

## SELLING TITLES

One abhorrent method of raising money is through the selling of titles. This method is generally limited to kings, who have many lands and titles to sell. (These are usually vacant through the lack of an heir and have thus reverted to the crown.)

At other times, an unscrupulous king might even invent new titles to sell. These usually go only to established nobles who have the means to purchase them and thus increase their rank. However, a king may also sell knightly titles to rich merchants.

## MARRIAGE

War leaves many widows, and lords without sons may have only marriageable daughters for heirs. A marriage can earn a wise knight a great deal of money through a generous dowry, as well as lands and titles.

## SPENDING MONEY

Conspicuous consumption is the rule among knights. No one saves money, except perhaps to put aside a few *libra* for imminent expenses. Traveling to the nearby city to buy new equipment, gifts for lovers, or other items is a pleasant event after the slaughter and trouble of an adventure or battle.

Note that prices for items change as campaign time passes, and the types of goods available also increases. The lists provided in this chapter are specific to the early part of the game.

Knights may have the opportunity to make major investments using items found here. Most of the time this isn't necessary — it is sufficient merely to say “I'm spending £10 on my manor,” for instance — but sometimes the details are important, or just fun, so this price list offers prices for some really large items.

### A Grand Feast

Sir Galeron of Galloway has come to court to challenge Sir Gawaine for some lands that were granted to Sir Gawaine, who receives the visitor with great courtesy in an extraordinary pavilion, complete with stove and stable.

*Sir Gawaine escorted him out of the hall to a pavilion of linen decorated in purple with tapestries, cushions, and magnificent hangings. Inside was a chapel, a chamber, and a large hall. A charcoal stove had its own chimney to warm the knight. His horse was led to his stall and racks filled to the top with hay.*

*In the pavilion they set up boards and cloths for dining and ordered the coffers, napkins, and salt-cellars, torches, candlesticks, and standards between. They served the knight, his squire, and lady with the most tasty food in silver services, all carefully prepared. They offered him wines in glasses as well as cups, and meats cooked in a special glaze. In this way Sir Gawaine delighted his guests.*

—from *The Adventures at Tarn Wadling*

## PRICES

All prices given here are the minimum for any town or city in Britain, and may be increased by up to 50% at any time, according to the Gamemaster's whim. The Gamemaster must also adjust the base prices as needed, based on common sense. For example, if a knight wished to buy gilded armor, the price might be triple the given amount or even more.

Some goods may not be available for any price, based on the law of supply and demand (the term is an anachronism, but the law still holds true!).

**Note:** Prices are non-negotiable. (It is beneath a knight to bicker with a merchant, anyway.)

## TOWNS AND CITIES

Every item listed herein has two prices: The “Town” price applies whenever a character purchases that item in a small city or a local market; the “City” price applies in any great city. (See “The Market” at the beginning of this chapter for more on towns and cities.) Only one great city exists in Britain at the start of the game: London.

Certain items simply cannot be had at local or town markets, as denoted by a dash (—).

## STANDARD PRICE LISTS

TABLE 8.1: FOOD AND DRINK

Item	Town Price	City Price
<i>Meals</i>		
Common meal	1/8d.	1/4d.
Knight's meal	1d.*	2d.*
<i>Potables</i>		
Ale/beer (jug)	1d.	1d.
Mead (jug)	4d.	6d.
Local wine, poor (bottle)	—	1/2d.
Local wine (bottle)	1d.	1d.
Local wine, good (bottle)	2d.	2d.
Foreign wine, good (bottle)	—	6d.
Exotic wine, good (bottle)	—	20d.
<i>Feast**</i>		
Ordinary	1d.	1d.
Good	2d.	2d.
Fine	4d.	4d.
Grand	8d.	8d.
Regal	16d.	16d.
<i>Road Fare</i>		
Common fare (2 weeks)	4d.	8d.
Hard rations (4 weeks)	2d.	4d.
Knight's fare (1 week)	7d.*	14d.*

\* This includes the cost for a knight's squire as well.

\*\* Includes all edibles and potables, delivery, cooking, cleaning, and service. Prices are per person.

**TABLE 8.2: THE HORSE MARKET**

Item	Town Price	City Price
Charger	£20	£20
Courser	£10	£8
Donkey	60d.	50d.
Mule	100d.	80d.
Nag	50d.	40d.
Palfrey	£5	£4
Rouncy	£1	200d.
Sumpter	100d.	80d.
Work horse	80d.	60d.
<i>Tack and Harness</i>		
Basic tack	16d.	16d.
Fancy tack	24d.	24d.
Exquisite tack	—	100d.
Royal tack	—	£3
Unique tack (engraved, etc.)	—	100d.
<i>Armor</i>		
Caparison	24d.	24d.
Caparison, fancy	80d.	80d.

All steeds are assumed to have been trained appropriately.

The standard, average-quality horse is some shade of brown; a black or white horse, or one of some other unusual quality, costs at least twice the base amount.

**TABLE 8.3: KNIGHTLY EQUIPAGE**

Item	Town Price	City Price
<i>Armor</i>		
Padded armor	7d.	7d.
Leather armor	15d.	15d.
Hard leather	60d.	60d.
Chainmail	£2	180d.
Chainmail, reinforced	—	£5
<i>Shields</i>		
Common (unmarked)	3d.	3d.
Knightly (painted)	5d.	5d.
<i>Weapons</i>		
Axe	25d.	25d.
Dagger	5d.	5d.
Great Axe	50d.	50d.
Great Spear	2d.	2d.
Javelin	1d.	1d.
Mace	30d.	30d.

Spear	1d.	1d.
Sword	75d.	75d.
<i>Gear</i>		
Travel gear	60d.*	60d.*
War gear	£2*	£2*
<i>Hunting Weapons</i>		
Boar spear†	2d.	2d.
Bow	10d.	10d.
5 arrows	1d.	1d.
Crossbow, light	140d.	100d.
6 light bolts	1d.	1d.
Crossbow, medium	140d.	100d.
5 medium bolts	—	1d.
Crossbow, heavy	—	140d.
3 heavy bolts	—	1d.

\* This includes the cost of one squire's gear as well.

† This is a large, broad-bladed spear with a metal crossbar located a short distance below its head. It is wielded using the Great Spear Skill. A boar that takes damage equal at least to its DEX score (i.e., typically 15) from a boar spear may not thereafter attack the foe wielding the spear. (See "Boar" in Appendix 2.)

**TABLE 8.4: THE STOCK YARDS**

Item	Universal Price
<i>Common Beasts</i>	
Cow/yearling ox	60d.
Ewe and lamb	25d.
Milk cow	120d.
Ox	180d.
Ram	60d.
Sheep/goat	10d.
Sheep, fat	15d.
Sow	60d.
<i>Noble Beasts</i>	
Young hawk	15d.
Trained hawk	80d.
Common dog	5d.
Exceptional dog	25d.

**TABLE 8.5: CLOTHIERS AND JEWELERS**

Item	Town Price	City Price
<i>Clothing</i>		
Knight's (fashionable)	120d.	£1
Knight's (old fashion)	60d.	100d.
Noble's (fashionable)	£4	£4
Noble's (old fashion)	£2	£2



<i>Raw Materials*</i>		
Knighly	35d.	30d.
Noble	80d.	75d.
<i>Common Accessories**</i>		
Brooch or medallion, gold	£5	£5
Brooch or medallion, silver	£1	£1
Earrings, common	10d.	10d.
Earrings, gold	160d.	160d.
Earrings, silver	25d.	25d.
Ring, gold	£1	£1
Ring, silver	40d.	40d.
Ring, signet	60d.	60d.
Diamond (unset)	£1	£1
Diamond, unusual (unset)	—	‡

\* This is enough material (cloths, threads, etc.) to make one knight's or lady's set of fashionable clothing in appropriate materials.

\*\* The standard item is of typical quality; very fancy or cunningly crafted items may cost up to twice the usual price or, if unique and beautiful, even more. In the city, one can find stunning works of royal quality that easily fetch up to thrice the standard value.

‡ Such a diamond ranges from £2 to £5 depending on its cut and quality.

**Note:** Finished silver and gold pieces that combine fine craftsmanship with valuable stones can be worth much more than the standard accessories listed above; those prices are given only as a baseline. Of course, only the wealthiest nobles of the land can afford such opulence, and these items can generally only be found in the city market.

For example, a fine silver ring set with an emerald might fetch £1, 5s., while an intricately crafted gold medallion with a diamond and six pearls might be worth as much as £35 or more!

**TABLE 8.6: COMMON SERVICES**

Item	Town Price	City Price
<i>Entertainment</i>		
Composition, heroic lay	70d.	60d.
Composition, love poem	40d.	30d.
Composition, mocking poem	60d.	50d.
Harpist (per festival or event)	‡	‡
Jongleur (per night)	20d.	20d.
Lute player (per festival or event)	60d.	60d.
Singer (per festival or event)	5d.	5d.

<i>Clerical/canonical</i>		
Copy a book (per page)	5d.	5d.
Copy and illuminate a book (per page)	25d.	25d.
Have a Mass said	5d.	5d.
Indulgence, venial sin	—	10d.
Indulgence, mortal sin	—	£1
Read a letter	1d.	1d.
Write a letter	3d.	3d.
<i>Heraldic</i>		
Genealogy	—	†
Messenger (per day of travel)	—	5d.
Professional herald (per day)	—	20d.
<i>Professional Women (per night)</i>		
Low-class	—	1d.
Common	—	5d.
Courtesan	—	25d.
French courtesan	—	140d.
<i>Port Authority*</i>		
Brittany (2d6)	—	130d.
Cambria (3d6)	—	90d.
Frisia (3d6)	—	160d.
Ganis (2d6+6)	—	240d.
Ireland (3d6)	—	180d.
Normandy (2d6)	—	90d.
Rome (4d6+12)	—	£6
South or East Britain (2d6)	—	45d.
Spain (3d6+6)	—	£1, 10s.
<i>Miscellaneous</i>		
Chirurgion (per day)	—	20d.
Hire a fishing boat, no questions asked	—	60d.
Hire a pirate ship (20 men), no questions asked	—	£3
Lawyer (per day)	—	12d.

‡ From £1 to £7 depending on the Skill of the performer. Normally, the best harpists can be found only in the city.

† From £1 to £5 depending on the enormity of the genealogy to be completed and its import.

\* Prices are given for passage booked from London to the given destination. The Gamemaster must adjust for other ports of departure. Each cost listed is for one knight, plus one squire and their possessions and mounts. The result of the dice value listed in parentheses indicates the number of days the traveler must wait before a suitable ship departs.

**TABLE 8.7: MISCELLANEOUS GOODS**

Item	Town Price	City Price
<i>Luxuries*</i>		
Book	—	—
Carpet	—	100d.
Carpet, thick	—	200d.
Dish, gold	£7	£7
Dish, silver	£1	£1
Drinking glasses (6)	60d.	60d.
Goblet, gold	£12	£12
Hand mirror, glass	—	40d.
Perfume	30d.	20d.
Perfume, imported	—	40d.
Spices	50d.	40d.
Spices, imported	—	‡
Tapestry, plain	120d.	100d.
Tapestry, nice	£1	180d.
Tapestry, fine	£2	£1, 10s.
Tapestry, exquisite	£5	£3
Tapestry, royal	—	£5
<i>Carter's Market</i>		
Cart (2-wheel)	7d.	7d.
Wagon (4-wheel)	10d.	10d.
<i>Tent Makers</i>		
Camp tent	2d.	2d.
Pavilion	£1	£1
Pavilion, nice	£2	£2
Pavilion, fancy	£5	£4
Pavilion, regal	—	£8

\* As with jewelry, some of these luxuries can be worth much more (or sometimes less) than the standard items listed above, based on any number of variables; these prices are given only as a guideline.

‡ From 100d. to £3 depending on the rarity and the demand.

**TABLE 8.8: MAJOR INVESTMENTS**

Item	Universal Price
<i>Common Construction</i>	
Barn	12d.
Chapel	£8
Church	£50
Knight's manor hall	£2
Ox shed	2d.
Peasant dwelling	3d.
Stone bridge	£5
<i>Castle Construction</i>	
Ditch and rampart	£1
Motte-and-bailey	£25
Motte-and-bailey, reinforced	£95
Shell keep with bailey	£45
Stockade	£6
Stone tower	£10
Stone tower, with motte and palisade	£75
<i>Mercenaries (per month)</i>	
50 bandits	£5
50 footmen	£10
10 armored footmen	£5
5 sergeants	£5
4 engineers (siege crew)	£1
<i>Water Craft</i>	
Fishing boat	20d.
Horse transport	£15
Pleasure barge	£10+
Rowboat/coracle	5d.
Trade ship, large	£15
Trade ship, small	£5
War ship	£20
<i>Manorial Renovations</i>	
Fireplace and chimney	£1
Fish pond	10s.
Flower garden	75d.
Glass window (per)	80d.
Small orchard	£1
Suite of bedroom furniture	£1
Tile floor	£1