

Majestic Wilderness



Price List

APOTHECARIES

Herb, Alanal	6d/ds
Herb, Angelica	75d/ds
Herb, Arva	120d/ds
Herb, Berlik	30d/ds
Herb, Chamomile	10d/ds
Herb, Comfrey	25d/ds
Herb, Doshenkana	15d/ds
Herb, Elprequir	12d/ds
Herb, Fanosel	30d/ds
Herb, Fletharane	20d/ds
Herb, Gaethipa	60d/ds
Herb, Habsulara	6d/ds
Herb, Henbane	30d/ds
Herb, Hreyochor	30d/ds
Herb, Hyssop	55d/ds
Herb, Joldravian	150d/ds
Herb, Kargele	150d/ds
Herb, Langlon	75d/ds
Herb, Lavaryctia	30d/ds
Herb, Leortevald	8d/ds
Herb, Mandrake	300d/ds
Herb, Metysso	40d/ds
Herb, Moly	300d/ds
Herb, Oirui	26d/ds
Herb, Perigwar	30d/ds
Herb, Plantain	8d/ds
Herb, Quessel	30d/ds
Herb, Rasakile	6d/ds
Herb, Rosemary	5d/ds
Herb, Tasparth	3d/ds
Herb, Teranya	30d/ds
Herb, Tirageyth	15d/ds
Herb, Wylorafina	30d/ds
Herb, Yulpris	600d/ds
Opiates	100d+/ds
Spice, Alum	16d/oz
Spice, Garlic	12d/oz
Spice, Ginger	30d/oz
Spice, Pepper	36d/oz
Spice, Cinnamon	40d/oz
Spice, Camphor	50d/oz
Spice, Nutmeg	50d/oz

Spice, Ginseng	170d/oz
Spice, Lashu Powder	180d/oz
Sponges	45d/ea
Sugar	60d/lb
Tea	35d/oz

CHANDLERS

Brush	3d/ea	.1/lb
Candles, Tallow	3d/lb	0.1/lb
Candles, Beeswax	24d/lb	0.1/lb
Chalk	1f/ea	0.1/lb
Grease	2d/lb	
Lantern	12d/ea	.25/lb
Lantern, Hooded	18d/ea	.25/lb
Lantern, Bullseye	12d/ea	.25/lb
Oil, Cooking	3d/gl	
Oil, Lamp	12d/gl	
Paint	20d+/gl	
Tar	9d/gl	
Tinderbox	6d/ea	0.1/lb
Torch	2f/ea	0.2/lb
Wax, Candle	1d/lb	

CLOTHIERS

Bedroll	2d/ea	0.5/lb
Blanket	10d/ea	1.0/lb

BUCKRAM

Buckram, Cloth	10d/sy	
Buckram, Clothes	120d/suit	5.0/lb
Buckram, Cloak	202d/ea	3.3/lb
Buckram, Gown	119d/ea	4.0/lb
Buckram, Robe	119d/ea	4.0/lb

Dye, Tazach Purple	200d/oz
Dye, Dragon's Blood	170d/oz
Dye, Indigo	40d/oz
Dye, Saffron	160d/oz
Lace	50d/yd

LINEN

Linen, Common	4d/sy	
Linen, Fine	28d/sy	
Linen, Cloak	67d/ea	2.6/lb
Linen, Clothes	90d/suit	4.1/lb
Linen, Robe/Gown	81d/ea	3.2/lb
Purse, Buckram	9d/ea	0.1/lb
Purse, Silk	60d/ea	0.1/lb

RUSSET

Russet, Cloth	12d/sy	
Russet, Cloak	99d/ea	3.3/lb
Russet, Clothes	315d/suit	7.2/lb
Russet, Robe/Gown	242d/ea	5.5/lb

SERGE - PD 0 DR 1

Serge, Cloth	6d/sy	
Serge, Cloak	78d/ea	4.6/lb
Serge, Clothes	120d/suit	7.2/lb
Serge, Robe/Gown	93d/ea	5.5/lb

SILK - PD 0 DR 0

Silk, Cloth	72d/sy	
Silk, Cloak	601d/ea	4.6/lb
Silk, Clothes	1,000d/suit	7.2/lb
Silk, Robe/Gown	719d/ea	5.5/lb

WORSTED

Worsted, Cloth	24d/sy	
Worsted, Clothes	500d/suit	7.6/lb
Worsted, Cloak	312d/ea	5.3/lb
Worsted, Robe	373d/ea	6.0/lb
Worsted, Gown	373d/ea	6.0/lb

CHARCOALERS

Charcoal	2d/hw
Coal	6d/bl
Firewood	2d/hw

COURTESANS

Courtesan	12d/ev
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FARM/MARKET

Bacon	2d/lb
Barley	5d/bl
Beans	1f/lb
Beef	2d/lb
Butter	2f/lb
Calf	60d/ea
Cheese	1d/lb
Chicken	2d/lb
Chicken, live	6d/ea
Cream	6d/gl
Duck	2d/lb
Duck, live	6d/ea
Eggs	2d/dz
Fruit, apples	1f/lb
Fruit, berries	3f/lb
Fruit, pears	2f/lb
Fruit, plums	3f/lb
Goat	2d/lb
Goat, live	10d/ea
Goose	3d/lb
Goose, live	9d/ea
Ham	2d/lb
Hay	6d/bl
Honey	12d/gl
Horsemeat	1d/lb
Lamb	3d/lb
Lamb, live	6d/ea
Lard	1d/lb
Milk, cow	3d/gl
Milk, goat	2d/gl
Milk, sheep	2d/gl
Mutton	1d/lb
Oats	4d/bl
Ox/Cow	96d/ea
Pheasant	2d/lb
Pig	24d/ea
Pork	2d/lb
Rabbit	1d/lb
Rye	6d/bl
Sheep	12d/ea
Swan	3d/lb
Swan, live	12d/ea
Veal	3d/lb
Vegetable, peas	1f/lb

Vegetable, cabbage	2f/lb
Vegetable, lentil	2f/lb
Venison	3d/lb
Vetches	4d/bl
Wheat	8d/bl
Wool, raw	4d/lb

FISHERMEN

Crab	1d/lb
Fish, Cod	1d/lb
Fish, dried	2d/lb
Fish, eels	3f/lb
Fish, herrings	2f/lb
Fish, mackeral	1f/lb
Fish, pike	1d/lb
Fish, salmon	2d/lb
Fish, salted	2d/lb
Fish, smoked	2d/lb
Fish, trout	1d/lb
Oysters	2f/lb
Seaweed, dolce	6d/lb

GLASSWORKER

Bottle, glass, 4 oz	6d/ea
Glass, pottery	12d+
Glass, stained	12d/sf
Glass, windows	2d/sf

HARPERS

Drum	24d/ea
Composition	12-360d
Flute	18d/ea
Harp	300d/ea
Lute	200d/ea
Lyre	120d/ea
Performance	3-24d
Pipes	60d

HERALDS

Grant of Arms	5000d+
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HIDEWORKERS

Backpack, 30 lbs	48d/ea	
Belt, Leather	10d/ea	
Boot, Leather	60d/pr	
Case, Scroll	15d/ea	0.1/lb
Flask, leather 4oz	3d/ea	0.1/lb
Harness, Ox	18d/ea	
Harness, Horse	18d/ea	

HIDE

Hide, Beaver	30d/ea	
Hide, Beaver, Cloak	297d/ea	11.2/lbs
Hide, Beaver, Hat	18d/ea	0.7/lbs
Hide, Beaver, Gown	356d/ea	13.4/lbs
Hide, Beaver, Robe	356d/ea	13.4/lbs
Hide, Calf	16d/ea	
Hide, Deer	6d/ea	
Hide, Ermine	30d/ea	
Hide, Ermine, Cloak	657d/ea	8.6/lb
Hide, Ermine, Hat	40d/ea	0.5/lb
Hide, Ermine, Robe	786d/ea	10.3/lb
Hide, Ermine, Gown	786d/ea	10.3/lb
Hide, Exotic	120d+	
Hide, Horse	10d/ea	
Hide, Lamb	3d/ea	
Hide, Otter, weasel	24d/ea	
Hide, Ox	12d/ea	
Hide, Pig	5d/ea	
Hide, Rabbit	1d/ea	
Hide, Reindeer	16d/ea	
Hide, Seal	24d/ea	
Hide, Seal, Cloak	330d/ea	8.6/lb
Hide, Seal, Hat	20d/ea	0.5/lb
Hide, Seal, Robe	395d/ea	10.3/lb
Hide, Seal, Gown	395d/ea	10.3/lb
Hide, Sheep	4d/ea	

LEATHER

Leather, tanned	12d/sy	
Leather, Cloak	185d/ea	9.9/lb
Leather, Hat	8d/ea	0.6/lb
Leather, Gloves	10d/ea	0.8/lb
Sandals	8d/pr	
Scabbard	48d/ea	
Whip	12d/ea	
Wineskin	10d/ea	1.0/lb

INNKEEPER

Accommodation, dorm	1d/day	
Accommodation, room	6d/day	
Ale	1f/pt	
Ale, hogshead	72d/ea	
Ale, pipe	130d/ea	
Ale, tun	235d/ea	
Beer	1f/pt	
Beer, hogshead	75d/ea	
Beer, pipe	135d/ea	
Beer, tun	244d/ea	
Brandy	4d/gs	
Brandy, hogshead	1700d/ea	
Cider	1f/pt	
Cider, hogshead	80d/ea	
Cider, pipe	144d/ea	
Cider, tun	260d/ea	
Mead	1f/pt	
Mead, hogshead	140d/ea	
Mead, pipe	252d/ea	
Mead, tun	474d/ea	
Meal, Cold	3f/ea	
Meal, Hot	1d/ea	
Wine	3f/gs	
Wine, hogshead	400d/ea	
Wine, pipe	720d/ea	

JEWELLERS

Ivory	45d/lb	
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LEXIGRAPHERS

Codex, 100 pages	250d/ea	5.0/lbs
Ink, black	3d/qt	
Ink, blue	4d/qt	
Ink, green	4d/qt	
Ink, brown	5d/qt	
Ink, red	6d/qt	
Maps	12d+	
Parchment, Scroll	1d/sf	
Parchment, Sheet	2d/ea	
Quill	1d/ea	
Seal, signature	6d/ea	
Vellum, scroll	2d/sf	

LITIGANTS

Contracts	12d/ea	
Court Appearance	12d/day	
Deeds	18d/ea	
Wills	24d	

LOCKSMITHS

Fetters	6d/ea	
Locks	4-12d/ea	
Keys	1-3d/ea	
Lockboxes	12-36d/ea	
Lockpicks	30d/ea	

MASON

Grindstone	12d/ea	
Millstone	250d/ea	
Stone	2f/8cf	
Stone, fine	1d/8cf	
Stone, marble	3d/8cf	

METALSMITH

Adze	15d/ea	
Auger	20d/ea	
Axe, wood	12d/ea	4.0/lbs
Axle	6d/ea	
Bells, small	10d/ea	
Bells, temple	200d/ea	
Branding iron	18d/ea	
Cauldron, iron	10d/ea	
Chain	1d/ft	1.0/lb ft

Chisel	6d/ea	
Crowbar	9d/ea	
File, Coarse	5d/ea	
Flail, grain	3d/ea	
Goblet, pewter	3d/ea	
Grapple	10d/ea	2.0/lbs
Hammer	6d/ea	1.0/lb
Harpoon	40d/ea	
Hatchet	6d/ea	2.0/lbs
Hoe	3d/ea	
Horsecomb	3d/ea	
Horseshoe	1d/ea	
Knife, kitchen	6d/ea	
Manacles	15d/ea	1.0/lb
Mirror, bronze 4" rd	5d/ea	
Nails	2d/lb	
Pan, copper	12d/ea	
Pot, Iron	2d/ea	0.5/lb
Pick	8d/ea	3.0/lbs
Pitchfork	6d/ea	
Plate, pewter	5d/ea	
Razor	6d/ea	
Saw	10d/ea	
Scraper	5d/ea	
Scythe	24d/ea	10.0/lbs
Sickle	10d/ea	
Spade	8d/ea	
Spike	5d/ea	0.2/lb
Spurs	18d/ea	
Tankard, pewter	4d/ea	
Whistle	5d/ea	0.1/lb

MINER

Brass	3d/lb
Bronze	4d/lb
Copper	2d/lb
Gold	6,400d/lb
Iron, pig	1d/20lb
Lead	1f/lb
Pewter	3d/lb
Silver	320d/lb
Steel	1d/lb
Tin	2d/lb

MILLER

Bread, rye	1f/lf
Bread, wheat	2f/lf
Buns	2f/dz
Flour, rye	1f/lb
Flour, wheat	2f/lb
Oatcakes	1f/dz
Oatmeal	1f/lb
Pies, fruit	3f/ea
Pies, meat	1d/ea
Scones	2f/dz

OSTLERS

Blanket, horse	12d/ea	
Bridle	12d/ea	
Comb, horse	3d/ea	
Donkey	120d/ea	
Harness, horse	18d/ea	
Horse, cart	180d/ea	
Horse, plough	240d/ea	
Horse, riding	360d/ea	
Horse, war	600d+	
Mule	180d/ea	
Saddle, riding	80d/ea	
Saddle, war	120d/ea	
Shoeing, horse	2d/one	
Stabling	1d/day	
Stabling, with feed	2d/day	
Barding, light [+2]	400d/ea	60.0/lbs
Barding, hvy [+4]	750d/ea	130.0/lbs

PERFUMER

Incense	12d/lb +
Oil, rose	20d/oz
Oil, myrtle	25d/oz
Oil, cinnamon	60d/oz
Perfume	6d/oz +
Soap	1d/oz
Spice, Bdellium	40d/oz
Spice, Frankincense	70d/oz
Spice, Myrrh	150d/oz
Spice, Nard	100d/oz

POTTER

Bowl	2d/ea
Cup	1d/ea
Flagon	4d/ea
Plate, tin	2d/ea
Urn, 5 gallon	12d/ea
Vase	4d/ea

PROSTITUTE

Prostitute	1d/night
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RELIGIOUS

Holy Symbol, wooden	10d/ea
Holy Symbol, silver	250d/ea
Holy Water, 4oz	150d/ea

SALTER

Fish, salted	2d/lb	
Rations, trail	5d/day	2.0/lb
Rations, dried	20d/day	1.0/lb
Salt	1f/lb	

SHIPWRIGHT

Anchor	12d/ea
Canvas	3d/sy
Mast	6d/ft
Net	60d/fa
Oar	5d/ea
Rope, hemp	1d/ft
Rope, silk	10d/ft
Rowboat	200d/ea

SLAVER

Slave, Labourer	240-480d/ea
Slave, Pleasure	300-600d/ea
Slave, Gladiator	480-960d/ea

TIMBERWRIGHT

Wood, ash	12d/10cf
Wood, birch	4d/10cf
Wood, cedar	8d/10cf
Wood, elm	10d/10cf
Wood, fir	12d/10cf
Wood, larch	6d/10cf
Wood, maple	14d/10cf
Wood, oak	16d/10cf
Wood, pine	8d/10cf
Wood, spruce	6d/10cf

TENTMAKER

Awnings	18d/ea
Canvas Stalls	24d/ea
Carpets, wool	40d/sy +
Harness, Back	1f/ea
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
Tent, two man	27d/ea
Tent, pavilion	200d/ea +

THATCHER

Basket	2d/ea
Broom	1d/ea

WEAPONCRAFTER

ARMOR

Quilt [+1]	10d/suit	20.0/lbs
Leather, soft [+1]	25d/suit	10.0/lbs
Kurbul [+2]	50d/suit	15.0/lbs
Ring [+3]	550d/suit	25.0/lbs
Scale, [+4]	600d/suit	60.0/lbs
Mail, [+5]	1,250d/suit	50.0/lbs
Plate Armor [+6]	3,000d/suit	100.0/lbs
Helm	100d/ea	3.0/lbs
Helm, Great	225d/ea	6.8/lbs

SHIELDS

Buckler	24d/ea	2.0/lbs
+1 AC, <i>Opp: 1</i>		
Shield, small	42d/ea	5.0/lbs
+1 AC, <i>Opp: 2</i>		
Shield, medium	60d/ea	7.0/lbs
+1 AC, <i>Opp: 4</i>		
Shield, large	72d/ea	9.0/lbs
+1 AC, <i>Opp: 6</i>		

AXE/MACE/HAMMER

Axe, throwing, 1d6	10d/ea	4.0/lbs
Axe, battle, 1d8	50d/ea	8.0/lbs
Hammer, war, 1d4+1	8d/ea	3.5/lbs
Mace, small, 1d6	9d/ea	3.0/lbs
Mace, 1d4+1	13d/ea	5.0/lbs
Blackjack, 1d4-1	5d/ea	1.0/lbs
Club, light, 1d4	n/a	3.0/lbs

KNIFE

Dagger, large, 1d4	10d/ea	1.0/lbs
Dagger, small, 1d3	3d/ea	0.2/lbs

POLEARM

Glaive, 1d8+1	25d/ea	8.0/lbs
Poleaxe, 1d10	30d/ea	10.0/lbs
Halberd, 1d10	38d/ea	12.0/lbs

SPEAR

Javelin, 1d6	8d/ea	2.0/lbs
Spear 1H, 1d6	10d/ea	4.0/lbs
Lance, 2d4+1	60d/ea	10.0/lbs
Staff, 1d6	3d/ea	4.0/lbs

SWORD

Broadsword, 1d8	150d/ea	3.0/lbs
Bastard Sword, 1d8	163d/ea	5.0/lbs
Shortsword, 1d6	100d/ea	2.0/lbs

TWO-HANDED AXE/MACE

Great Axe, 1d10+1	25d/ea	8.0/lbs
Warhammer, 1d8+1	25d/ea	7.0/lbs
Maul, 1d6+1	n/a	12.0/lbs

TWO-HANDED SWORD

Greatsword, 1d10	200d/ea	7.0/lbs
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MISSILE WEAPONS

Blowpipe	8d/ea	1.0/lbs
<i>RoF: 1, Rng: 5 ft</i>		

BOW

Arrow	2f/ea	0.1/lbs
Bow, short,	13d/ea	2.0/lbs
<i>RoF: 2, Rng:50 ft, Dmg: 1d6 (arrows)</i>		
Bow, regular	25d/ea	2.0/lbs
<i>RoF: 2, Rng:60 ft, Dmg: 1d6 (arrows)</i>		
Bow, long	50d/ea	3.0/lbs
<i>RoF: 2, Rng:70 ft, Dmg: 1d6 (arrows)</i>		
Bow, Composite	225d/ea	4.0/lbs
<i>RoF: 2, Rng:100 ft, Dmg: 1d6 (arrows)</i>		
Quiver	3d/ea	0.5/lbs

CROSSBOW

Bolts	1f/ea	0.1/lbs
Bullets, stone	n/a	0.1/lbs
Crossbow, lt	30d/ea	6.0/lbs
<i>Acc:+2 RoF 1 Rng:60 ft Dmg: 1d4+1 (Bolts)</i>		
Crossbow, hvy	38d/ea	6.0/lbs
<i>Acc:+4 RoF 1/2 Rng:80ft Dmg:1d6+1 (Bolts)</i>		
Cross., Knight Killer	46d/ea	6.0/lbs
<i>Acc:+4, RoF 1/6, Rng:100ft Dmg:1d20+2 (Bolts)</i>		
Prodd	38d/ea	6.0/lbs
<i>Acc: +2, RoF 1, Rng: 60ft, Dmg 1d4+1 (Bullets)</i>		
Sling	3d/ea	0.5/lbs
<i>RoF: 1, Rng: 40ft, Dmg: 1d4 (Bullets)</i>		
Sling, Staff	5d/ea	2.0/lbs
<i>RoF: 1, Rng: 40ft, Dmg: 1d4+1 (Bullets)</i>		
Dart	2d/ea	-.1/lbs

WHALER

Oil, Whale	12d/gl
Whalebone	6d/lb

WOODCRAFTER

Barrel, hogshead	15d/ea	
Bed	50d/ea	
Block and Tackle	48d/ea	20.0/lb
Bucket	4d/ea	
Cabinet	144d/ea	
Cart, 2 wheels	80d/ea	
Cask, 32 oz	5d/ea	0.2/lb
Chair	12d/ea	
Chest, 100 lbs	20d/ea	25.0/lb
Coffin	9d/ea	
Ladder, 8ft	6d/ea	
Palanquin	100d/ea +	
Plough	48d/ea	
Pole, 10 ft	2d/ea	
Skis, wood	42d/pr	
Sled	80d/ea	
Snowshoes	36d/pr	
Table	36d/ea	
Trunk	12d/ea	
Wagon, 4 wheels	220d/ea	
Wheel	18d/ea	

Wheel, iron rim	30d/ea
Wheelbarrow	10d/ea

ANIMALS

Bear, trained	300d/ea +
Dog, trained	24d/ea
Dog, sled	30d/ea
Dog, wolfhound	12d/ea
Dog, hound	18d/ea
Dog, ratter	9d/ea
Dog, sheepdog	18d/ea

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

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, Bullseye	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

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

Majestic Wilderlands Herb List

Alanal

- Type:** Digestive, powder
Cost: 6d/ds (Common)(0)
Roll: Saving Throw vs Poison
Success: As above except just have to make a straight saving throw to resist answering questions.
Failure: After 4d6 minutes, the user will experience euphoria, and vivid illusions for 1d6+1 hours. The victim has to make a saving throw at -5 not to answer any questions put to him or her. If a 1 is rolled the user loses 1d6 points of Intelligence. Addiction causes moodiness, and irritability.

Angelica

- Type:** Contact, Poultice
Cost: 75d/ds (Uncommon)(-5)
Roll: Automatically Effects
Success: If administered within 5 minute of a person coming into contact with a contact poison it will allow an additional saving throw to be made against the poison. Against a acidic substance it neutralizes it and restores a 1d3 HP with a successful physician ability check.

Arva

- Type:** Digestive, liquid
Cost: 20d/ds (Uncommon)(-5)
Roll: Saving Throw vs Poison
Success: Within 3d6 minutes the person gains 1d6 bonus to strength ability check, for 1d3-1 (min 1) hours. At the end of the effects the person will take 1d6 damage and his strength is reduced to normal.
Failure: On the failed roll, the person loses 2d6 HP. If a 1 is rolled the person lapses into a coma.

Berlik

- Name:** Berlik
Type: Contact, paste
Cost: 30d/ds (Common)(0)
Effects: Add 1 to physician ability roll. If a person already has a disease then it add 2 to his saving throw if a physician roll is made. In all cases the person is -5 to hit and movement is halved for 4 hours after application.

Chamomile

Type: Contact, Poultice
Cost: 10d/ds (Common)(0)
Effects: If three doses are used daily it add one to the amount of HP recovered daily.

Comfrey

Name: Comfrey
Type: Contact, Poultice
Cost: 25d/ds (Common)(0)
Effects: If used twice daily during recuperation, it will reduce by 1 week the amount of time to recover full hit points.

Doshenkana

Type: Disgestive, poison
Cost: 15d/ds (Common)(0)
Roll: Saving Throw vs Poison at -2
Success: Person has nausea, blurred vision, and shortness of breath for 3 hours. He is reduced to 2 HP and stunned. The person can recover from the stun and recovering his full hit points on the following chart:
after 3 hours: roll Saving Throw -6
after 1 week : roll Saving Throw
after 2 weeks: roll Saving Throw+6
after 3 weeks: automatic recovery
Failure: After 3 hours of ingestion, the person will have to make another Saving Throw at -5 to avoid death. If Saving Throw is made then roll 2d6-2 for the permanent subtraction of to hit roll. This represent damaged eyesight. If a 10 is rolled the person is blind. While all this happening the person has shortness of breath, blurred vision, convulsions, and nausea.
NOTE: This poison, before ingestion, can be detected as a bitterness on a successful intelligence ability check vs the poisoner's herbalist ability.

Elprequir

- Type:** Digestive, tasteless liquid
Cost: 12d/ds (Uncommon)(-5)
Roll: Saving Throw vs Poison
Success: No effects occur on a success. Immunity to this drug can be built up over prolonged use.
Failure: Person is lecherousness for 1d3+1 hours. If a 1 is rolled the person is permanently sterile.

Fanosel

- Type:** Digestive, powder
Cost: 30d/ds (Very Common)(+5)
Roll: Saving Throw vs Poison
Success: Person feel euphoria for 1d6 hours. The drug is highly addictive. Prolonged use may result in permanent Meglomania.
Failure: Person becomes a megalomaniac and lecherous for 1d6 hours.

Fletharane

- Type:** Inhale, dried plant
Cost: 20d/ds (Uncommon)(-5)
Roll: Saving Throw vs Poison +3
Success: Enables the user to enter a trance state for 1d3 hours. +5 to all Intelligence ability rolls while in trance. Takes effect in 2d6 minutes.
Failure: Exterme Hunger results, lose 1 HP per hour until have eaten a full meal. If a 1 is rolled this results in the loss of 1d6 points of intelligence.

Gaethipa

- Type:** Contact, gummy substance
Cost: 60d/ds (Rare)(-10)
Roll: Saving Throw vs Poison
Success: Within 1d3 seconds, convulsions occur.
The below follows in 1d6 hours:
Blindness and all limbs are permently crippled. 2d6 intelligence are lost. If a natural 20 is rolled convulsions occur for 1d6 hours, but otherwise the victims is unharmed.
Failure: Within 1d3 rounds, convulsions leading to death within 1d6 hours

Habsulara

Type: Inhaled or placed under tongue, powder.
Cost: 6d/ds (Common)(+5)
Effects: After 4d6 minute +3 is added to intelligence ability checks for 1d3 hours. DX is reduced by 3 for duration of effect due to nausea. After effect is over the person loses 5 Hit Points, has a runny nose, and cannot cast spells or use any intelligence or wisdom abilities for 1d6 hours.

Henban

Type: Inhale, pastille
Cost: 30d/ds (Common)(+5)
Roll: Saving Throw vs Poison
Success: Subject is under the effects of a *Suggestion* spell for the first hour and a *Command* spell for the second hour. The raw plant will not produce any effects.
Failure: Subject is under the effects of a *Suggestion* spell for the next two hours and a *Command* spell for another two hours. If the raw plant is used, Subject is under the effects of a *Suggestion* spell for the first hour and a *Command* spell for the second hour. If a natural 1 is rolled the person will fall asleep for 1d3+3 hours.

Hreyochor

Type: Digestive, golden fluid
Cost: 30d/ds (Uncommon)(-5)
Effects: Increase female fertility by 50% for 1d6+6 days and increase by 25% the chance of multiple births.

Hyssop

Type: Digestive, powder
Cost: 55d/ds (Uncommon)(-5)
Effects: If mixed with equal parts of rosemary, and given to a snakebite victim within 1 minute. The person will gain an extra saving throw.

Joldravian

- Type:** Digestive, dry plants
Cost: 150d/ds (Rare)(-10)
Roll: Saving Throw vs Poison -2
Success: Effects only horses; Speed are doubled, and the horse does an extra +4 damage for 1D3+2 hours. After the effects wear off the horse must rest for 2d6 days. Not doing so will cause a saving throw every hour, failure means the horse dies
Failure: On a natural 1 the animal dies of a heart attack.

Kargele

- Type:** Digestive, Dry Plant.
Cost: 150d/ds (Rare)(-10)
Effects: Person is placed in a deep sleep for 1-2 days and gains +1 hit points of natural recovery per day. After the person awoken he must eat a full meal or lose 1 hp per hour.

Langlon

- Type:** Worn in contact with body
Cost: 75d/ds (Uncommon)(-5)
Effects: Gains +2 to all Saving Throws vs Magic while the herb is fresh and in contact with the person's body. Langlon stay fresh for 1d3+2 days.

Lavaryctia

- Type:** Digestive, liquid
Cost: 30d/ds(Common)(0)
Roll: Saving Throw vs Poison
Success: Person will fall asleep for 1d6+6 hours in 5d6 minutes.
Failure: Same as success except the potion will take effect in 1d3+3 minutes. If a natural 1 is rolled the person has to make another Saving Throw. On a failure the person dies, on success the person lapses into a coma, awakening in 4d6 months.

Leortevald

- Type:** Digestive, externally bitter powder
Cost: 8d/ds (Very Common)(+10)
Roll: Saving Throw vs Poison
Success: Same as failure expect addiction doesn't occur.
Failure: The following occurs: mild euphoria, delusions of heighten senses. Addictive with withdrawl fatal.
Once ingested weekly dosage is need to prevent death.

Mandrake

- Type:** Woody Plant
Cost: 300d/lb (Very Rare)(-15)
Effects: If carved into the image of a person and a personal possession of the person is incorporated into the carving, the target is at -5 to any saving throw vs spells the wielder casts on the target. If the target succeeds in his saving throw the caster must make a saving throw of his own.. Failure means the caster goes insane. This insanity may be cured by Yulpris.

Metyso

- Type:** Ink, crushed bulb
Cost: 40d/oz (Uncommon)(-5)
Effects: Makes invisiable ink. May be made visible by brushing with salt water.

Moly

- Type:** Dried Plant
Cost: 300d/ds (Very Rare)(-15)
Effects: While in contact with a person skin it will cause the wearing to automatically succeed at his next saving throw vs spells. Moly stays fresh for 1d3+3 days.

Oirui

- Type:** Digestive, Powder
Cost: 26d/ds (Common)(0)
Roll: Saving Throw vs Poison at +2
Effects: The person will not need sleep for (1d3+1)*10 hours. The person natural healing rate increases to 1 hp per hour with full HP recovery after 24 hours..
Failure: As above but after (1d3+1)*10 hours the user will take 4d10 Hit Points of damage. If a natural 1 is rolled the person will become paranoid.

Perigwar

Type: Contact, Ungeunt
Cost: 30d/ds (Rare)(-10)
Effects: When rubbed on skin the person gains a +5 to any Charisma ability rolls vs the opposite sex for 1d3+1 hours or until a bath is taken.

Plantain

Name: Plantain
Type: Digestive, Powder
Cost: 8d/ds (Common)(0)
Effects: One dose mixed with flour will cause 1 lb baked goods and breads to stay fresh indefinitely. It will resist spoilage and molding.

Quessel

Type: Disgestive, Powder
Cost: 30d/ds (Uncommon)(-5)
Effects: One dose taken by a person will last 1d6+6 months and will confer +2 to all saving throws vs natural disease.

Rasakile

Type: Digestive, leaves in tea
Cost: 6d/ds (Uncommon)(-5)
Effects: Daily dose by a women reduces the chances of conception by 60%

Rosemary

Cost: 5d/ds (Common)(0)
Effects: See Hyssop.

Tasparth

Type: Inhale, powder
Cost: 3d/ds (Common)(0)
Roll: Saving Throw vs Poison -2
Success: The person has to make a saving throw for every hour of effect (1d3+2 hours) if this roll is failed the person will experience a waking nightmare. The phantasms of the nightmare may cause damage. It is used as a ordeal drug.
Failure: As above except after 1d3+2 hours the person takes 2d6 damage. If a natural 1 is rolled the person takes 4d6 damage.

Teranya

Type: Contact(eyes), liquid
Cost: 30d/ds (Rare)(-10)
Effects: Will cure, on a 8 or less, eyesight loss due to disease, poison, cataracts, or age. Useless for losses due to accidents or birth.

Tirageyth

Type: Dry and chew
Cost: 15d/ds (Very Common)(+5)
Roll: Saving Throw vs Poison
Success: Produces Euphoria lasting 5d6 minutes. The person is unable to act or response to damage. This herb is addictive.
Failure: On a natural 1 person loses 1d6 intelligence.

Wylorafina

Type: Digestive, Liquid
Cost: 30d/ds (Uncommon)(-5)
Roll: Saving Throw vs Poison +1
Success: Within 1 hour the person will have a heart attack, after the heart attack occurs roll a Saving Throw vs Poison at +2, if the roll failed then the person loses 1d3 CON due to heart damage. In either case the person is unable to act for 1d6 hours.
Failure: Within 1 hour person will die of a heart attack.

Yulpris

Type: Digestive, powder
Cost: 600d/ds (Very Rare)(-15)
Effects: The person will gain for the next 1d6 day 5 HPs of natural healing per day. +5 to saving throws vs poison and disease.

