

OLD EMPIRE – Money and Prices



The great city of Chittagong is the largest and richest city in the Northern world. Its wealth is due to its position as the great mercantile clearing-house for trade between the Southern Lands and all the Northern World. All prices are quoted for the shops and markets of Chittagong.

Currency System

10 copper pieces = 1 silver piece

20 silver pieces = 1 gold piece

100 silver pieces = 1 wate of silver

100 gold pieces = 1 mark of gold

100 wate of silver = 1 stone of silver

500 gold pieces = 1 talent of gold

1 stone of silver = 1 talent of gold.

Currency in the Northern World is generally debased, with only about 40% by weight of pure metal in most coins. It should be noted that precious metals are more plentiful in 'Old Empire' than in the world today, and gems are larger and more lustrous in an equivalent fashion.

Price List

For the aid of players, all prices are quoted in Gold Pieces even for those items for which prices would more usually be quoted in silver.

Armour (new)

Leather undershirt (acetone)	10 gps
Hardened Leather armour	20 gp
Studded Leather armour	40 gp
Ringmail Byrnie	60 gp
Scalemail Hauberk***	100 gp
Chainmail Shirt***	200 gp
Chainmail Hauberk***	600 gp
Banded Mail****	c. 500
Suit of Splinted Mail****	c.1000
Suit of Plate Mail****	c.1500

(Second-hand armour: Good Quality 50%; Poor Quality 25% of above price)

Miscellaneous Pieces of Armour

Steel cap	10 gp
Helmet (miscellaneous designs)	20 gp
Great Helm	50 gp
Mail Coif	30 gp
Plate gorget***	50 gp
Mail Chausses****	250 gp
Heavy mail arm-piece****	200 gp

**** Armour availability must be checked; **** Armour availability is low.*

Shields

Wooden shield	5 gp
Buckler	15 gp
Combat shield	25 gp
Great Iron shield	50 gp

Combat Weapons

Longsword	50 gp
Shortsword	20 gp
Southern or Bastard Sword	60 gp
Scimitar/Sabre	40 gp
Two-Handed Sword	100 gp
Hand-axe	5 gp
War-axe	10 gp
Battle-axe	40 gp
Spear	5 gp
Hasta/Angon/Heavy Spear	15 gp
Pike	20 gp
Pole-Arm	25 gp
Mace	20 gp
Morning Star	30 gp

Flail (two handed)	40 gp
Heavy Lance	60 gp
War-hammer	10 gp
Battle-hammer	20 gp
Dagger	10 gp
Quarter Staff	2 gp
Pitchfork	2 gp
Clubs, Cudgels etc.	gratis

Missile Weapons

Throwing Knife	5 gp
Javelin (pair)	5 gp
Dart	2 gp
Shurakin	2 gp
Longbow	50 gp
Shortbow.	25 gp
Heavy Crossbow	40 gp
Light Crossbow	20 gp

Arrows per dozen:

Sheaf (hunting)	6 gp
Flight (war)	12 gp
Quarrels per dozen:	12 gp

A quiver for arrows or quarrels costs 2 gp per dozen - maximum two dozen.

Silvered weapons are reputed to be wondrously effective at striking the undead and other vile abominations, and many weapon-smiths will be only too happy to sell such weapons at a mere twenty times list price. There are some who say that such is merely foolish wastage, the rumour being fostered by weapon-smiths...

High quality weapons are priced upon interest by the vendor.

Various Items Oft Desired By Adventurers and Like Wastrels

Leather pack	2 gp
Tallow candles, 4 dozen	1 gp
Wax candles dozen	1 gp
Scroll case, leather	1 gp
Scroll case, bone	5 gp
Large wooden chest	2 gp
Small wooden chest	1 gp

Iron bound chests are ten times the price. Cheap locks cost 5gp: quality costs more.

Shuttered Lantern	8 gp
Bulleseye Lantern	20 gp
Flask of Lamp Oil – c.6 hours	1 gp
Torches, per two dozen	1 gp
Metal Mirror	4 gp
Silvered Glass Mirror	10 gp
Mallet and two dozen iron pitons	1 gp
Leather and metal belt flask	4 gp

A Basic 'Adventurers' Pack: 10gp
 Heavy-duty pack
 Rope, 50 foot
 Flint and tinderbox
 Mallet and iron pitons
 Tallow candles, dozen
 Large water-skin
 Leather Sacks (5)

Hardware

'Locksmiths' Tools 50-500 gp (depending on quality)
 Wrecker's Bar 5 gp
 Hand-Drill 50 gp
 Handcuffs per set 20 gp
 Leg-Irons per set 15 gp
 Full Irons (above plus chain links) 40 gp

Miscellaneous Items

Basic Adventurers Pack 14 gp
 Rope per 50' foot 5 gp
 Pouch of 'fine' tools 3 gp
 Bag of heavy Tools 6 gp
 Lantern 2 gp
 Flint and Tinder 1 gp
 Mallet and Pitons 2 gp
 Torch 1 gp
 Adventurers medical kit 3 gp
 Provisions (perishable) 10 gp
 'Iron' Rations 5 gp
 Pouch of Traps/Snares 2 gp
 Wreckers Bar 3 gp
 Waterskin/Flask 1 gp
 Hardened Flask 2 gp
 Money per 100 coins 1 gp

Beasts of Burden

Most sane men prefer to journey a-horse rather than afoot. The price you pay for this privilege varies...

Riding Beast	Typical Price Range	Average Cost
Riding Horse	25-100 gp	50 gp
Pony	20-80 gp	40 gp
Mule	30-60 gp	40 gp
Donkey	10-30 gp	15 gp

Horses of exceptional speed, strength, endurance or temperament will cost between 100-500gp, occasionally more.

War Horses

Highly trained horses, suitable for combat are much more expensive. These are individually priced by the vendor but are typically in the range:

Light War Horse (bred for speed)	500-1000 gp
Hunter (bred for endurance)	500-1500 gp
Heavy War Horse (bred for strength)	1000-3000 gp

Equestrian Equipment

Saddle	10-500 gp (Depending on quality)
Saddle-bags (small)	10 gp
Saddle-bags (large)	20 gp
Harness, Bridle, Blankets	5 gp
Leather Barding	100 gp
Chainmail Barding	1000 gp
Platemail Barding	2000 gp

Necessities

Most freebooters and wandering adventurers stay at inns. The price of accommodation varies from inn to inn, depending on the district, but most pubs frequented by the adventuring clique will follow the following guide:

Poor room (shared)	2 gp/week
Fair room	6 gp/week
Good room	10 gp/week (per person; 3 meals a day)
Stabling Horse, Pony, Mule or Donkey.	1 gp/week
Stabling War Horse	3 gp/week
Hard Tack, preserves etc	10 gp/week
Perishable Provisions for an active man	0.5 gp/week
Subsistence	2 gp/week
Breadline	1 gp/week

Clothing

The costs of clothing vary tremendously depending on the quality and type of apparel. The prices shown below are for the average cost of new clothing. A set of clothing will normally comprise: outdoor cloak, tunic (or dress) or shirt and kilt (or trousers), belt, hose and shoes.

Yeoman/Workers set of clothing	3 gp
Good quality set of clothing	10 gp
'Campaign' set of clothing	20 gp
Good Cold Weather clothing	extra 30 gp
Good Winter Furs	extra 50 gp

Special sets of clothing such as full-length beaver coats, sealskin waterproof suits and so forth are individually priced by vendor.

Expensive clothes worn by the rich run to more than ten times these prices and include embroidered cloth, silks and velvet.

Luxuries

All the usual vices are catered for in Chittagong, below is a guide to some of the more wholesome sorts....

Beer		a few silver pieces a quart
Wine	from	1 gp a quart
Pipe tobacco	from	1 gp per pouch
Dream-Weed	from	10 gp per pouch
Fine Cigars	from	1 gp each
Naqua-Juice	from	5 gp a measure
Tavern prostitute or slave	from	2 gp/night

Thus a night of wine, women and song in a good inn will burn about a 10-20 gp hole in your finances, depending on how badly you get rolled!

Assets (*Or... how to spend all your money quickly...*)

Land and Property

The price of land is negotiable, depending entirely upon location and properties contained. Generally the closer to a centre of population, the more expensive. A reasonable farm and contents 100 miles East of Chittagong might be valued at several Talents of Gold.

Similarly Property prices are highly variable, depending upon locale, condition and the purchaser's requirements. Property outside the cultivated lands is commonly purchased with adventurers' lives. An unremarkable dwelling of timber in the Wallside district of Chittagong might cost a few marks of Gold.

Livestock

Quality bloodstock as below. Average animals half price

Cattle	10 gp
Pigs	5 gp
Sheep, Goats	2 gp
Draught Horse	30 gp
Draught Ox	25 gp
1 gp will buy several game birds or a lot of fish.	

Mongrel cat or dog loyal to food and kindness gratis

Hunting Dogs	(mature, trained)	10 gp
Guard Dogs	(young, to be trained)	20 gp
Fighting Dogs	(proven killers)	from 50 gp
Hawks	(young, trained)	from 20 gp
Eagles	(young, trained)	from 500 gp
Human livestock is individually priced by the vendor.		

Ships

The Northern World is justly famous for its ships and seafaring men. For those who would emulate Pirate, Merchant or Fisherman, there follows a guide to typical prices for second-hand vessels in good repair.

Small Boat	two pairs of oars, unseaworthy	30 gp
Fishing Skiff	Small sail, up to four crew	50 gp
Faering	sail, up to six crew, seaworthy	65 gp
Pinnace	big rowboat, up to 11 crew, unseaworthy	65 gp
Fishing Smack	up to 12 crew, very seaworthy	120 gp
Schooner	from 1-14 crew, extremely seaworthy	7 Gold Talents
Coastal Cog	20 crew, large cargo space	9 Gold Talents
Ocean Cog	30 crew, extensive cargo hold	15 Gold Talents
Raiding Longship	up to 40 crew, open deck	12 Gold Talents
Longship Trader	Up to 30 crew, cargo hold	15 Gold Talents

Miscellaneous vessels of all shapes and sizes falling between these broad categories exist; each must be judged and priced upon its own merits.

It is said that one can buy anything in the Markets of Chittagong, one need only haggle over the price, if one has patience and cares not from whence the goods came. While this may not always be the case, a great variety of goods are available, far too many to detail in this guide... spread a little money..grease a few palms... who knows what may be for sale...?

In any case there are always rumours of dwarf cities to the East and West where all manner of wondrous goods are crafted.

