

Earthdawn Goods and Services Tables

A comprehensive list of Goods and Services for use with the Earthdawn® roleplaying game. These lists include items found in printed Earthdawn® publications along with many original listings.

Contents

INTRODUCTION	2
GLOSSARY	2
ADVENTURING EQUIPMENT	3
Package Deals	3
Standard Items	3
ANIMALS	4
Tack and Harness	4
ARMOR AND SHIELDS	4
Armor	4
Shields	5
CLOTHING	5
Package Deals	5
Distinctive Items	5
HERBS AND PLANTS	6
MAGICAL EQUIPMENT	7
Blood Charms	7
Common Magic Items	7
Crystal Eyes	8
Crystals	8
Healing Aids	8
Thread Armor	8
Thread Objects	9
Thread Shields	9
Thread Weapons	9
PROVISIONS	9
SERVICES AND ACCOMMODATION	10
Basic Services	10
Lodgings	10
TRANSPORTATION	11
WEAPONS	11
Melee Weapons	11
Missile Weapons	11
Throwing Weapons	12
ENDPLAY	13
Credits	13
Copyright	13
Legal Information	13

Introduction

Welcome to the Goods and Services Tables for Earthdawn®. The purpose of this document is to collate a comprehensive list of information on items of equipment, services, magic items, etc, for use with FASA Corporation's Earthdawn® fantasy roleplaying game.

The listings on the following pages are by no means complete. What we are hoping is that you, the reader, will contribute several additional items to this list, thus creating a comprehensive and up to date collection of Earthdawn® equipment and items.

The majority of the items already included here can be found in the pages of the main Earthdawn® rulebook and many of the additional published supplements, in particular Arcane Mysteries of Barsaive and The Earthdawn Companion. Also included are additional items from Dialog Publishing.

An email address is given in the Endplay section of this document. Please feel free to send your own suggestions in to us for inclusion in this document. In the midst of these difficult days for the roleplaying industry, it's nice to know that there is still a spirit of support for a truly excellent game.

Glossary

Alchemy	The difficulty number needed to create the item using Alchemy skill. Refer to page 58 of the Magic: A Manual of Mystic Secrets supplement for more details.
AM:#	Refers to the Arcane Mysteries of Barsaive supplement. The value after the colon indicates the page number.
Availability	The availability factor of the item. This is added to the Haggle step (usually 6) of the Merchant to determine whether the item can be purchased or not. Reduce the final Difficulty Number by -1 (maximum of -3) for each day the purchaser is prepared to wait for the goods. The Difficulty Number can be further reduced by -1 (maximum of -3) for every +10% of the cost the purchaser is prepared to pay.
CB:#	Refers to the Creatures of Barsaive supplement. The value after the colon indicates the page number.
CF:#	Refers to the Ork Nation of Cara Fahd supplement. The value after the colon indicates the page number.
EC:#	Refers to the Earthdawn Companion supplement. The value after the colon indicates the page number.
ED:#	Refers to the Earthdawn rulebook. The value after the colon indicates the page number. Where there is a description in the rules this is the page number used, otherwise the number will reference the primary table where the item appears in print.
Enchant	The difficulty number needed to create the item using half-magic or Alchemy skill, as appropriate. Refer to page 44 of the Magic: A Manual of Mystic Secrets supplement for more details.
HP:#	Refers to the latest version of Dialog Publishing's net book Herbs and Plants of Barsaive. The value after the colon indicates the page number. where a full description of the plant can be found.
Method	(refer to Herbs and Plants) The method by which the character prepares the herb for use. It takes one round to apply or use a herb, assuming you have ready access to the container in which it is stored.
Type	(refer to Herbs and Plants) The part of the plant that gets used in the preparation of the herb.
Neg.	Negligible weight. The GM may wish to place an arbitrary restriction on this, 20 such items weighing 1 pound, for example.
Weight	The weight of the object does not necessarily reflect the true weight. This is the weight to be used for game encumbrance purposes only, and may include that of a suitable container (potions, etc), or an adjustment for being evenly distributed over the body (clothing, etc).

Adventuring Equipment

Package Deals

Item	Ref	Cost	Weight	Availability
Adventurer's Kit:	ED:257			
Small backpack, bedroll, flint and steel, torch, waterskin, small sack	ED:266	15	10	Average
As previous, plus also includes a tent	ED:266	40	25	Average

Standard Items

Item	Ref	Cost	Weight	Availability
Artisan Tools:	ED:266			
Carving	ED:266	15	1	Average
Embroidery/Sewing	ED:266	25	1	Average
Forge	ED:266	100	20	Unusual (+2)
Painting	ED:266	45	2	Average
Sculpting	ED:266	30	1	Average
Backpack:	ED:266			
Large (holds 50 lbs)	ED:266	7	3	Average
Small (holds 25 lbs)	ED:266	5	2	Average
Bedroll	ED:266	5	2	Average
Beeswax (1 small pot)		5 cp	1	Average
Belt Pouch	ED:266	8 cp	1	Everyday (-2)
Blanket	ED:266	15	2	Everyday (-2)
Candles (2)	ED:266	7 cp	½	Everyday (-2)
Chain:	ED:266			
Heavy (10 ft)	ED:266	50	10	Average
Light (10 ft)	ED:266	10	5	Average
Chalk (5 piece box)	ED:266	3 cp	½	Everyday (-2)
Fishhook	ED:266	1 cp	Neg.	Everyday (-2)
Fishing Net (15 sq. ft)	ED:266	15	10	Average
Flint and Steel	ED:266	1	1	Everyday (-2)
Grappling Hook	ED:266	10	5	Average
Healer Kit:	ED:257			
Basic (3 applications)	ED:266	75	5	Unusual (+2)
Refill (3 applications)	ED:266	50	Neg.	Unusual (+2)
Inspect Repellent (2 applications)		10	1	Unusual (+2)
Iron Pot	ED:266	20	8	Average
Lantern:	ED:257			
Hooded	ED:266	9	6	Average
Bull's-Eye	ED:266	27	6	Average
Light Quartz	ED:266	75	8	Unusual (+2)
Map/Scroll Case (single map)	ED:266	8 cp	2	Average
Musical Instrument:	ED:266			
Drum	ED:266	7	5	Average
Flute	ED:266	2	1	Average
Horn	ED:266	70	7	Average
Lute	ED:266	25	6	Unusual (+2)
Whistle	ED:266	2 cp	1	Everyday (-2)
Oil Flask	ED:257	6	1	Everyday (-2)
Paper/Parchment (per sheet)	ED:266	1	Neg.	Unusual (+2)
Piton	ED:266	9 cp	1	Average
Quill-Pen (lasts for one month)		1	Neg.	Unusual (+2)
Rope:	ED:266			
10-foot length	ED:266	8	5	Average
25-foot length	ED:266	15	12	Average
50-foot length	ED:266	25	25	Average
Sack:	ED:266			
Large (holds 40 lbs)	ED:266	2	2	Everyday (-2)
Small (holds 20 lbs)	ED:266	1	1	Everyday (-2)
Sewing Kit (needle, scissors, thread)	ED:266	5	1	Everyday (-2)
Tent (two person)	ED:266	30	15	Average
Thieve's Picks and Tools	ED:266	100	1	Rare (+5)

Item	Ref	Cost	Weight	Availability
Torch	ED:266	5 cp	1	Everyday (-2)
Whetstone	ED:266	2 cp	1	Everyday (-2)
Water or Wine Skin (weight shown is when full)	ED:266	2	2	Everyday (-2)
Writing Ink (per vial, ten pages worth)	ED:266	10	½	Unusual (+2)

Animals

Animal	Ref	Cost	Availability
Chicken		3 cp	Everyday (-2)
Cow		35	Average
Dog:	ED:262		
Hunting or Guard	ED:262	30	Average
War Hound	ED:262	50	Unusual (+2)
Dyre	CB:20	6,000	Rare (+5)
Elephant	ED:262	3,000	Very Rare (+9)
Falcon or Hawk	ED:262	3,500	Rare (+5)
Goat		5	Everyday (-2)
Granlain	AW:121	115	Rare (+5)
Griffin	ED:296	7,500	Very Rare (+9)
Horse:	ED:262		
Draft	ED:262	150	Average
Riding	ED:304	125	Average
War	ED:304	1,500	Unusual (+2)
Huttawa	AW:120	95	Unusual (+2)
Kue	AW:122	110	Unusual (+2)
Mule	ED:262	100	Average
Ox		50	Average
Pig		20	Everyday (-2)
Pigeon		1 cp	Average
Sheep		8	Average
Songbird		2	Unusual (+2)
Stajian	CF:123	3,500	Rare (+5)
Thundra Beast	ED:310	4,000	Rare (+5)
Troajin	AW:119	100	Unusual (+2)
Zoak	AW:120	115	Rare (+9)

Tack and Harness

Item	Ref	Cost	Weight	Availability
Bit, Bridle and Harness		11	4	Average
Saddle, Stirrups and Blanket		20	10	Average
Saddlebag:				
Large (holds 30lbs)		5	6	Average
Small (holds 15lbs)		3	4	Average

Armor and Shields

Armor

Item	Ref	Armor Rating	Mystic Armor Bonus	Initiative Penalty	Cost	Weight	Availability
Blood Pebble	ED:255	5	3	1	300	NA	Rare (+5)
Chain Mail	ED:255	7	0	3	180	40	Average
Crystal Plate	ED:256	7	7	5	12,000	90	Very Rare (+9)
Crystal Ringlet		4	4	2	500	45	Rare (+5)
Hardened Leather	ED:255	5	0	1	40	20	Average
Fernweave	ED:255	2	3	0	125	15	Rare (+5)
Hide Armor	ED:255	5	1	1	50	25	Average
Leather	ED:255	3	0	0	10	15	Average

Item	Ref	Armor Rating	Mystic Armor Bonus	Initiative Penalty	Cost	Weight	Availability
Living Crystal	ED:256	6	3	2	1,100	NA	Rare (+5)
Obsidian Skin	ED:255	3	1	0	100	20	Very Rare (+9)
Padded Cloth	ED:255	2	0	0	2	3	Average
Padded Leather	ED:255	4	0	0	20	20	Average
Plate Mail	ED:256	9	0	4	3,000	60	Unusual (+2)
Ring Mail	ED:255	6	0	2	110	30	Average

Shields

Item	Ref	Armor Bonus	Mystic Armor Bonus	Initiative Penalty	Shatter Threshold	Cost	Weight	Availability
Body <i>or</i> Knight's	ED:256	5	0	2	21	50	15	Unusual (+2)
Buckler	ED:256	1	0	0	17	5	5	Average
Crystal Viking	ED:256	3	3	2	18	150	15	Rare (+5)
Ferndask	ED:256	1	2	1	16	22	5	Rare (+5)
Footman's	ED:256	3	0	1	19	15	10	Average
Rider's	ED:256	3	0	1	19	20	8	Average

Clothing

Package Deals

Item	Ref	Cost	Weight	Availability
Peasant's Garb:	ED:256			
Shirt, belt, sandals, breeches	ED:265	12 cp	1	Average
With robe <i>or</i> dress instead of breeches	ED:265	3	1	Average
Traveler's Garb:	ED:256			
Soft boots, belt, shirt, breeches, cloak	ED:265	8	3	Average
With robe <i>or</i> dress instead of breeches	ED:265	9	3	Average
Wealthy Traveler's Garb:	ED:256			
Riding boots, belt, shoes, three patterned shirts, guild breeches <i>or</i> patterned dress, fine hat, satin-lined cloak, and an ornamental brooch	ED:265	40	5	Unusual (+2)
With embroidered robe instead of breeches	ED:265	50	5	Unusual (+2)

Distinctive Items

Item	Ref	Cost	Weight	Availability
Belt	ED:265	5 cp	Neg.	Everyday (-2)
Boots:	ED:265			
Mountain	ED:265	8	2	Average
Riding	ED:265	4	2	Average
Soft	ED:265	1	1	Everyday (-2)
Breeches:	ED:265			
Guild Member's	ED:265	7	1	Unusual (+2)
Merchant's	ED:265	1	1	Average
Peasant's	ED:265	4 cp	1	Everyday (-2)
Brooch:	ED:265			
Cloaksense	ED:257	350	2	Rare (+5)
Gold	ED:265	120	2	Average
Ornamental	ED:265	12	1	Average
Plain Brass	ED:265	2	1	Everyday (-2)
Silver	ED:265	15	1	Average
Cape	ED:265	3	1	Everyday (-2)
Cloth:				
Cotton (bolt)		2	2	Average
Linen (bolt)		2	2	Average
Wool (bolt)		3	2	Average
Cloak:	ED:265			

Item	Ref	Cost	Weight	Availability
Dwarf Winternight	ED:257	275	2	Rare (+5)
Espagra-scale	ED:257	120	2	Unusual (+2)
Fur-trimmed	ED:265	50	1	Average
Satin or Silk-lined	ED:265	14	1	Average
Theran	ED:265	380	2	Unusual (+2)
Wool	ED:265	5	1	Average
Dress:	ED:265			
Ballroom Gown	ED:265	250	4	Unusual (+2)
Embroidered	ED:265	22	2	Average
Patterned	ED:265	7	1	Average
Plain	ED:265	2	1	Everyday (-2)
Satin	ED:265	100	2	Unusual (+2)
Theran	ED:265	560	2	Unusual (+2)
Girdle:				
Broad		8	Neg.	Average
Normal		5	Neg.	Average
Gloves:	ED:265			
Leather	ED:265	2	Neg.	Average
Quiet Fingers	ED:257	140	Neg.	Rare (+5)
Hat:	ED:265			
Courtier Quality	ED:265	18	1	Unusual (+2)
Felt	ED:265	4 cp	Neg.	Everyday (-2)
Fine Quality	ED:265	9	Neg.	Average
One-Size (fits all)	ED:257	35	1	Rare (+5)
Woolen Cap	ED:265	12 cp	Neg.	Average
Hooded Mask	ED:265	3	Neg.	Average
Hosiery:	ED:265			
Plain	ED:265	5 cp	Neg.	Everyday (-2)
Silk	ED:265	20	Neg.	Average
Jackets:	ED:265			
Courtier's	ED:265	170	2	Unusual (+2)
Silk	ED:265	90	1	Average
Wool	ED:265	12	1	Average
Pin or Clasp	ED:265	1	Neg.	Average
Robe:	ED:265			
Elfweave	ED:265	80	1	Rare (+5)
Embroidered	ED:265	15	1	Average
Linen	ED:265	15 cp	1	Average
Sandals	ED:265	2 cp	Neg.	Average
Shirts:	ED:265			
Patterned	ED:265	1	Neg.	Average
Plain	ED:265	2 cp	Neg.	Everyday (-2)
Silk	ED:265	45	Neg.	Average
Shoes:	ED:265			
Courtier's	ED:265	40	1	Unusual (+2)
Merchant's	ED:265	2	1	Average
Scarf	ED:265	5	Neg.	Average
Scabbard (blade, sword)	ED:265	5	Neg.	Average
Toga	ED:265	6 cp	Neg.	Average
Tunic	ED:265	4 cp	Neg.	Everyday (-2)

Herbs and Plants

Plant	Ref	Method	Type	Cost	Weight	Availability
Angel Breath	HP:3	Spray	Petals	40	1	Unusual (+2)
Arnica	HP:3	Ingested	Leaf	10	1	Unusual (+2)
Bretna	HP:5	Poultice	Root	50	2	Rare (+5)
Cat's Tail	HP:3	Fumes	Vine	15	2	Unusual (+2)
Corpse Nut	HP:5	Paste	Nut	60	2	Rare (+5)
Fern Plus	HP:5	Ingested	Nodes	150	1	Rare (+5)
Fidfac	HP:3	Ingested	Berries	50	1	Unusual (+2)
Gensin	HP:7	Distilled, Tincture	Clove	500	1	Very Rare (+9)

Plant	Ref	Method	Type	Cost	Weight	Availability
Gliten	HP:3	Distilled, Tincture	Petals	20	1	Unusual (+2)
Grunn Fern	HP:5	Fumes	Stems	90	1	Rare (+5)
Hawk Eye	HP:4	Distilled, Tincture	Stalks	25	1	Unusual (+2)
Hoag Wort	HP:5	Distilled, Tincture	Berries	80	1	Rare (+5)
Milkweed	HP:5	Poultice	Leaf, Stalks	75	2	Rare (+5)
Rag Knot	HP:4	Ingested	Root	30	1	Unusual (+2)
Sour Dock	HP:5	Ingested	Stalks	110	2	Rare (+5)
Spik Leaf	HP:5	Poultice	Leaf	90	1	Rare (+5)
Stink More	HP:6	Ingested	Root	125	1	Rare (+5)
Stitch Leaf	HP:4	Applied	Leaf	25	1	Unusual (+2)
Veil Shift	HP:6	Ingested	Stalks	50	1	Rare (+5)

Magical Equipment

Blood Charms

Item	Ref	Enchant	Cost	Weight	Availability
Absorb Blow	ED:258	11	100	1	Rare (+5)
Blood Knuckles	AM:67	14	180	1	Rare (+5)
Blood Matrix	AM:68	Spec.	Spec.	1	Rare (+5)
Blood Tattoo	AM:68	Spec.	Spec.	Neg.	Rare (+5)
Death Cheat	ED:259	15	450	1	Rare (+5)
Desperate Blow	ED:259	14	275	1	Rare (+5)
Desperate Spell	ED:259	14	300	1	Rare (+5)
Elemental Fend:	AM:68				
Air	AM:68	13	250	1	Rare (+5)
Earth	AM:68	13	200	1	Rare (+5)
Fire	AM:68	13	350	1	Rare (+5)
Water	AM:68	13	300	1	Rare (+5)
Wood	AM:68	13	400	1	Rare (+5)
Familiar	AM:69	19	550	1	Rare (+5)
Garlen Stone	AM:69	12	250	1	Rare (+5)
Horn Needle	AM:69	15	450	1	Rare (+5)
Horror Fend	ED:259	12	200	1	Rare (+5)
Initiative Booster	AM:69	18	600	1	Rare (+5)
Karma	AM:69	Spec.	Spec.	1	Rare (+5)
Strength Booster	AM:69	15	300	1	Rare (+5)
Wound Balance	AM:70	13	200	1	Rare (+5)

Common Magic Items

Item	Ref	Enchant	Cost	Weight	Availability
Air Elevator	AM:64	13	3,000	NA	Rare (+5)
Bedroll of Comfort	AM:65	13	340	2	Rare (+5)
Cleaning Broom	AM:65	13	25	2	Rare (+5)
Cloak:	EC:70				
Everclean	EC:71	13	275	1	Rare (+5)
Warm	EC:70	13	300	2	Rare (+5)
Dry Boots	EC:70	13	250	2	Rare (+5)
Fire Starter	EC:70	13	100	2	Rare (+5)
Fire Cannon	EC:71	13	7,000	200	Very Rare (+9)
Firefly Chalk (one stick)	AM:65	13	12	Neg.	Rare (+5)
Floating Chair:	AM:65				
Standard-sized	AM:65	13	250	NA	Rare (+5)
Troll or Obsidiman-sized	AM:65	13	600	NA	Rare (+5)
Hambrell's Contract	AM:65	13	700	Neg.	Rare (+5)
Heat Stone	AM:66	13	100	3	Rare (+5)
Hot Pot	EC:70	13	100	8	Rare (+5)
Light Quartz Weapon	AM:66	13	100*	1	Rare (+5)
Message Stone:	AM:66				
Standard	AM:66	13	300	2	Rare (+5)
Warded	AM:66	13	450+	2	Rare (+5)

Item	Ref	Enchant	Cost	Weight	Availability
Pot of Grumbah:	AM:66				
Small	AM:66	13	75	2	Rare (+5)
Large	AM:66	13	200	5	Rare (+5)
Quiet Pouch	AM:66	13	65	2	Rare(+5)
Season Lamp	AM:66	13	350	NA	Rare (+5)
Talisman:	AM:66				
Circle One	AM:66	13	150	2	Rare (+5)
Circle Two	AM:66	13	300	2	Rare (+5)
Circle Three	AM:66	13	450	2	Rare (+5)
Circle Four	AM:66	13	600	2	Rare (+5)
Circle Five	AM:66	13	750	2	Rare (+5)
Traveler's Mug	AM:67	13	350	2	Rare (+5)
Upandal's Blessing	AM:67	13	275	3	Rare (+5)
Volus Brooch	AM:67	13	510	2	Rare (+5)
Wind Instrument	AM:67	13	250	Varies	Rare (+5)

* Add the price of the weapon to this cost.

Crystal Eyes

Item	Ref	Enchant	Cost	Weight	Availability
Astral Sensitive	ED:259	13	325	1	Rare (+5)
Darksight	AM:68	12	200	1	Rare (+5)
Targeting	ED:259	15	450	1	Rare (+5)

Crystals

Item	Ref	Enchant	Cost	Weight	Availability
Light Quartz:	ED:258				
Small (lasts for 1 year and 1 day)	ED:267	13	75	2	Unusual (+2)
Medium (lasts for 3 years and 3 days)	ED:267	13	125	6	Rare (+5)
Large (Kaer-sized; lasts for 7 years and 7 days)	ED:267	13	200	20	Very Rare (+9)

Healing Aids

Item	Ref	Alchemy	Cost	Weight	Availability
Booster Potion	ED:258	9	50	2	Unusual (+2)
Confidence Booster	AM:70	11	150	2	Rare (+5)
Cure Disease Potion	ED:258	12	500	2	Rare (+5)
Healing Potion	ED:258	11	300	2	Rare (+5)
Kelia's Antidote	ED:258	10	125	2	Rare (+5)
Kelix's Poultice	ED:258	6	50	1	Unusual (+2)
Last Chance Salve	ED:258	15	600	1	Very Rare (+9)
Resist Disease Potion	ED:258	6	75	2	Unusual (+2)
Salve of Closure	AM:70	11	200	1	Rare (+5)

Thread Armor

Item	Ref	Enchant	Initiative Penalty*	Cost	Weight	Availability
Chain Mail	EC:62	15	3	4,000	40	Very Rare (+9)
Hardened Leather	EC:63	16	1	1,600	20	Very Rare (+9)
Leather Armor	EC:63	11	0	1,400	15	Very Rare (+9)
Obsidian Skin	AM:73	20	0	2,500	20	Very Rare (+9)
Plate Mail	EC:63	27	4	12,500	60	Very Rare (+9)
Ring Mail	EC:64	16	2	2,200	30	Very Rare (+9)

* See text for Armor Rating, Mystic Armor Rating and Initiative Penalties

Thread Objects

Item	Ref	Enchant	Cost	Weight	Availability
Amulet	EC:64	15	550	1	Very Rare (+9)
Boots	EC:65	14	1,800	2	Very Rare (+9)
Bracers	EC:65	16	1,100	2	Very Rare (+9)
Brooch	EC:65	14	450	1	Very Rare (+9)
Cloak	EC:66	15	1,750	2	Very Rare (+9)
Crystal Box	EC:66	20	3,000	3	Very Rare (+9)
Forest Robes	AM:71	15	3,000	1	Very Rare (+5)
Gauntlets	EC:66	15	2,000	4	Very Rare (+9)
Lightning-Bolt Earrings	AM:71	16	3,000	1	Very Rare (+9)
Map of Location	EC:67	27	4,000	2	Very Rare (+9)
Naga-Scale Brooch	AM:73	17	2,000	1	Very Rare (+9)
Pouch	EC:67	15	1,800	1	Very Rare (+9)
Ring	EC:68	15	1,500	1	Very Rare (+9)
Ring of Accuracy	EC:68	20	1,500	1	Very Rare (+9)
Spell Matrix Staff	EC:68	17	2,000	4	Very Rare (+9)
Threaded Instrument	AM:75	14	5,000+	1+	Very Rare (+9)
Vial	EC:69	23	2,000	1	Very Rare (+9)
Vettaskin Bridle	AM:75	13	1,700	2	Very Rare (+9)
Wand	EC:69	21	2,100	2	Very Rare (+9)
Wyvernskin Robe	AM:75	16	6,000	2	Very Rare (+9)

Thread Shields

Item	Ref	Enchant	Initiative Penalty*	Shatter Threshold	Cost	Weight	Availability
Buckler	EC:61	15	0	19	1,750	5	Very Rare (+9)
Crystal Buckler	EC:62	21	0	21	2,300	15	Very Rare (+9)
Orichalcum Shield	AM:74	25	3	—	150,000**	15	Very Rare (+9)

* See text for Armor Rating, Mystic Armor Rating and Initiative Penalties

** Available only in Theran territory.

Thread Weapons

Item	Ref	Enchant	Str Min	Cost	Weight	Availability
Crystal Battle-Axe	EC:57	15	15	2,100	8	Very Rare (+9)
Crystal Sword (Two-handed)	EC:57	16	15	3,500	9	Very Rare (+9)
Elemental Spear	AM:70	20	9	4,000	6	Very Rare (+9)
Long Bow	EC:58	15	13	1,900	4	Very Rare (+9)
Maul Hammer	EC:58	11	15	2,200	8	Very Rare (+9)
Prince Axe	EC:59	15	13	2,100	5	Very Rare (+9)
Rain Club	AM:74	15	7	3,100	3	Very Rare (+9)
Sling	EC:59	14	13	1,000	2	Very Rare (+9)
Stone Broadsword	EC:59	21	19	4,500	15	Very Rare (+9)
Stone Dagger	EC:60	17	10	1,200	4	Very Rare (+9)
Three-Axe	EC:60	11	15	2,100	10	Very Rare (+9)
Throwing Axe	EC:61	15	15	1,300	3	Very Rare (+9)
Wrist Carvers (pair)	EC:61	11	12	2,000	5 each	Very Rare (+9)

Provisions

Item	Ref	Cost	Weight	Availability
Rations:	ED:259			
Dwarf Mine (one week)	ED:260	25	4	Unusual (+2)
Trail (one week)	ED:260	10	8	Average
Food:	ED:260			
Average Meal	ED:260	1	Neg.	Average
Good Meal	ED:260	3	Neg.	Average
Simple Meal	ED:260	3 cp	Neg.	Everyday (-2)

Item	Ref	Cost	Weight	Availability
Sumptuous Feast	ED:260	50	Neg.	Unusual (+2)
Theran Uyglar	ED:260	25	Neg.	Rare (+5)
Ale:	ED:260			
Average	ED:266	5 cp	Neg.	Everyday (-2)
Dwarf Stout	ED:266	2	Neg.	Average
Good	ED:266	1	Neg.	Average
Wine:	ED:260			
Average (bottle)	ED:266	5 cp	Neg.	Average
Average (glass)	ED:266	1 cp	Neg.	Average
Fine (bottle)	ED:266	5	Neg.	Unusual (+2)
Fine (glass)	ED:266	1	Neg.	Unusual (+2)

Services and Accommodation

Basic Services

Service	Ref	Cost	Availability
Armorer:	ED:261		
Repair (per point; takes one day per point repaired)	ED:267	10%*	Average
Basic Decoration	ED:267	35	Average
Ornate Decoration	ED:267	140	Unusual (+2)
Library Access:	ED:261		
Major City	ED:267	25	Average
Throal	ED:267	20	Average
Messenger:	ED:261		
City to City	ED:267	30-75	Unusual (+2)
Local	ED:267	5	Average
Sage	ED:261	15-100	Unusual (+2)
Scribe	ED:261	50-75	Average
Transport:	ED:267		
Airship (per person/mount**; per day)		10-15	Rare (+5)
Caravan (per person/mount**; per day)	ED:267	3-5	Average
Ferry (per person/mount**; one way)		1-2	Average
Riverboat (per person/mount**; per day)	ED:267	5-6	Unusual (+2)
Weaponsmith:	ED:261		
Repair (per point; takes one day per point repaired)	ED:267	10%*	Average
Basic Decoration	ED:267	45	Average
Ornate Decoration	ED:267	180	Unusual (+2)

* Percentage of basic cost of new item

** Large mounts (Thundra Beasts, Elephants, Griffins) count as two mounts

Lodgings

Accommodation (per night)	Ref	Cost	Availability
Flophouse (no bed)	ED:260	1 cp	Everyday (-2)
Cheap Inn:	ED:260		
Private Room, one bed	ED:266	1	Average
Public Room, one large bed	ED:266	5 cp	Everyday (-2)
Guild Inn:	ED:260		
Room, with bed and bath	ED:266	8	Average
Room, with security lock	ED:266	12	Unusual (+2)
Luxury Inn:	ED:260		
Room, with bed and bath	ED:266	25	Average
Room, with magical amenities	ED:266	40	Unusual (+2)
Room, plus private valet	ED:266	55+tips	Rare (+5)
Merchant Inn:	ED:260		
Private Room, one bed	ED:266	3	Average
Private Room, with bath	ED:266	5	Unusual (+2)

Transportation

Vehicle	Ref	Cost	Availability
Boat:	ED:267		
Canoe	ED:261	15	Average
Rowboat	ED:262	20	Average
Sailboat (small)	ED:262	35	Average
Cart:	ED:261		
Large	ED:267	25	Average
Small (hand)	ED:267	10	Average
Wagon:	ED:261		
Large	ED:267	50	Average
Small	ED:267	30	Average

Weapons

Melee Weapons

Item	Ref	Dmge Step	Str Min	Size	Cost	Weight	Availability
Battle-axe	ED:252	6	13	4	35	5	Average
Broadsword	ED:251	5	9	3	25	3	Average
Club	ED:252	3	7	2	2	3	Average
Dagger	ED:251	2	5	1	8 cp	1	Average
Dwarf Sword	ED:251	3	7	2	6	2	Average
Flail	ED:252	5	10	3	35	8	Average
Hand-axe	ED:252	4	10	2	12	2	Average
Knife	ED:251	1	4	1	3 cp	10 oz	Everyday (-2)
Lance	ED:252	5	15	6	150	10	Average
Mace	ED:252	4	9	3	20	5	Average
Pole Arm	ED:252	8	15	6	100-175	12	Average
Pole-axe	ED:252	8	15	6	150	12	Average
Quarterstaff	ED:252	2	5	5	5	4	Average
Sap	ED:252	1	2	1	1	8 oz	Average
Short Sword	ED:251	4	5	2	16	2	Average
Spear	ED:252	4	11	4	3	4	Average
Spiked Mace	ED:252	6	13	4	40	8	Average
Trispear	ED:252	5	11	3	25	7	Average
Troll Sword	ED:251	6	13	4	50	6	Unusual (+2)*
Two-handed Sword	ED:252	7	15	5	125	7	Average
Warhammer	ED:252	7	15	5	125	7	Average
Whip	ED:251	3	7**	3	10	1	Average

* Except for Trolls, for whom it is Average availability

** Minimum Dexterity of 7 required to use a whip

Missile Weapons

Item	Ref	Dmge Step	Str Min	Size	S	M	L	Cost	Weight	Availability
Blowgun	ED:253	1	1	1	1-2	3-4	5-6	2	10 oz	Average
Elven Warbow,	ED:253	5	13	5	2-40	41-200	201-300	200	4	Unusual (+2)***
Light Crossbow,	ED:253	4	10	4	2-50	51-125	126-200	50	5	Average
Longbow	ED:253	4	13	5	2-40	41-100	101-220	60	4	Average
Medium Crossbow	ED:253	5	13	5	2-50	51-175	176-275	100	6	Average
Short Bow	ED:253	3	10	3	2-25	26-80	81-120	15	3	Average
Sling	ED:253	2	7	2	2-15	16-40	41-100	3	2	Average
Troll Sling	ED:253	4	15	4	2-25	26-60	61-100	15	3	Unusual (+2)**
Winding Bow	ED:254	3	5	2	2-25	26-80	81-100	25	14 oz	Unusual (+2)*

* Except for Windlings, for whom it is Average availability

** Except for Trolls, for whom it is Average availability

*** Except for Elves, for whom it is Average availability

Throwing Weapons

Item	Ref	Dmge Step	Str Min	Size	S	M	L	Cost	Weight	Availability
Bola	ED:253	3	4	2	2-15	16-25	26-35	10	1	Average
Dagger	ED:253	2	9	1	2-5	6-10	11-15	8 cp	1	Average
Dart	ED:253	1	3	1	1-3	4-6	6-9	3 cp	2 oz	Average
Flight Dagger	ED:254	2	12	1	2-15	16-40	41-75	25	12 oz	Average
Hawk Hatchet	ED:254	4	9	3	2-25	26-80	81-125	125	2	Average
Net	ED:253	NA	9	6	1-2	3-4	5-6	15	5	Average
Oil, Burning Flask	ED:254	5*	3	3	2-10	11-20	21-30	6	8 oz	Average
Spear	ED:254	4	3	4	2-15	16-40	41-100	3	4	Average
Throwing Axe	ED:254	3	3	3	2-15	16-25	26-40	25	3	Average
Throwing Dagger	ED:253	2	12	1	2-10	11-20	21-30	2	12 oz	Average
Windling Net	ED:264	NA	4	2	1-2	3-4	5-6	15	2	Unusual (+2)**
Windling Spear	ED:254	2	4	2	2-13	16-40	41-75	45	8 oz	Unusual (+2)**

* Use Step 5 for damage. Do not add Strength to this.

** Except for Windlings, for whom it is Average availability

Endplay

Credits

Design and Development

Dialog Publishing, James D Flowers

Dedication

To my son Nathaniel James Keats with all my love.

Version

Goods and Services Tables 1.02

Copyright

First Edition copyright © 1994-2000 by Dialog Publishing. All rights reserved. Whole or partial reproduction or publication of the content of this document in any manner, without the express permission of the publisher or author, is strictly prohibited.

All text and information incorporated in this document is protected under the copyright laws of New Zealand. Any persons involved in the unauthorised reproduction of this document will be prosecuted under the full capacity provided for by the New Zealand Copyright Protection Act. No liability is assumed with respect to the use or interpretation of the information herein.

Legal Information

This document contains textual and graphical material from published FASA Corporation works relating to their copyrighted and trademarked roleplaying game Earthdawn®. Such material is reproduced here without permission, and subject to the disclaimers and copyright notices in the paragraphs following. Material not specifically belonging to FASA Corporation remains the property of Dialog Publishing, and is subject to such national and international copyrights as may be in place for such information, unless specifically stated otherwise.

Earthdawn® is a Registered Trademark of FASA Corporation. Barsaive™ is a Trademark of FASA Corporation. Original Earthdawn® material copyright © 1993-2000 FASA Corporation. All rights reserved. Used without permission. Published by: FASA Corporation - 1100 W. Cermak Road - Suite B305 - Chicago, IL 60608. Any unauthorised use of FASA Corporation's copyrighted material or trademarks in this document should not be viewed as a challenge to those copyrights or trademarks.

Dynasty (Epic Roleplay in Ancient Egypt), Samurai (Epic Roleplay in Feudal Japan), Inquisitor (Dark Medieval Roleplay in a World of Fear), Ballad, Ballad of a Greater Earth, A Greater Earth all copyright © 1994-2000 Dialog Publishing. All rights reserved. Our Web address is: <http://www.dlg.co.nz/roleplay>. Email us at: roleplay@dlg.co.nz

Earthdawn Downtime System, EDS, Herbs and Plants of Barsaive, Earthdawn Shards, Monuments of Scythia all copyright © 1994-2000 Dialog Publishing. Unless explicitly stated otherwise, all copyrights and trademarks appearing on this site remain the property of their respective owners. All rights reserved.