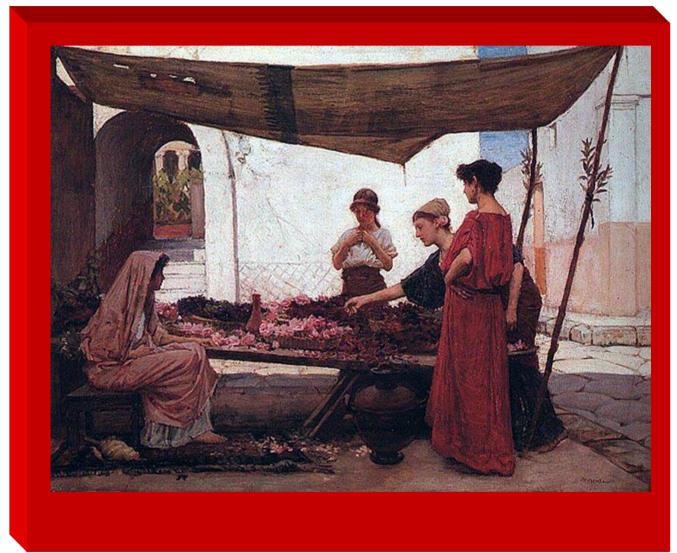
Glorantha: Prices and Money



By D. McLaughlin

Glorantha Rulebook 4

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THE GLORANTHAN ECONOMY

The Gloranthan economy is heavily influenced by magic with widespread spell use especially agricultural spells. This will encourage higher crop yields and allow more efficient agriculture and higher populations in some areas. The food supply in peacetime is still variable however because of a variety of bizarre magical events.

The technological level of Glorantha is quite variable from that of the early feudal in the west, through classical to stone age amongst humans. Production is still mostly hand crafted by local makers and is inefficient though enhanced by magic. The Lunars have a type of command economy with state factories which would be far more productive.

Long distance communication and transport of goods would still cause prices to rise steeply with distance from site of production especially for bulk commodities. Again the Lunars are an exception as they possess excellent roads which are beyond anything produced in history, even by the Romans, as well as flying boats and magical 'telecommunication'.

Currency and Commodities

Currency is of coins made of metal. Uncoined metal is worth 90% of the value of coins as long as the coins have definitely not been alloyed, clipped or filed. The extra value is from the certainty of the coin's purity and hence only holds true of trustworthy currency from a good source e.g. a Dara Happan Wheel or a Lunar. Less trustworthy coins would simply be worth their weight in metal and may even be tested for purity. In Glorantha the equivalent values of metals are:

Lead (na-metal): 1 Copper (ga-metal): 5 Bronze (hu-metal): 7 Tin (ze-metal): 15 Quicksilver (lo-metal): 40 Silver (ul-metal): 50 Gold (el-metal): 600 Iron (ur-metal): 700.

Coins are usually issued in 10g weights. This means that they are rather larger than earth precious metal coinage, e.g. Byzantine gold coins at 1/72 lbs (approx. 6g), which were very small. Conversion for coins is thus:

Coin	Metal (10g)	Value in Lunars
Wheel (W)	Gold	12
Lunar (L)	Silver	1
Clack (C)	Copper	1/10
Bolg (B)	Lead	1/50

- 1 gold Wheel = 12 silver Lunars
- 1 silver Lunar = 10 copper Clacks
- 1 copper Clack = 5 lead Bolgs

Prices for 1 kg of metal (guaranteed coin quality) or other commodities are:

Material	Price per kg
Lead	2 L
Copper	10 L
Bronze	14 L
Tin	30 L
Quicksilver	80 L
Silver	100 L
Gold	1200 L
Iron	1400 L
Wood	5 C
Wool/Linen	12 L
Wax	12 L
Grain	1C
Flour	2C
Hard Stone	1L
Building Stone	5C
Clay	1C

Gemstones are another valuable commodity. Unlike gemstones on earth they are found already looking like cut crystals and the largest have a faint glow. They are all equally valuable with price depending on size. Larger stones also have magical a bonus for their owners if they are a member of a cult associated with that element. A character gets the bonus for the largest stone s/he is wearing or carrying.

Gemstone	Association	Tiny	Small	Medium	Large	Massive
Emerald	Earth	None	+2 TO	+4 TO	+6 TO	+ 8 TO
Sapphire	Air	None	+1 MA	+2 MA	+3 MA	+4 MA
Ruby	Fire	None	+1 ST	+2 ST	+3 ST	+4 ST
Diamond	Water	None	+1 DX	+2 DX	+3 DX	+4 DX
Opal	Lunar	None	+1 PW	+2 PW	+3 PW	+4 PW
Pearl	Water	None	+1 CH	+2 CH	+3 CH	+4 CH
Lapis Lazuli	Sky	None	+1 IQ	+2 IQ	+3 IQ	+4 IQ
Amethyst	Darkness	None	+1 Stealth	+2 Stealth	+3 Stealth	+4 Stealth

Size	Tiny	Small	Medium	Large	Massive
Gemstone Cost	20L	300L	1000 L	10 000L	100 000L

Another class of magic gems are called power crystals. They are very valuable but not as valuable as truestone.

Туре	Cost
Chaotic	Total value of all powers divided by 4.
Healing Focussing	PW x 2000L
Sensitivity	PW x 500L
Power Enhancing	PW x 1000L
Spell Reinforcing	PW x 1000L
Spell Resisting	PW x 1000 L
Spirit Supporting	PW x 1000 L
Flawed	Depends on disadvantage.
Combination	Total value of all powers.
Unpowered	PW x 500 L
Truestone (Fixed)	PW x 4000 L
Truestone (Unfixed)	350 000 L

Wages

Profession	Wages/Day
Unskilled labourer	5C
Skilled worker, soldier, mercenary.	1L
Very Skilled Worker, Junior NCO	2L
Expert worker, Senior NCO, Junior Officer	4L
Master Craftsman, Officer	8L

Income

Whilst much of people's income is in kind in the form of goods, food and clothing an estimate of the total yearly income of a variety of social groups follows. This is how much they have for themselves and their households—after tax etc. in cash or kind. This income must provide them and their family with food, drink, clothes and shelter.

When working out a year's income remember that a Gloranthan year is 5 seasons each of 8 weeks and 2 weeks of Sacred Time for a total of 42 weeks and therefore only 294 days.

The incomes of the upper reaches of barbarian society are very high as they are in effect the government and state apparatus. Out of this they support their followers and huscarls.

Barbarian Social Class	Income (L)
Beggar, Slave	75
Cottar, Peddler, Town Labourer, Travelling Entertainer	350
Carl, Huscarl, Merchant, Bard	1 200
Skald, Champion, Rich Merchant	2 400
Thane	5 000
Earl	50 000 –
	300 000
King	300 000 – 10 000 000
High King	10 000 000 – 100 000 000

In civilised societies a great deal of income goes to the state as taxes but the state pays armies and provides services.

Civilised Social Class	Income (L)
Beggar, Slave	75
Labourer, Poor Entertainer	150
Smallholder, Semi-Skilled Worker, Good Travelling Entertainer	250
Skilled Worker, Farmer, Foot Soldier, Shopkeeper, Actor, Fisherman, Sailor, Travelling Priest	300
Crafter, Mounted Infantry, Archer, Light Cavalry, Lesser Merchant, Country Priest, Civil Servant	600
Small Estate Owner, Heavy Cavalry, City Priest, Merchant. Master Craftsman	1 200
Estate Owner, Officer, Chief Priest, Sea Captain	2 400
Landowner, Higher Officer, High Priest, Rich Merchant	4 800
Wealthy Merchant, Regimental Officer	9 600
Great Landowner	18 000
Nobility	20 000 – 10 000 000

As a guide this is the kind of income possessed by the treasuries of civilised states:

State	Income (L)
Principality	80 million
Weak nation	125 million
Average nation	250 million
Strong nation	500 million
Small Empire	1 billion
Great Empire	3 billion

A nomad's wealth is measured in animals, family members and followers. Nomad armies aren't paid – they support themselves and rob others.

Nomad Social Class	Income (L)
Slave	60
Rider	400
Chieftain	2 000
Kahn	10 000 – 50 000
Great Kahn	50 000 – 1 000 000

Ransoms and Weregild

It is the custom in Glorantha to accept ransoms and most intelligent but non-chaotic creatures will accept a surrender in exchange for such an offer. A ransom is a sum of cash or goods left with or raised by family and friends in exchange for the release of a prisoner. To be worth collecting a ransom must exceed the value of the prisoner as a slave and is usually in proportion to the income of the person offering the ransom. It is often between 1 and 3 years income. Weregild is a concept found in barbarian Orlanthi society. Each person has a weregild equal to 2 years income. If a person is killed a feud can usually be avoided by payment of a weregild. If a person is injured or maimed a proportion of the weregild in relation to the injury is paid.

Holding Land

In Glorantha agriculture is the main source of wealth amongst settled people. Land can be held in a variety of ways in different legal systems. Where land is held record the actual annual income it produces and the maximum it could produce were it to be fully improved. Different landholding systems are more or less efficient and make land easier or harder to improve. Other systems are also possible but these are some examples.

Feudal

The basic landholding unit is the manor. A manor will consist of a village with a manor house and a church and a few outlying hamlets. There will be a home farm worked with labourers. The lord will also own strips of land in all the great fields of the villages and hamlets. The holder will own the rights to the labour of the peasants for a fixed amount of time up to around 2 days per week. In return for a single manor the owner will be expected to provide one lance in service to his lord. A lance is a basic military unit and will vary from place to place but is typically 1 man at arms, 1 light cavalryman, 2 mounted infantry and 2 infantry for 40 days. The total cost of a lance is about 480 sp per year. Other taxes on a manor will be about another 520 sp per year for a total burden of around 1000 sp/year. High tax levels will often lead to revolt. Feudal landholdings cannot be sold without the lord's permission. The land is managed by feudal servants of the lord: the steward, bailiff and reeve.

Type of manor	Typical Income	Maximum Income	Sale Value
Inferior	1 800 sp	2 500 sp	Income x10
Ordinary	2 500 sp	5 000 sp	Income x 10
Superior	5 000 sp	8 000 sp	Income x 10

Feudal holdings are often hard to improve. An investment of ten times the income gained is often necessary.

This system is common in the human lands of the west.

Estates

Land Held in estates is directly owned. The owner can sell it if wished, though sometimes laws may control whom it can be sold to. The land will consist of large fields, olive groves, orchards and gardens, a villa and farm buildings. The land will be worked by slaves and managed by a steward who may also be a slave but could be an employee. A landowner with little land may live on the estate and manage it personally. The owner will often pay tax to central government for the holding though this may not be the case. In general taxation will account for 10 - 50% of income. In such systems the tax burden of the state falls on townsmen and peasants which may lead to unrest especially when the burden on estate owners is low.

Type of Estate	Typical Income	Maximum Income	Typical Sale Price
Inferior	2 000 sp	3 000 sp	20 000 sp
Ordinary	4 000 sp	8 000 sp	35 000 sp
Superior	9 000 sp	20 000 sp	70 000 sp

The cost of improving estates depends on how many estates the owner has and on the size of the estate. Small estates managed personally are far easier to improve. The cost to gain 1 sp increase in income will be 1 sp x (3 inferior, 5 ordinary, 10 superior) x (number of estates owned). Maximum cost is 40 sp per sp income.

This system is common in Peloria.

Freeholding

The land is divided up into a number of independent farms each run by a carl and his family. From around 30%-50% of income is paid as tribute to higher authorities: the thane, earl and king. The land belongs ultimately to a clan and is hard to sell.

Farm Grade	Normal Income	Maximum Income	Typical Sale Value
Inferior	1 000 sp	2 000 sp	10 000 sp
Ordinary	2 000 sp	4 000 sp	20 000 sp
Superior	4 000 sp	8 000 sp	40 000 sp

It is possible to increase income up to the maximum by improving the land and buying more animals this costs 5 sp per 1 sp increase in income.

This system is common amongst the settled hill barbarians such as Sartarites.

Keeping Herds

The land is open and people keep herd animals such as horses, cattle, sheep, gaits, herd beasts and so on within clan or tribal areas. Income depends on the size of herds. This requires a larger area of land than farming.

Type of manor	Typical Income	Maximum Income	Sale Value
Herd on Poor Land	300 sp	600 sp	Income x5
Herd on Average Land	500 sp	1000 sp	Income x 5
Herd on Good Land	1000 sp	2000 sp	Income x 5

The income from herds depends on the quality of land that they are kept on. Most land controlled by nomads is poor e.g. The Wastes but occasionally they occupy better land for example when the Pentans invaded Peloria.

Sample Prices

Where the following items are made of metal it is assumed to be bronze. Use the following modifiers for different materials:

Material	Price
Lead	X 1/5
Copper	X 1
Tin	X 3
Quicksilver	X 8
Silver	X 10
Gilded	X 4
Gold	X 100
Iron	X 200
Stone	X 1/2

The prices take into account the difficulty of working the materials. Not all items will be available in all materials and iron is seldom for sale.

Quality also influences price. The following qualities are found. Assume a minimum base cost of 20L for masterwork or better:

Quality	Cost
Inferior	X 1/2
Ordinary	x 1
Masterwork	x 3
Superior Masterwork	x 10
Excellent Masterwork	x 100
Supreme masterwork	X 1000

The occurrence of craftsmen capable of producing items is as follows. Locations in brackets are for less common crafts e.g. Armourer, Bladesmith etc.:

Туре	Occurrence	Quality
Apprentice	Village (Town, Fort).	Inferior
Journeyman	Village (Town, Fort).	Ordinary
Master	Large Town, Fortress.	Masterwork
Guild Master	Lesser City, Noble's Palace.	Superior Masterwork
Grand Master	Major City, Royal Palace.	Excellent Masterwork
Famous Master	1 per region or Empire.	Supreme Masterwork

Prices below are for the human markets the characters will encounter hence there are no prices for things which are not usually available e.g. crossbows and black powder weapons.

To add a bronze sheath to a pole weapon costs 25L and to a hafted weapon 10L.

Item	Price
Weapons	1 .
Arrows (3)	1
Bastard Sword	32
Battle Axe	12
Bill	12
Broadsword	25
Club	1/2
Composite Bow	50
Dagger	6
Dart	1
Star	3
Estok	26
Falchion	28
Francisca	12
Gladius	25
Glaive	24
Great Spear	14
Greataxe	20
Halberd	28
Light Mace	4
Hatchet	4
Heavy Flail	6
Heavy Mace	12
Heavy Throwing Spear	8
Jambiya	7
Javelin	4
Knife	3
Light Flail	4
Light Mace	10
Light Spear	5
Long Bow	20
Long Thrusting Spear	10
Longsword	28
Mace-Axe	19
Mattock	18
Maul	15
Military Flail	20
Morningstar	20
Pike	12
Quarterstaff	2
Rapier	30
Rhomphia Sabre	28
Sabre Saddle Axe	24 8
Saddle Axe Saggaris	12
Saygans	8
Scimitar	28
Short Spear	6
Short Sword	22
Sickle	6
Sickle Sword	26
Sling	20
Spiked Club	3
Stave	1
Stave Bow	5
Stiletto	7
Truncheon/ Throwstick	1/2
War Axe	16
War Flail	18
Warhammer	20
**amammo	-0

Item	Price
Shields	
Buckler: metal.	15
Hoplon	30
Light Buckler	3
Pelta	4
Spara	6
Taka	5
Target	6
Theuros	8
Tower	10
Wall	35

Item	Price
Armour	
Full Metal	750
Hauberk and Helm.	150
Hoplite Panoply	300
Light	10
Medium	20
Part light.	5
Part Medium	15
Part Metal.	50

Item	Price
Clothing	
Noble Outfit	100
Peasant Outfit	10
Town Outfit	30
Wilderness Outfit	50

Item	Price
Writing	
Scroll Binding	5
Sheet of Papyrus	1/10
Sheet of Parchment	1
Sheet of Vellum	3

Item	Price
Adventure Gear	
5m Rope	1
Camping Equipment	10
Climbing Equipment	10
Lamp	1
Lantern	4
Large Tent	10
Pavilion	20
Small Tent	5
•	

Item	Price
Transport	
Covered Wagon	60
Four Wheel Cart	40
Large Ship	6000
Litter	20
Medium Ship	3000
Rowing Boat	30
Sailing Boat	40
Small Ship	1000
Two Wheel Cart	20

Fortifications	
Fort	5000
Small Castle	10 000
Medium Castle	20 000
Large Castle	40 000
Fortress	80 000
Mighty Fortress	160 000

Item	Price
Food and Drir	nk
Days Animal Fodder	1/4
Days Fresh Food	1/4
Days Preserved	1/2
Food	
Large Meal in Inn	1
Pint Ale	1/10
Pint Mead	1/5
Pint Wine	1/2
Small Meal in Inn	1/2

Item	Price
Lodging	
Common Room/Night	1/4
Inn Room/Night	2
Lodging Room/Week	2
Rent Hovel/Week	3
Rent Large House/Week	6
Rent Small House/Week	4

Item	Price
Containers	
Barrel	2
Bucket	1
Cask	1/2
Cauldron	10
Glass Vial	1
Keg	1
Pack	1
Pan	2
Pint Flask	1/2
Plate	1/2
Sack	1/2
Water Skin	1/2

Item	Price
Tools of the Trade	
Carpenter's Tools	10
Entrenching Tools	5
Healer's Tools	20
Locksmith's Tools	20
Scribe's Tools	10
Thief's Tools	15
Lute	30
Harp	35
Lyre	20
Drum	10
Flute	5

Item Price Riding Animals. Cost is for wild animal plus cost of training standard. Training cost for different animals is indicated by *s and includes sufficient quality of animal. Wild Horse* 40 Wild Pony* 30 Wild Pony* 30 Wild Sable* 35 Wild Impala* 20 Wild High Llama* 50 Wild Bolo-Lizard* 15 Wild Ostrich* 20 Wild Mule** 60 Wild Bison*** 150 Wild Bison*** 150 Wild Rhino*** 300 Pack Training* 20 Cart Training* 40 Riding Training* 500 War Training** 25 Cart Training** 50 Riding Training** 120 Cavalry Training** 750 War Training** 4000 Pack Training** 4000 Pack Training** 4000		
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Cart Training*** 3000	Cart Training***	3000
Riding Training*** 600	Riding Training***	
Cavalry Training*** 700	Cavalry Training***	
War Training*** 2000	War Training***	2000

Item	Price
Animals	
Chicken	2
Cow	75
Goat	25
Hawk	15
Pig	30
Sheep	30
Trained Dog	20
Trained Hawk	70
Trained Alynx	30

Item	Price
Riding Equipment	
Cavalry Saddle and	20
Tack	
Frame Packs	7
Full Metal Barding	2000
Light Barding	30
Medium Barding	100
Part Medium	50
Barding	
Part Metal Barding	200
Saddle Bags	5
Simple Saddle and	15
Tack	
War Saddle and	40
Tack	

Item	Price
Slaves	
Adult	100
Skilled	600
Talented	1200
Young or Old	40
Great Troll	1000

Item	Price
Dwellings	
Hovel	20
Cottage	80
Town House	200
Large Town House	400
Manor House	800
Villa	1200
Large Villa	2000
Small Palace	12 000
Medium Palace	24 000
Large Palace	60 000

Item	Price
Religious Building	S
Chapel or Shrine	200
Church or Temple	1 000
Priory	1 000
Monastery or Nunnery	2 000
Grand Church or	6 000
Temple	
Abbey	10 000
Cathedral or Great	20 000
Temple	
Grand Abbey	20 000