

Coins

10cp = 1sp
10sp = 1gp
10gp = 1pp
50 coins weight 1 lb

Encumbrance

Maximum encumbrance is **STR x 10 lbs**

0-½ Max = *unencumbered*

½-¾ = *lightly encumbered*

¾-max = *heavily encumbered*

General Equipment

Abacus ¹	2	1gp
Adventurer's gear ²	11	4gp
Armour and weapon oil	1	1gp
Backpack ³	2	2gp
Bag, small ⁴	—	1cp
Bag, large ⁵	—	3cp
... leather ⁶	—	x10
Bag, belt pouch ⁷	—	1sp
Bag, spell components ⁸	—	20gp
Bedroll	5	1sp
Beekeeper's hat	—	2sp
Blanket, winter	3	5sp
Bottle	0.5	2gp
Broom	1	5cp
Bucket	2	5sp
Cage, small ⁹	5	1gp
Cage, large ¹⁰	20	5gp
Caltrops ¹¹	2	1gp
Candles, tallow (5 uses) ¹²	0.1	5cp
Candles, beeswax (5 uses) ¹³	0.1	1sp
Chain ¹⁴	4	3gp
... heavy ¹⁵	8	6gp
Chest ¹⁶	25	5gp
Chisel	0.5	1gp

¹ +1d6 'weapon' for doing calculations.

² A 'kit' containing backpack, flint & tinder, 5 torches, and a waterskin.

³ Holds 3 cubic feet of gear.

⁴ Holds ½ a cubic foot, up to 50 lbs.

⁵ Holds 2 cubic feet, up to 100 lbs.

⁶ Same capacity, holds 4x as much weight.

⁷ Leather, holds ¼ cubic foot, up to 20 lbs.

⁸ 5 uses, minor consequence to use 1.

⁹ For holding small animals, like a rabbit, chicken, small dog.

¹⁰ For holding a large dog, person (not suitable for long-term!), etc.

¹¹ +2d4 'weapon' to deter pursuit; can cause PHP damage.

¹² Provide full illumination to 5ft, half to 10ft. Depleted on a minor consequence.

¹³ Provide full illumination to 8ft, half to 15ft. Depleted on a minor consequence.

¹⁴ 10 ft; holds up to 1000 lbs; extreme consequence to break.

¹⁵ 10 ft; holds up to 2000 lbs; heroic consequence to break.

¹⁶ Brass-bound wood with simple lock. A standard chest is 3 ft x 2 ft x 1.5 ft, and carries up to 300 lbs. A steel-bound chest costs 10 gp.

Cloak, oilskin ¹⁷	2	3sp
Cloak, weighted ¹⁸	3	1gp
Clothes, normal ¹⁹	2	5sp
Clothes, rough ²⁰	2	5cp
Clothes, winter ²¹	4	1gp
Crowbar ²²	5	15sp
Dice	—	1sp
... unfair ²³	—	1gp
... very unfair ²⁴	—	5gp
Fishing gear ²⁵	1	5sp
Flask	0.1	3cp
Flint & Tinder ²⁶	—	1gp
Gloves, heavy leather ²⁷	—	1gp
Grappling hook ²⁸	2	15sp
Hard boots ²⁹	—	5sp
Holy Symbol (wooden) ³⁰	—	1gp
Holy Symbol (silver) ³⁰	1	25gp
Holy water, flask	1	30gp
Ink, 1 oz	0.1	8gp
Kettle, iron	4	1gp
Ladder, rope ³¹	20	2gp
Lantern ³²	2	7gp
Lantern, bulleye ³³	2	10gp
Lock, simple ³⁴	—	2gp
Lock, average ³⁵	—	10gp
Lock, good ³⁶	—	20gp
Lockbox, steel ³⁷	10	20gp
Lodestone ³⁸	1	10gp
Manacles	2	15gp

¹⁷ For heavy rain; hooded.

¹⁸ This is designed to be easily removed and thrown. Treat as a weighted net, but affecting on only one target, and with a +1d6 'damage die'.

¹⁹ Merchant's or guildsman's, fitted; includes normal cloak.

²⁰ Peasant clothing, not well-fitted.

²¹ +5 to resist cold.

²² 4 ft steel. This is a +1d10 'weapon' against locks, stuck doors, and so forth.

²³ +2 effect bonus; difficulty 20 to notice.

²⁴ +4 effect bonus; difficulty 15 to notice.

²⁵ Hook, line, etc. Gives a Provisioning bonus depending on area travelled.

²⁶ Light fires without magic. May be destroyed on a major consequence.

²⁷ +2 armour for hands; not cumulative with other armour.

²⁸ Attached to rope, gives +1d10 'weapon' for climbing.

²⁹ Gives a +1 bonus to resist caltrops, hot coals, etc.

³⁰ Required for clerical Turn Undead actions and spells, etc.

³¹ 25 ft; holds up to 1000 lbs.

³² Provides full illumination to 30ft, half to 60ft. Only depleted on a major consequence — although it may be extinguished on a minor consequence.

³³ Shuttered lantern which lets out light on one side lantern which lets out light on one side.

³⁴ Difficulty 15.

³⁵ Difficulty 20.

³⁶ Difficulty 25. Double price for each +5 difficulty, limit 35.

³⁷ With average lock. A steel lockbox is 1ft x 1ft x 6 in, and carries up to 50 lbs.

³⁸ Gives a +1 bonus on Navigation checks.

Mirror, steel and silver ³⁹	3	30gp
Mortar & pestle	2	3gp
Mug or tankard	0.5	2cp
Oil, flask	1	1gp
Padlock & key	1	25gp
Paper (10 sheets)	—	10gp
Parchment (10 sheets)	—	5gp
Pickaxe, miner's	10	3gp
Pipe	0.1	5gp
Playing cards ⁴⁰	—	2gp
Pole, 10'	8	2sp
Pot	8	3gp
Quill	—	1sp
Razor	—	5sp
Rope, hemp, 50' ⁴¹	15	1gp
Rope, silk, 50' ⁴²	5	10gp
Saddle and tack, pack ⁴³	20	4sp
Saddle and tack, riding ⁴⁴	20	4sp
Saddle and tack, war ⁴⁵	22	6sp
Saddle bags	8	4gp
Saddle blanket	1	5sp
Safe, small ⁴⁶	30	40gp
Safe, large ⁴⁷	600	100pp
Sealing wax	0.1	1gp
Scroll case ⁴⁸	—	1sp
Sewing kit	1	5sp
Shackles and chains ⁴⁹	2	5gp
... heavy ⁵⁰	3	10gp
Shovel	8	2gp
Soap, bar	1	5sp
Spellbook ⁵¹	3	15gp
Spikes (10) & Mallet ⁵²	5	1gp
Skeleton key ⁵³	—	10gp
String, 50'	1	4sp
Sunstone ⁵⁴	1	10gp
10' pole ⁵⁵	8	2sp
Tent, 2-person ⁵⁶	10	5sp
Tent, 5-person ⁵⁷	15	1gp

³⁹ Extreme consequence to ruin.

⁴⁰ These are simple unmarked cards. Cards can be marked, ask your GM.

⁴¹ Depleted on a minor or major consequence.

⁴² Depleted only on a major consequence.

⁴³ For pack horse or mule.

⁴⁴ Normal riding saddle.

⁴⁵ High-backed and reinforced for lance use.

⁴⁶ With average lock; 1 ft cube.

⁴⁷ With good lock; 3 ft x 2 ft x 4 ft.

⁴⁸ Wooden tube, holds up to five pages.

⁴⁹ With simple lock; 25 difficulty STR or DEX check.

⁵⁰ With simple lock; 30 difficulty STR or DEX check.

⁵¹ All wizards require a spellbook to study their spells. May be depleted, and even destroyed on an extreme consequence.

⁵² Good for holding doors open or closed. May be depleted.

⁵³ +1d6 'weapon' to open locks.

⁵⁴ +1d4 navigation 'weapon'; used to find sun behind clouds.

⁵⁵ Gives a +1 bonus to trigger traps in advance.

⁵⁶ Wood frame with waterproofed canvas.

⁵⁷ Wood frame, teepee style, waterproofed.

2 Prices Compendium

Tent, pavillon ¹	100	5gp
Torches (5 uses) ²	5	5cp
Thief's Tools ³	1	30gp
Trail Rations (per use) ⁴	1	5sp
Trail Rations / good (per use) ⁵	10	1gp
Trail Rations / best (per use) ⁶	10	10gp
Trap, bear or man ⁷	3	5gp
Trap, small animal ⁷	2	2gp
Vellum (10 sheets)	—	15gp
Vial, glass ⁸	—	2gp
Vial, steel ⁹	—	3gp
Waterskin ¹⁰	4	1gp
Whetstone	0.5	1gp
Whistle	—	5sp
Winter clothing, set	6	5gp

Musical Instruments¹¹

Bagpipe	8	35gp
Drum	8	9gp
Fife	1.5	2gp
Flute	0.5	15gp
Gong	3	18gp
Harp	4	35gp
Horn	3	5gp
Mandolin	4	10gp
Panpipes	1	11gp
Zither	5	40gp

Food, Drink & Lodging

Drinks		
Ale / pale, mug		3cp
Ale / dark, mug		5cp
Beer, mug		2cp
Cider		8cp
Mead, mug		2sp
Lager		8cp
Liquor, cask	10	25gp
Liquor, shot	—	2sp
Tea leaves, 1 lbs	1	1sp
Tobacco, 1 lbs	1	5sp
Wine / glass, common		2sp
Wine / glass, fine		2gp
Wine / bottle, common		1gp

¹ 30 ft x 10 ft area.

² Provide full illumination to 20ft, half to 40ft. Depleted on a minor consequence.

³ Contains lockpicks, jemmies, wedges, and levers, essential for some thief's abilities. May be depleted.

⁴ Dried crackers and cheese.

⁵ Wheat cake with raisins, olives, and onions. Adds +1 bonus to healing checks.

⁶ Mixture of dried meat and dried fruits in season. Adds +5 bonus to healing checks, ⁷ +1d8 weapon bonus to hunting skills when attempting to hunt for food, or to create a 'trap' hazard (difficulty set by hunting skill check).

⁸ Breaks when thrown or on minor consequence.

⁹ Glass and leather lined; major consequence to break.

¹⁰ May be destroyed on a major consequence.

¹¹ Needed for bardic abilities. May be temporarily non-functional on a minor consequence, broken on a major, etc.

Wine / bottle, fine¹² 10gp+

Food & Meals

Cheese, block	1	2sp
Grains, bag	5	4sp
Common fare		1sp
Good meal ¹³		5sp
Fancy meal ¹⁴		1gp

Lodging

Common room (floor)		3cp
1-person room (floor) ¹⁵		1sp
1-person room (bed) ¹⁶		4sp
1-person room (furnished) ¹⁷		1gp
2-person room (floor)		2sp
2-person room (bed) ¹⁶		8sp
2-person room (furnished) ¹⁷		2gp
Multiple ¹⁸	add cost for each > 2	

Information

Book, blank ¹⁹	1	5gp
Book, helpful ²⁰	1	30gp
Book, skill teaching ²¹	1	60gp
... heroic skill		x10
... epic skill		x50
Map/chart, common ²²	—	5gp
Map/chart, detailed ²³	—	10gp
... of a distant land		x2
... of a hazardous area		x10
... of a normally inaccessible area ²⁴		x20
... area known only in legend ²⁵		x100

Carts, wagons & carriages

Single-horse cart ²⁶		20gp
Two-horse wagon ²⁷		50gp
Four-horse wagon ²⁸		100gp

¹² Gives a single trait bonus when trying to socially impress or intimidate.

¹³ Gives a +1 bonus on any healing checks.

¹⁴ Gives a +2 bonus on any healing checks.

¹⁵ Any less than this and you'll have trouble healing or remembering your spells.

¹⁶ Gives a +1 social bonus, and a +1 bonus to healing checks.

¹⁷ Gives a +3 social bonus, and a +1 to healing checks.

¹⁸ Each person above 2 adds the 2-person room cost. For example 4 persons in a furnished room would pay 2gp + 4gp = 6gp.

¹⁹ For writing in; see also *Scribe's Kit*.

²⁰ "Let me look this up" books can help in some situations. See rules for details.

²¹ Can be used to learn a skill or used as a trait (increasing time required one step). See rules for details.

²² +1d4 'weapon' against getting lost in area covered.

²³ +1d6 'weapon' against getting lost; covers smaller area.

²⁴ ... if available at all!

²⁵ Common quality only, if available at all!

²⁶ Load 1000 lbs / 1600 lbs for full / half speed. Cart weight already factored in.

²⁷ Load 2000 lbs / 3200 lbs for full / half speed. Wagon weight already factored in.

²⁸ Load 4000 lbs / 6400 lbs for full / half speed. Wagon weight already factored in.

Four-horse carriage²⁹ 200gp

Livestock & animals

Cat ³⁰		1gp
Donkey or mule ³¹		6gp
Horse, pack ³²		10gp
Horse, riding ³³		75gp
Horse, war ³⁴		40gp
Hunting falcon ³⁵		50gp
Ox ³⁶		6gp
Poney		30gp
War dog ³⁷		30gp
War poney		100gp

Services

Animal training ³⁸		xHD
... tame ³⁹		5gp
... teach trick ⁴⁰		1gp
... rare animal ⁴¹		x10
... very dangerous ⁴¹		x5
Bodyguard ⁴²		2gp
... for full day		x5
Doctor/healer ⁴³		
... perform First Aid		2sp
... diagnose & treat disease ⁴⁴		1gp
... diagnose & treat poison		10gp
... travel required ⁴⁵		5gp/day
Fortuneteller		2sp
Herald ⁴⁶		5gp
... to get dirt ⁴⁷		x2
Hire cab/coach ⁴⁸		
... locally ⁴⁹		1cp

²⁹ Load 3800 lbs / 6200 lbs for full / half speed. Carriage weight already factored in.

³⁰ CC page 147.

³¹ Carries up to 250 lbs; has *sure-footed* trait. Comes with a pack or riding saddle.

³² Carries up to a 1/3 of its body weight, usually 250-300lbs. Includes saddle and tack (pack).

³³ For riding. Carries a small amount of equipment — usually less than 100lbs — in addition to its rider. Includes saddle and tack (riding).

³⁴ Gives a +1 bonus on attack actions; for an advancement you may also take it as a sidekick. See also "Lance", below. Includes saddle and tack (war).

³⁵ Already trained; use Eagle, CC page 149.

³⁶ For pulling carts/wagons.

³⁷ Already trained; CC page 43.

³⁸ 1 for O-HD. See rules (AA page 109) for specifics.

³⁹ Takes HD weeks.

⁴⁰ Takes one week, must already be tame.

⁴¹ Heroic or higher difficulty to find trainer.

⁴² Per level; accompany for 2 hours or less. See AA page 109 for stats.

⁴³ +10 skill total.

⁴⁴ Cost per day for longer running diseases.

⁴⁵ Exclusive use of doctor/healer while hired.

⁴⁶ +10 skill; to identify coat of arms, learn about a noble.

⁴⁷ Difficulty 20 reaction check required; common knowledge only.

⁴⁸ For travel by carriage or ship see AA page 111 for more details.

⁴⁹ To a single destination.

... locally for day ¹	2sp
... distance, regular route ²	1sp
... distance, charter ³	2sp
... to/through rough area	x2
... to/through danger	x10
Labourer/porter ⁴	2cp
Lawyer ⁵	
... argue a case ⁶	5gp
... high court ⁷	20gp
... King's court ⁸	—
... better lawyer ⁹	x2
... perform transaction ¹⁰	1gp
... caught red-handed ¹¹	x2
... heinous crime	x2
... outrageous crime ¹²	x4
... defendant is (only one applies)	
... ... unpopular ¹³	x2
... ... widely hated ¹⁴	x5
... ... utterly infamous ¹⁵	x10
... ... demonized ¹⁶	x25
Messenger	
... local ¹⁷	3cp
... distance ¹⁸	4sp
Ostler	
... Feed (per day)	10 5cp
... Stabling (per day) ¹⁹	1sp
Scribe	
... write letter ²⁰	1sp
... read letter ²⁰	1cp
... translate letter ²¹	1gp
... copy book ²²	40gp
... draft court papers	1gp
Ship's passage ⁴⁸	
... regular route ²³	2sp

1 Exclusive services for 8 hours.

2 One way, per day.

3 Per day.

4 Per day, unskilled.

5 +10 to skill.

6 Per day, in low court.

7 Per day; capital crimes and appeals go to high court.

8 No lawyers allowed, generally. Hope a noble agrees to help you.

9 Per +1 to skill, to a limit of +20.

10 Or 5% agent fee, if greater.

11 ... if they'll take the case at all!

12 Includes 'heinous' multiplier already.

13 Difficulty 20 to find a lawyer to take the case.

14 Difficulty 25.

15 Difficulty 35.

16 Difficulty 40.

17 Carry message to someone, wait for answer, return it.

18 Per day's travel (24 miles per day).

19 Includes feed and grooming, watering, etc.

20 Per page, in common (Harnic) or local language.

21 Per page, for a reasonably common language; x10 for rare language.

22 Assuming common or local language; x10 for rare language.

23 Per person, one-way, per 50 miles (day's travel).

... charter ²⁴	5gp
... each +10 people charter	x2
... to/through danger	x10
... to/through unknown ²⁵	x5
Spellcasting ²⁶	10gp
... 3rd-4th spell level ²⁷	x2
... higher spell levels ²⁸	negotiate
... with danger	x10
... with travel ²⁹	10gp
Training	
... 'quick lessons' ³⁰	1gp...
for common skill ³¹	1gp
... for a class-specific skill	5gp
... heroic scale required	x5
... epic scale required	x10
... legendary scale required	x15
... mythic scale required ³²	—

Social Equipment

Banner, war ³³	+1d6	10gp
Barbed plate ³⁴	+1d8	x5
Blood Blade ³⁵	+1d6	x2
Cloak, fur-lined ³⁶	+1d4	50gp
Coronet/crown ³⁷	spc	spc
Court dress ³⁸	+3	150gp
Criminal brand	spc	—
Decorative armour ³⁹	+3	x5
Dragonscale armour ⁴⁰	+1d8	10+TP
Destrier ⁴¹	+4/+1d4	40pp
Fine perfume (10 uses) ⁴²	+1d3	20gp
Flashy carriage ⁴³	+6	100pp

24 One-way, per 50 miles.

25 ... and always count as danger as well.

26 x spell level x caster's level, for a single spell of level 1 or 2.

27 Heroic difficulty to find spellcaster.

28 Epic or higher difficulty to find spellcaster.

29 x caster's level squared, per day.

30 'Quick lessons' create a temporary effect which can boost skill, but whose bonus cannot be higher than the character's level and is treated as a trait (so subject to twice the character's level rule).

31 Two weeks intensive training, or 'in the background' over months.

32 There are no such teacher at this level, you learn on your own!

33 Large and impressive flag for rallying point.

34 Menacing armour, terrifying to look at.

35 Just wave this in front of someone's nose.

36 Ermine or similar; shows off wealth; also +2 to resist cold.

37 A symbol of office that gives 'damage' bonus depending on rank (baron, earl, etc.). Wearing a forgery is a dangerous thing to do...

38 You blend in with the rest of the court.

39 Flashy 'parade-ground' armour.

40 Implies you killed a dragon at some point!

41 Resist intimidation, and intimidate in your own right.

42 Or cologne; useful for seduction or flirting.

43 Sit back — no one in town looks this good.

Flashy weapon ⁴⁴	+4	x10
Gloves, fine ⁴⁵	+1d2	10gp
Helm of brilliance ⁴⁶	+1d6	30pp
Herald ⁴⁷	+1d4	10gp
Letter of introduction ⁴⁸	+1d6	—
Luxurious holy symbol ⁴⁹	+1d8	250gp
Mansion ⁵⁰	+1d4	50+TP
Noble signet ⁵¹	+2d4	—
Ostentatious clothes ⁵²	+2	25gp
Paladin's cloak ⁵³	+1d4	50gp
Romantic garden ⁵⁴	+1d4	10+TP
Sailor's tattoo ⁵⁵	+1d4	1gp
Sealed message ⁵⁶	+1d2	—
Sidesaddle ⁵⁷	+1d2	12gp
Skull helm ⁵⁸	+1d8	x5
Sorcerer's robes ⁵⁹	+1d6	250gp

Specialized equipment⁶⁰

Artist's kit ⁶¹	3	20gp
Disguise kit ⁶²	3	50gp
Field laboratory (Kit) ⁶³	10	50gp
First aid kit ⁶⁴	2	1gp
Scribe's kit ⁶⁵	2	5gp

Workshops

Alchemist's Lab (epic)	20TP
Mage's Lab/library	50TP
Smithy ⁶⁶	1TP
Training hall ⁶⁷	5TP

44 Shrug off insinuations and court gossip with one of these.

45 Show you are above touching things directly.

46 Flashy armour, very impressive in court.

47 Paid to give you an impressive introduction.

48 From person already known to whom you wish to meet.

49 Studded with gems made of precious metal, and useful for cowing the faithful.

50 Remember to give them the tour for real impact.

51 To prove you were sent by the noble in question.

52 Resist intimidation by guards and servitors.

53 Some people believe even touching the hem can cure disease.

54 Good location for seduction, flirting, romancing.

55 Reaction bonus from sailors and merchantmen.

56 May be as high as +1d6 (e.g., sealed by the King).

57 Aids in looking lady-like.

58 Terrifies lower-level opponents.

59 Hints that you're more than capable of turning the viewer into a small rodent.

60 All kits are considered to have 5 uses and can be depleted on a minor consequence.

61 Paints, canvas, parchment, etc.

62 False hair, makeup, etc.

63 Reagents, alembics, tubing, vials, etc.

64 Bandages, splints, needles, thread, bite bar, etc.

65 Ink, quill, small knife, parchment, etc.

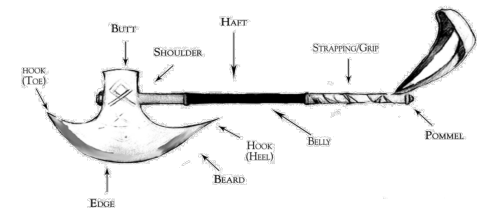
66 Upkeep 10gp; includes forge.

67 Upkeep 50gp.

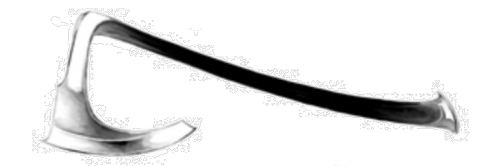
4 Prices Compendium

Melee Weapons¹

Bastard sword² 1d8 C/R 6 35gp



Battle axe 1d8 C 6 10gp



Bearded axe¹⁰ 3d4 C 10 20gp

Cane, sword¹⁸ 1d6 C 2 25gp

Cane, walking³ 1d4 C 2 —

Cestus/Myrmex⁴ 1d6 H 1 1gp

Club 1d6 C 3 —

Club, spiked 1d6+1 C 4 5sp

Dagger⁵ 1d4 H (R/S) 1 2gp

Fist/kick⁶ 1d3 H — —

Flail⁷ 1d8 C 5 8gp

Garrotte⁸ 1d10 H — 10gp



Gladius⁹ 1d6+1 C 2 20gp

Great axe¹⁰ 1d12 R 12 20gp

Great maul¹⁰ 1d10 R 8 5gp

Great sword¹⁰ 2d6 R 8 50gp

Halberd¹¹ 1d10 R 12 10gp

Lance¹² 1d8 R 10 10gp

¹ damage values in parentheses indicate non-lethal weapons—these do not do PHP damage except in exceptional situations. Weapons with *italicized* names are unusual weapons. Proficiency in them is *not* included in proficiency with “all types of weapons”; characters are only proficient in them if their class/race proficiency specifically mentions them, or if they take a personal trait to be proficient in that weapon. An * indicates that this property can vary; see the weapon’s description for details.

² Normally two-handed; you can use it one-handed with a trait.

³ Breaks on minor consequence.

⁴ Spiked or bladed glove.

⁵ Throwable, finesse weapon; backstab weapon.

⁶ Large creatures do 1d6 instead.

⁷ Good for disarming and tripping opponents.

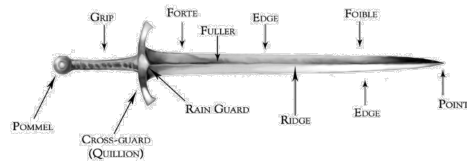
⁸ May only be used in backstab attacks. Cannot be used against opponents wearing armour covering the neck (plate armour, etc).

⁹ Fine quality shortsword (see picture above).

¹⁰ 2-handed weapon

¹¹ May be set against a mounted combat charge, adding its damage die to your armour class.

¹² Your mount may make a helping action on your attack. See “Mounted Combat” on page 83.



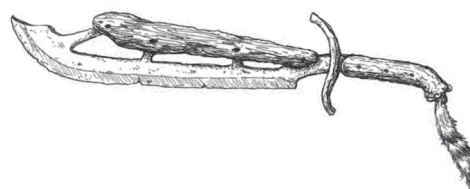
Longsword 1d8 C 4 15gp

Mace, heavy 1d6+1 C 8 12gp

Mace, light 1d6 C 4 5gp

*Main gauche*¹³ 1d4* H* 1 2gp

*Man catcher*¹⁴ (1d10) C/R 12 10gp



*Mang*¹⁵ 1d8 C/R 5 n/a

*Mankar*¹⁶ 1d6 C 2 n/a

Morning star 2d4 C 10 8gp

Poleaxe¹⁷ 1d8 R 12 8gp

Quarterstaff¹⁸ 1d6 C 4 —

Rapier¹⁸ 1d6 C 2 20gp

Sap¹⁹ (1d6) H 1 —

Scimitar²⁰ 1d8 C 4 30gp

Spear²¹ 1d8 R 6 2gp

Shortsword 1d6 C 2 10gp

*Sword breaker*²² 1d3 *H* 3 30gp

Trident²³ 1d6 C/R 4 15gp

Warhammer 1d8 C 5 12gp

Whip²⁴ (1d4) R 1 5sp



Ranged Weapons¹

Arrows²⁵ (20) 3 1gp

Blowgun²⁶ (1d4) S 1 5sp

¹³ Finesse weapon. Parrying dagger, often with oversized guard. Used defensively by someone proficient in main-gauche, it counts as having 1d4+1 damage dice.

¹⁴ Catch and control size M opponent.

¹⁵ The mang is an orc weapon, it’s like a large bladed club (see picture above). It’s a hand and a half weapon.

¹⁶ The mankar is a goblin weapon, it’s like a small scimitar.

¹⁷ 2-handed; may be set against a charge.

¹⁸ Finesse weapon.

¹⁹ Easily improvised.

²⁰ +1 to hit vs. light armour, -1 vs heavy.

²¹ As halberd; may be set against a mounted charge.

²² Requires a specific proficiency (Bounty hunter) or trait to use. Otherwise treat as a blunt dagger. See rules for more information. Basically gives bonuses to parry which can be used to disarm or even break the opponent’s weapon.

²³ Incurs no disadvantage when used underwater.

²⁴ Attack physical AC, but inflicts MHP.

²⁵ May be depleted

²⁶ Typically used to deliver poison.

*Bolas*²⁷ (1d8) R/S 2 15gp

Bolts²⁵ (10) 1 1gp

Bow 1d6 S/M 2 30gp

Bow, composite²⁸ 1d8 S/M/L 3 10pp

Bow, long²⁹ 1d8+1 S/M/L 3 75gp

Bullets²⁵ (10) 5 1sp

Crossbow³¹, hand³⁰ 1d6 C/R/S 2 100gp

Crossbow³¹, light 1d8 S/M 4 35gp

Crossbow³¹, heavy 2d8 S/M/L 5 100gp

Javelin 1d6 S 2 1gp

Lasso³² (1d8) C/R/S 10 1gp

*Net, hooked*³³ 2d6 C/R* 15 30gp

*Net, weighted*³⁴ (2d6) C/R* 10 20gp

Shuriken³⁵ 1d6 R/S 1 2gp

Sling 1d4 S/M 0 —

Throwing axe 1d6 S 2 8gp

Armour

Shields

Small, wood³⁶ +1 3 3gp

Small, steel³⁷ (buckler) +1 4 15gp

Medium, wood³⁶ +2 6 7gp

Medium, steel³⁷ +2 8 25gp

... mirrored spc X2

Large, wood³⁶ +2/+3m 12 20gp

Large, steel³⁷ +2/+3m 16 60gp

Tower shield³⁶ +3/+4m 20 40gp

Light armour

Padded +1 10 5gp

Leather +2 15 10gp

Studded leather +3 20 25gp

Ring mail +3 20 25gp

Medium armour

Scale mail +4 30 5pp

Chain mail +5 40 15pp

Heavy armour

Splint mail +6 45 20pp

Banded mail +6 35 25pp

Plate mail +7 50 60pp

Full plate +8 150 200pp

²⁷ Used to trip, knock down, etc.

²⁸ May be used mounted.

²⁹ Can’t be used mounted

³⁰ Assassin’s weapon; may be used for backstab attacks.

³¹ Light and hand can be fired every round. Heavy comes with a windlass to cock and can only be fired every other round. With Strength 25+ you don’t need a windlass and can fire every round.

³² Used to grapple at a distance. Special rules apply. Do not provide proficiency bonus on defense.

³³ Called a Rete, can inflict damage when caught character tries to escape (but a maximum of 1d6 damage). See rules for details.

³⁴ Cone-type area of effect.

³⁵ A packet of shuriken, thrown at a single target by a proficient user. They may also be thrown in a cone area of effect, non-proficient users may only use them this way.

³⁶ Breakable with major consequence.

³⁷ Breakable with extreme consequence.

Special

<i>Chest mirror</i> ¹	spc	2	10gp
<i>Galerius</i> ² (shoulder shield)	+1	2	5gp
<i>Greaves</i> ² (shin guards)	+1	2	5gp
<i>Helmet</i> ³	+1	3	10gp
<i>Manica</i> ⁴ (arm armour)	+2	4	8gp
<i>Pavise</i> ⁵	+6	40	30gp

Maximum Movement

Encumbrance	Armour worn	Move
Unencumbered	None, Light	12 (+1)
Lightly encumbered	Medium	9 (-1)
Heavily encumbered	Heavy	6 (-2)
Over-encumbered	—	3 (-4)

Armour Class

AC is Dexterity + armour bonus (+trait bonus⁶)

Modifier is DEX bonus + armour bonus (+level⁶)

MD (*mental defense*) is Wisdom + trait bonus. Sometime Intelligence is used.

Example: a first level thief character with Dexterity of 15 (+2) wearing Ring mail (+3) has an AC of 19 (+6). Dexterity of 15, plus 3 for armour, plus 1 for level because of Light Armour trait = 19. The modifier is +2 for DEX bonus, +3 for armour, and +1 for level = +6.

Ranges

H: Hand: Hand to hand or grappling range. Combatants are in the same square. Only some weapons can be used at this range.

C: Close: melee range, or 5 feet (1 square). Combatants are in adjacent squares.

R: Reach: long reach weapon range. Reaches to 10 feet. Weapons can be used from 5 feet to 10 feet (2 squares away).

S: Short: minimum range for missiles. From 10 feet to 40 feet (so a 30 feet band after Reach). Outside it's a 30 yards band, so from 10 feet to 100 feet.

¹ Not normally used by itself. Mirrored plate worn on the chest useful against gaze attacks. See rules for details.

² Gadiator armour.

³ Cumulative with shield or light armour. Already included in medium or heavy armour. Knock outs require extreme consequence with one, major without.

⁴ Gladiator armour. Normally worn on only one arm and counts as if using a medium steel shield. See rules for details.

⁵ Moveable cover; only protects versus missiles.

⁶ If proficient in both armour worn and weapon used.

M: Medium⁷: from 40 feet to 100 feet, so a 60 feet band after Short. Outside it's a 60 yards band, so from 100 feet to 280 feet.

L: Long⁷: from 100 feet to 220 feet, so a 120 feet band after Medium. Outside it's a 120 yards band, so from 280 feet to 640 feet.

X: Out of range: more than 220 feet inside, 640 feet outside.

Minor effects — 5 ep (hours)

Low key, temporary, easily removed. May last several hours.

- +/- 2
- remove existing minor effect
- sheat or draw weapon
- loose next action
- withdraw/close one range
- force opponent to move 5 feet
- change stance
- dismount a horse
- mount a horse if not engaged
- small-scale moral boost
- inconsequential flesh wound
- use a minor resource (arrow, dropped item, torch, etc.)
- monster action (GM)
- flesh out the encounter step (GM)
- press the advantage
- find an improvised weapon
- get good footing
- find an advantageous opening
- get a magic boost
- you surge forward
- you are encouraged by your success
- you've got their attention. They're not convinced yet but they're listening
- consecutive attack (special effect)
- a minor effect on a Cure Light Wounds can remove a minor effect
- get a +2 to AC by casting a Shield spell (with a minor effect)
- use up / day's rations less (per minor effect)
- demoralise
- sicken
- daze
- burn
- find a 1 TP item on a 'Found Item' search minor effect
- detect the number of sources of evil and which is the most powerful on a minor effect with Detec Evil
- know one of the target's alignment axe with Detect Alignment

⁷ Penalty is -4 at medium range, and -8 at long range.

- know the location of traps with Detect Snares & Pits
- know the precise effects of an item with an Identify spell
- know the the number of thinking minds and their intelligence score with a Detect Thought spell
- a troll can regenerate 3 PHP on a minor effect on any action
- a Wight can drain energy (reduce one level) on a minor effect

Major effects — 10 ep (days)

more significant and more long-term

- +/- 4
- remove an existing major effect
- loose 2 actions
- withdraw/close two ranges
- dominant position on the battlefield
- painful wound
- mount a horse while engaged in melee
- use a major resource (forget a spell, loose a sword, shield, lockpick, staff or spellbook). The subject may be disarmed as a result. This may be later repaired or replaced with a major effect.
- move to the next encounter step (GM)
- get up from fallen (prone) position
- knocked down
- find yourself inspired
- find yourself emboldened
- gain superior tactical position
- experience a magic surge
- see through your opponent's strategy, anticipating his attacks and defenses
- persuading: you've got them hooked, just continue doing what you're doing.
- cleave special effect
- parry special effect
- hidden in darkness
- open lock: ace lockpicker!
- major effect on a Cure Serious Wounds can remove a major effect
- befuddle
- slow
- terrify
- immolate
- find a 2 TP item on a 'Found Item' search major effect
- know the target's exact alignment on a Detect Alignment spell
- know the trigger of a trap with Detect Snares & Pits
- know the location and strength of each magical source with Detect Magic
- know the number of charges of an item with an Identify spell
- read the surface thoughts of any mind an the area with Detect Thoughts spell

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Extreme effects — 15 ep (weeks)

considerable impact and hard to remove

- +/- 6
- **remove an existing extreme effect**
- **disable one of the target's special effects** (including mounstrous effects)
- loose 3 actions
- **withdraw/close 3 ranges**
- **disabling wound**
- **kill target on assassin's backstab attack**
- **maimed or severed limb**
- **blind**
- you're "in the zone", have perfect balance, etc.
- gain a dominant position in battle
- find yourself in a magical locus or nexus of power
- you outclass your opponent, besting aside his defences
- an extreme effect on a Cure Critical Wounds can remove an extreme effect
- chest bashed in
- **"absolute" effects** (turn to stone, death gaze, etc.)
- **unconscious**
- freeze solid
- find a 3 TP item on a 'Found Item' search extreme effect
- detect the exact alignment of each source on an extreme effect with Detect Alignment spell
- the magical type (illusion, etc.) on an extreme effect with a Detect Magic spell
- determine the command words of an item with an extreme effect with an Identify spell
- **cure lycanthropy**

Combat

Initiative

Characters roll each round their initiative. INIT is 3d6 plus DEX for melee and missiles and 3d6 plus INT for spellcasting (or WIS for clerics). You add your trait bonus if you have trait for both amour and weapons you use for melee and missile. You should always add your trait bonus with casting. Highest go first.

Ties are resolved by the highest ATT (i.e., the highest attribute modifier wins). If the ATT are identical it's a tie and actions occur simultaneously.

Movement in combat

On her initiative a character can make a quarter move and an action. The action can occur at any point of the movement (but being engaged may prevent further movement of course). So for an unencumbered human with a move of 12,

this means she can move 30 feet and do an action.

Alternatively, she may forego her action for a 'second' move of 30 feet. In this case she can move up to 60 feet in the round but she cannot do anything (except perhaps free actions).

Except for a charge (see below), moving more than 60 feet in a round of combat means being hasty and incurs a penalty to AC of -2 per 30 feet after normal move (until the character's next round). So an unencumbered human moving from 60 feet to 90 feet has a minor consequence (-2) and one moving from 90 feet to 120 feet has a major consequence (-4).

(all-out) Charge

Note: The following assumes a character with a movement of 12, adjust accordingly if movement is lower/higher (see chart on GM screen).

If the character moves in a mostly straight line (the last 30 feet must be quite straight), moving more than 50 feet can be considered a 'charge'. The character must have a melee weapon equipped (or a natural weapon) and declare his intention of charging an opponent. Doing a charge has the following consequences:

- the character charging has a **penalty to his AC of -4** (major consequence until the end of her next turn).
- the character charging can move between 50 feet and 120 feet.
- the character charging has a bonus of +2 to his attack roll from 50 feet to 90 feet and +4 from 90 feet up to 120 feet.
- the character must engage an opponent at the end of the move.
- depending on the 'range' of the weapons of the charging character and his target, and perhaps the size of the opponents, one or the other may get an attack of opportunity.
 - if both opponents are of the same size, and have weapons with the same 'range' the charge occurs normally, with the charging character making his attack on his initiative with his bonus as above.
 - if the charging character has a weapon with a greater 'range' than the opponent receiving the charge, and both are the same size, or the charging character is of greater size, then the charge occurs normally with his bonus as above (and size modifiers if any).
 - if the opponent receiving the charge has a weapon of greater 'range' or is of greater size than the charging character, then the receiving opponent gets a **attack of opportunity** against the charging character who has his penalty

to AC. Size modifiers still apply of course. This attack occurs before the attack of the charging character. The receiving opponent may use effects to hold the charging character at bay (reach range), preventing the charging character from making his attack or requiring that he uses a effect to close range to Close.

Fighting advance

As a less risky alternative to an all out charge, a character can move up to his move action (30 feet for an unencumbered human) and attempt to close range with his intended target. To do so he must have a melee weapon. He makes his attack as if he was attacking the target, with the target's normal AC. If he can create a minor effect, he can close from Short range to Reach. With a major effect he can close from Short to Close. This does not grant the target an attack of opportunity. Any excess ep can be used normally, including for damage.

Mental Defense

Player characters automatically **add their levels to their Mental Defense rating**, as monsters do (p. 101). This comes from a discussion in the G+ community where Sarah mentioned that.

Attacking with two weapons

A player who wants to **dual-wield should take a stance** (as an advancement) that allows their character to have special abilities when wielding two weapons. For example:

Dual Attack Stance: *when wielding two weapons, you may choose to attack with both, adding the damage dice of both to your attack. When you do so, you must roll your physical defense until your next turn, rather than using static AC.*

Main gauche Stance: *you can attack with your primary weapon, and parry with your off-hand weapon (if appropriate for it — it must be smaller than the main weapon). Add the damage die of the off-hand weapon to your (static) defense and half as much (rounded up) as a penalty to your main hand attack (as your attention is split between attacking and defending).*

Split Attack Trait: *(requires dual attack stance, minor effect): when you make a dual attack, you may spend five points to also damage another target of equal or lower AC to your original target. You must be in range of the second target. You cause damage equal to a roll of the weapon dice of your off-hand weapon.*

Skills & Traits

Healing

The rules say that only one healing can be applied to a character. To have more he has to take new damage. I will use the suggestion in AA (p.126): *a character can't benefit from first aid more than once, and can't benefit from more than one of the same healing spell (or its equivalent as a potion or in a magic item). Different healing effects, however, are allowed to stack. Thus, first aid can be followed by a cure light wounds.*

For natural healing: *characters heal a base of 1 hit point a day, plus their level. Thus, a first-level character heals 2 PHP and 2 MHP a day; a second-level character heals 3 of each, and so forth.*

Backstab

Thieves making a backstab attack *roll their damage dice twice on their attack. The maximum damage they can make is also doubled* (twice the maximum of the weapon plus their level). They can use effects to add a 'backstabbed' trait on the victim, which imposes a -2 or -4 effect in addition to doing damage with the usual number of effect points (or any other consequence the thief prefers, like forcing the opponent back, making him drop the item he's holding, etc).

*Example: Knor, a 3rd level thief with DEX 16 (+6) and equipped with a silver dagger +1d4 is making a backstab attack. He rolls 3d6+2d4 (twice the weapon damage) +6 (using DEX instead of STR because of the backstab) +3 (his level because he has the *1-handed weapon* trait) +1 (for the _backstab_ trait). He rolls 16 on the dice, plus 10 for a total of 26. His opponent, a werewolf, normally has an AC of 15 (+4), but since this is a surprise attack, he must roll its defence. The werewolf rolls 3d6+4 and rolls for a total of 10, so Knor has 16 effect points. His maximum damage would normally be 7hp, the dagger's maximum damage plus his level, but because this is a backstab, he can do 14 points of damage. He could alternatively use 5 effect points to give the werewolf a -2 minor consequence and 11 points of damage, or use 10 effect points for a major consequence of -4 and 6 points of damage.*

Signature weapon bonus

Note that a weapon's bonus, like that of a signature weapon or a magical weapon, doesn't count for the maximum trait bonus (2 x level). They add to the total and don't count as trait bonus.

Magic

Shek-Pvar

On Harn magic users are divided in six orders. All of them are part of the Guild of the Arcane Lore (along with other classes like alchemist). There are chantries for each order at various places around the world. On Monsters & Magic Harn these are the correspondance with the sub-classes of magic-users:

Lyahvi are Illusionists
Peleahn are Magic-users
Jmorvi are Enchanters
Fyvria are Bloodmages
Odivshe are Elementalists
Savorya are Summoners



Convocation	Hue	Element	Class
Lyahvi	Red	Air	Illusionist
Peleahn	Orange	Fire	Magic-user
Jmorvi	Yellow	Metal	Enchanter
Fyvria	Green	Earth	Bloodmage
Odivshe	Blue	Water	Elementalist
Savorya	Violet	Spirit	Summoner

Arcane magic types

- **abjuration:** keeping things away, or getting rid of them.
- **aether:** the element of magic itself, often involved in 'force' spells.
- **air:** elemental air, often used to push things. Overlaps into generation of electricity.
- **charm:** directly manipulating and reading minds.
- **conjunction:** moving things from place to place; teleportation and dimension travel.
- **divination:** finding things out; extending one's senses.
- **earth:** elemental earth; a source of strength and solidity.
- **evocation:** creation and channeling of energy.
- **fire:** elemental fire; heat and burning.
- **illusion:** changing the appearance of things and manipulating the sense of others.
- **metal:** elemental metal; which overlaps into conduction of electricity, and into strength.
- **metamagic:** magic that affects other magic.
- **shadow:** the semi-real substance that illusionists work with.
- **transmutation:** transforming or altering states of matter, shapes, and other aspects of material.
- **void:** the element of the astral plane, often used in spells that are removing energy.
- **water:** elemental water, but indicative of most liquids, and also absorption of heat.

Divine magic types

- **balance** (chaos/law): preserving the cosmic balance... or unsettling it.
- **communication:** conveying ideas back and forth.

- **deception:** trickery, hiding, lying, and so forth.
- **destruction:** destroying or weakening things, including living creatures.
- **elemental** (by element): having to do with one or more of our elements.
- **emotion:** influencing the hearts and minds of others, or yourself.
- **healing:** curing damage to the body and mind.
- **knowledge:** gaining knowledge from gods.
- **life:** growth, health, fertility, and so forth. Often overlaps with healing.
- **natural death:** overseeing the transition from life to death, and opposing the tampering with it.
- **nature:** the world outside of civilization.
- **necromancy:** raising the dead, influencing the indead, and stealing life, fall under this domain.
- **night:** dealing with darkness, the moon and stars, and all things that make up the night.
- **protection:** defending against threats to bodily and metal integrity.
- **sun:** dealing with light, warmth, and the sun.
- **travel:** providing support or means of getting to another destination.
- **universal:** useful and used by all clerics, regardless of alignment.
- **war:** providing aid on the battlefield, and sometimes in preparatio or adtermath.
- **weather:** allowing influence and control over storms, winds, etc.

Casting

- le joueur n'a pas à choisir ses spells pour la journée.
- lorsqu'il veut caster un sort, il doit avoir une slot et choisir le sort. Il roule son action normalement.
 - succès (tous): le sort fonctionne, il perd la slot du spell, il peut recaster le même sort s'il a encore des slots de disponible.
 - échec simple (-1 à -4 ep): le sort ne fonctionne pas, il conserve la slot et le spell.
 - échec mineur (-5 à -9 ep): le sort ne fonctionne pas, il conserve le spell et la slot mais dépense une utilisation de spell component.
 - échec majeur (-10 à -14 ep): le sort ne fonctionne pas, la slot est perdue, mais il peut toujours caster le sort en utilisant une autre slot.
 - échec extrême (-15 ep et moins): le sort ne fonctionne pas, la slot est perdue et il ne peut plus caster ce sort pour la journée.

Cantrips

- le joueur peut caster autant de cantrip qu'il veut pas jour. Il a accès automatiquement à tous les cantrips de

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sa classe (ils ne comptent pas dans le nombre de sorts qu'il connaît).

- il doit rouler son action normalement et a les mêmes conséquences lorsqu'il rate, sauf qu'il n'a pas de 'slot' à perdre.
- il peut caster un cantrip avec une slot de niveau 1 pour une sort plus puissant.

Character creation

Notes

- remember that armour *worned* doesn't count for encumbrance, but that **shields do count for encumbrance**.
- Elves (Sindarin), get the following two *Wood Elf* traits instead of those in M&M:
 - Forest child (as M&M)
 - Toungue: choose one of the following languages, you speak it at Secondary proficiency. Alternatively, you can choose two that you speak at Tertiary proficiency (but remember that social skills are limited by fluency). Languages: Any human regional language, Dwarf, Gnome, Goblin, Halfling, Orc, and goblinoid common (Gargun).

Languages & Scripts

As per AA rules, all characters start with two languages (even elves and other non-human races only start with an automatic two languages, see below). Humans start with their local language and common (Harnic). Demi-humans start with their native (racial) language and one other language in their list (their choice). For each INT point (Intelligence bonus point) the player can choose an additional language or script. If you don't have an INT bonus or have a penalty, you only know your two initial languages. You can also improve proficiency in one language you know by one step per INT bonus (so a Tertiary proficiency becomes a Secondary proficiency, and a Secondary proficiency becomes a Primary proficiency).

Literacy

Only **Magic-users**, **Clerics** and **Bards** start with the *Read & write* trait. They automatically know one script, appropriate with their background (generally Lakise for humans from Melderyn, Selenial for Sindarins, Runic for Kaldorians, lakise for western Harn, etc.). They know how to read and write in all languages and all scripts they know.

Other classes can choose the *Read & write* trait as an advancement. If they use one of their bonus languages/script based on their INT bonus on a script, they gain *Read & write* automatically (and can thereafter read and write any language they know).

Languages proficiencies

There are 3 language proficiency levels:

- **[P] Primary** (or **[N] Native**): you speak as well as a native speaker, which no noticeable 'foreign accent'. You may have a 'home accent', speaking a distinct dialect, but you will understand other speakers of other distinct dialect, and they will understand you. You speak your native language at this level.
- **[S] Secondary**: you're fluent, but have a noticeable accent, and may have trouble with dialect variations and uncommon words. You speak your second language at this level, so **most PC races will speak Common at this level**. If you choose a language that's in the 'pick list' for your race as one of your additional languages from your INT bonus, you speak it at this level. If you take a trait to speak an additional language, you speak it at this level.
- **[T] Tertiary**: you can speak and understand the language, but you're not fully fluent. You definitely know enough to get by, but other speakers of the language may have difficulty understanding you sometimes, and vice-versa. Dialects or strong accents are likely to cause you problems, and idioms will be very likely to trip you up. Mechanically, any trait or advancement that benefits you socially, but depends on your being able to speak to someone, is not usable when you are using a language you only understand at tertiary level—or which your target only understands at tertiary level! If you use your INT bonus language slots to pick a language that isn't in the normal 'pick list' for your race, you speak it at this level.

Human languages

There is a human language common to all of Harn, a trading tongue or diplomatic tongue, called **Harnic**. Aside from that, all cultures have their own local language, often with regional dialects. Here are the regions and their languages:

Region	Language	Script
Rethem	<i>Rethemi</i>	<i>Coranic</i>
Kanday	<i>Kandian</i>	<i>Coranic</i>
Tharda	<i>Thardic</i>	<i>Coranic</i>
Kaldor	<i>Kaldorese</i>	<i>Runic</i>
Chybisa	<i>Chibisan</i>	<i>Lakyse</i>
Mekderyn	<i>Melderyni</i>	<i>Lakyse</i>
Orbaal	<i>Orbaalese</i>	<i>Runic</i>
Erael	<i>Sindar</i>	<i>Selenial</i>
Azadmere	<i>Khuzan</i>	<i>Runic</i>

Harn modifications

These are the modifications that I use for my version of Harn.

- **Halflings** are in the Mimea Hills and replace the Gozyda barbarians.
- **Gnomes** are in the Kabloq region and replace the Kabloqi barbarians.
- **Centaurs** are in the Horadir region and replace the Hodiri barbarians.
- **Lizardmen** are in the Ilmen marsh and replace the Ilme.

Gargun

Gargun is a generic term to refer to a group of humanoids. It is also the name of their common tongue. Each also has its own language, but most also speak gargun (goblinoid common). The correspondance between the gargun variety and the M&M monsters is this:

- *Gargun-Araki* are **goblins**
- *Gargun-Kyani* are **hobgoblins**
- *Gargun-Hyeka* are **orcs**
- *Gargun-Viasal* are **ogres**
- *Gargun-Khanu* are **giants**

See the revised cultural map of Harn with gargun nations and areas where other major creatures live.

Pantheon

Je vais prendre les dieux qui sont déjà décrits dans AA. Je vais aussi prendre les dieux de Castle & Crusade.