy Dress: \$5.00

Corset: \$1.00

Undergarments: \$0.75

Coat: \$3.00 Bonnet: \$0.75 Apron: \$0.25 Stockings: \$1.00

Men's Clothing

Dress Shirt: \$2.00 Flannel Shirt: \$1.50 Work Shirt: \$0.75 Dress Pants: \$2.00 Work Pants: \$0.75 Suit Jacket: \$3.75 Socks: \$0.25 Fancy Vest: \$1.75

Common Vest: \$1.00 Undergarments: \$0.50

Household Items

The prices of these items can vary greatly from \$0.10 all the way up to \$10.00 and beyond. These items include curtains, tablecloths, towels, bed sheets, blankets, and so

forth. Use your best judgement.....

Livery/Blacksmith

Even though you will find these as separate businesses, in your smaller towns they generally operated as one business, shared the same building, or was next door to each other due to the nature of the services they offered. Many times the livery also served as a place to hold the livestock waiting to be bought or sold. The livery might also have used horse related items for sale like saddles, saddle blankets, etc.... Please refer to the Leathersmith, General Store, etc... for prices (will generally be 1/4 to 3/4 of new price depending on condition)

Livery

Riding Horse: \$50.00 Trained Horse: \$100.00

Mule: \$30.00 Donkey: \$15.00

Ox: \$20.00 Bull: \$100

Longhorn Steer: \$20.00

Milk Cow: \$10.00

Goat: \$5.00 Sheep: \$5.00

Covered Wagon: \$100.00

Buckboard: \$50.00

Buggy: \$75.00

Surrey: \$25

Freight Wagon: \$125.00

Animal Boarding

Feed (Hay): \$0.10/Day Feed (Grain): \$0.15/Day

Grooming: \$0.10

Boarding (Corral): \$0.20/Day Boarding (Stall): \$0.30/Day

Blacksmith

Horseshoe: \$0.10/Shoe

Horseshoe: \$0.20/Shoe Installed Wheel Repair: \$0.75/Wheel

Undertaker

Even though people avoid these people like a plague, they are a part of the west like all the rest of the professions. Unless someone claims the belongings on the body before the undertaker takes them to their funeral parlor, they will generally claim them and either keep them or sell them off. The undertaker also handles the making of the pine box as well as the headstone or wooden marker so the prices are included here for those as well.

Pine Box: \$2.00 Fancy Casket: \$6.00 Wooden Marker: \$0.50 Stone Marker: \$1.50 Fancy Headstone: \$3.00 Hearse and Driver: \$3.00 Mourners: \$0.20/Each

Hotel/Restaurant

Many of the hotels found in the wild west also operated the town's finer and most popular resaurant as well.... The prices below reflect this fact. If one is looking for a cheaper place to eat at (and possibly a room to rent for the night) and the atmosphere of a place is not high on your priority list, then may I suggest checking out either the **Saloon** or **Cantina** sections.

Hotel

Average Room: \$1.00/Night

Above Average Room: \$2.50/Night

Suite: \$5.00/Night

The average room has a single full size bed that sleeps 2 decently.

The above average room has a queen size bed that sleeps 2 comfortably.

A hotel generally will only have 1 or 2 suites and should be reserved ahead of time to ensure you can get it. The suite contains 2 bedrooms each with a king size bed that will each sleep 2 very comfortably and a common room between them

furnished with fine furniture. The suite will usually include a private bath tub with perfumed soap as well as no additional charge for using room service (but tipping is still expected). Some may even include coffee, tea, and breakfast as part of the price for the room for the night.

Room Service: \$0.50 Additional

Bath: \$0.25 Without Soap

Bath: \$0.45 With Soap & Perfume

Restaurant

Biscuits & Gravy: \$0.25 Pancakes & Sausage: \$0.25

Eggs & Bacon: \$0.25 Ham & Eggs: \$0.75

Small Steak & Eggs: \$1.00 Big Steak & Eggs: \$2.00

Stew/Soup & Bread: \$0.15

Fish Dinner: \$1.00 Chicken Dinner: \$1.00 Ham Steak Dinner: \$1.00

Steak Dinner: \$2.00

Bread: \$0.05 Pastry: \$0.05

Apple: \$0.05 Pie: \$0.15/Slice

Coffee, Tea, Milk: \$0.05

Obviously the menu will vary from one restaurant to another, especially if there are more than one hotel in a single town. Some restaurants will have a private dining hall for rent as well. The GM should feel free to add an additional 10% - 25% gratuity fee to the final bill to reflect a higher class of hotel/resaurant.

Cantina

These will be seen more near the borders of Mexico and any territories that at one time belonged to Mexico. You may rarely see one here and there from Mexicans that have traveled and settled away from their homeland. A cantina is traditionally made from adobe brick with a dirt floor. The atmosphere can range from being a quiet place to being all out rowdy. They are very similar to a saloon but tend to be more simple and less fancy. Bandits and outlaws tend to prefer a cantina over a saloon. Sometimes one will even find a mariachi band playing well into the night.

Tequilia: \$0.10/Shot

\$1.00/Bottle

Whiskey: \$0.10/Shot

\$1.00/Bottle

Beer: \$0.05/Mug

\$0.50/Pail

Frijoles & Tortillas: \$0.20 Frijoles Charros: \$0.25

Huevos Rancheros: \$0.35

Tamale: \$0.10 Each

Potatoes & Chili Peppers: \$015

Saloon

Yes we all know what a saloon is... A place for men only unless you are one of the girls hired to keep a cowboy company as long as the cowboy continues to buy her drinks. It is also a place for gambling your money away or making a bundle of money depending how your luck goes. One can also hear the piano player playing a slightly out of tune piano well into the early hours of the morning while a saloon girl sings a song for the boys once in awhile. The saloon owner also knows all to well about the dreaded sallon brawl that seems to break out from time to time.

Cheap Whiskey: \$0.10/Shot

\$1.00/Bottle

Good Whiskey: \$0.20/Shot

\$2.00/Bottle

Cheap Beer: \$0.05/Mug

\$0.50/Pail

Good Beer: \$0.10/Mug

\$1.00/Pail

Sarsaparilla: \$0.05/Mug

\$0.50/Pail

Traditionally a saloon will offer a one time trip to the free lunch with

each purchased drink. This tray of food (usually sandwiches and maybe apples) is almost always sitting on the bar near the bartender so he can keep watch over it to keep freeloaders away from it.

Rarely is there food served in a saloon at other times of the day.

General Store

This is the toughest one to create a price list for since the number of items can be considered limitless and the price range can be from cheap to way over the top depending on where the store is and how common or rare an item is to the area. All I can do is list a few things I consider common to most areas and leave the rest to your best judgement based on your game structure.

Axe: \$1.00

Axe Handle: \$0.30

Blanket: \$0.50

Canteen: \$0.75

Coffee Pot: \$0.60

Hatchet: \$0.70 Hoe: \$1.00

Lantern: \$0.65

Lantern Oil: \$0.10/Gallon

Skillet: \$0.45

Matches: \$0.50/100

Padlock: \$0.75 Pick: \$1.00 Plow: \$10.25

Seed: \$3.00/50 Pound Sack

Pitchfork: \$1.00

Saw: \$0.55 Scythe: \$1.00

Sledgehammer: \$1.00 Animal Traps: \$3.00

Coffee: \$0.30/Pound Bacon: \$0.35/Pound

Dried Beans: \$0.03/Pound Dried Beef: \$0.25/Pound

Flour: \$0.05/Pound Sugar: \$0.07/Pound

Barbed Wire: \$0.07/Yard

Cigar: \$0.05

Chewing Tobacco: \$0.30/Tin

Cowboy Hat: \$2.00

Guitar: \$3.75

Playing Cards: \$0.20 Pocket Watch: \$2.50 Rope: \$0.05/Foot

Smoking Tobacco: \$0.30/Pouch

Barber

A barber also served as a tooth puller in many towns....

Haircut: \$0.15 Shave: \$0.10

Hair Tonic: \$0.03/Haircut

\$0.05/No Haircut \$0.25/Bottle

Shoeshine: \$0.05 Tooth Pulled: \$0.20

Doctor

A qualified doctor was a rare find in the west and was much needed. Often times doctors was paid with chickens, cows, eggs, or whatever the people could offer them. A dedicated doctor happily accepted whatever form of payment people in need gave them. This is another profession of the west that is hard to set a price list to. The below is some general ideas I deemed important to game play.

Bullet Removed: \$0.40 Bullet Hole Patched: \$0.50 Set Broken Bone: \$0.45

Bone Splint: \$0.65

Remove Buckshot: \$1.25 Amputation: \$2.00/Limb Treat Concusion: \$0.50 Break The Fever: \$2.00 Deliver Baby: \$1.00

Save Your Life: You Owe Me!

Freight Office

With the west being settled, the need for teamsters grew and with it many towns had someone willing to start a freight office so good can be both shipped and received. I kept the price list simple by the size of each piece of cargo/crate.

Small: \$0.03/Mile Medium: \$0.05/Mile Large: \$0.07/Mile X-Large: \$0.09/Mile

Telegraph

Message: \$0.02/Word (5 Word Min.)

Stagecoach

The stagecoach was not always the best way to travel due to the bumpy dusty trails, the outlaws, and the indians... but it did get you where you wanted to go most of the time. Along the routes the stagecoach had to stop and switch horse teams at the waystations where passengers got a chance to eat something and rest.

Coach Ticket: \$0.10/Mile On Top Ticket: \$0.07/Mile

(Only If There Is No Room Inside)

Train

You better have a ticket or they will bust you up and throw you off without stopping the train. Yes this is a better way to travel than a Stagecoach, but the train doesn't go everywhere a stagecoach does.

Passenger Ticket: \$0.15/Mile (Kids Ride Free)

Cargo Small: \$0.06/Mile

Cargo Medium: \$0.08/Mile Cargo Large: \$0.10/Mile Cargo X-Large: \$0.12/Mile

Livestock: \$1.00/Mile

(50 Mile Min./Train Car Load)

Barge

Some towns along a river may have a person operating a barge so people may cross it without getting wet or getting swept away down river if they happen to fall off whatever they are riding. All fee's are cumulative unfortunatly.

Passenger: \$020/Person

Horse Or Equiv.: \$0.040/Animal

Wagon: \$0.60/Wagon

Riverboat

Thos who live or travel along the major rivers like the Mississippi River have an option of traveling by steamboat/riverboat. These boats offer more than just a mode of transportation. The passengers could enjoy a dinner, a few drinks, some games of gambling, stage shows, and for those longer trips they offered cabins to rent if one wanted to rest away from the crowds.

General Ticket: \$0.05/Mile

Cabin: \$2.00/Night

The prices for drinks and meals are similar to the ones found in the **Hotel/Restaurant** section.

The GM is free to add an additional 10% - 25% to the final cost of the drinks and meals as a gratuity to reflect the higher classiness of traveling on some of the better steamboats/riverboats.

Wages

Now that suggested costs have been defined... What about the wages people get paid.... Here is some suggestions to give you an idea of some of the incomes earned

Cowboy: \$25.00/Month

Cowboy Foreman: \$35.00/Month

Marshal: \$40.00/Month Sheriff: \$20.00/Month Deputy:\$10.00/Month Bartender: \$40.00/Month Waitress: \$15.00/Month Saloon Girl:\$10.00/Month (Plus Tips/Room & Board) Hired Gunfighter:\$100/Job

(Or More)

Teamster: \$25.00/Month

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Are Your Players Having Trouble Understanding The Money System In TALL TALES BX RPG?

Try Using This Supplement In The More Civilized Areas While Continuing Using The Original Gold And Silver System In The Mining Towns And Camps

This System Is Not Meant To Replace
The Monetary System But Instead It Is
Meant To Enhance It

