

Armoury Price List

Healing/Cures

Potion	Type	Price	Pill/Gas	Effect	Duration	Addiction Value	Damage (TB)
Anti-Acid II	Herbal	100PR	-	This potion if doused over a person or item that has been hit by acid will effectively neutralise that Acid as long as it is of equal level to the Acid. If the Anti-acid is of lower level it will reduce the potency of the Acid by its level. E.g. Jack is hit by an Acid 10, Jill douses Jack with an Anti-acid II, for purposes of damage, the Acid is now an Acid VIII. Available up to Anti-Acid X.	N/a	-	-
Antidote Balm	Herbal	400	-	These will when applied to a poisoned wound area draw the poison out in a matter of seconds thereby neutralising any remaining poison. This works on both man made and natural poisons. Note this will not work on Contact Poisons (there is no wound) or on imbibed Poisons (balms are not quaffable).	N/a	-	-
Cure Balm	Herbal	200	-	6/6 LPs Healing to location applied, can only be used on visible external wounds	N/a	-	-
Cure Disease Balm	Herbal	300	-	These will when applied to a diseased person/animal cure the disease, whether natural or mystically caused (ref's discretion). The person applying the balm will not become infected	N/a	-	-
Cure Disease	Herbal	300	P	Cures the drinker of standard diseases. Refs Discretion	N/a	1	-
Cure Disease	Spiritual	450	-	Cures the drinker of standard diseases. Refs Discretion	N/a	-	-
Cure Light	Herbal	150	P	Cures 6LPs TB	N/a	1	-
Cure Light	Spiritual	300	-	6/6 LPs to worst location	N/a	-	-
Neutralise Poison (Antidote)	Herbal	50PR	P	The potion imbibed will cause the drinker to absorb 2 HITS of poison taken, be this by venom, imbibing or even gas. Antidote will remain in the drinkers body 24hrs or until used. Available up to Antidote X.	Special	1	-

Orc Brew	Herbal	200	-	Orc brew heals 6lps TB and to the worst location. This has full effect on Orcs, Half Orcs, Ogres, Half Ogres, Trolls, Half Trolls and Bugbears. Hollogs and Halflings take half effect from Orc Brew. Darklings take no effect at all from Orc Brew. To any other race, Orc brew acts as a poison and inflicts 6lps TB damage. To have any affect Orc Brew must be drunk, and cannot be used as a venom.	N/a	-	-
Poultice	Herbal	150	-	3/3 LPs Healing to location applied, can only be used on visible external wounds	N/a	-	-
Purification	Herbal	200	-	This potion when added to a liquid or food will neutralise and standard disease or infestation. It will not remove poison.	N/a	-	-
Total Heal	Herbal	450	P	Will heal drinkers Total LPs	N/a	4	-
Total Heal	Spiritual	900	-	Will heal drinkers Total LPs	N/a	-	-

Enhancement Potions

Potion	Type	Price	Pill/Gas	Effect	Duration	Addiction Value	Damage (TB)
Autumn Leaves	Siedar	600	-	Grants the drinker the ability to fly	5 mins	1	-
Dexterity	Herbal	500	P	+6 Dex, counts as natural Dex for FRD once a day	5 mins	1	12 LPs
Endurance	Herbal	500	P	+18 LPs TB (will not affect locational)	5 mins	1	12 LPs
Fly	Magical	500	-	Grants the drinker the ability to fly	5 mins	-	-
Invisibility	Magical	800	-	Makes the drinker immune to Physical and Magical Sight for the duration. An invisible person can still be heard if makes a noise.	5 mins	-	-
Psi Potion	Psionic	400	-	Restores 6 Psi Points	N/a	-	-
Psi Resist	Herbal	300	P	Once imbibed will render the drinker immune to Table 1 + 2 damaging psionics (except Kinetic Drawing)	5 mins	1	12 LPs
Resist Cold	Herbal	200	P	The potion allows the drinker to sustain only half effect from physical or magical frost and cold damage	5 mins	1	12 LPs
Resist Heat	Herbal	200	P	The potion allows the drinker to sustain only half effect from physical or magical heat and fire damage	5 mins	1	12 LPs
Spider Climb	Magical	500	-	Grants the drinker enhanced climb	5 mins	-	12 LPs
Strength	Herbal	500	P	+6 Str for the duration.	5 mins	1	12 LPs
Walk Thru	Magical	400	-	Duplicates the Sorcerers spell Walk Thru element.	5 mins	-	

Miscellaneous

Potion	Type	Price	Pill/Gas	Effect	Duration	Addiction Value
Catalepsy II	Magic	100 PR	-	This potion, once imbibed, causes the target to fall into a death like (catatonic) state in which they cannot be woken from for the duration (unless dispelled). Affects 4 Hits per Rank of Monster or equal level PCs. Available to VI.	5 mins	-
Deafness IV	Magic	400	-	Deafness effect on 4 th level/16 Hits or lower target.	5 mins	-
Dumbness IV	Magic	400	-	Dumbness effect on 4 th level/16 Hits or lower target.	5 mins	-
Dust of Disclosure	Herbal	1500	-	This Dust is exactly that, a specially manufactured sticky slightly glowing dust that can be thrown over something invisible or chameleoned, making them effectively visible	5 mins	-
Flash	Magical	600	-	Potion is simply thrown to the ground and the chemical mix explodes emitting a very bright flash of light. Anybody within 20' seeing this who does not have Spirit Sight, Discerning Smell, ESP etc or is immune is blinded for 10 seconds or until struck for damage.	N/a	-
Glue	Herbal	100	-	Sticky substance will cause pretty much anything that comes into contact with to stick to it, Refs Discretion. Being a Herbal potion and NOT a water based spell effect, a Dispel Magic etc. will not work, nor will immunity to Water Magic. Mystical transportation (except D'Jump) will not free a glued subject.	5 mins	-
Light	Herbal	50	-	Creates a globe of light (5'R) cantered on the potion	5 mins	-
Naphtha	Herbal	300	-	Double strength fireball (24/12LPs, 12/6Hits), will only do targeted damage if potion physically strikes a person.	N/a	-
Remembrance	Herbal	350	-	Upon drinking this potion one fact forgotten may be remembered (as long as the Referee can remember)	N/a	1
Sleep	Herbal	100	G	Once it is imbibed this potion will cause anyone susceptible to Sleep to sleep until woken	Special	-

Sleep Venom II	Herbal	100 PR	-	When the target is struck, they will fall into slumber provided. Affects equal level PCs or 4 Hits per Rank. Available to Sleep Venom VI.	Special	-
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Black Arts

Black Arts	Type	Price	Options	Effect	Duration
Acid II	Herbal	200 PR	D	Acid is nasty. When splashed upon a victim, the victim takes 6LPs Necrotic damage per rank of the Acid to the location that the Acid struck or was splashed upon, and is in a pain for 30 seconds per rank of the Acid, as the vitriol dissolves their flesh. The pain effect prevents all casting by the victim. Any armour that the victim is wearing (not including clothes) reduces the rank of the Acid by 2, although the Armour is destroyed (ref's discretion). Players have 10 seconds to apply an Antacid before it is too late to hinder the damage of the caustic solution. After 10 seconds, only the lingering pain effect can be neutralized by an Antacid. Acids inflict twice their rank in Hits against monster. Acid is available up to Acid VI.	Special
Beguilement	Herbal	1000	D	This potion will cause the drinker to become beguiled with the first person they see	5 mins
Blade Venom II	Herbal	75 PR	D : T	Poison effect applied to a weapon blade and transmitted with the weapons damage. Available up to BV VI.	N/a
Contact Poison II	Herbal	150 PR	D	Poison effect applied to a sticky viscous liquid. If the victim touches the poison, it will affect them. It will penetrate most clothing but not armour. Available up to CV VI.	N/a
Paralysis	Herbal	400	D : T	Once imbibed the victim cannot move or cast for the duration.	5 mins
Paralysis BV	Herbal	600	D	Once the venom enters the victim's body they cannot move or cast for the duration.	5 mins
Poison II	Herbal	50 PR	D : T	This potion will cause 6LPs TB per rank (3 Hits). Available up to Poison VI.	N/a

Weapons

Melee	Cost	Silver	M/C	M/C Silver	Iron	Steel
Dagger	15	75	150	750	1500	7500
Short Sword	15	75	150	750	1500	7500
Long Sword	30	150	300	1500	3000	15000
Bastard-Sword	30	150	300	1500	3000	15000
Great Sword	60	300	600	3000	6000	30000
Hand Mace	30	150	300	1500	3000	15000
Battle Mace	60	300	600	3000	6000	30000
Hand Axe	30	150	300	1500	3000	15000
Battle Axe	60	300	600	3000	6000	30000
Pole-arm	60	300	600	3000	6000	30000
Spear	60	300	600	3000	6000	30000
Tiger Claws x2	30	150	300	1500	3000	15000
Staff	15	75	150	750	1500	7500

Thrown/Ranged	Cost	Silver	M/C	M/C Silver	Iron	Steel
Throwing Dagger	15	75	150	750	1500	7500
Throwing Axe	15	75	150	750	1500	7500
Short Bow	45	-	450	-	-	-
Long Bow	60	-	600	-	-	-
Hand Crossbow	45	-	450	-	-	-
Heavy Crossbow	60	-	600	-	-	-
Arrow (Quiver)	15	75	150	750	1500	7500
Bolts (Quiver)	15	75	150	750	1500	7500

Firearms	Cost	Double Barrelled
Pistol	250	750
Rifle	900	2700
Musket	600	-
Blunderbuss	500	-
Cannon	10000	-

Shot	Material	Cost
Low	Lead	100
Medium	Lead	200
High	Lead	400
Medium	Silver	280
High	Silver	560
Medium	Iron	2180
High	Iron	4360
Medium	Steel	10180
High	Steel	20360

Special Materials

A quiver of 20 arrows requires 1 ingot to manufacture, and 1 ingot is required to manufacture 3 shot. Each weekend there are only a certain number of ingots available, and these do not carry over to the following weekends. There is:

- 1-6 ingots of Silver,
- 1-4 ingots of Iron,
- 0-2 ingots of Steel.

Armour

Type		Armour Class/Shield Can Take	Standard Cost	M/C
Clothes		1	75	-
Soft Leather	Full Suit	2	150	-
	Torso	2	55	-
	Vambraces	2	10	-
	Greaves	2	20	-
	Gorget	2	5	-
Rigid Leather	Full Suit	4	300	3000
	Torso	4	105	1050
	Vambracers	4	15	150
	Greaves	4	35	350
	Gorget	4	10	100
	Helm	4	25	250
Chain	Full Suit	6	450	4500
	Shirt	6	320	3200
	Legs	6	160	1600
	Coif	6	35	350
	Gorget	6	15	150
Brigandine	Full Suit	8	600	6000
	Torso	8	215	2150
Plate	Full Suit	12	900	9000
	Back & Breast	12	320	3200
	Full Arm	12	80	800
	Full Leg	12	160	1600
	Gorget	12	25	250
	Vambraces	12	50	500
	Greaves	12	105	1050
	Helm	12	70	700
Small Shield		Quad	75	750
Standard Shield		Quad	150	1500
Large/Kite Shield		Quad	225	2250

Miscellaneous Goods

Item	Cost	Effect/Notes
Athelas	2000	In the hands of a High Elf Healer or a Dunedain Ranger cures 6 LPs Perm/ 12 LPS normal, Dunedain & High Elves 3 LPs Perm / 6LPs normal. All other races (except Mythos) 1 LP Perm / 3 Lps normal.
Wolfsbane	500	Lycanthropes may not come within 5' of the wearer
Grave Moss	500	Will cause unintelligent Undead to ignore the wearer unless attacked. -2 Dex from the smell
Holy Water	50	Does 3 HIT to Undead, Necromancers etc.
Unholy Water	100	Does 3 HIT to Inner Flames, Paladins etc.
God's Charm	150	Available as either +1 Dex or +1 Str. Cannot be used in conjunction with each other and only work for that specific religion
Holy Symbol	100	May Repel Vampires
Silver Holy Symbol	500	May Repel Vampires
Incense Stick	10	Restores 1 point of power per minute while meditating
Dragons Teeth (10)	10	For Demonist's Dust Warriors
Focii	100	Dagger stores 1 mana. Item destroyed on use. Only 1/level/adventure
Flask of Oil	10	Fill Lantern or burn for 1 minute
Elven Cloak	400	+1 Dex, must be suitably phys-repped
Jinda Berry	15	Heals 1/1 LPs, counts as 1 Addiction point per 6 berries
Bandages	5	Heals 1/1 LP to location worn, max one bandage per location
Bronze	5	One bar of bronze (1 ingot)
Silver	25	One bar of silver (1 ingot)
Iron	500	One bar of iron (1 ingot)
Steel	2500	One bar of steel (1 ingot)