

# PRICE LIST 1

## PRICE LIST...

Adapted from *HâmMaster 1<sup>st</sup> edition* by Bill Gant.

### VALUES

The prices given are average prices, assuming normal availability and distribution costs. Although the prices listed can generally be used for any city in western Lythia, they are most appropriate to Hâm – this is because the prices of exotic items have been increased considerably to reflect the cost involved to transport them to Hâm from other parts of Lythia. All prices can be arbitrarily increased or decreased to reflect any imbalance of demand and supply. The prices of a few services are listed, but these are almost always negotiable.

Prices listed are generally end-consumer prices. Mercantylers may be able to purchase materials for as little as 10% of these prices and sell them to craftsmen for around 50% of the indicated prices.

Note that some of the items listed (e.g. slaves) are illegal in many places; the prices given assume local tolerance (black market dealings may increase the price by 10 times or more).

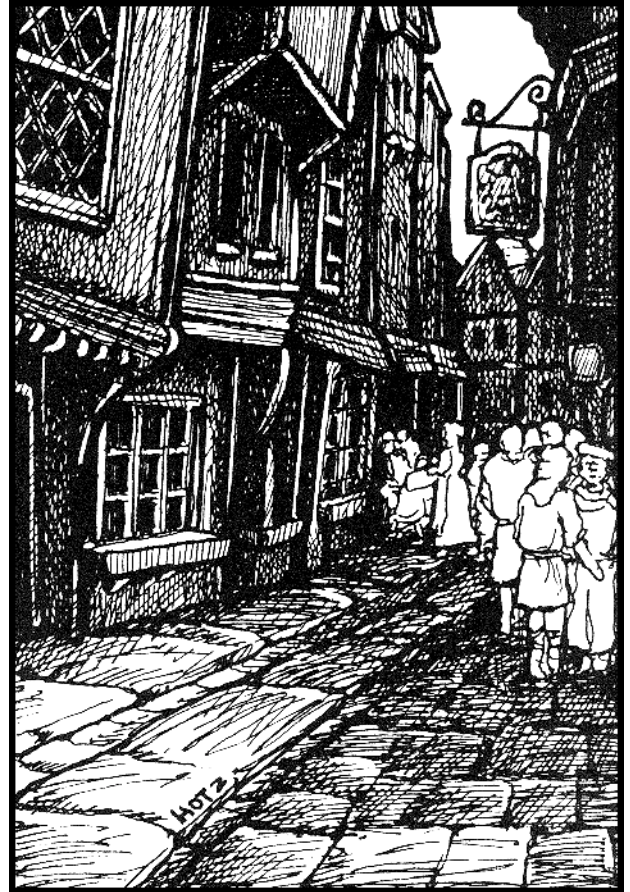
### UNITS OF MEASURE

The units used in the price list are standard with the following abbreviations:

bl	Bushel (c. 50 lbs.)	d	Penny
cf	Cubic Foot	oz	Ounce
ds.	Dose	cwt.	Hundredweight (c. 100 lbs.)
ea.	Each	gob	Goblet (½ pint)
eve	Evening	gal	Gallon (c. 10 lbs.)
fm	Fathom (6 ft)	ft	Foot
pt	Pint (c. 1¼ lbs.)		
lb.	Pound		
qt	Quart (c. 2½ lbs.)		
sf	Square Foot		
sy	Square Yard		
yd	Yard (3 ft)		

Some of the units of measure are used only as a convenience for gameplay. The square foot, for example, is a modern concept that is never used by Hârnians.

Note that most goods are weighed by hand measured by eye. Exact measurements are rare; even one merchant's scales may differ from another's.



### FOOD AND LIVESTOCK

Food and livestock are bought at a market or directly from the producer. The prices for live animals are averages that should be adjusted for size and quality.

Animals are generally kept for utility, not food. A chicken is important because it lays eggs, and a cow because it provides milk, for example. Food is an incidental benefit that comes when the animal no longer earns its feed. Even the nobility tend to eat game from their lands rather than farm animals. In the cities, meat is usually salted to preserve them – this increases the price by up to 100%.

Although fresh meat is not easily obtained, it is listed and priced by the pound for the sake of convenience. In Lythia, most meat is bought live, since a live animal is indisputably fresh. The vendor judges the size and quality of the animal, the shrewdness of the buyer, and sets a price to be haggled over. The selling of venison and other game meats is dangerous and hence rare, because it is very hard for the vendor to prove on whose land an animal was killed and so risks arrest for poaching.

# PRICE LIST 2

## SOURCE

The last column of the price list gives the source of the item; this can be a guilded or unguilded vendor. However, *Chandlers* usually carry a large assortment of items from other guilds, which are marked up by up to 30% and sold to wealthy customers who prefer to buy everything from one place. Only items exclusive to Chandlers list them as a source.

## WEAPONS AND ARMOUR

Prices for most weapons can be found on Combat 3 of the *HåmMaster* Core Rules. Prices for armour can be found on page 5 of *Patrick Nilsson's* House Rules.

## Medicines/Potions

Specific medicines are listed as MEDICINE/name/effect (e.g. MEDICINE/Kargele/heal.). Prices are for a single dose (0.1 to 2.0 oz). The following abbreviations are used:

anes.	Anaesthetic	Int.	Intelligence potion
anti.	Antibiotic	ink	Invisible ink
aph.	Aphrodisiac	narc.	Narcotic
cont.	Contraceptive	ord.	Ordeal drug
em.	Emetic	pois.	Poison
eq.	Equine stimulant	sop.	Soporific
eye	Eye cure	Str.	Strength potion
fert.	Fertility drug	stim.	Stimulant
hall.	Hallucinogen	unan.	Universal antidote
heal.	Healing drug		

Sample effects of various medicines are listed on Treasure 4.

## CONSTRUCTION COSTS

Construction costs of dwellings are dealt with in detail in the Real Estate article of *Hårnlöre* 10.

ACCOMMODATION/Dorm	1d	/day	Innkeeper
ACCOMMODATION/Room	6d	/day	Innkeeper
ALE	¼d	/pt	Innkeeper
ALE/Hogshead	72d		Innkeeper
AMBER	16d	/oz	Jeweller
AMBERGRIS	180d	/oz	Whaler
ANCHOR	12d		Shipwright
APPLES	¼d	/lb.	Manor/Market
APPLES/Bushel	6d		Manor/Market
ARROWHEADS	6d	/doz.	Weaponcrafter
ARROWS	15d	/doz.	Weaponcrafter
AWNINGS	18d		Tentmaker
AXE/Wood	24d		Metalsmith
AXLE	6d		Metalsmith
BACKPACK/Leather	24d		Hideworker
BACON/HAM	2d	/lb.	Manor/Market
BAG/Canvas	4d		Tentmaker
BARLEY (40 lbs./bl)	5d	/bl	Manor/Market
BARREL/Hogshead (50 gal)	15d		Woodcrafter
BASKET	2d		Thatcher
BEANS (40 lbs./bl)	5d	/bl	Manor/Market
BEAR/Trained	300d	+	Trainer
BED	50d		Woodcrafter
BEEF	1½d	/lb.	Manor/Market
BEER	¼d	/pt	Innkeeper
BEER/Hogshead	75d		Innkeeper
BELLS/Small	1d	+	Metalsmith
BELLS/Temple	200d		Metalsmith
BELT/Leather	10d		Hideworker
BERRIES	¾d	/lb.	Manor/Market
BLANKET/Saddle	24d		Ostler
BLANKET/Wool	48d		Clothier
BOOTS/Leather	64d		Hideworker
BOTTLE/Glass	6d		Glassworker
BOWL/Ceramic	2d		Potter
BRANDING IRON	18d		Metalsmith
BRANDY	4d	/gob	Innkeeper
BRANDY/Hogshead	1800d		Innkeeper
BRASS	3¼d	/lb.	Miner
BREAD/Rye	¼d	/loaf	Miller
BREAD/Wheat	½d	/loaf	Miller
BRIDLE	12d		Ostler
BRONZE	3½d	/lb.	Miner
BROOM	1d		Thatcher
BRUSH	3d		Chandler
BUCKET	4d		Woodcrafter
BUCKRAM/Cloth	10d	/sy	Clothier
BUNS	½d	/doz.	Miller
BUTTER	½d	/lb.	Manor/Market
CABBAGES	½d	/lb.	Manor/Market
CABINET	144d		Woodcrafter
CALF/Live	60d		Manor/Market
CANDLE/Beeswax	24d	/lb.	Chandler
CANDLE/Tallow	3d	/lb.	Chandler
CANDLE/Tallow/Each	¾d		Chandler
CANVAS	3d	/sy	Shipwright
CANVAS STALLS	24d		Tentmaker
CAPON/Live	2d		Manor/Market
CARPET/Wool	40d	/sy	Tentmaker
CART/2 Wheels	80d		Woodcrafter
CAULDRON/Iron	10d		Metalsmith
CHAIN/Iron	6d	/fm	Metalsmith
CHAIR	12d		Woodcrafter
CHARCOAL	2d	/bl	Charcoaler
CHEESE	1d	/lb.	Manor/Market
CHERRIES	¾d	/lb.	Manor/Market
CHICKEN	1d	/lb.	Manor/Market

# PRICE LIST 3

CHICKEN/Live	1½d		Manor/Market	HARNESS/Ox	18d		Hideworker
CHISEL	6d		Metalsmith	HARP	300d		Harper
CIDER	¼d	/pt	Innkeeper	HARPOON	40d		Metalsmith
CIDER/Hogshead	80d		Innkeeper	HAT/Leather	16d		Clothier
CLOAK/Hooded	74d		Clothier	HAT/Linen	4d		Clothier
COAL	6d	/bl	Charcoaler	HAT/Silk	32d		Clothier
COFFIN	9d		Woodcrafter	HAT/Wool	8d		Clothier
COLLAR/Horse	18d		Ostler	HATCHET	12d		Metalsmith
COMB	2d		Chandler	HAY (10 lbs./bl)	6d	/bl	Manor/Market
COMB/Horse	3d		Ostler	HERB/Common	6d	/oz	Apothecary
CONTRACT/Legal	24d	+	Litigant	HERB/Rare	60d	/oz	Apothecary
COPPER	2d	/lb.	Miner	HERB/Uncommon	12d	/oz	Apothecary
COURT APPEARANCE	12d	/day	Litigant	HERB/Very Common	3d	/oz	Apothecary
COURTESAN	12d	/eve+	Courtesan	HERB/Very Rare	120d	/oz	Apothecary
CRAB	1d	/lb.	Fisherman	HIDE/Beaver	30d		Hideworker
CREAM	6d	/gal	Manor/Market	HIDE/Calf	16d		Hideworker
CROWBAR	9d		Metalsmith	HIDE/Deer	6d		Hideworker
CUP/Ceramic	1d		Potter	HIDE/Ermine/Sable	30d		Hideworker
CURDS	½d	/lb.	Manor/Market	HIDE/Exotic	120d	+	Hideworker
DEED/Legal	18d		Litigant	HIDE/Horse	10d		Hideworker
DOG/Sled	30d		Breeder	HIDE/Lamb	3d		Hideworker
DOG/Trained	24d		Breeder	HIDE/Otter/Weasel	24d		Hideworker
DONKEY/Live	120d		Ostler	HIDE/Ox	12d		Hideworker
DRUM	36d		Harper	HIDE/Pig	5d		Hideworker
DUCK	1¼d	/lb.	Manor/Market	HIDE/Rabbit	1d		Hideworker
DUCK/Live	1¾d		Manor/Market	HIDE/Reindeer	16d		Hideworker
DYE/Dragon's Blood (Red)	170d	/oz	Clothier	HIDE/Seal	24d		Hideworker
DYE/Indigo (Blue)	40d	/oz	Clothier	HIDE/Sheep	4d		Hideworker
DYE/Saffron (Yellow)	160d	/oz	Clothier	HOE	3d		Metalsmith
DYE/Tazach Purple	200d	/oz	Clothier	HONEY	12d	/gal	Manor/Market
EGGS	2d	/doz.	Manor/Market	HORN/Hunting	20d		Hideworker
EMBALMING	200d	+	Embalmer	HORN/Musical	72d		Harper
FALCON/Trained	100d	+	Falconer	HORN/Narwhale	60d	/lb.	Whaler
FETTERS/Iron	6d		Locksmith	HORSE/Cart	180d		Ostler
FIREWOOD	2d	/cwt	Charcoaler	HORSE/Plough	240d		Ostler
FISH/Cod	1d	/lb.	Fisherman	HORSE/Riding	360d		Ostler
FISH/Dried/Salted/Smoked	×2		Fisherman	HORSE/War	600d	+	Ostler
FISH/Eel	¾d	/lb.	Fisherman	HORSEMEAT	1d	/lb.	Manor/Market
FISH/Herring	½d	/lb.	Fisherman	HORSESHOE	1d	ea.	Metalsmith
FISH/Mackerel	¼d	/lb.	Fisherman	ICE (50 lbs./cf)	10d	/cf	Iceman
FISH/Pike	1d	/lb.	Fisherman	INCENSE	12d	/lb. +	Perfumer
FISH/Salmon	2d	/lb.	Fisherman	INK/Black	3d	/qt	Lexigrapher
FISH/Sturgeon	1½d	/lb.	Fisherman	INK/Blue	4d	/qt	Lexigrapher
FISH/Trout	1¼d	/lb.	Fisherman	INK/Brown	5d	/qt	Lexigrapher
FLAGON/Ceramic	4d		Potter	INK/Green	4d	/qt	Lexigrapher
FLAIL/Grain	12d		Woodcrafter	INK/Red	6d	/qt	Lexigrapher
FLOUR/Rye	¼d	/lb.	Miller	IRON (Pig)/20 lbs.	1d		Miner
FLOUR/Wheat	½d	/lb.	Miller	IVORY	75d	/lb.	Jeweller
FLUTE	18d		Harper	KEY	2d	+	Locksmith
FODDER	½d	/day	Ostler	KNIFE/Kitchen	6d		Metalsmith
GLASS/Pottery	12d	+	Glassworker	LACE	50d	/sy	Clothier
GLASS/Stained	12d	/sf	Glassworker	LADDER/8 ft	6d		Woodcrafter
GLASS/Windows	2d	/sf	Glassworker	LAMB	3d	/lb.	Manor/Market
GOAT	2d	/lb.	Manor/Market	LAMB/Live	6d		Manor/Market
GOAT/Live	10d		Manor/Market	LANTERN	12d		Chandler
GOBLET/Pewter	3d		Metalsmith	LARD	1d	/lb.	Manor/Market
GOLD	400d	/oz	Miner	LEAD	½d	/lb.	Miner
GOOSE	1½d	/lb.	Manor/Market	LEATHER/Tanned	12d	/sy	Hideworker
GOOSE/Live	2½d		Manor/Market	LEGGINGS/Leather	176d		Clothier
GRANT OF ARMS	5000d	+	Herald	LEGGINGS/Linen	44d		Clothier
GRAPPLE	10d		Metalsmith	LEGGINGS/Silk	352d		Clothier
GREASE	2d	/lb.	Chandler	LEGGINGS/Wool	88d		Clothier
GRINDSTONE	12d		Mason	LENTILS	½d	/lb.	Manor/Market
GROOMING/Horse	½d		Ostler	LINEN (Emelan)	28d	/sy	Clothier
HAM	2d	/lb.	Manor/Market	LINEN (Hâmic)	4d	/sy	Clothier
HAMMER	6d		Metalsmith	LOCK	4d	+	Locksmith
HARNESS/Horse	18d		Ostler	LOCK PICKS	12d	+	Locksmith

# PRICE LIST 4

LUTE	200d	Harper
LYRE	120d	Harper
MAP	12d +	Lexigrapher
MAST	6d /ft	Shipwright
MEAD	½d /pt	Innkeeper
MEAD/Hogshead	140d	Innkeeper
MEAL/Cold	¾d	Innkeeper
MEAL/Hot	1d	Innkeeper
MEDICINE/Alanal/hall.	6d /ds.	Apothecary
MEDICINE/Arva/Str.	120d /ds.	Apothecary
MEDICINE/Berilik/anes.	30d /ds.	Apothecary
MEDICINE/Doshenkana/po.	15d /ds.	Apothecary
MEDICINE/Elprequir/aph.	12d /ds.	Apothecary
MEDICINE/Fanosel/narc.	30d /ds.	Apothecary
MEDICINE/Fletharane/hall.	20d /ds.	Apothecary
MEDICINE/Gaethipa/pois.	60d /ds.	Apothecary
MEDICINE/Habsulara/Int.	6d /ds.	Apothecary
MEDICINE/Hreyochor/fert.	30d /ds.	Apothecary
MEDICINE/Joldraiven/eq.	150d /ds.	Apothecary
MEDICINE/Kargele/heal.	150d /ds.	Apothecary
MEDICINE/Lavaryctia/sop.	30d /ds.	Apothecary
MEDICINE/Leortevald/pois.	8d /ds.	Apothecary
MEDICINE/Metyssso/ink	40d /ds.	Apothecary
MEDICINE/Olrui/stim.	26d /ds.	Apothecary
MEDICINE/Perigwar/aph.	30d /ds.	Apothecary
MEDICINE/Quessel/anti.	30d /ds.	Apothecary
MEDICINE/Rasakile/cont.	6d /ds.	Apothecary
MEDICINE/Stiltrassa/em.	60d /ds.	Apothecary
MEDICINE/Tasparth/ord.	3d /ds.	Apothecary
MEDICINE/Teranya/eye	30d /ds.	Apothecary
MEDICINE/Tirageyth/narc.	15d /ds.	Apothecary
MEDICINE/Wylorafina/pois.	30d /ds.	Apothecary
MEDICINE/Yulpris/unan.	600d /ds.	Apothecary
MILK/Cow	3d /gal	Manor/Market
MILK/Goat	2d /gal	Manor/Market
MILK/Sheep	2d /gal	Manor/Market
MILLSTONE	250d	Mason
MULE/Live	180d	Ostler
MUTTON	¾d /lb.	Manor/Market
NAILS/40	2d /lb.	Metalsmith
NET	60d /fm	Shipwright
OAR	5d	Shipwright
OATCAKES	¼d /doz.	Miller
OATMEAL	¼d /lb.	Miller
OATS (25 lbs./bl)	4d /bl	Manor/Market
OIL/Cinnamon	60d /oz	Perfumer
OIL/Cooking	3d /gal	Chandler
OIL/Lamp	12d /gal	Chandler
OIL/Myrtle	25d /oz	Perfumer
OIL/Rose	20d /oz	Perfumer
OIL/Whale	12d /gal	Whaler
OLIVES	8d /lb.	Manor/Market
OPIATES	100d /oz+	Apothecary
OX/COW	96d	Manor/Market
OYSTERS	½d /lb.	Fisherman
PAINT	20d /gal	Chandler
PALANQUIN	100d +	Woodcrafter
PAN/Copper	12d	Metalsmith
PEARS	½d /lb.	Manor/Market
PEAS (40 lbs./bl)	5d /bl	Manor/Market
PERFUME	6d /oz+	Perfumer
PEWTER	3d /lb.	Miner
PHEASANT	2d /lb.	Manor/Market
PICK	8d	Metalsmith
PIDGEON	1d /lb.	Manor/Market
PIDGEON/Live	¼d	Manor/Market
PIES/Fruit	¾d ea.	Miller

PIES/Meat	1d ea.	Miller
PIG/Live	24d	Manor/Market
PIPE/Smoking	2d	Potter
PIPES	60d	Harper
PITCHFORK	6d	Metalsmith
PLATE/Ceramic	1d	Potter
PLATE/Pewter	5d	Metalsmith
PLATE/Tin	2d	Metalsmith
PLOUGH	48d	Woodcrafter
PLUMS	¾d /lb.	Manor/Market
PORK	1¾d /lb.	Manor/Market
PROSTITUTE	1d /eve	Prostitute
PROVISIONS (Trail Rations)	1d /day	Innkeeper
PURSE/Buckram	9d	Clothier
PURSE/Silk	60d	Clothier
QUILL	1d	Lexigrapher
QUIVER	8d	Hideworker
RABBIT	1½d /lb.	Manor/Market
RAT ON A STICK	¼d ea.	Manor/Market
RAZOR	6d	Metalsmith
ROBE/Silk	632d	Clothier
ROBE/Wool	158d	Clothier
ROPE	6d /fm	Shipwright
RUSSET/Cloth	12d /sy	Clothier
RYE (45 lbs./bl)	6d /bl	Manor/Market
SACK/Buckram	1d	Tentmaker
SACK/Linen	½d	Tentmaker
SADDLE/Riding	80d	Ostler
SADDLE/War	240d	Ostler
SALT	¼d /lb.	Salter
SALT/Bushel	12d	Salter
SANDALS/Leather	8d	Hideworker
SCABBARD/Leather	48d	Hideworker
SCALES	72d +	Jeweller
SCONES/BUNS	½d /doz.	Miller
SCROLL/Parchment	1d /sf	Lexigrapher
SCROLL/Vellum	2d /sf	Lexigrapher
SCYTHE	24d	Metalsmith
SEAL/Signature	36d	Lexigrapher
SEAWEED/Dolce	6d /lb.	Fisherman
SERGE/Cloth	6d /sy	Clothier
SHEEP/Live	12d	Manor/Market
SHINGLES/Oak/15	1d	Timberwright
SHOEING/Horse	2d /one	Ostler
SHOES/Leather	24d	Hideworker
SICKLE	10d	Metalsmith
SILK/Cloth	72d /sy	Clothier
SILVER	20d /oz	Miner
SKIS/Wood	42d /pair	Woodcrafter
SLAVE/Gladiator	480d +	Slaver
SLAVE/Labourer	240d +	Slaver
SLAVE/Pleasure	300d +	Slaver
SLED	80d	Woodcrafter
SNOWSHOES	36d /pair	Woodcrafter
SOAP	1d /oz	Perfumer
SPADE/SHOVEL	8d	Metalsmith
SPICE/Alum	16d /oz	Apothecary
SPICE/Bdellium	40d /oz	Perfumer
SPICE/Camphor	50d /oz	Apothecary
SPICE/Cinnamon	40d /oz	Apothecary
SPICE/Frankincense	60d /oz	Perfumer
SPICE/Ginger	30d /oz	Apothecary
SPICE/Ginseng	170d /oz	Apothecary
SPICE/Lashu Powder	180d /oz	Apothecary
SPICE/Myrrh	150d /oz	Perfumer
SPICE/Nard	100d /oz	Perfumer
SPICE/Nutmeg	50d /oz	Apothecary

# PRICE LIST 5

SPICE/Pepper	36d	/oz	Apothecary
SPIKES/5	1½d	/lb.	Metalsmith
SPONGES	45d	ea.	Apothecary
SPURS	18d	/pair	Metalsmith
STABLING	1d	/day	Ostler
STABLING/w. Feed	2d	/day	Ostler
STEEL (475 lbs./cf)	¼d	/lb.	Miner
STONE/Freestone	½d	/8cf	Mason
STONE/Freestone/Telen	¾d	/8cf	Mason
STONE/Marble	3d	/8cf	Mason
SUGAR	60d	/lb.	Apothecary
SWAN	2½d	/lb.	Manor/Market
SWAN/Live	12d		Manor/Market
TABLE	36d		Woodcrafter
TACK REPAIR/Horse	4d	/day	Ostler
TANKARD/Pewter	4d		Metalsmith
TAR	9d	/gal	Chandler
TEA	35d	/oz	Apothecary
TENT/Pavilion	200d	+	Tentmaker
TENT/Two-Man	27d		Tentmaker
TIN	1¾d	/lb.	Miner
TINDERBOX	6d		Chandler
TORCH/Candlewood	1d		Chandler
TRUNK	12d		Woodcrafter
TUNIC/Leather	176d		Clothier
TUNIC/Linen	44d		Clothier
TUNIC/Silk	352d		Clothier
TUNIC/Wool	88d		Clothier
URN/5 gal	12d		Potter
VASE	4d		Potter
VEAL	3d	/lb.	Manor/Market
VENISON	2d	/lb.	Manor/Market
VEST/Leather	112d		Clothier
VEST/Linen	28d		Clothier
VEST/Silk	224d		Clothier
VEST/Wool	56d		Clothier
VET SERVICES/Horse	6d	/day	Ostler
VETCHES (40 lbs./bl)	4d	/bl	Manor/Market
WAGON/4 Wheels	220d		Woodcrafter
WAX/Candle	1d	/lb.	Chandler
WEDGE/Iron	1d		Metalsmith
WHALEBONE	6d	/lb.	Whaler
WHEAT (50 lbs./bl)	8d	/bl	Manor/Market
WHEEL	18d	ea.	Woodcrafter
WHEEL/Iron Rim	30d	ea.	Woodcrafter
WHEELBARROW	10d		Woodcrafter
WHIP	12d		Hideworker
WILL/Legal	12d		Litigant
WINE	¾d	/gob	Innkeeper
WINE/Hogshead	400d		Innkeeper
WINESKIN/1 gal	10d		Hideworker
WOOD/Ash (38 lbs./cf)	12d	/10cf	Timberwright
WOOD/Birch (38 lbs./cf)	4d	/10cf	Timberwright
WOOD/Cedar	8d	/10cf	Timberwright
WOOD/Elm (29 lbs./cf)	10d	/10cf	Timberwright
WOOD/Fir	12d	/10cf	Timberwright
WOOD/Larch	6d	/10cf	Timberwright
WOOD/Maple	14d	/10cf	Timberwright
WOOD/Oak (38 lbs./cf)	16d	/10cf	Timberwright
WOOD/Pine (29 lbs./cf)	8d	/10cf	Timberwright
WOOD/Spruce	6d	/10cf	Timberwright
WOOL/Raw	4d	/lb.	Manor/Market
WORSTED/Cloth	24d	/sy	Clothier
YOKE/Ox	3d		Woodcrafter
ZINC	2½d	/lb.	Miner



## GLOSSARY

ALANAL	Bitter, soluble crystals derived from the common Alanal plant, which is found in heathland. If mixed with water or beer and swallowed, it causes euphoria and vivid illusions for several hours. Alanal is illegal in Melderyn and Chybis.
ALUM	White salt-like crystals found in rock. It has a very sour taste. Alum is used as a preservative due to its astringent quality. Imported.
AMBERGRIS	Sweet, musty smelling, pitchlike lump of black mass, believed to be a cure-all. It is usually found floating on the ocean or cast ashore.
ARVA	Lavender liquid derived from the uncommon Arva plant, which is found in woodland and heath. If swallowed, it increases the metabolic rate and imbues enormous strength for a short time.
ASH	Tall deciduous tree with a wide, spreading crown supported by a sturdy trunk. Tiny branchlets at the end of each branch divide further into a mass of fine twigs. The smooth- and straight-grained wood is tough but elastic, making it particularly good for weapon hafts. The broadleaf Western Ash can be found in Hârníc mixed forests and grows to 130 feet.
BDELLIUM	Fragrant gum resin of certain plants. Imported.

# PRICE LIST 6

BERILIK	Greenish-yellow, oily paste that is derived from the common Berilik plant, which is found in deep shade in forests. If spread lightly over open wounds and sores, Berilik acts as an effective disinfectant and anaesthetic.	ELPREQUIR	Pale pink tasteless liquid derived from the uncommon Elprequir plant, which is found in woodland. If mixed with wine or water and swallowed, it increases libido and reduces inhibitions for hours. Elprequir is extensively used in Haelean temple rituals.
BIRCH	Tall, close-grained deciduous tree that is easily identified by its long delicate twigs and shiny, flaky bark that is often broken up into plates. Katha Birch is one of the few species of broadleaves that is hardy enough to grow in needleleaf forests, although it can be found in mixed forests as well. It grows to 60 feet.	FANOSEL	Clear, soluble crystals derived from the very common Fanosel plant, which is found in large patches in mixed and needleleaf forest. If mixed with water or other drink and swallowed, it quickly grants euphoria and powerful delusions of grandeur for hours, as well as reducing inhibitions. Fanosel is highly addictive and therefore illegal in Kaldor, Melderyn, Chyvisa and Kandy.
BRASS	Malleable and durable yellow alloy consisting essentially of copper and zinc.	FIR	Tall, straight evergreen tree with soft, fragrant wood and downward-pointing branches. Its cones sit upright, perched high up on the branches like fat candles. The pale bands beneath each dark, glossy, strap-shaped leaf show as a flash of silver when the wind blows through the tree's branches. Northern Fir can be found in Hârníc needleleaf forests and grows to 130 feet.
BRONZE	Durable brown alloy consisting essentially of copper and tin.	FLETHARANE	Smoked, twisted leaves derived from the uncommon Fletharane plant, which is found in marshland. The leaves are burned and the smoke inhaled, causing lightheadedness and leading to an hour-long trance, during which time hallucinations are experienced. Fletharane is used by the Bujoc tribal nation, among others.
CAMPHOR	Aromatic white crystals of the camphor qualities but is poisonous in large doses. Imported.	FRANKINCENSE	Fragrant, hard, yellow amber-like resin from spruce bark, used for burning as incense. Imported.
CEDAR	Large evergreen tree with fragrant, reddish wood and smooth, egg-shaped cones that stand upright on the tops of the twigs. Kom Cedar can be found in Hârníc needleleaf forests and grows to 160 feet.	FREESTONE	Stone such as limestone and sandstone, which can be cut well in all directions without splitting.
CINNAMON	Yellowish or reddish-brown powdered dry inner bark of the cinnamon tree, used as a flavouring ingredient in foods, soaps and medicines. Cinnamon oil is used in perfumes. Imported.	GAETHIPA	Gummy whitish substance derived from the rare Gaethipa plant, which is found in partial or total shade in marshland. If introduced to the blood stream, it causes paralysis, leading to convulsions and a 90% chance of death in seconds. Gaethipa is the most effective and quick-acting poison known in Hârn and is favoured by assassins. For obvious reasons, it is illegal throughout Hârn and the cultivation of Gaethipa is punishable by death in most jurisdictions.
DOSHENKANA	Fine, dull green, bitter-tasting powder derived from the common Doshenkana plant, which is found in forests. If mixed with water and swallowed, it causes shortness of breath, blurred vision and nausea, leading to convulsions and a 70% chance of death within hours. It is often used by the Tulwyn tribal nation.		
DRAGON'S BLOOD	Valuable bright red dye from Mafan.		
ELM	Tall, thick-trunked deciduous tree with hairy twigs and rough, oval, toothed leaves that are hairy underneath. The wood is compact, durable and water-resistant and the bark can be used for dyes. The broadleaf Solora Elm can be found in Hârníc mixed forests and grows to 100 feet.		

# PRICE LIST 7

GINGER	Pungent root, light brown in colour and having a sharp, strong flavour. Imported.	LEORTEVALD	Fine yellow crystals derived from the very common Leortevald plant (also known as the Corpse plant because of its odour), which is found in deep shade in forest. If mixed with water or other drink and swallowed, it causes mild euphoria and delusions of heightened senses. Leortevald is addictive and withdrawal is fatal unless an antidote is used.
GINSENG	Aphrodisiac and aromatic root powder. Imported.		
HABSULARA	Fine brown-black powder derived from the common Habsulara plant, which is found in pasture. If placed under the tongue, inhaled sharply through the nose or burned and the smoke inhaled, it stimulates and enhances memory and thought processes for hours. It is illegal in Melderyn.	MAPLE	Broadleaved deciduous tree noted for its peculiar lobed leaves and two-winged fruits. The wood is valued for its sugary sap, which is thickened by boiling. Shava Maple can be found in Hårnic mixed forests and grows to 80 feet.
HAY	Grass cut and dried for use as fodder.	MARBLE	Limestone that is capable of taking a polish. Imported.
HREYOCHOR	Golden liquid derived from the uncommon Hreyochor plant, which is found in high forest elevations. If swallowed, it increases female fertility for several days.	METYSSO	Pinkish dye derived from the uncommon Metyssso plant, which is found in peaty soil, usually in marshland. If diluted with water and used as ink, it dries invisible. The invisible ink can be made visible by brushing with salt water.
INDIGO	Imported blue dye. The deep violet-blue dye from Pechosu is quite valuable.	MYRRH	Aromatic gum resin from certain shrubs, important in the manufacture of perfumes. Imported.
JOLDRAIVEN	Dried whole Joldraiven plant, a rare plant found in pasture. If fed to a horse, it increases speed and endurance for hours. It appears to be able to cure illnesses in horses as well.	MYRTLE	Fragrant oil from the berries and flowers of the myrtle shrub. Imported.
KARGELE	Baked bundle comprising the golden leaves and a few, very small brown seedpods of the rare Kargele plant, which is found in woodland and pasture. If chewed, it numbs pain and induces deep sleep that lasts for days, during which time the body heals at an accelerated rate. Kargele is often used by the temple of Peoni.	NARD	Aromatic mountain plant oil, believed to be an important ingredient in ointments. Imported.
LARCH	Tall, straight, conifer tree with tough, durable wood that is often used in construction. Golden Larch is one of the few species of needleleaf deciduous trees in Hårn; it can be found in both mixed and needleleaf forests and grows to 130 feet.	NUTMEG	Powdered aromatic seeds of the nutmeg tree. Imported.
LARD	Pig fat extracted from the abdomen by melting.	OAK	Thick-trunked deciduous tree with a crown of long, strong branches. The wood is durable and very tough. Some oaks have cork-like barks, others yield tannin (which is good for tanning leather). The broadleaf Hårnic Oak can be found in Hårnic mixed forests and grows to 100 feet.
LASHU POWDER	Powdered leafstalks of a certain herb that grows only in Diramo. The powder is quite sour and is excellent for making preserves. It is believed to be a medicinal cure-all by western Lythians.	OLRUI	Clear crystals derived from the common Olrui plant, which is found growing on dying trees in forest. If mixed with water or other drink and swallowed, it causes hyperactivity that lasts for several hours.
LAVARYCTIA	Acrid yellow liquid derived from the uncommon Lavaryctia plant, which is found in damp soil. If mixed with water or other drink and swallowed, it induces deep sleep for several hours.	OPIATES	Addictive painkiller that causes euphoria and pleasure when ingested. Appears as a chestnut-coloured globular mass, sticky and soft at first but hardening with age. It is derived from the poppy plant. Imported.

# PRICE LIST 8

PARCHMENT	Lambskin prepared for use as a writing material.	STILTRASSA	Sweet, white viscous liquid derived from the uncommon Stiltrassa plant, which is found in marshland and damp soil. If mixed with milk and swallowed, it acts as a powerful and fast-acting emetic and laxative.
PEPPER	Dried berries (peppercorns) of the pepper plant. Hot to the taste and causes sneezing if inhaled. Imported.	SUGAR	Maple sap, or imported sugar extracted from sugar canes.
PERIGWAR	Violet liquid derived from the rare Perigwar plant, which is found in woodland. If mixed with whale oil and applied sparingly to skin, it emits a pleasant musky odour that is alluring to members of the opposite sex. It is commonly used by courtesans.	TALLOW	Animal fats and oils from sheep and cattle.
PEWTER	Alloy made from tin and lead, used to make utensils.	TAR	Black, sticky mass created by destructive distillation of wood or coal, useful for caulking the seams of ships and for making torches.
PINE	Ubiquitous, tall, straight evergreen tree that bears cones and clusters of long needles. The wood is light and close-grained. Pine is a good source for tar. Sorkin Pine can be found in Hârníc needleleaf forests and grows to 120 feet.	TASPARTH	Reddish-brown powder derived from the common Tasparth plant, which is found near water. If burned and the smoke inhaled, Tasparth causes vivid and frightening hallucinations, heavy perspiration and physical pain for a few hours. It is used by various tribal nations.
QUESSEL	Dried pollen of the uncommon Quessel plant, which is found in alpine meadowland. If swallowed, it increases resistance to disease for several months.	TAZACH PURPLE	Highly-prized, rich purple dye extracted from a rare species of shell fish found only in Tazach, an island state off Gothmir.
RASAKILE	Dried shredded leaves of the uncommon Rasakile plant, which is found in forest and woodland. If mixed with hot water and swallowed by females, it dramatically reduces the chance of conception.	TERANYA	Blue-green bitter liquid derived from the rare Teranya plant, which is found in woodland and forest. If dropped in eyes, it can cure blindness caused by disease, cataracts, age, etc. On healthy eyes it can temporarily improve eyesight, sometimes to painful levels.
SAFFRON	Brilliant yellow-orange dye from Hepekeria and Mafan.	TIRAGEYTH	Dried blue-white flower of the very common Tirageyth plant, which is found in forest and woodland in large beds. If chewed, it causes euphoria for a short time. Tirageyth is addictive and hence illegal in Kaldor, Chybisa and Kanday.
SLAVES	Slaves in Hârn are prevalent only in Rethem, the Thardic Republic and Orbaal (the Ivinians refer to Orbaalese slaves as "thralls"). Hârníc slavers are members of the Mercantylers' Guild.	VELLUM	Calfskin prepared for use as a writing material.
SPONGE	Aquatic animal with a porous structure, occurring in large plant-like colonies. Imported.	VETCHES	Soil-improving climbing herbs with edible, beanlike seeds.
SPRUCE	Tall, straight evergreen tree with downward-pointing branches. It bears cones and stiff, four-sided needles that grow all around the twigs. Spruce wood is lightweight but strong, and hence good for house building and masts. Orbaalese Spruce can be found in Hârníc needleleaf forests and grows to 160 feet.	WYLORAFINA	Sour red liquid derived from the uncommon Wylorafina plant, which is found in pasture. If mixed with wine or other drink and swallowed, it causes heart fibrillation within an hour, leading to a 50% chance of death through heart failure.
STEEL	Alloy made from iron and a small amount of carbon.	YULPRIS	Greenish crystals derived from the very rare Yulpris plant. If mixed with water and swallowed, it vastly increases the chance of recovery from most diseases and several poisons.