

The Expanded Consumer Guide

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FOREWORD

This following was gathered and written with the purpose of adding some new information about Imperial society as well expand upon other expenses the PCs may face in their day to day activities.

COINAGE

In the **WFRP 1st Edition Rulebook** (page 292), coins are described as weighing approximately one ounce, no matter if it is a Gold Crown, Silver Shilling, or base metal Penny. The coins thus described are unnecessarily large and bulky. Based on a series of reforms instituted by Emperor Magnus the Pious during his long reign, Imperial coinage has been standardized in the following manner:

The Imperial Gold Crown, or “Krone” has a value equivalent to 1lb of silver and has been standardized to 1.5 inches or 38mm in diameter with a weight of 3.5 grams or 0.125 oz. Thus, a purse of 100 GCs would be 12.35 oz. In the Empire, gold is roughly worth twelve times its weight in silver. In addition, the size of the gold crown has historically varied dramatically from smaller to larger coins and has fluctuated most troublesome during the Age of Three Emperors.

The Silver Shilling, or “Schilling” is worth a 20th of a pound of silver and historically has been 0.8 oz, which means a purse of 100 Shillings would be 80oz or 5lb. The sheer difficulty of carrying such weight in coins led to various reforms which reduced the Shilling to a weight of 0.2oz if slightly larger at 1 inch or 25mm in diameter. Thus, a purse of 100 coins is 20oz, which is still a bit heavy for a purse.

The Brass Penny, or “Pfennig” is a standard 15mm or 0.6 inch in diameter and 1.7grams or 0.06oz of weight, which would result in a purse of 100 coins to be 6oz in weight. Some pennies still have a slight cross grooving on one side, a holdover from a time when folk would cut pennies into quarter ‘bits.’ The old practice of creating farthings (quarter-pennies), “halver” or “ha’pennies” (half-penny) still exists in the outlying, more rural backwater places of the Empire.

The above reforms were also intended to discourage clippers from shaving off some of the metal in the smaller coins. For the individual, the typical carried purse weight would be anywhere from 3.2 oz to 6.4 oz with an average of roughly 5oz.

Another aspect of the Magnus monetary reforms was the restriction of mints. Only the great cities of Nuln, Altdorf, Middenheim and Talabheim mint coins that are widely accepted in the Empire as these maintain the strict requirements of weight and shape. Of the four, the Imperial Mint in Altdorf and Nuln produce coins on a regular basis and all mints are overseen by the officials of the Imperial Treasury. Other provincial capitals are granted a charter to mint coins only for use within the specific province. The size and weight of these provincial coins are more variable.

Certain rare or commemorative coins may also be of more than just their face value, especially to those with numismatic skill. A gold crown minted in the time of Karl-Franz I for example is pretty much just worth its face value, while a gold crown of 2304 IC, commemorating the coronation of Magnus the Pious could be worth more like twice or perhaps even three times, being of exceptional purity and historical significance. Some rare old coins may even fetch more than that, for example a *Reiksthaler*, the forerunner of the Shilling, dating from the early days of the Empire may be worth close to 20 gold crowns to a collector. Or the *Ottilien Thaler*, a silver coin minted in Talabheim during the reign of self-declared Empress Ottilia may be worth closer to 10 gold crowns.

Imperial Coinage:

1 Gold Crown = 20 Silver Shillings = 240 Brass Pennies
1 Silver Shilling = 12 Brass Pennies

This is usually written as: 1 GC = 20/- = 240p

A sum of money involving different coinage types is written as:

1 GC 12/6	- One crown, twelve shillings and six pence
6/-	- Six shillings
12 GC 5/-	- Twelve crowns and five shillings
3p	- Three pence only

SUBSISTENCE AND THE COST OF LIVING



One of the missing elements from the **WFRP 1st Edition Rulebook** was a description of wages for the non-adventuring individuals that make a living in the Empire. The following should help provide some depths to the cost of living for the various social classes.

Starving

Less than 3/- of sustenance per day could perhaps be survivable for a few days, or even a week or two, subsisting on nothing but thin gruel or watery broth. However, it is sure to lead to severe malnourishment and will take its toll on the mental and physical wellbeing over prolonged time. Picture if you will a beggar living in filth and squalor, or a captive wasting away in a cold and dirty prison cell.

Poor

3/- **per day** or the equivalent in kind is considered the absolute minimum to stay healthy, well 'barely' healthy. Over prolonged periods of time (months) this low level of sustenance would also be detrimental to the overall health and wellbeing, resulting in weakened and sickly people.

For example, a poor cottar (which is about the lowest rank of peasant, think of it more like a farmhand), living in a small ramshackle hut or hovel. From their meagre earnings in kind (farm products) they mainly subsist on gruel, pottage, and thin ale, and what little else they can grow or forage. On average they would make it through the year barring any unforeseen tragedy.

At this level, most effort or income is spent entirely on procuring food to survive. Income should be equivalent to a minimum of **24/- per week**.

Struggling

5/- **per day** or equivalent, is also not much to live on, but one makes do. Peasant farmers and those living more rural might have it a little easier, finding ways to supplement their diet, compared to those living in towns and cities. Entertainers and unskilled labourers, and perhaps even a young student of lesser means (or those cut off by Daddy) fall into this category. Occupations such as Fishermen, Militiamen and Rat Catchers fit this category.

Requiring a minimum income of about **40/- per week**. A struggling entertainer could possibly improve their situation with additional tips, while those other drudging sods might wish to stretch their means as best as they can to make ends meet.

Below Average

7/- **per day** or equivalent sustenance, is still considered pretty meagre, though allowing for decent if simple meals, ale and a few other necessities. It's not much, but at least livable, and not bad for a peasant villager, journeyman craftsman or rank-and-file soldier. An income of at least **60/- per week** is required. Leaving precious little for any extras and it is at this level that most adventurers should rank starting out.

At this level professional warriors are either equipped by their employer or rely on hand-me-downs, with a very few fortunate ones possessing anything even remotely resembling an heirloom piece of gear, no matter how banged up or worn it may be.

Average

Roughly around **10/- per day** spent on food and drink, is about common for most skilled craftsmen and professionals. While still not much more, it is nevertheless a level at which one can live a decent life. Savings are hard to come by and it still takes a long time before being able to afford anything of significant value. A wage or equivalent of at least **100/- per week** is required, which still would not afford much else. Adventures and those with ambition should aim for an income of twice to three times as much in order to be able to maintain gear, acquire lodging and afford transportation.

Above Average

Around **15/- per day** can be considered the upper range for prosperous villagers and freeholders and is a good middle ground for established and thriving trade and craftsmen. At least **160/- per week** are required, but two or better three times as much is recommended to better accommodate this lifestyle and perhaps even have some savings on the side. Carpenters and Thatcher's would fall into this category, as well as professional rangers or warriors of some repute.

Comfortable

At **20/- per day** spent on food and drink, things are going pretty well all considered. Being able to afford a moderately good living and even enjoy a few minor luxuries here and there. At this level one should assume that about a good third of income is spent on food and drink per week, with another third spent on expenses and upkeep to maintain this standard of living. The last third accounting either for savings or perhaps even investments. For simplicity sake, the more successful middle-class townsfolk should be in the **5 GCs a day or 30 GCs per week** income range.



Prosperous

35/- per day is just the right means to be able to afford a higher-end inn in a city like Middenheim or Altdorf. It represents good, prosperous living everywhere else in the Empire and is the hallmark of a Burgher. Generally speaking, an affluent upper middle class comprised of master artisans, notable professionals and respected academics, not to forget noted and fortunate adventurers that have come into some means. An income of at least **50 GCs a week** is required to adequately cover and maintain such lifestyle expenses.

Wealthy

70/- per day spent on food and drink alone for a single person could definitely be regarded as entry level upper class or those pretending to be. Fine dining starts here with refined and slightly pretentious foods and fine drink. It is more or less reserved for wealthy Burghers and higher-ranking officials and distinguished officers. Such a well-off lifestyle requires an income of at least **90 GCs a week**.

Idle Rich

5GCs per day spent on opulent and perhaps even exotic meals expertly paired with exquisite libations exemplifies the whims and tastes of aristocracy. In order to achieve and maintain such a lavish lifestyle it would require an income of at least **120 GCs per week**, and more, considering the increasingly frivolous feasts and debaucheries and the upkeep of appearance.

GOODS AND SERVICES

Something...

With the addition of tables for Magic Spell Ingredients (see below), a new category of Extremely Rare has been added to the Availability Table from **WFRP 1st Edition Rulebook** (page 292), as stated in the following:

	Population			
	Below 100	Below 1000	Below 10,000	10,000+
Extremely Rare	n/a	n/a	2%	5%
Very Rare	1%	5%	10%	25%
Rare	3%	7%	15%	30%
Scarce	5%	10%	25%	40%
Average	10%	20%	35%	55%
Common	20%	35%	50%	80%
Plentiful	35%	60%	70%	100%

The following section is an expansion of the Consumer Guide that appears on pages 292- 297 of the **WFRP 1st Edition Rulebook**. Some of the information presented in tables below are repeated with those from the rulebook or other official sources (e.g., Apocrypha Now) and expanded to assist Gamemasters and Players.

SUBSISTENCE

Keeping in mind, food and drink vary greatly from place to place, local tastes, seasons, and many other factors, as well as its quality. The prices below are for what one could expect in the average coaching inn or tavern and should be adjusted as needed. A better inn in a large city such as Altdorf or Middenheim for example can be expected to be more expensive, while a small dockside tavern or far off rural inn might be less. Quality should also be accounted for and could be double, triple or even more for good or even truly exquisite food and drink. Food at half price could potentially be appalling, and may be spoiled, moldy or even rotten, and could cause all sorts of illness, while cheap drink might be watered down or otherwise hard to swallow.

Food and Drink			
	Cost	Encum	Avail
Gruel or Broth (bowl)	6p		Plentiful
Porridge (bowl)	9p		Plentiful
Pottage (bowl)	1/-		Plentiful
Snack Food (Pickled Egg, Pickle)	2p		Plentiful
Savory Snack Meats (small)	9p		Common
Fruit or Meat Pie (small)	1/-		Common
Bread and Cheese	1/-		Plentiful
Cold Meal (plate)	2/-		Plentiful
Meaty Stew (bowl)	2/-		Common
Hot Meal (plate)	3/-		Common
Roast Chicken or Pork	4/-		Common
Roast Duck	10/-		Scarce
Venison	1+ GC		Rare
Ale (pint)	9p	2	Plentiful
Good Beer (pint)	1/-	2	Common
Cider (pint)	9p	2	Common
Mead (pint)	1/6	2	Average
House Wine (bottle)	4/-	5	Common
Wine (bottle, local/regional)	9/-	5	Average
Good Wine (bottle)	25/-	5	Scarce
Fine Vintage Wine (bottle)	5+ GCs	5	Rare
Rotgut (quart)	5/-	6	Plentiful
Spirits "Schnaps" (quart)	10/-	6	Common
Fine Brandy (quart)	1+ GCs	6	Average

Gruel: made from cereal grains boiled in water or milk and can be savory or sweet; more refined versions are enhanced with honey or spices and sometimes even egg or fruit.

Porridge: mainly composed of mashed and stewed vegetables such as leeks, peas, lentils, and onion. It can vary greatly from region to region and depending on what is available locally. Usually poor/lesser quality porridge is coarser and often served with rye bread, while better quality is smoother and may be served with wheat bread.

Pottage: a savory stew or soup served with bread, in many ways very similar to porridge, but containing more mixed ingredients and is thus usually more flavorful. It is generally made from whatever is available locally, vegetables, grains, eggs, as well as meat or fish scraps. Depending on the region it may be heavier on barley, cabbage, lentils, or beets for example. Good pottage is usually thick and flavorful, while lesser quality is often thinner, more soup like.

Snack Food: ranging from a pickle or pickled egg to small strips of smoked or pickled fish and similar morsels.

Savory Snack Meats: typically, a small boiled or smoked sausage sometimes served with a bit of bread and butter or condiment. Alternatively, a fair piece of fatty bacon or thin strips of salted meat.

Fruit or Meat Pie: this is a small single person portion, made of either sweet seasonal fruit or savory minced meats. Alternatively, as a dessert, various fruit might also be served cooked or baked, often in a sweet, spiced sauce.

Bread and Cheese: most commonly served with butter, but sometimes lard, or even a condiment sauce.

Cold Meal: a bit more than just bread and cheese, and while the details vary greatly it usually consists of a platter or plate with added vegetables, nuts, fruit and some scraps of meat, sausage, or small pieces of fish.

Meaty Stew: more akin to a chunky beef stew, but made from any meat available, most commonly mutton or pork, but lesser meat stews might be made with rabbit or poultry.

Hot Meal: while the details vary greatly, it usually consists of a plate with some boiled vegetables, fruit, and a slab of meat of some sort, most often mutton, pork, or fish. Other meats might be available but can be more expensive.



Provisions			
	Cost	Encum	Avail
Ale (3-gallon keg)	18/-	300	Common
Bacon (8lb)	1 GC		Common
Bread, rye (11lb loaf)	9p		Plentiful
Bread, rye & wheat (11lb loaf)	1/-		Common
Bread, wheat (11lb loaf)	1/6		Common
Butter (lb)	4/-		Plentiful
Carrots/Onion/Beets (d3+1)	1/-		Plentiful
Cheese (lb)	3/-		Plentiful
Eggs (dozen)	2/-		Plentiful
Iron Rations per day (or week)	7/6 (3 GCs)	6 (50)	Common
Fodder per horse per day	7/6	50	Plentiful
Oatcakes (dozen)	3/-		Plentiful

LODGING

Inns and hostelry accommodations can be found a plenty throughout the Old World, but prices and quality can vary greatly from place to place. A roadside inn along the main road in the province will most definitely be cheaper than a good inn in a large city such as Altdorf or Middenheim.

Average Inn – provides services and accommodation at fair prices. Rooms are typically simply furnished but are clean and comfortable.

Cheap – the quality of these establishments can vary from tolerable to the downright nasty. The quality of sleep one gets in these places is highly questionable and one would do well to watch out for thieves or worse. (Use many colorful attributes such as damp, dark, drafty, filthy, stench, etc.)

Excellent – these hostelries provide luxurious and well-furnished rooms, fine down bedding, and other amenities. Prices can be 3 to 5 times higher than at an average inn, depending on prestige and clientele.

The prices below are given as a brief guideline for an average inn, such as can be commonly found in the Empire.

Lodging			
	Cost	Encum	Avail
Common Room per night	2/-	-	Plentiful
with bed	3/-	-	
Double Room per night (sleeps 4)	30/-	-	Common
Single Room per night (sleeps 2)	1 GC	-	Common
Bath	3/-	-	Common
Hot Bath	5/-	-	Common
Stabling per horse per night	1/6	-	Plentiful

Common Room: people sleep on benches and sometimes even tables or wherever they can find a more or less comfortable spot. Those near the fireplace are usually the best and sleeping on the dirty floor the least desired. Some common rooms may have a few simple beds in the corners or several in an adjacent sleeping room or dormitory.

Inn Rooms: typically, small, and cramped rooms with a simple wooden door that can be bolted or locked (CR:5)

Bath: many inns have simple washing arrangements apart from a bowl and carafe of water in the rooms. A small wooden tub is often available in a separate room in the inn or can be brought to a room for an additional fee. Most bath water is just lukewarm, sometimes already used by a previous patron. Additional hot water, soap, and pleasant scented bath oils costs extra.

CLOTHING

The prices given below are for clothes of average quality only. Good quality clothing costs three times as much, and best quality costs ten times as much. Encumbrance should be adjusted if necessary (an elaborate ball gown, is *not* going to be easy to carry!). For poor quality, worn clothing, divide the cost by two.

Clothing			
	Cost	Encum	Avail
Hat (simple cap)	10/-	1	Plentiful
Hat (wide-brimmed)	5 GCs	5	Plentiful
Hood/Cowl/Mantle	25/-	2	Common
Scarf, woolen	1 GC	1	Plentiful
Bodice	4 GCs	3	Plentiful
Corset	5 GCs	4	Common
Dress/Gown	7 GCs	6	Plentiful
Jacket/Doublet	6 GCs	4	Common
Jerkin/Vest	5 GCs	3	Plentiful
Nightgown	4 GCs	4	Plentiful
Nightshirt	3 GCs	3	Plentiful
Shirt/Chemise	2 GCs	2	Plentiful
Smock	50/-	3	Plentiful
Tunic	5 GCs	4	Plentiful
Cloak/Cape	5 GCs	10	Plentiful
Clerical Robes	13 GCs	20	Average
Overcoat/Greatcoat	10 GCs	15	Common
Gloves, leather	2 GCs	1	Common
Handkerchief, silken	4 GCs	-	Very Rare
Mittens, woolen	25/-	1	Plentiful
Baldric (leather)	25/-	3	Common
Belt, leather (light)	10/-	1	Plentiful
Belt, leather (heavy)	1 GC	2	Common
Breeches	2 GCs	4	Plentiful
Codpiece	25/-	2	Common
Girdle	25/-	2	Common
Hose/Stockings	1 GC 10/-	2	Plentiful
Sash	1 GC	1	Plentiful
Boots, leather	9 GCs	10	Common
Clogs, wooden	25/-	3	Plentiful
Riding Boots (+Spurs)	12 GCs	12	Average
Sandals, leather	3 GCs	2	Common
Shoes, leather	6 GCs	5	Plentiful

Clothes do not count towards personal encumbrance when worn, but if carried in a backpack or sack they have the listed encumbrance.

MISCELLANEOUS ITEMS

Carrying Equipment			
	Cost	Encum	Avail
Backpack (holds 250 enc)	30/-	20	Plentiful
Flask, leather (pint)	15/-	5	Average
Flask, metal (pint)	50/-	15	Scarce
Leather Tube Case	1 GC	2	Scarce
Leather Pouch	5/-	1	Plentiful
Purse (holds 100 coins)	2/-	1	Plentiful
Sack (holds 200 enc)	16/-	7	Plentiful
Saddlebag (holds 150 enc)	2 GCs	5	Average
Slingbag (holds 200 enc)	6/-	5	Plentiful
Water Skin (gallon)	8/-	1(100full)	Plentiful

Illumination			
	Cost	Encum	Avail
Candle (tallow - dozen)	6/-	5	Plentiful
Candle (wax - dozen)	36/-	5	Average
Fuel Oil (pint)	8/-	5	Plentiful
Lamp (pot)	5/-	20	Plentiful
Lantern	12 GCs	20	Average
Lantern-Storm	20 GCs	30	Scarce
Match (dozen)	1/-	-	Average
Torch	1/-	5	Plentiful

Personal Equipment			
	Cost	Encum	Avail
Blanket, woolen	2 GCs	10	Plentiful
Clothes Pegs (dozen)	2/-	2	Common
Comb, wooden or horn	2/- to 5/-	1	Plentiful
Cutlery set for 1, wood	5/-	2	Plentiful
Cutlery set for 1, metal	3 GCs	4	Common
Cutlery set for 1, silver	15 GCs	3	Scarce
Dice, wooden (pair)	6/-	-	Plentiful
Dice, bone (pair)	10/-	-	Common
Dice, ivory (pair)	5 GCs	-	Rare
Face Powder	10/-	1	Common
Flint Striker	3 GCs	2	Scarce
Hairbrush	8p	2	Plentiful
Hand Mirror	3 GCs	15	Scarce
Pack of Cards	1 GC	1	Common
Pack of Divinatory Cards	3 GCs	1	Rare
Perfume (ounce)	1 GC	1	Common
Perfume, exotic (ounce)	5 GCs	1	Rare
Pipe, (clay or wooden)	5/- to 1 GCs	1	Plentiful
Pipe Tobacco (pouch)	10/-	1	Common
Pipe Tobacco, good (pouch)	1+ GC	1	Average
Soap Bar (scented)	1 GC	3	Scarce
Tinderbox	30/-	5	Plentiful
Toy	6/- to 2 GCs	1-5	Common

Household Items			
	Cost	Encum	Avail
Barrel (36 gallons)	10 GCs	3600	Common
Bed Linen	4 GCs	8	Scarce
Bowl, wooden	8p	3	Plentiful
Bowl, earthenware	10d	4	Plentiful
Bowl, pewter	1/6	4	Scarce
Bucket, wooden (3 gallons)	1/-	10	Plentiful
Chamber Pot, earthenware	4/-	10	Plentiful
Cask (9 gallons)	3 GCs	800	Common
Cauldron	5 GCs	1000	Scarce
Cooking Pot, copper	1 GC	20	Plentiful
Cup, wooden (8 oz)	4p	2	Plentiful
Cup, earthenware	6p	2	Plentiful
Goblet, pewter	30/-	4	Common
Jug, earthenware (holds 1 gallon)	3/6	15	Plentiful
Kettle, metal (holds 3 pints)	50/-	10	Plentiful
Kindling/Firewood (bundle)	2/-	5	Plentiful
Lockbox, ironbound	5 GCs	150	Average
Padlock, iron	3 GCs	5	Average
Pan, metal	10/-	10	Plentiful
Plate, wooden	1/-	5	Plentiful
Plate, pewter	1/8	6	Common
Pillow, feather	2 GCs	15	Scarce
Tankard, wooden	10/-	5	Plentiful
Tankard, pewter	1 GC	6	Common
Towel, linen	1 GC	2	Common
Wash Basin, earthenware	3/-	10	Plentiful

Home Furnishings			
	Cost	Encum	Avail
Bed Frame	4 GCs	450	Common
Bench	30/-	200	Plentiful
Chair	2 GCs	100	Common
Chest of Drawers	10 GCs	450	Scarce
Mattress, flock	8 GCs	400	Average
Mattress, feather	12 GCs	350	Scarce
Straw Pallet	1 GC	350	Plentiful
Table, wooden	4 GCs	300	Plentiful
Tapestry	D10+6 GCs	200	Common
Trunk	4 GCs	250	Common
Wall Mirror (30 in x 18 in)	25 GCs	300	Rare
Wardrobe	15 GCs	600	Scarce

Tools			
	Cost	Encum	Avail
Artisan's Trade Tools	50 GCs	100	Varies
Base Metal Ingot (2lb)	26/-	20	Average
Coin Die (pair of blanks)	10 GCs	5	Rare
Chain (yard)	30/-	50	Average
Chisel	50/-	5	Common
Crowbar	5 GCs	20	Average
Fishhook and Line	3/-	2	Common
Grappling Hook	4 GCs	20	Average
Hammer	3 GCs	10	Plentiful
Iron Spike (c. 12in)	10/-	5	Common
Engraving Tools	50 GCs	20	Rare
Lock Picks	10 GCs	20	Average
Magnifying Glass	75 GCs	5	Very Rare
Manacles (pair)	5 GCs	20	Average
Man Trap	8 GCs	100	Average
Medical Instruments	50 GCs	50	Rare
Nails (dozen)	1 GC	2	Plentiful
Navigator's Tools	50 GCs	20	Rare
Navigational Charts	25 GCs	5	Rare
Pestle and Mortar	2 GCs	40	Common
Pick	6 GCs	60	Common
Pitchfork	3 GCs	60	Plentiful
Pliers	3 GCs	10	Common
Plough	10 GCs	150	Common
Pole (yard)	1/6	10	Plentiful
Rope (yard)	5/-	10	Average
Saw	7 GCs	10	Common
Scales	10 GCs	75	Scarce
Scythe	9 GCs	100	Common
Sickle	5 GCs	40	Common
Sledgehammer	4 GCs	75	Common
Snare (wire)	1 GC	5	Common
Spade (iron edge)	25/-	20	Common
Telescope	250 GCs	20	Rare
Tongs	5 GCs	20	Common
Whetstone	10/-	1	Common
Wooden Wedge	8d	2	Plentiful

Artisan's Trade Tools

Leather-working Tools: includes various knives, awls, needles and hole punches.

Metal-working Tools: various hammers, tongs, pliers, punches, molds, files, and other tools. Note that this does not include anvil, bellows, or forge.

Stone-working Tools: hammer/mallet, drill, pick, assorted chisels, and files, measuring tools.

Wood-working Tools: axe, hammer, mallet, hatchet, adze, saws, planes, crowbar, hand drill, nails, measuring tools

Reading & Writing			
	Cost	Encum	Avail
Book (illuminated)	350 GCs	50	Rare
Book (printed)	40 GCs	35	Scarce
Chalk/Charcoal (2 sticks)	1/-	-	Plentiful
Ink (vial)	5/-	1	Common
Inkpen	1 GC	-	Scarce
Quill	4/-	-	Plentiful
Scroll/Sheet, paper	9p	-	Common
Scroll/Sheet, parchment	1/-	-	Average
Scroll/Sheet, vellum	2/-	-	Scarce

Musical Instruments			
	Cost	Encum	Avail
Coach Horn	10 GCs	30	Average
Drum	30/-	50	Average
Flute	20 GCs	10	Rare
Harp (small)	20 GCs	50	Rare
Harpichord	250 GCs	1200	Rare
Lute	80 GCs	30	Scarce
Mandolin	23 GCs	15	Scarce
Mouth Harp	8/-	1	Average
Recorder	3 GCs	5	Average
Tambourine	1 GC	5	Average
Viol	25 GCs	30	Average

FIREARMS



The following subset of the Weapons table **WFRP 1st Ed. Rulebook** (pg.295) has been updated to include the additional firearms described in **Apocrypha Now** (pg.38).

Firearms			
	Cost	Encum	Avail
Firearm Balls	1 GC/10	10/10	Scarce
Gunpowder	5 GCs/shot	1/shot	Rare
Pistol	150 GCs	25	Very Rare
Duelling Pistol	500 GCs	25	Very Rare
Henricus Salus	175 GCs	30	Very Rare
4-barrel Duck-Foot Pistol	175+ GCs*	30	Very Rare
Arquebus	100 GCs	75	Very Rare
Blunderbuss	100 GCs	50	Very Rare
Jezeil	-	60	Xtrml Rare**
Pike Gun	125 GCs	150	Very Rare
Swivel Gun	200 GCs	150	Very Rare

* plus 25% per additional barrel (up to 7 barrels total).

** Almost unknown outside Araby

GEMS AND JEWELRY

In the Old World the gold to silver ratio can vary from 10:1 to 15:1, in the Empire however the gold to silver ration has been established as 12 to 1.

1 troy ounce of silver = 20p
 1 troy ounce of gold = 1GC

Precious and Semi-precious Gemstones		
	Base Cost	Avail
Ruby	60 GCs	Very Rare
Sapphire	40 GCs	Very Rare
Emerald	30 GCs	Rare
Diamond	25 GCs	Rare
Amethyst	20 GCs	Scarce
Opal, Peridot	15 GCs	Rare
Topaz	12 GCs	Scarce
Garnet	10 GCs	Scarce
Citrine, Aquamarine	8 GCs	Scarce
Other semi-precious stones*	3 to 5 GCs	Average

* Such as: Amber, Carnelian, Jasper, Jacinth, Lapis Lazuli, Quartz etc.

Size	Base Cost	Quality	Multiplier
½ carat	x1/2	Flawed	Cost x1/2
1 carat	x1	Average	Cost x1
2 carats	x2	Superior	Cost x2
3 carats	x4	Flawless	Cost x3
4 carats...	x8		

... and so on, each additional carat increases the cost by a factor of 2



Trinkets			
	Cost	Encum	Avail
Amulet (token on leather string)	2-3 GC	5	Plentiful
Brooch or Clasp	6-12 GCs		Common
Charm (lucky or otherwise)	1 to 5GCs		Plentiful
Earring, silver	1-2 GCs		Common
Pendant or Locket, silver	5-10 GCs		Average
Necklace, silver (simple)	3-5 GCs		Common
Necklace of fine pearls	250 GCs		Rare
Religious Symbol	2-5 GC		Common
Ring, silver	1-2 GCs		Common
Ring, gold	10-20 GCs		Average
Signet Ring	25+ GCs		Scarce

TRANSPORT

Riding Animals			
	Cost	Encum	Avail
Heavy Warhorse (Destrier)	960-4750 GCs	-	Rare
Medium Warhorse (Charger)	720-1150 GCs	-	Scarce
Light Warhorse (Courser)	480-720 GCs	-	Average
Good Riding Horse (Palfrey)	240-480 GCs	-	Common
Common Riding Horse (Rouncey)	60-240 GCs	-	Common
Pony	40-60 GCs	-	Average
Harness	1+ GC	20	Common
Horseshoe	15/-	2	Plentiful
Saddle	5+ GCs	50	Common
Caparison	20+ GCs	60	Scarce
Barding	500+ GCs	800	Very Rare

Note: harness and saddle included in price of riding horse

Destrier: while not as fast as a charger, nor as agile as a courser, no other horse can match the sheer size and power of this great warhorse. The imperial destrier is more than capable of carrying heavy plate barding in addition to their fully armoured rider. They match their master's ferocity in the thick of battle and are a terrible sight to the enemy.

Charger: a well-trained warhorse bred for battle and tournament. Preferred by knights and cavalry soldiers alike. Bretonnian chargers are especially favored.

Courser: swift and agile, a well-trained horse typically used for battle and hunting. The preferred riding animal of nobles, road wardens and professional horsemen.

Palfrey: a good, comfortable horse for riding, especially for longer distances. Generally, of gentler disposition and easier to handle, and as such often preferred by women.

Rouncey: the most common riding horse, hardy and typically encountered all over the Old World. It can be trained for combat but is also sometimes used as pack horse instead.

Vehicles			
	Cost	Encum	Avail
Cart (2 wheels)	(D6x10) +40 GCs	-	Common
Coach	1000 GCs	-	Rare
River Boat	600 GCs	-	Rare
Rowing Boat	(D6x10) +60 GCs	900	Average
Wagon (4 wheels)	(D8x10) +60 GCs	-	Common
Wheel	2-5 GCs	200	Common

LIVESTOCK

Livestock			
	Cost	Encum	Avail
Cart Horse	50-75 GCs	-	Common
Chicken	1/-	-	Plentiful
Cow	40-60 GCs	-	Common
Dog	1-6 GCs	-	Plentiful
Duck	2/-	-	Plentiful
Falcon	30-60 GCs	-	Scarce
Goat	40/- to 50/-	-	Common
Goose	6/-	-	Common
Hawk	40-70 GCs	-	Rare
Ox	60-80 GCs	-	Common
Pack Horse/Nag	30-60 GCs	-	Plentiful
Pigeon (homing)	5/-	-	Average
Pig	80/- to 90/-	-	Plentiful
Plough Horse	60-100 GCs	-	Common
Sheep	54/- to 62/-	-	Common

SERVICES

Medical Attention			
	Cost	Encum	Avail
Per visit	3 GCs	-	Common
Bandage	5/-	-	Plentiful
Digestive/Tonic	10/-	-	Plentiful
Ointment/Poultice	15/-	-	Plentiful
Bloodletting	10/-	-	Common
Pull Tooth	15/-	-	Common
Stitch Wound	1+ GC	-	Common
Wound Dressing	1+ GC	-	Common
Set Bone	2+ GCs	-	Common
Surgery	5+ GCs	-	Average
Crutch	5/-	-	Plentiful
Eye Patch	2/-	-	Common
False Eye	2 GC	-	Scarce
Nose Cap	5/-	-	Common
Hook	2 GC	-	Average
Peg Leg	1 GCs	-	Common
False Teeth	10/- to 2 GCs	-	Common

Mortuary Services			
	Cost	Encum	Avail
Coffin	2-10 GCs	250	Plentiful
Cremation	5/-	-	Plentiful
Embalming	2 GCs	-	Average
Grave Digging	10/-	-	Plentiful
Mourners (per person)	5/-	-	Common

Bathhouse Services			
	Cost	Encum	Avail
Hot Bath	5/-	-	Plentiful
Clothes cleaned/laundered	5/- to 10/-	-	Common
Services of a bathmaid	10/-	-	Common
Shave	10/-	-	Common
Haircut	15/-	-	Common
Massage	10/-	-	Average
Wound tending (clean & bandage)	1 GC	-	Average
Extra services of a bathmaid	1+ GC	-	Average

Amorous Services			
	Cost*	Encum	Avail
Sleazy Harlot or Camp Follower	1/- to 5/-	-	Common
Bawdy Wench or Bathmaid	10/- to 1+ GC	-	Average
Alluring Courtesan	10+ GCs	-	Scarce

* plus additional tips or gifts

Bardic Services			
	Cost*	Encum	Avail
Song Request	1/-	-	Plentiful
Entertainment for a night	10/-	-	Common
Compose a love poem, mockery or a ballad or heroic lay	1 GC	-	Average

* plus additional tips

Scribe and Legal Services			
	Cost	Encum	Avail
Read a Letter (per page)	1/-	-	Common
Write a Letter (per page)	2/-	-	Common
Copy a Book (per page)	4/-	-	Common
Illumination (per sheet)	2-4 GCs	-	Average
Legal Counsel or Notary (min. fee)	2 GCs	-	Common
Legal Will, Deed or Contract	5+ GCs	-	Common
Legal Proceedings (per day)	10+ GCs	-	Average

DWELLINGS

Upkeep – annual cost to properly maintain the dwelling

Dwellings	Cost	Upkeep	Avail
Hovel or Shack	90 GCs	1%	Common
Cottage or Wood Cabin	270 GCs	3%	Common
Half-timbered House	450 GCs	5%	Common
Farmstead	1000 GCs	5%	Average
Large Townhouse	1500 GCs	5%	Average
Fortified Farmstead	2000 GCs	5%	Scarce
Wealthy Townhouse	2400 GCs	10%	Scarce
Opulent House + large Garden	4800 GCs	10%	Rare
Manor House	9,600 GCs	10%	Rare*
Rich Noble's Townhouse	20,000+ GCs	10%	Rare*
Fortified Manor	30,000+ GCs	10%	Rare*
Fortified Keep	50,000+ GCs	10%	Very Rare*
Small Castle	100,000+ GCs	15%	Xtrml. Rare*

* Typically limited to nobility, requires grant, permit, or other legal writ.

Hovel or Shack: little more than a ramshackle dwelling of drafty wood panels or simple wattle and daub, with dirt floor or packed earth at best. The roof is usually just simple wood board or thatch.

Cottage or Wood Cabin: a common rural dwelling, with walls of wattle and daub, stone and plaster, or even solid timber. Most often the floor is either wood or flagstone or a combination thereof with roofs of thatch or wooden shingles.

Half-timbered House: a typical timber frame house with panels of wattle and daub, stone, and plaster, or even brick and mortar. Wooden floors are most common, but some may have some flagstone flooring, especially if they are part of a workshop or tavern. While some of these houses may have wood shingle roofing, many have roofs of slate or more expensive clay tiles instead, especially in towns.

Farmstead: consisting of a main house, barn, and sheds, along with some fencing and pens for livestock.

Large Townhouse: mostly similar to other half-timbered houses, but larger with good sized rooms and often including a large workshop, or common room.

Fortified Farmstead: typically consisting of a main half-timbered or stone walled house, a cottage and stable, and a wooden barn, all enclosed with wooden palisades or stone and plaster walls. Including shacks or pens for livestock and a solid gate. Most such fortified farmsteads also include a watch tower build of timber or stone.



Wealthy Townhouse: a larger stone or brick and mortar townhouse of solid foundation and craftsmanship with clay tile roofing.

Opulent House with Gardens: most often such a large and impressive house is the home of a wealthy and influential burgher family, including accommodation for servants as well as stables.

Manor House: typically, such a large, solid built house is the main residence of a lesser noble with enough room for the lord's family as well as accommodations for servants and several men-at-arms. While such a house is typically the center of a fortified manor, it may sometimes also be found within town walls and used just as a seasonal residence for a noble lord or as residence for lesser noble officials. [Requires Noble – Rank 1 (Knight, Lord/Lady)]

Rich Noble's Townhouse: even larger than a typical manor house and often surrounded by walls and gardens. It typically features a large court, with stables and separate accommodation for the noble's retinue and personal guard. [Requires Noble – Rank 1 (Knight, Lord/Lady)]

Fortified Manor: typically consisting of a main manor house, stables, barracks and at least one solid stone tower. It is enclosed by a stone wall with a large gate or gatehouse. Some fortified manors may also feature a defensive ditch or moat. Included is one nearby manorial village of cottages, surrounding fields and manorial land. [Requires Noble – Rank 1 (Knight, Lord/Lady)]

Fortified Keep: a fortified stronghold with around a dozen manors within its area of influence, sometimes even including a town. [Requires Noble – Rank 2 (Baron/Baroness)] -WIP-

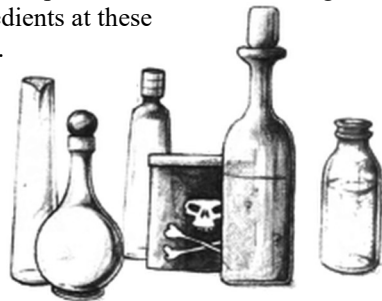
Small Castle: keep, bailey, walls, moat etc. the works. There are typically two dozen or more manors within its area of influence, including villages and/or towns. [Requires Noble – Rank 3 (Count/Countess)] -WIP-

MAGICAL INGREDIENTS

One aspect of WFRP that has been ignored is the cost of ingredients wizards (and clerics) use in their spells. Some ingredients are fairly mundane objects – such as dried leaves, lint – which a spellcaster can collect on their own. Magical colleges, guilds, and temples are usually good places where spellcasters in good standing can get their hands on less common ingredients at no or little cost.

Wizards and clerics on the road, whether on a mission or adventuring, sometimes find themselves in need of prepared ingredients. Many sizable towns have magic shops, though these are usually hidden down some dark alleyway or disguised as another type of shop (books or curio shops being the most common). Magic shopkeepers tend to be a suspicious and secretive lot, many of whom are usually connected to one of the temples concerned about renegade spellcasters. Spell ingredients at these locations are expensive.

As a rule, magic shops do not sell ingredients used in Chaos, Demonic or Necromantic spells.



Ingredients for Petty Spells

	Cost	Encum	Avail
Animal Fur (piece)	10p	2	Common
Bell (small)	5 GCs	2	Average
Blotting Paper (small piece)	1 GC	2	Rare
Down (piece)	4/-	1	Common
Ebony Stick Ending in a Carved Fist (small)	8 GCs	4	Very Rare
Glue (4 oz container)	3 GCs	5	Rare
Hawk Eyes	10 GCs	3	Very Rare
Hedgehog Shoulder Blades	2 GCs	4	Rare
Juggling Balls, set (wood)	5/-	4	Scarce
Lamb's Tail	1/-	4	Scarce
Lock (small)	10/-	2	Average
Oil (phial)	4/-	1	Plentiful
Owl Eyes	10 GCs	3	Very Rare
Rat Tail	6p	2	Plentiful
Silver Key (small)	1 GC	2	Scarce
Soap (small bar)	8 GCs	3	Scarce
Speaking Trumpet (small)	15/-	2	Common
Thistledown (piece)	10p	1	Plentiful
Umbrella (miniature)	2/-	2	Rare
Wax Ball	4/-	3	Average

Ingredients for Battle One Spells

	Cost	Encum	Avail
Animal Bladder	5/-	3	Common
Bird of Prey Wing Feather	5 GCs	2	Very Rare
Cast Iron Heart	3GCs	4	Common
Clay Model of Weapon (type specific)	10p	2	Common
Dead Goblin (part)	15 GCs	3	Very Rare
Giant Scalp	3000 GCs	60	Xtrml. Rare
Horse Leg Sinew	3/-	2	Common
Magnets (pair)	10 GCs	2	Rare
Pure Alcohol (phial)	1 GC	1	Scarce
Pure Clear Water (phial)	8/-	1	Plentiful
Scorpion Tail	10/-	1	Rare
Silver Hammer (small)	5 GC	2	Rare
Sleeping Herb infusion (phial)	1 GC	1	Scarce
Squib	2 GCs	1	Scarce
Sulphur Ball	1 GCs	2	Scarce
Tinderbox	2 GCs	5	Plentiful
Tortoise Shell (fragment)	1 GC	1	Rare
Vigwort Seed	1/-	1	Scarce
Wooden Heart (carved miniature)	10p	2	Plentiful

Ingredients for Battle Two Spells

	Cost	Encum	Avail
Amber Jar (small)	10GCs	5	Scarce
Bronze Rod (6 in long, ½ in diameter)	5 GC	5	Scarce
Cotton Wool (ball)	4/-	1	Common
Dragon Blood (pint)	3000 GCs	5	Xtrml. Rare
Dragon Part (any)	2000 GCs	2-4	Xtrml. Rare
Dragon Tooth	2000 GCs	2	Xtrml. Rare
Giant Spider Blood (pint- enough for 4 castings)	1200 GCs	5	Xtrml. Rare
Iron Ring (small)	10/-	1	Common
Leg Bone (any humanoid species)	25 GCs	20-30	Rare
Lion Blood (from heart, pint- enough for 4 castings)	35 GCs	5	Xtrml. Rare
Lock of Chaos Beastman's Hair	20 GCs	2	Very Rare
Lock of Giant's Hair	1000 GCs	2	Xtrml. Rare
Miniature Iron Ball on Chain	15/-	5	Scarce
Miniature Sword (gold)	15 GCs	2	Rare
Miniature Sword (jet)	10 GCs	2	Rare
Mule Jawbone	2 GCs	15	Common
Rabbit's Foot	4p	1	Plentiful
Silver Pentagram (small)	1 GC	1	Scarce
Snake Jaws	12/-	2	Scarce
Turning Fork	1 GCs	2	Scarce
Wooden Model of Weapon (small, type specific)	12/-	2	Common
Wooden Shield (small)	12/-	2	Common

Ingredients for Elemental One Spells			
	Cost	Encum	Avail
Cloth (sheet)	6/-	-	Plentiful
Firefly (in box)	14/-	2	Common
Fish Eggs (in phial with alcohol)	10/-	1	Common
Freshwater pearl (200 GC value)	220 GCs	1	Very Rare
Magnesium (strip)	2 GCs	1	Scarce
Miner's Pick (small)	1 GC	4	Scarce
Oil Soaked Rag	12/-	3	Common
Pebbles (small bag- 3 handfuls)	4p	2	Plentiful
Phosphorus (piece)	2 GCs	2	Rare
Slug (in small box)	2p	2	Plentiful
Turtle or Tortoise Shell	12 GCs	6	Rare
Water Beetle (in phial with alcohol)	16/-	1	Common

Ingredients for Elemental Two Spells			
	Cost	Encum	Avail
Block of Wood	5p	2	Plentiful
Blood with dried skin stirred in (phial)	15/-	1	Plentiful
Dragon Scale	2000 GCs	5	Xtrml. Rare
Fire Opal (50 GC)	55 GC	2	Rare
Feather	2p	1	Plentiful
Horse Dung (small bag)	3p	2	Plentiful
Lightning Rod (small)	10p	1	Scarce
Ogre Dung (small bag- 2 pieces)	300 GC	4	Very Rare
Sunflower Seeds (small bag 3 handfuls)	12p	3	Scarce
Water (phial)	2/-	1	Plentiful
Wooden Paddle (small)	15p	1	Scarce

Ingredients for Illusion One Spells			
	Cost	Encum	Avail
Chameleoleech blood (pint)	20 GCs	5	Xtrml. Rare
Firework (small)	3 GCs	2	Rare
Handkerchief, silk	5 GCs	-	Common
Mannikins (small, specially made of caster, wood)	2-4 GCs	3	Custom
Mask (of creature or person)	20/- to 2 GCs	2	Rare, or Custom
Mirror (silvered)	20 GCs	15	Scarce
Mirror (small)	5 GCs	15	Scarce
Wooden Nose (carved)	10/-	2	Rare
Woollen Fleece (piece)	10p	1	Common

Ingredients for Illusion Two Spells			
	Cost	Encum	Avail
Clay Model of Desired Creature	2/-	4	Custom
Desired Terrain Model	8/-	8	Custom
Hour Glass with crushed diamonds (100 GCs) instead of sand	125 GCs	8	Very Rare, or Custom
Magnifying Glass	5 GCs	5	Scarce
Model Buildings (small)	4/-	6	Custom
Model Trees (small)	6/-	6	Custom
Shroud (from Undead creature)	800 GCs	10	Xtrml. Rare
Wax Ear	2/-	1	Scarce