

Open Market

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The Market

General Notes

You may *sell* used or looted items back to the market for half price.

Italicized items are considered Non-Encumbering items for encumbrance purposes, although the Referee can rule that quantities of the items do count towards encumbrance. Items listed in *underline* are considered to be Oversized.

Armor

Type	City	Rural	AC
Light	25 sp	50sp	7
Medium	100sp	–	5
Heavy	1,000sp	–	3
Shield	10sp	25sp	-2
Helmet	5sp	10sp	*
Barding, light	250sp	–	7
Barding, medium	500sp	–	5
Barding, heavy	1,000sp	–	3

Weapons

Melee

Weapon	City	Rural	Special
Lance	30sp	–	charge from horseback
Polearm	30sp	–	
Rapier	15sp	–	
Spear	5sp	3sp	strike from second rank
Staff	5sp	3sp	
Weapon, Minor	5sp	5sp	daggers, knives, etc
Weapon, small	10sp	10sp	short sword, hand axe, etc
Weapon, medium	20sp	50sp	arming sword, battle axe, mace, flail, etc
Weapon, great	50sp	–	great axe, longsword, maul, etc
Whip	10sp	25sp	can entangle

Ranged

Weapon	City	Rural	Special
Blowgun	5sp	–	
Bow, long	45sp	–	
Bow, short	25sp	25sp	
Crossbow, heavy	30sp	–	
Crossbow, light	25sp	–	
Rock	–	–	
Sling	1sp	5cp	
Dart	1sp		
Spear	5sp	3sp	
Other thrown weapons	as melee	as melee	

General Equipment

Animals

Item	City	Rural
Carrier Pigeon	100sp	100sp
Dog	1sp	2sp
Horse, riding	100sp	100sp
Horse, war	500sp	–
Livestock	10sp	5sp
Mule	50sp	25sp
Pony	75sp	50sp

Containers

Item	City	Rural
<i>Backpack</i>	3sp	1sp
<i>Barrel</i>	1sp	5sp
<i>Chest</i>	10sp	5sp
Pouch	5cp	1cp
Quiver	5sp	10sp
<i>Sack</i>	5cp	2cp
<i>Saddlebag</i>	1sp	5cp

Vehicles

Item	City	Rural
Cart	50sp	25sp
Coach	500sp	–
Wagon	150sp	75sp
Chariot	250sp	–
Boat, raft	5sp	5sp
Boat, canoe	30sp	25sp

Food

Item	City	Rural
Bottle of Wine/Liquor, Poor	5cp	2cp
Bottle of Wine/Liquor, Decent	> 1sp	> 1sp
Bottle of Wine/Liquor, Rich	> 10sp	–
Drink, cheap	1cp	1cp
Drink, decent	3cp	2cp

Item	City	Rural
Drink, good	6cp	4cp
Drink, rich	> 15sp	> 10sp
Meal, fancy	1sp	5cp
Meal, horrid	2cp	1cp
Meal, rich	> 15sp	> 10sp
Meal, standard	5cp	3cp
Rations, iron per day	2sp	1sp
Rations, standard per day	1sp	5cp
Feed, animal per day	1sp	5cp

Lodging

Item	City	Rural
Barn	–	1cp
Inn, poor	1sp	5cp
Inn, average	5sp	2sp
Inn, secure	10sp	5sp
Inn, fancy	> 25sp	> 2sp
Inn, extravagant	> 100sp	> 25sp
Rent, 1 month (per 10' sq.)	30sp	15sp

Costs are per day, unless noted. The cost to buy instead of rent is one hundred times the listed monthly rental price.

Miscellaneous

Item	City	Rural
<i>Air bladder</i>	1sp	1sp
Bedroll	2sp	1sp
Block & tackle	2sp	3sp
Book, blank	5sp	10sp
Book, reading	10sp	20sp
Book, spell (blank)	100sp	–
Caltrop	5cp	–
<i>Candle</i>	1cp	1cp
Chain, per foot	1sp	2sp
<i>Chalk</i>	1cp	1cp
Clothing, extravagant	> 20sp	–
<i>Clothing, normal</i>	5sp	2sp
<i>Clothing, poor</i>	1sp	5cp
Clothing, winter travel	10sp	5sp

Item	City	Rural
Cooking pots	1sp	5cp
Crampons	5sp	5sp
Crowbar	2sp	2sp
Drill	5sp	5sp
Fishing gear	1sp	1sp
Flask of lamp oil	2sp	2sp
<i>Garlic</i>	3cp	1cp
<i>Gem</i>	> 5sp	> 5sp
Grappling hook	5sp	10sp
<i>Holy symbol, silver</i>	25sp	50sp
<i>Holy symbol, steel</i>	10sp	10sp
<i>Holy symbol, wood</i>	1sp	1cp
Holy water	25sp	25sp
Hourglass	100sp	–
<i>Ink</i>	1cp	5cp
Instrument, musical	> 1sp	> 5sp
<i>Jewelry</i>	> 10sp	> 10sp
<i>Ladder, 10'</i>	10sp	7sp
Lantern	3sp	5sp
Lard	1cp	1cp
Lock	7sp	10sp
Mallet	3cp	3cp
Manacles	10sp	15sp
<i>Map, local</i>	1sp	5sp
Mirror, glass	10sp	15sp
<i>Mirror, silver</i>	30sp	–
<i>Mirror, steel</i>	1sp	5sp
<i>Nails</i>	1cp	2cp
<i>Paper</i>	2cp	2cp
Pick, miner's	6sp	12sp
<i>Pipe</i>	1sp	5cp
<i>Pole, 10'</i>	1sp	5cp
<i>Riding gear</i>	25sp	10sp
Rope, 50'	3sp	3sp
Scroll case	1sp	3sp
Shovel	3sp	3sp
<i>Soap</i>	1cp	1cp
Specialist's tools	50sp	–
<i>Spike, iron</i>	3cp	5cp
<i>Spike, wooden</i>	1cp	1cp
Spyglass	250sp	–
<i>Tent, grand</i>	25sp	–
<i>Tent, pavilion</i>	50sp	–
<i>Tent, personal</i>	5sp	10sp

Item	City	Rural
<i>tent, regular</i>	10sp	20sp
Tinderbox	1sp	5sp
Tobacco	1sp	5cp
Torch	1cp	1cp
<i>Vial or bottle, empty</i>	5cp	7cp
Waterskin	1sp	1sp
<i>Whistle</i>	1sp	1sp
<i>Wolfsbane</i>	1sp	1cp

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