

HIRELING	SALARY
Baker	6 copper
Bowyer	1 silver
Carpenter	7 copper
Executioner	1 silver
Farmer	5 copper
Guard	1 silver
Handyman	3 copper
Hunter	6 copper
Innkeeper	12 copper
Jailer	8 copper
Lumberjack	4 copper
Master Builder	2 silver
Miller	8 copper
Miner	4 copper
Smith	1 silver
Tanner	6 copper
Tailor	8 copper

In bold are UNCOMMON in VILLAGE

RAW MATERIAL	PRICE	SHELF LIFE
Iron Ore	4 copper	—
Iron	1 silver	—
Silver	1 gold	—
Gold	10 gold	—
Stone	2 copper	—
Glass	8 silver	—
Wood	3 copper	—
Leather	12 copper	—
Cloth, Wool	8 copper	—
Cloth, Silk	1 gold	—
Wool	4 copper	One Month
Grain	3 copper	One Month
Meat	6 copper	One Day
Pelt	8 copper	One Week
Flour	6 copper	One Month
Vegetables	4 copper	One Day
Fish	5 copper	One Day
Bread	1 silver	One Week
Tallow	6 copper	—
Herbs	2 silver	One Week

TOOLS	PRICE	SUPPLY	WEIGHT
Saw	5 silver	Uncommon	Normal
Hammer	1 silver	Common	Normal
Sledge Hammer	2 silver	Common	Heavy
Pickaxe	15 copper	Common	Normal
Shovel	2 silver	Common	Normal
Timber Axe	2 silver	Common	Normal
Pliers	2 silver	Uncommon	Light
Needle and Thread	3 copper	Common	Tiny

BUILDING	PRICE
Cottage	10 gold
Tower	20 gold
Stone House	30 gold
Farm	50 gold
Fort	250 gold
Fortress	1000 gold
Castle	3000 gold
Palace	10000 gold

DEFENSE RATING	ATTACK RATING
-1 GUARDS are HUNGRY	-1 Attackers are HUNGRY
+2 Stronghold has RAMPARTS	+1 Attackers have LADDERS or HOOKS
+1 Stronghold has a PORTCULLIS	+1 Attackers have a BATTERING RAM
+1 Stronghold has a GUARD TOWER	+1 Attackers are led by a COMMANDER
+1 Stronghold has a MOAT	+1 For every MONSTER the attackers have
+1 Any PCs take part in the defense	+1 Some of the attackers can FLY
+1* For every 10 GUARDS (round up)	+1* For every 20 ATTACKERS (round up)

*to a maximum of +5