

Animals, Vehicles, and Hirelings

There may come a time when the party of adventurers has more to carry or defend than they can on their own or are traveling in land foreign to them. In these cases the purchasing of animals and vehicles, and the hiring of aid may be necessary. The following charts should serve as a general guide for such scenarios.

For animals the price refers to the average cost the animal would be at a trader, while the upkeep refers to the average price of daily supplies the animal needs to be kept alive and in good health (the average cost of stabling for a night).

Horses

Type	Price	Upkeep
Packhorse (Pony)	50	1
Riding Horse (Rouncey*, Hackney**)	75	1
Smooth Hunting/Riding Horse (Palfrey)	250	2
Swift Warhorse (Courser)	100	2
Strong Warhorse (Destrier)	300	3
Draft Horse (Percheron)	75	1

* General purpose ** Riding specific

Pony – A small horse suitable for riding by Dwarves, Paulpiens, and other smaller folk, or carrying a little less than a human riders weight in items.

Rouncey – A medium-sized general purpose horse that can be trained as a warhorse, riding horse, packhorse, or a draft-horse. This training may have been done before being purchased by the PC or by the PC. Warhorses tend to be stronger, slower, and not afraid of the sounds of battle. Riding horses are swifter and more comfortable, but will flee at signs of danger against the will of the rider. Both pack and draft horses tend to be smaller, stockier, and sure on their feet.

Hackney – Medium sized horses that are bred and trained as general riding horses for transportation (rather than pleasure). They are generally slightly taller and faster than Rounneys.

Palfrey – Large and powerful but ambling in their gait, these horses are prized by noblemen and women for pleasure riding and hunting as they provide the smoothest possible ride.

Courser – A decent warhorse for cavalry and the minor of nobility, these horses are capable of more than a Rouncey and are quite fast. Though they are still of medium size and not particularly vicious in combat.

Destrier – Breed for their large muscles and vicious nature Destriers are the prize of any well-armored knight. The largest and strongest of all of the types of horses, capable of holding up a knight in full plate armor and his baggage for hours while trampling and stomping any enemies in their way. They unfortunately are not particularly fast or capable of supporting their heavy riders over long distances.

Percheon – Most draft horses are smaller, stockier, and tougher than other horses, the largest of them reaching the size of Percheon. Still medium in height they have the musculature of a warhorse and they are very good at pulling and carrying heavy loads.

Pack Animals

Animal	Price	Upkeep
Donkey	25	5 cp
Mule	35	5 cp
Camel	50	1
Elephant	1,000	10
Reindeer	50	1
Llama	30	5 cp
Ox	40	1

Most pack animals are measured by how much they can carry, but some, like reindeer, llamas, and camels are the only animals that can travel in certain areas, such as tundra, mountain trails, or deserts.

Attack Animals

Animal	Price	Upkeep
Dog (Most Breeds)	25	5 cp
Wolf	75	1
Falcon	20	2 cp

Animal Equipment

Most items vary in price depending on the size of the animal they are meant for.

Item (Most vary in price depending on the animal size)	Cost
Saddles:	
Small	20
Medium	35
Large	75
Ornate	+60
Tough	+40

Armor: - Armor Rating 7

Small	80
Medium	170
Large	300
Heavy – Armor Rating +2	+30
Saddlebag	5
Bridle and Reigns	15-25
Muzzle	7-14
Harness	20-30
Blinders	6-13
Whip	6
Cage	10-100
Sled	20

Carts – 2-wheeled vehicles

Item	Cost
Small (Push) Handcart	25
Large (Pull) Handcart	40
Animal (Draw) Cart	50
Riding Cart – 2 Person	50
Chariot	130

Wagons – 4-wheeled vehicles, 2-4 animals to pull.

Item	Cost
Topless Wagon	60
Covered Wagon	70
Coach Wagon – 6 person	100
Woodtop Wagon	85

Boats

Item	Cost
Canoe (rowed)	80
Rowboat (rowed)	50
Kayak (rowed)	45
Raft (can be rowed)	30-60
Cog (flat bottomed, single sail)	3,500

Ships

Item	Cost
Hulk (single sail)	7,000
Caravel (2-3 sails) (Ex. Niña, Pinta)	8,500
Carrack (3-4 sails) (Ex. Santa Maria, Nao Victoria)	12,000
Longship (rowed)	18,000-25,000
Galley (rowed)	20,000-32,000
Junk (flat bottomed, 1-4 sails)	15,000-25,000

Hired Hands – Below are a few types of people that can be hired to help with various tasks. Specifics are below, but in general every person hired will require 1 silver piece per day.

Ship Crew	General ship crewmembers are 1 silver piece per day, more experienced crew and rowers are 2 silver pieces per day, and slave rowers are 5 copper pieces of food and water per day. Captains, navigators, and other assorted experts are 2 gold pieces per month.
Porter	Porters will require 1 silver piece per day both to and from their home villages and will expect a commission (that varies depending on the length of the adventure) upon completing an adventure.
Sherpa	Sherpas will act as guides up and down mountain trails and in deep-forested areas. Depending on the area they will require 1-2 silver pieces per day and in most of their cultures they will greatly appreciate and expect gifts.
Guard	Guards will usually have their own equipment but will expect to be furnished with extras and require 1 silver to 15 copper pieces per day, and will expect a commission when a crisis is averted by them.
Mercenary	Regular mercenaries and non-commissioned officers will require 2 silver pieces per day, they will furnish their own equipment but need enough spares to refurbish half of them if it is required. Officers will require 5 silver pieces a day but do not need spare equipment. All will expect a percentage of any loot gained from victories.
Hired Hand	Hired hands and craftsmen will require 1-2 silver pieces per day depending on how difficult the job is. Commission will improve either the quality or speed of their work.