

Dead Simple Supplement 4 - The Marketplace

There will come a time when the Adventurers want more than the Village of Grobblot can provide & will travel to the nearest town or city. Here they will be able to buy anything they could get in Grobblot & much, much more.

This supplement widens their horizons & offers the DM a number of roleplaying opportunities as the Adventurers come up against their most devious opponents to date – the Merchants.

Currency

The basic unit of currency is the silver piece, generally called a Ducat. One Ducat is the minimum needed for a day's food & lodging.

There are twelve copper Pennies to a Ducat & twenty Ducats make a golden Crown. The Kingdom also mints a half-penny which is widely used amongst the poor.

All prices given below are in Ducats. The prices given here are for guidance purposes. In smaller town & villages prices may well be higher than at the craftsman's door in the city.

Ten things you can buy with one Ducat:

1. A night in an Inn, with a dinner & breakfast.
2. A ride on a wagon between villages.
3. Any common item that took no more than one day to make (i.e. a haversack, 30' rope, knife, six candles, large wicker basket, a plain cloak, a copper cloak pin, a horse bridle, a woollen shirt, four arrows).
4. A lady of the night for an hour.
5. Stabling for your horse for a day & a night.
6. An afternoon in a public bath house.
7. A porter or labourer for half a day (note that porters charge for both ways if they have to travel away from their community).
8. A bribe to a City Guard for a minor matter.
9. A pitcher of decent beer.
10. A letter written for you by a scribe.

Haggling

In the medieval world of the Dead Simple RPG people do not expect you to pay the price they quote. They expect people to haggle.

Either you can roleplay this or reduce it to an opposed Persuasion roll between the Adventurer & the Merchant. The winner can increase or decrease the price by on fifth.

Weights & Encumbrance

Note that there are no weights given for equipment. The player must use his common sense when loading up his character. Otherwise the DM may determine that the character is encumbered & place a -2 penalty on all die rolls & halve his movement rate.

Converting Loot

In a large town or city there are a lot more people who can & will buy the Adventurer's loot. Below is a table that will give you a rough idea of what the Adventurers can expect to get for a range of items. They still have to haggle though.

Type of Item	% of Price
Weapons or Armour	80%
Gems & Jewellery	90%
Tools & general equipment	60%
Gold or Silver, but not modern coins.	90%
Horses & Mules	75%
Spices & Precious Oils	80%
Magic Items	60%

The condition of the items can also affect the likely rewards. If something is in poor condition it may only attract half of the value shown above.

The Alchemist

In every town there are purveyors of potions & oils to ease the Adventurer's way. Some of this is snake oil, but the more established practitioners actually have stuff that works:

Potions & Oils	Cost
Healing: <i>Cures a wound</i>	25
Aqua Vitae: <i>Raises a character from the dead. As long as the corpse is complete & is no more than three dawns dead.</i>	500
Holy Water: <i>Causes an automatic wound to any Undead or Devil it is thrown over.</i>	10
Fuller's Pitch: <i>When doused in this alchemical formulation a simple torch will burn for four hours.</i>	5
Kobold's Fire: <i>A four pint ceramic flask of a volatile formulation that explodes in contact with the air. It is used by adventurers as a fireball & to clear chambers of vermin & other creatures. A direct hit on a creature will cause one wound per round until the creature is consumed or submerged in water.</i>	25
Purgative: <i>Will stop the effects of a poisonous attack. It does not cure damage already taken.</i>	15
Dragon Breath: <i>The Adventurer can breathe fire like a dragon, once. This affects every figure in a single room or corridor section, except the Adventurer himself. Each figure in that area takes a single wound.</i>	50
Depetrificative: <i>If poured over a figure that has been turned to stone it will turn them back to flesh & blood</i>	100
Speed: <i>For 5 turns the Adventurer doubles his movement rate.</i>	
Red Bull: <i>Figure can go without sleep for another day. For each day the adventurer loses 1 INT temporarily.</i>	10
Acid: <i>Will burn through a lock.</i>	25

The Horse Trader

A reliable steed can be the difference between life & death out in the wilderness.

Mount	Cost
Donkey: <i>Small & slow pack animal. Very obedient & will even go underground.</i>	25
Mule, Pack: <i>The most reliable & hardy pack animal available. Can be ridden.</i>	50
Pony, Mountain: <i>Small, but tough riding animal. Has limited carrying capacity.</i>	75
Courser: <i>A swift riding horse, much favoured by wealthy travellers.</i>	250
Destrier: <i>A trained war horse, capable of wearing barding & fighting in combat</i>	500
Percheron: <i>A powerful draught horse used for pulling ploughs & wagons.</i>	300

Any steed will also need equipment:

Riding Equipment	Cost
Saddle	25
Cavalry Saddle	50
Pack Saddle	15
Bit & Bridle	2
Saddle Blanket	3
Saddlebags	10
Quilted Barding (light armour)*	100

Brigandine Barding (medium)*	300
Caparison (decorated horse coat)	30

* Barding is armour for horses.

The Adventurer's Pack

This standard piece of kit costs 25 Ducats & includes the following:

A Backpack, Bedroll, Cord (hemp – 50'), Fish-hooks & line, Flint & Steel, Knife, Lamp oil (1 pint flask), Lantern, Small Sack, Three Sea Shells, & a Water-flask (2 pints).

The Armourer

The Armourer in a town or city is a master craftsman than can produce much better items at lower prices.

Weapon	Cost
Dagger	5
Sword	50
Axe, Mace or Warhammer	20
Spear	15
Great Sword	200
Great Axe	175
Bow	30
12 Arrows	5
Crossbow	150
10 Quarrels	5

Armour	Cost
Shield	15
Light: Padded or Leather	30
Medium: Chain or Scale Mail	200
Heavy: Plate & Mail	300
Very Heavy: Full Plate	850

Henchmen

As the Adventurer's advance they may be able to afford to hire the services of other people to aid them in their missions against their enemies.

It costs 50 Ducats up front to hire a henchman for a single adventure.

While in your service they follow the rules below:

1. They will not attack an enemy, but will defend themselves if attacked.
2. They will not move into a square next to an enemy that is not fighting someone else.
3. A Guard will defend the Adventurer that hired them if they are attacked.
4. A Physician will heal his master first before others, unless otherwise directed.

Henchmen must be looked after, fed and protected. Adventurers who lose henchmen through negligence or folly will soon find that no-one will work for them.

The Guard

This is a simple Fighter who will defend their Master & his possessions. They are generally armed with Spears, Leather Tunics & Shields. They have a Fighting Skill of 5 & Toughness of 6.

The Physician

He has only one ability, Healing Touch as a Priest. Other than that he can defend himself if cornered with a Fighting Skill of 3 & Toughness of 5.

He can be given Potions such as Healing or Purgative to carry and use.

The Porter

A peasant labourer who can carry goods & equipment. He will run away rather than fight & has a Toughness of 4.

The Apprentice

A young Wizard who knows only two spells (DM's Choice). The Adventurer would be wise to ask what these are before hiring the Apprentice. He will run away rather than fight & has a Toughness of 4.