



"progress." It is usually easier for them to go where the food is rather than move the food. Thus the lord goes from place to place within his own demesne, stopping in to visit vassals, moving with his family and household.

This process has the added advantages of checking to see how the site is doing economically and politically, testing the loyalties of the vassals and servants, and conducting whatever business is beyond the capability or responsibility of the resident overseer. If a vassal is reluctant or untrustworthy, a lord may choose to stay a long time, eating up the wealth and thereby restricting future activity.

### Heralds

Announcements are often made at court. While a banneret has his serjeant-at-arms bawl out proclamations, higher-ranking nobles employ professional heralds for that duty.

Heralds announce visitors by name and distinctive titles. They proclaim cases discussed, the judgments rendered, and also record pertinent facts. While this can add flavor to the game, gamemasters should beware of boring the players with too much idle verbiage.

Heralds read proclamations from scrolls. Writing records the attendance of every nobleman and knight at a feast or

tournament. Scrolls are made of parchment (scraped lambskin) and, in royal circles, are calligraphed, illuminated, and decorated with gold or silver leaf and pasted-on jewels.

Fanfares blown on long trumpets announce the entrance and exit of important persons. The definition of important is left up to the nobleman. (Here is an opportunity to offend or insult someone, intentionally or not.) Fanfares are also used to announce major decrees and to punctuate ceremonial functions such as sworn homages, naming of officers, champions, and others.

## \* Standard Price List \*

THE GAMEMASTER MUST adjust these prices as needed, based on common sense. For example, if a lady wished to buy fur trimmings, but required the fur of a pure white bear, the price might be triple the given amount. Or such a rare fur might simply be unavailable.

### Inn Prices

Price includes staying in the common room, with a fire in cold weather, and a meal of common food.

per knight per night ..... 1 d.  
per horse, hay feed ..... 3 d.

### Inn Luxuries

private room, with door ..... 12 d.  
Knight-quality dinner ..... 4 d.  
Wine, 1 serving, British ..... 10 d.  
Oats for horse ..... 8 d.

### The Food Market

#### Supplies

By the horseload.

Knight's fare, good for 1 week ..... 7 d.  
Commoner's fare, good for 2 weeks ..... 4 d.  
Hard rations, good for 4 weeks ..... 2 d.

#### Food Stalls

One knight's meal ..... 1 d.  
Four commoners' meals ..... 1/2d.  
Small bottle of wine ..... 3 d.

#### Ordering a Feast

Includes all edibles and drinkables, delivery, cooking, clean up, and service. Prices are per person.

Ordinary feast ..... 1 d.  
Quality Feast ..... 2 d.

Superb feast ..... 4 d.  
Grand feast ..... 8 d.  
Regal feast ..... 16 d.  
per 4 commoners, common fare ..... 1 d.

### The Horse Market

All steeds are trained for their station. None are trained to fight. All are various shades of brown.

Charger ..... 10 £.  
Palfrey ..... 5 £.  
Courser ..... 5 £.  
Rouncy ..... 1 £.  
Sumpter ..... 100 d.  
Cart horse ..... 80 d.  
Nag ..... 50 d.  
Mule ..... 100 d.  
Donkey ..... 60 d.  
Special color or appearance  
(black, white) ..... above prices x2

### Tack and Decoration

Basic tack ..... 16 d.  
Fancy ..... 24 d.  
Special tack (engraved, etc.) ..... 100 d.  
Caparison (1 pt. armor) ..... 24 d.  
Caparison, fancy (1 pt. armor) ..... 80 d.  
Trapper (5 pts. armor) ..... 12 d.

### The Stock Yards

#### Common Beasts

Sheep, goat ..... 10 d.  
Fat sheep ..... 15 d.  
Ewe and lamb ..... 25 d.  
Ram ..... 60 d.  
Sow ..... 60 d.  
Yearling ox, cow ..... 60 d.  
Milk cow ..... 120 d.  
Ox ..... 180 d.

### Noble Beasts

Young Hawk ..... 15 d.  
Trained Hawk ..... 80 d.  
Common Dog ..... 5 d.  
Unusual Dog ..... 25 d.

### The Beer Merchant

Per keg, good for 4 meals.

Alc ..... 1 d.  
Beer ..... 1 d.  
Mead ..... 4 d.

### The Wine Merchants

Per bottle, suitable for two people at a meal.

Good Local Wine ..... 1 d.  
Better Local Wine ..... 2 d.  
German Wine ..... 25 d.  
Occitan Wine ..... 25 d.

### Musician's Market

Harp ..... 1-5 £.  
Lute ..... 60 d.

### Services

Compose a mocking poem ..... 60 d.  
Compose a love poem ..... 40 d.  
Compose a heroic lay ..... 70 d.  
Sing a poem at a specified  
time and place ..... 5 d.  
Entertain for a night ..... 20 d.

### Wagon Market

Wagon (4-wheel) ..... 10 d.  
Cart (2-wheel) ..... 7 d.



## Retinues

The traveling entourage of a fully-accoutered knight is quite something to behold. Every ordinary knight has his warhorse for combat. But no one would ride such a magnificent steed for ordinary travel. The creature would be too tired when the fight comes up.

Due to the complex military saddle born by the warhorse, it is most comfortable to ride a simple riding horse, such as a rouncy or palfrey, and then switch to the charger for battle. Nor, in most cases, does a knight ride around the countryside all armed and armored, due to the discomfort caused by weight and heat.

A warhorse cannot be used as a packhorse and vice versa: the equipment and saddles are so different that either steed would soon have serious saddle sores if used for the other purpose.

An ordinary knight's full field entourage would, then, normally include a total of 3 people and 6 steeds:

- 1 knight, 1 squire, 1 page.
- 2 riding horses, for knight and squire.
- 1 warhorse.
- 2 sumpters, one for armor and one for tents and food.
- 1 pony for the page.

Add the knight's wife and the entourage grows greatly. She has two maidservants

and her own page, all of whom would ride. At least another packhorse is needed for their supplies, plus a groom for the horses (the squire performs this duty for the knight). Thus her party would total at least 5 people and 6 horses.

Thus an ordinary knight, traveling with his wife, would have a party of 8 people and 12 horses and ponies.

There may also be sergeants, foot-soldiers, messengers, children and their nurse, cooks, heralds, and musicians with assistants of their own.

For further illustration, let us assemble the retinue of a banneret knight who travels to a tournament with his whole entourage:

## Standard Price List, Continued

### Tent Makers

Camp Tent .....	2 d.
Pavilion .....	1 £.
Nice Pavilion .....	2-3 £.
Fancy Pavilion .....	4-6 £.

### The Armorer

*Note that heavy crossbows, destriers, plate armor, and chainmail barding are not for sale here.*

#### Armor, full suit

Padding (felt or cloth, 2 pts.) .....	7 d.
Leather (4 pts.) .....	15 d.
Cuirbouilli (6 pts.) .....	60 d.
Norman Chain, inc. pot helm (10 pts.) .....	2 £.
Reinforced Chain, inc. great helm (12 pts.) .....	6 £.

### Weapons

Axe .....	25 d.
Dagger .....	5 d.
Flail .....	50 d.
Great Axe .....	50 d.
Great Spear .....	2 d.
Great Sword .....	100 d.
Javelin .....	1 d.
Halberd .....	60 d.
Hammer .....	30 d.
Lance (jousting) .....	3 d.
Mace .....	30 d.
Morning Star .....	75 d.
Spear .....	1 d.
Sword .....	75 d.
Warflail .....	75 d.

### Hunting Weapons

Spear, boar .....	2 d.
Bow .....	10 d.
5 arrows .....	1 d.
Crossbow, light .....	140 d.
6 light bolts .....	1 d.

Crossbow, medium .....	200 d.
4 medium bolts .....	1 d.

### Shields

Common .....	3 d.
Knightly (painted) .....	5 d.

### Horse Barding

Light (8 points) .....	2 £.
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### The Tailors

#### Clothing

Current fashion, knightly materials .....	1 £.
Current fashion, noble materials .....	4 £.
Old fashion, knightly materials .....	120 d.
Old fashion, noble materials .....	2 £.

### The Weavers

#### Tapestries

*Each is about the size to cover the short end of a manorial hall. Six would line a whole hall.*

Inexpensive, plain .....	120 d.
Nice, sturdy, quality .....	1 £.
Simple designs .....	2 £.
Excellent quality, beautiful designs .....	4 £.
Embroidered scenes .....	6 £.

#### Clothier

*Everything is measured in a bolt large enough to make one knight's or lady's set of clothing.*

Knightly materials .....	35 d.
Noble quality materials .....	80 d.

#### Trim

<i>Measured in enough for a single set of clothes</i>	
Lace .....	12 d.
Ribbons .....	8 d.

Unusual furs .....	18 d.
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### The Gold and Silver Smiths

Simple seal ring .....	60 d.
Silver finger ring .....	40 d.
Gold finger ring .....	1 £.
Silver brooch .....	1 £.
Gold brooch .....	5 £.
Common earrings .....	10 d.
Silver earrings .....	25 d.
Gold earrings .....	160 d.
Diamond (needs setting) .....	1 £.
Unusual diamond (needs setting) .....	2-5 £.
Any of above, but extremely fancy .....	price x2
Gold dish .....	7 £.
Silver dish .....	1 £.
Golden goblet .....	12 £.

### Miscellaneous Mixed Goods

#### Travel Gear

per knight, .....	60 d.
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#### War Gear

*Includes Travel Gear.*

per knight, .....	2 £.
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### At the Abbey

Read a letter .....	1 d.
Write a letter .....	3 d.
Copy a book .....	5 d./page
Buy a book .....	impossible
Copy and illuminate a book .....	25 d./page
Have a Mass said .....	5 d.
Deliver a letter: per day's estimated travel ...	5 d.





## \* Great City Price List \*

### Inns

Price includes staying in the common room, with a fire in cold weather, and a meal of common food.

Per person per night .....	3 d.
Per horse, hay feed .....	10 d.

### Luxuries (may be available)

Private room, with door .....	20 d.
Knight-quality dinner .....	8 d.
Wine, 1 serving, British .....	2 d.
Oats for horse .....	20 d.

### The Food Market

#### Supplies

By the Horse Load	
Knight's fare, good for 1 week .....	14 d.
Commoner's fare, good for 2 weeks .....	8 d.
Hard rations, good for 4 weeks .....	4 d.

#### Food Stalls

One knight's meal .....	2 d.
Four commoners' meals .....	1 d.
Small bottle of wine .....	3 d.

#### Ordering a Feast

Includes all edibles and drinkables, delivery, cooking, clean up, and service.

*costs per knight (inc. squire, varlets, horses):*

Ordinary feast .....	1 d.
Quality feast .....	2 d.
Superb feast .....	4 d.
Grand feast .....	8 d.
Regal feast .....	16 d.
Per 4 commoners, common fare .....	1 d.

### The Horse Market

All animals are trained for their station. None are trained to attack.

#### Combat Horses

Charger .....	8 £.
Andalusian Charger .....	20 £.
Barbary Charger .....	16 £.
Arabian Courser .....	28 £.
Great Horse (destrier) .....	32 £.
Frisian destrier .....	38 £.

#### Riding Horses

Palfrey .....	4 £.
Courser .....	4 £.
Rouncy .....	200 d.
Sumpter .....	80 d.
Cart horse .....	60 d.
Nag .....	40 d.
Mule .....	80 d.
Donkey .....	50 d.

#### Tack and Decoration

Basic .....	16 d.
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Fancy (bells, tassels, dangles, and colored leather) .....	24 d.
Special (as Fancy, with silver, rare feathers, and embroidered blankets) .....	100 d.
Regal (as Special, but with gold and jewels) .....	3 £.
Caparison .....	24 d.
Caparison, fancy (embroidered in 3 colors) .....	80 d.
Trapper .....	12 d.

### The Stock Yards

#### Common Beasts

sheep, goat .....	10 d.
fat sheep .....	15 d.
ewe and lamb .....	25 d.
ram .....	60 d.
sow .....	60 d.
yearling ox, cow .....	60 d.
milk cow .....	120 d.
ox .....	180 d.

#### Noble Beasts

Young Hawk .....	15 d.
Trained Hawk .....	80 d.
Common Dog .....	5 d.
Unusual Dog .....	25 d.

### The Wine Merchants

Per bottle, suitable for two people at a meal.

Price shown is for Good quality.

Also available are: poor quality .....	price x0.5
better quality .....	price x3
best quality .....	price x10
Good Local Wine .....	1 d.
Better Local Wine .....	2 d.
Good German Wine .....	5 d.
Good Occitan Wine .....	10 d.
Good French Wine .....	6 d.
Burgundian .....	8 d.
Spanish .....	8 d.
Barbary .....	6 d.
Italian .....	10 d.
Greek .....	14 d.

### Musician's Market

Harp .....	1-5 £.
Regal Harp .....	7 £.
Lute .....	60 d.

#### Services

Compose a mocking poem .....	50 d.
Compose a love poem .....	30 d.
Compose a heroic lay .....	60 d.
Sing a poem at a specified time and place .....	5 d.
Entertain for a night .....	20 d.

### Wagon Market

Wagon (4-wheel) .....	10 d.
Cart (2-wheel) .....	7 d.

### Tent Makers

Camp Tent .....	2 d.
Pavilion .....	1 £.
Nice Pavilion .....	2 £.
Fancy Pavilion .....	4 £.
Regal Pavilion .....	8 £.

### The Armorer

#### Armor

Full suit, without helm or padding	
Leather .....	15 d.
Cuirboilli .....	60 d.
Norman Chain .....	180 d.
Reinforced Chain .....	4 £.
Partial Plate .....	10 £.

#### Helmet

Open helmet .....	40 d.
Great helm .....	100 d.
Visored helmet .....	150 d.

#### Padding

Normal .....	7 d.
Fancy .....	25 d.
Silk, 3 colors .....	1 £.

### WEAPONS

Axe .....	25 d.
Dagger .....	5 d.
Flail .....	50 d.
Great Axe .....	50 d.
Great Spear .....	2 d.
Great Sword .....	100 d.
Javelin .....	1 d.
Halberd .....	60 d.
Hammer .....	30 d.
Lance (jousting) .....	3 d.
Mace .....	30 d.
Morning Star .....	75 d.
Spear .....	1 d.
Sword .....	75 d.
War Flail .....	75 d.

### Hunting Weapons

Spear, boar .....	2 d.
Bow .....	10 d.
10 arrows .....	1 d.
Crossbow, light .....	100 d.
8 bolts .....	1 d.
Crossbow, medium .....	140 d.
5 bolts .....	1 d.
Crossbow, heavy .....	2 £.
3 bolts .....	1 d.

### Shields

Common .....	3 d.
Knightly (painted) .....	5 d.

### Barding

Cuirboilli .....	2 £.
Chain Mail .....	10 £.
Reinforced Chain .....	16 £.



## Great City Price List, Continued

Partial Plate .....24 £.

### The Tailors

#### Clothing

Price is for an entire set of clothing, as set by the fashions of Logres.

#### Knight's Clothing.

Current fashion, knightly materials .....1 £.  
Current fashion, noble materials .....4 £.  
Old fashion, knightly materials .....100 d.  
Old fashion, noble materials .....2 £.

#### Exotic Clothing

Roman Court Fashion .....4 £.  
Barbary Court Fashion .....1 £.  
German Court Fashion .....120 d.  
Byzantine Court Fashion .....6 £.

#### Tapestries

Each is about the size to cover the short end of a manorial hall. Six would line a whole hall.

Inexpensive, plain .....100 d.  
Nice, sturdy, quality .....180 d.  
Simple designs .....1 £. 150 d.  
Excellent quality, beautiful designs .....3 £.  
Embroidered scenes .....5 £.  
Byzantine Tapestry .....7 £.

#### Carpets

"The latest thing, my lord, for the cold castle floor."

Ordinary .....100 d.  
Thick .....200 d.

#### Clothier

Everything is measured in a batch to make one knight's or lady's set of clothing.

Knightly materials .....30 d.  
Noble quality materials .....75 d.

#### Trim

Measured in enough for a single set of clothes  
Lace .....10 d.  
Ribbons .....5 d.  
Unusual furs .....10 d.  
Gold thread .....60 d.  
Silver thread .....12 d.

#### Rare Cloth

Silk .....3 £.  
Samite .....1 £.  
Satin .....120 d.  
Cloth-of-gold .....5 £.

### The Gold and Silver Smiths

Simple seal ring .....60 d.

Silver finger ring .....40 d.  
Gold finger ring .....1 £.  
Silver brooch .....1 £.  
Gold brooch .....5 £.  
Common earrings .....10 d.  
Silver earrings .....25 d.  
Gold earrings .....160 d.  
Diamond (needs setting) .....1 £.  
Unusual diamond (needs setting) .....2-5 £.

Any of above, but:

— really fancy .....price x2  
— of regal beauty .....price x5  
Gold dish .....7 £.  
Silver dish .....1 £.  
Golden goblet .....12 £.

### Some Finished Pieces

Silver ring with diamond .....1 £. 40 d.  
Gold ring with emerald .....6 £.  
Silver medallion with diamond .....2 £.  
Gold medal with diamond and 6 pearls .....35 £.  
Really fancy gold ring with a ruby .....5 £.  
Pearl earrings .....2 £.

### Miscellaneous Mixed Goods

#### Travel Gear

Per knight, equal to 0.5 of a horse load .....60 d.

#### War Gear

Includes Travel Gear  
Per knight, equal to one pack horse of stuff .....2 £.

### At the Abbey

Read a letter .....1 d.  
Write a letter .....3 d.  
Copy a book .....5 d./page  
Buy a book .....impossible  
Copy and illuminate a book .....25 d./page  
Have a Mass said .....5 d.

### The Pardoner

Indulgence, venial sin .....10 d. ea.  
Indulgence, mortal sin .....1 £. ea.

### College of Heralds

Deliver a letter  
— Per day estimated travel .....5 d.  
Hire a professional Herald, per day .....20 d.  
Determine genealogy .....1-5 £.

### Professional Women

Cost per night  
Low class .....2-8 d.  
Courtesan .....10-40 d.  
French Courtesan .....140 d.

### Port Authority

Prices are given from London or Hantonne. Gamemasters must adjust for other locations. This shows cost to book passage on a ship to:

#### Southern Britain

Leaves in 1d6 days, costs 30 d. per knight

#### Ireland

Leaves in 2d6 days, costs 120 d. per knight

#### East Britain

Leaves in 1d6 days, costs 30 d. per knight

#### Cambria

Leaves in 2d6 days, costs 60 d. per knight

#### Normandy

Leaves in 1d6 days, costs 60 d. per knight

#### Frisia

Leaves in 2d6 days, costs 120 d. per knight

#### Brittany

Leaves in 1d6 days, costs 100 d. per knight

#### Ganis

Leaves in 1d6+6 days, costs 180 d. per knight

#### Spain

Leaves in 2d6+6 days, costs 1 £. per knight

### Waterfront

Hire a fishing boat,  
no questions asked .....60 d. minimum,  
paid in advance  
Hire a prostitute .....1 d.  
Hire a pirate ship, 20 men,  
no questions asked .....3 £.

### Mixed Luxury Goods

Imported perfume .....40 d.  
Spices .....50 d.  
Imported spices .....100 d.-3 £.  
Glass mirror .....40 d.  
Drinking glasses .....60 d. each

### Lawyer

Per day .....12 d.

### Chirurgeon

Per day .....20 d.