

# Majestic Wilderlands



## Short Price List for Fudge

## STARTING WEALTH

Roll	Wealth
-4	200d
-3	400d
-2	600d
-1	800d
+0	1,000d
+1	1,200d
+2	1,400d
+3	1,600d
+4	1,800d

## WEAPONS AND ARMOR

### ARMOR

Leather	25d/suit	10.0/lbs
<i>+1 Armor Bonus</i>		
Ring	550d/suit	25.0/lbs
<i>+2 Armor Bonus</i>		
Mail	1,250d/suit	50.0/lbs
<i>+3 Armor Bonus</i>		
Plate Armor	3,000d/suit	100.0/lbs
<i>+4 Armor Bonus</i>		
Helm	100d/ea	3.0/lbs
Helm, Great	225d/ea	6.8/lbs

### SHIELDS

Buckler	24d/ea	2.0/lbs
<i>+0 melee only Shield Bonus</i>		
Shield, small (+0)	42d/ea	5.0/lbs
<i>+0 Shield Bonus</i>		
Shield, medium (+1)	60d/ea	7.0/lbs
<i>+1 Shield Bonus</i>		
Shield, large (+2)	72d/ea	9.0/lbs
<i>+2 Shield Bonus, 1H stabbing only due to bulk</i>		

## **AXE/MACE/HAMMER**

Axe, throwing	10d/ea	4.0/lbs
<i>RoF: 1, Rng:15+Str ft, Dmg: +1, Thresh +1</i>		

Axe, battle	50d/ea	8.0/lbs
<i>Dmg: +2, Thresh +1</i>		

Hammer, war	8d/ea	3.5/lbs
<i>Dmg: +1, Thresh +1</i>		

Mace, small	9d/ea	3.0/lbs
<i>Dmg: +1, Thresh +1</i>		

Mace, +2	13d/ea	5.0/lbs
<i>Dmg: +2, Thresh +1</i>		

Blackjack	5d/ea	1.0/lbs
<i>Dmg: +0, Thresh -1</i>		

Club, light	n/a	3.0/lbs
<i>Dmg: +0, Thresh +0</i>		

## **KNIFE**

Dagger, large	10d/ea	1.0/lbs
<i>Dmg: +0, Thresh +1</i>		

Dagger, small	3d/ea	0.2/lbs
<i>RoF: 1, Rng:15+Str ft, Dmg: +0, Thresh +0</i>		

## **POLEARM**

*all polearms have reach and attack from behind a friendly ally*

Glaive	25d/ea	8.0/lbs
<i>Dmg: +3, Thresh +1</i>		

Poleaxe	30d/ea	10.0/lbs
<i>Dmg: +3, Thresh +1</i>		

Halberd	38d/ea	12.0/lbs
<i>Dmg: +3, Thresh +1, adds +1 to OCV due to difficulty of countering</i>		

## **SPEAR**

Javelin	8d/ea	2.0/lbs
<i>Dmg: +1, Thresh +1</i>		

Spear 1H	10d/ea	4.0/lbs
<i>Dmg: +2, Thresh +1</i>		

Lance	60d/ea	10.0/lbs
<i>Dmg: +3, Thresh +0, horseback only</i>		

## **STAFF**

Staff	3d/ea	4.0/lbs
<i>Dmg: +1, Thresh +0</i>		

## **SWORD**

*all swords can be used in a impaling attack for -1 damage.*

Broadsword	150d/ea	3.0/lbs
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*Dmg: +2, Thresh +2*

Bastard Sword	163d/ea	5.0/lbs
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*Dmg: +2/+3, Thresh +2*

*can be switched between 1H and 2H use for increased damage*

Shortsword	100d/ea	2.0/lbs
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*Dmg: +1, Thresh +2*

## **TWO-HANDED AXE/MACE**

Great Axe	25d/ea	8.0/lbs
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*Dmg: +3, Thresh +1*

Warhammer, +3	25d/ea	7.0/lbs
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*Dmg: +3, Thresh +1*

Maul	n/a	12.0/lbs
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*Dmg: +3, Thresh +0*

## **TWO-HANDED SWORD**

*all swords can be used in a stabbing attack for -1 damage.*

Greatsword	200d/ea	7.0/lbs
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*Dmg: +3, Thresh +3*

## **MISSILE WEAPONS**

### **BLOWPIPE**

Blowpipe	8d/ea	1.0/lbs
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*RoF: 1, Rng: 5 ft, Dmg: +0, Thresh -1*

### **BOW**

Arrow	2f/ea	0.1/lbs
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Bow, short,	13d/ea	2.0/lbs
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*RoF: 1, Rng:50 ft, Dmg: +1, Thresh -2*

Bow, regular	25d/ea	2.0/lbs
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*RoF: 1, Rng:60 ft, Dmg: +1, Thresh -2*

Bow, long	50d/ea	3.0/lbs
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*RoF: 1, Rng:70 ft, Dmg: +1, Thresh -2*

Bow, Composite	225d/ea	4.0/lbs
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*RoF: 1, Rng:100 ft, Dmg: +1 + Str Mod, Thresh -2*

Quiver	3d/ea	0.5/lbs
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## **CROSSBOW**

Bolts	1f/ea	0.1/lbs
Bullets, stone	n/a	0.1/lbs
Crossbow, lt	30d/ea	6.0/lbs
<i>OCV:+1 RoF 1 Rng:60 ft Dmg: +1, Thresh +0</i>		
Crossbow, hvy	38d/ea	6.0/lbs
<i>OCV:+2 RoF 1/2 Rng:80ft Dmg:+2, Thresh +0</i>		
Cross., Knight Killer	46d/ea	6.0/lbs
<i>OCV:+2, RoF 1/6, Rng:100ft Dmg:+3, Thresh +0</i>		
Prodd fires stone bullets	38d/ea	6.0/lbs
<i>OCV: +0, RoF 1, Rng: 60ft, Dmg +1, Thresh +0</i>		
Sling	3d/ea	0.5/lbs
<i>RoF: 1, Rng: 40ft, Dmg: +2, Thresh -2</i>		
Sling, Staff	5d/ea	2.0/lbs
<i>RoF: 1, Rng: 40ft, Dmg: +2, Thresh -1</i>		

## **DART**

Dart	2d/ea	-.1/lbs
<i>RoF: 1, Rng:5+Str ft, Dmg: +0, Thresh -1</i>		

## DUNGEON EQUIPMENT

Backpack, 30 lbs	48d/ea	
Bedroll	2d/ea	0.5/lb
Bells, small	10d/ea	0.1/lb
Block and Tackle	48d/ea	20.0/lb
Bottle, glass, 4 oz	6d/ea	0.1/lb
Cask, 32 oz	5d/ea	0.2/lb
Candles, Tallow	3d/lb	0.1/lb
Candles, Beeswax	24d/lb	0.1/lb
Canvas	3d/sy	0.5/lb sy
Case, Scroll	15d/ea	0.1/lb
Chain	1d/ft	1.0/lb ft
Chalk	1f/ea	0.1/lb
Chest, 100 lbs	20d/ea	25.0/lb
Codex, 100 pages	250d/ea	5.0/lbs
Crowbar	9d/ea	1.0/lb
Flask, leather 4oz	3d/ea	0.1/lb
Grapple	10d/ea	2.0/lb
Hammer	6d/ea	1.0/lb
Holy Symbol, wooden	10d	0.1/lb
Holy Symbol, silver	250d	0.1/lb
Holy Water, 4oz	150d/ea	
Ink, black	3d/qt	(1 cask)
Ink, blue	4d/ qt	(1 cask)
Ink, green	4d/ qt	(1 cask)
Ink, brown	5d/ qt	(1 cask)
Ink, red	6d/ qt	(1 cask)
Ladder, 8ft	6d/ea	20.0/lb
Lantern	12d/ea	0.25/lb
Lantern, Hooded	18d/ea	0.25/lb
Lantern, Bullsey	18d/ea	0.25/lb
Locks	4-12d/ea	0.1/lb
Manacles	15d/ea	1.0/lb
Net	60d/fa	20.0/lb
Oil, Lamp, gal	12d/ea	
Oil, Lamp 32 oz	3d/ea	
Oil, Lamp, 4oz	2f/ea	
Parchment, Sheet	2d/ea	
Pole, 10 ft	2d/ea	
Pot, Iron	2d/ea	0.5/lb
Rations, trail	5d/day	2.0/lb
Rations, dried	20d/day	1.0/lb
Rope, hemp	1d/ft	

Rope, silk	10d/ft	
Sack, linen, sm, 5 lbs	2f/ea	
Sack, buck., lg, 10 lb	1d/ea	
Sack, canvas, 15 lbs	4d/ea	
Sack, canvas, 30 lbs	8d/ea	
Spade	8d/ea	5.0/lb
Spice, Garlic	12d/oz	
Spike	5d/ea	0.2/lb
Tent, two man	27d/ea	20.0/lb
Tinderbox	6d/ea	0.1/lb
Torch	2f/ea	0.2/lb
Whistle	5d/ea	0.1/lb
Wineskin, ½ gal	10d/ea	0.5/lb

## HIRELINGS

	Wage Monthly	Upkeep Monthly	Initial Invest
Alchemist	220d	800d	1,000d
Animal Trainer	80d	160d	animal
Assassin	2,000d/mission		
Engineer	100d	350d	project
Man-at-arms	30d	90d	arms
Metalsmith	75d	100d	1,000d
Sage	85d	100d	20,000d
Sailor	50d	*see ship	
Servant	25d	50d	0d
Ship - 50d per 100 man days provisions			
Ship Captain	250d or 20% share		
Spy	500d/mission	100d	
Torchbearer	25d	50d	
Weaponcrafter	125d	400d	1,500d

## MEASUREMENTS & WEIGHTS

Liquid Weight	16 oz	1.0/lb
Hogshead		50.0/gal
Gallon		128.0/oz
Quart		32.0/oz
Pint		16.0/oz
Pound		16.0/oz
Ounce		16.0/lb
Drams		256.0/lb

## COINAGE

Farthing	1/4d	n/a
*no coin minted a silver penny cut into quarters		
Silver Penny	1d	1.0/dm 16.0/oz 256.0/lb
*1 Swords & Wizardry silver equal 1 silver penny		
Gold Crown	320d	1.0/oz 16.0/lb
Silver Mark, bar	240d	1.0/lb