

Busiris RPG – The Souk

Currency

The main form of currency in Busiris is the silver coin. These are minted by an Imperial Monopoly and bear the glyph of the current Emperor on one side. All coins are square and have a hole in the middle so that they can be threaded together. Silver coins are minted in One, Six and Twelve silver denominations.

One silver coin is also worth six Bronze coins, which are minted in denominations of one and three Bronze. Gold is never made into currency.

For larger sums Merchants and Princes may exchange 'Letters of Marque'. These are promissory notes scribed onto papyrus that eliminate the need to transport huge amounts of gold across the countryside. In times of peace these are very valuable and a Letter may be traded just as any other commodity.

In daily life most people use Silver and Bronze coins depending upon their station.

The Empire has long instituted a few simple economic rules such as fixing the price of a small loaf of bread, a pound of rice or grain and a pint of small beer at one Bronze coin. This has effects all across the economy as it determines the minimum you can pay for unskilled labour at about one Silver coin per day.

Ten things you can buy with one Silver:

1. A night in an Inn, with a dinner & breakfast.
2. A ride on a wagon between villages.
3. Any common item that took no more than one day to make (i.e. a haversack, 30' rope, knife, six candles, large wicker basket, a plain cloak, a copper cloak pin, a horse bridle, a woollen shirt, four arrows).
4. A lady of the night for an hour.
5. Stabling for your horse for a day & a night.
6. An afternoon in a public bath house.
7. A porter or labourer for half a day (note that porters charge for both ways if they have to travel away from their community)..
8. A bribe to a City Guard for a minor matter.
9. A pitcher of decent beer.
10. A letter written for you by a scribe.

Encumbrance

The first thing to note about these equipment rules is the complete lack of a system of weights. Many roleplaying rules insist on the player calculating how much weight his Adventurer is carrying and where.

In these rules we call upon people to use their common sense. If you load your Adventurer up like a mule then the Guide will penalize you in terms of your movement rate and ability to perform many actions. It is cheaper just to buy a mule.

Equipment

The lists below give a representative sample of the equipment available to the Adventurers in a city of moderate size and wealth, such as Busiris. If there is something you would like for your Adventurer that is not listed talk to the Guide. He will consider this request taking into account the available technology and craftsmen. Unusual or unique equipment may also take time to produce and a deposit to secure the work and materials.

The costs listed are the average prices the Adventurers can expect to pay in times of peace and prosperity. The Guide may modify these should there be a change to these conditions. Adventurers are free to haggle for better prices, barter valuable commodities such as cloth or Kif, or strike conditional deals with specific craftsmen.

The lists below cover weaponry, armour, clothing, transport, provisions and general adventuring equipment. There are also a few lists for the more esoteric items an Adventurer may wish to acquire.

Note that there is equipment a new Adventurer will not be able to afford. These items are listed both for completeness and to give the Adventurers something to aspire to.

Bronze and Iron

All metal weapons and armour are bronze unless stated otherwise. Meteoric Iron is extremely rare and brings significant benefits. As a result it almost never for sale. To give players an idea of the value of any Iron items they try to sell, multiply the Bronze price by at least fifty.

An iron weapon adds one to all attack and wound attempts.

Gold

This is a rare and sacred metal that is used exclusively for religious artefacts. Anyone coming into an amount of Gold has to offer it to the Temples by law. The Temples will weigh it and pay the seller a standard price. This currently stands at forty times its weight in silver. Gold is never used as coinage.

Haggling

In Busiris people do not expect you to pay the price they quote. They expect people to haggle.

Either you can roleplay this or reduce it to an opposed Persuasion roll between the Adventurer & the Merchant. The winner can increase or decrease the price by one fifth.

Converting Loot

In Busiris there are people who can & will buy the Adventurer's loot. Below is a table that will give you a rough idea of what the Adventurers can expect to get for a range of items. They still have to haggle though.

Type of Item	% of Price
Weapons or Armour	80%
Gems & Jewellery	90%
Tools & general equipment	60%
Gold or Silver, but not modern coins.	90%
Horses & Mules	75%
Spices & Precious Oils	80%
Magic Items	60%

The condition of the items can also affect the likely rewards. If something is in poor condition it may only attract half of the value shown above.

Weaponry

The range of weapons available to the Adventurers is quite broad. It includes weapons that are considered by most to be somewhat archaic, but are still available, especially on the frontiers of civilization. There is no restriction on what an Adventurer can buy as long as he has the cash.

Weapons are generally defined as being Common or Martial, and One or Two-handed. Martial weapons are those deliberately designed for warfare as opposed to Common ones that often double up as tools or hunting weapons. These definitions are used to determine if a wounding bonus applies in Combat.

If you are using a two-handed weapon you obviously cannot wield a shield at the same time.

Ranged weapons have their effective range defined in their description. Note that the 'effective' range is that at which the shooter can be reasonably confident of still hitting a standing target. Many of these weapons could theoretically hit something much further away, but the shooter is likely to be willing to waste the ammunition on such a speculative shot.

All costs are in Silver coins.

Weapons	Cost	Hand	Description
Club	Free	One	Anything from a chair leg, to a pickaxe helve, to a stout branch.
Staff	Free	Two	A 5'-6' fairly straight piece of oak or ash.
Sling	Free	One	A leather cord and pocket capable of slinging cobbles up to 50 yards.
Knife	3	One	A single-edge short blade.
Lion Spear	15	One	A 5'-6' stave with a large socketed blade.
Hunting Bow	25	Two	A simple short bow with a range of 100 yards.
Bill	20	Two	A 6'+ stave with a socketed and hooked blade on one end.
Mace	25	One	An all bronze, flanged club.
Dagger	25	One	A 12" short, curved blade with a basket hilt.
Tulwar	50	One	A 30" curved, heavy blade usable on foot and from horseback.

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Poleaxe	50	Two	An 8' reinforced stave with an axe blade, spear tip and back-spike.
Lance	20	One	A disposable light spear used from horseback.
Pike	20	Two	A 12'-16' stave with a short, pointed spike on the end.
Warhammer	25	One	An all bronze hammer with top and back spikes.
Pistol	75	One	A wheel lock, smoothbore firearm. Can be found in single, double or triple-barrelled versions. Effective up to 30 yards.
Musket	200	Two	A heavy wheel lock, smoothbore firearm. Effective up to 100 yards.
Longbow	75	Two	A 6' yew stave capable of propelling cloth yard shafts up to 200 yards.
Dragonet	500	Two	A 4" bore hand cannon. It must be braced against something or will propel the shooter back 1D6 yards. It fires a dozen musket balls at once and affects everyone in a cone five yards long and three wide at its end. It is often used by Sappers to shred doors or light fortifications.

Ammunition	Cost	Description
Sling Stone	Free	Any suitable stone about the size of a man's fist.
Lead Sling Shot	1	This is the cost for twenty conical lead shot.
Hunting Arrow	1	This is the cost for 12 light arrows.
Cloth yard Shaft	1	This is the cost for 6 Bodkin tipped, armour piercing arrows.
Musket/Pistol Balls	1	This is the cost for 20 lead balls.
Powder	1	This is the cost for a horn of powder capable of firing 20 pistol or musket shots, or one discharge of a Dragonet.

Armour

The introduction and development of firearms in the last two hundred years has caused a revolution in the design and use of armour. Some armour types such as Ringmail, Scale and Chainmail have become obsolete in all civilized realms. They were already declining after the introduction of the martial Longbow, but the penetrating power of musket balls put paid to them altogether.

Armour is defined by its ability to resist such fire as Light, Medium or Heavy.

Armour	Cost	Type	Description
Buffcoat	25	Light	A coat made up of layers of stiffened leather. It is bulky but can turn a Tulwar blow.
Brigandine	35	Light	A leather tunic with sewn in plates of shot proof bronze. It is heavy but not as bulky as the Buffcoat.
Breast & Back	150	Medium	Shot-proof Breast & Back plates. Soldiers frequently wear this over a Buffcoat to produce a Heavy armour.
Breast, Back & Tassets	200	Heavy	Tassets are plates that hang down from the Breast & Back Plates to protect the lower abdomen and upper legs.
Cuirassier	500	Heavy	A full set of shot-proof plate that covers the upper legs, abdomen, chest and arms. Usually used only for cavalry as it is very heavy.
Light Shield	10	-	A bronze-plated buckler that can deflect blows.
Heavy Shield	30	-	A 30" round bronze-plated shield to protect more of your body.

Any Adventurer can wear any type of armour they like. However, both Sorcerers and Priests may attract penalties when using their arcane or divine powers in anything more than light armour. Similarly it is difficult to use the Stealth FoE in metallic armour, which may impact upon the activities of both Hunters and Thieves.

General Equipment

Type	Cost	Notes
Backpack	10	A sturdy leather pack with straps and pockets. (cap: 6 ENC)
Bedroll	6	A thick cotton blanket with a water resistant outer cover.
Belt pouch	1	A large leather pouch with a tie down cover. (cap: ½ ENC)
Blanket	2	A thick cotton blanket.
Tomb Robber's Toolkit	50	A small leather tool roll full of lock picks and other gadgets.
Candles (per dozen)	1	Tallow candles with a burn time of 3 hours each. They light a 3' radius.
Chisel (masonry)	1	A bronze chisel with a broad tip.
Cook pot	5	A small cast iron cauldron maybe 10" in diameter with a handle.
Cord (hemp - per 10')	1/8	Strong cord capable of lifting an unarmoured man, & many other uses.
Cord (silk - per 10')	¼	Lighter than hemp, silk is uncommon amongst the nobility.
Fish-hooks & line	1	30' of strong line and a small variety of hooks in a small pouch.
Flint & Steel	1	A simple, yet reliable firelighter.
Grapnel	3	Wood & horn, 3-pronged variety. Has eyelet for rope to be attached.
Hammer (masonry)	2	A small stone hammer for driving in spikes or using with a chisel
Hammer (sledge)	5	A stone hammer with a 3' wooden haft. It can be used as a club.
Knapsack	2	A light leather pack with straps and pockets (cap: 3 ENC).
Ladder 10'	8	A sturdy wooden ladder with 12 rungs.
Lamp oil (1 pint flask)	¼	A leather bound gourd with enough oil to run a lantern for 6 hrs.
Lantern	5	A glazed copper box. It gives off light in a 15' radius.
Mirror	20	A polished brass mirror about 6" in diameter. It has a small handle.
Nails (per dozen)	¼	Large 3" bronze nails useful for a range of applications.
Oilcloth (10' square)	2	Sufficient waterproof cloth to make a small tent or bivouac.
Oilstone	3	A 10"x 3" block of smooth stone for sharpening blades.
Papyrus (6 sheets)	½	Sheet for writing upon, approximately 12" by 8".
Pick	5	A miner's tool with a horn or bronze head and 3' wooden haft.
Pole (stout - 8')	½	A 3" diameter cedar pole, good for poking things.
Rations (dried - 1 day)	½	Hard biscuit, dates, cheese and dried meats.
Rations (fresh - 1 day)	¼	Fresh meat, cheese, bread and fruit – only lasts 3 days.
Rope (Hemp - per 10')	½	Strong cord capable of lifting 3 unarmoured men, or many other uses.
Rope (Silk - per 10')	1	Lighter than hemp, silk is uncommon.
Sack, large	¼	A 3' square hempen cloth bag.
Sack, small	1/8	A 18" square hempen cloth bag.
Saddle, blanket & tack	10	Essential gear for riding horses – note, no stirrups.
Saw	6	A simple bronze tool for cutting wood.

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Scroll case	1	<i>A watertight leather tube with end caps and a strap for carrying.</i>
Spade	4	<i>A miner's tool with a bronze head and 5' wooden haft.</i>
Spikes (Bronze, per 6)	1	<i>10" bronze spikes useful for securing ropes, jamming doors etc.</i>
Tent (1 man)	5	<i>A waterproof cotton shelter with wooden poles and cord guy ropes.</i>
Tent (3 man)	12	<i>A waterproof cotton shelter with wooden poles and cord guy ropes.</i>
Toolkit	10	<i>A leather roll of tools for a specific craft.</i>
Torch, Pitch	¼	<i>A 3' wooden pole with oily rope tied around one end. Burns for 1 hour.</i>
Trivet	2	<i>Three-legged, cast bronze pot stand/hanger, used for cooking fires.</i>
Water-flask (2 pints)	3	<i>A leather bound clay bottle.</i>
Wineskin (1 gallon)	3	<i>A goatskin container.</i>
Writing set	5	<i>A small pouch containing a brush, bowl and powdered ink.</i>

Clothing

Every person starts out with a suitable set of clothes. No weight is considered for these as they are worn continuously. A spare set of the basics for a particular set of clothes would weigh in at 5lbs.

Clothing	Cost	Notes
Adventurer's Outfit	5-10	<i>A cotton shirt, kilt, thick leather coat or tunic, and sturdy walking sandals.</i>
Priests Vestments	n/a	<i>Ceremonial Robes for use in the religious act of worship of a Deity.</i>
Townsmen's Outfit	5-15	<i>A cotton shirt, kilt, light cloth tunic and sandals.</i>
Peasant's Outfit	1	<i>A loose cotton shirt, leather kilt and sandals.</i>
Merchant's Outfit	30-75	<i>A cloth shirt, kilt, embroidered tunic or robe, and sandals.</i>
Noble's Outfit	Haggle	<i>A silk shirt, cloth kilts, silk embroidered tunic or robe, and sandals.</i>
Hooded Cloak	3-10	<i>A full length cloth cloak that can be fastened against the weather.</i>

In addition to these each person can be expected to have a hat and belt appropriate to the style of clothing chosen.

Mounts

There are a wide range of creatures used in Busiris from the Fell Beasts of the Underworld, through the Elephants of the Southlands to the more familiar horses of the other races. Adventurers will generally use the ones in the table below.

Mount	Cost	Carrying Capacity	Description
Ass	Haggle	1 person or 200lbs.	<i>Asses are used as pack animals on short journeys and are not generally ridden.</i>
Mule	Haggle	1 person + 200lbs, or 400lbs.	<i>Mules are commonly ridden or used as pack animals on long journeys.</i>
Pony	Haggle	1 person + 100lbs.	<i>The favoured mount of the Bedu and Kymeri. These are small, shaggy and very hardy.</i>
Camel	Haggle	1 person + 200lbs.	<i>The ship of the desert and favoured mount of the Mogadai and some Bedu.</i>
Chariot 2 pony	Haggle	2 persons + 300lbs.	<i>These are lightweight affairs capable of a good speed over roads and level open ground. Quite useless in jungle, farmland and mountains.</i>

The carrying capacity is for the rider and their personal equipment. Like clothes, saddles, saddle blankets and bridles are not included unless carried as extra to an existing set when they come in at a weight of 20lbs.

A mount is considered to come with saddle and appropriate kit. Note that the Empire has not yet invented the stirrup and instead use a four-horned saddle.

Henchmen

As the Adventurer's advance they may be able to afford to hire the services of other people to aid them in their missions against their enemies.

It costs 50 Silver up front to hire a henchman for a single adventure.

While in your service they follow the rules below:

1. They will not attack an enemy, but will defend themselves if attacked.
2. They will not move into a square next to an enemy that is not fighting someone else.
3. A Guard will defend the Adventurer that hired them if they are attacked.
4. A Physician will heal his master first before others, unless otherwise directed.

Henchmen must be looked after, fed and protected. Adventurers who lose henchmen through negligence or folly will soon find that no-one will work for them.

The Guard

This is a simple Fighter who will defend their Master & his possessions. They are generally armed with Spears, Leather Tunics & Shields. They have a Fighting Skill of 5 & Toughness of 8.

The Physician

He has only one ability, Healing Touch as a Priest. Other than that he can defend himself if cornered with a Fighting Skill of 3 & Toughness of 5.

He can be given Potions such as Healing or Purgative to carry and use.

The Porter

A peasant labourer who can carry goods & equipment. He will run away rather than fight & has a Toughness of 4.

The Apprentice

A young Sorcerer who knows only two spells (DM's Choice). The Adventurer would be wise to ask what these are before hiring the Apprentice. He will run away rather than fight & has a Toughness of 4.

The Alchemist

In every town there are purveyors of potions & oils to ease the Adventurer's way. Some of this is snake oil, but the more established practitioners actually have stuff that works:

Potions & Oils	Cost
Healing: <i>Cures a wound</i>	25
Holy Water: <i>Causes an automatic wound to any Undead or Devil it is thrown over.</i>	10
Fuller's Pitch: <i>When doused in this alchemical formulation a simple torch will burn for four hours.</i>	5
Djinn's Fire: <i>A four pint ceramic flask of a volatile formulation that explodes in contact with the air. It is used by adventurers as a fireball & to clear chambers of vermin & other creatures.</i>	25
<i>A direct hit on a creature will cause one wound per round until the creature is consumed or submerged in water.</i>	
Purgative: <i>Will stop the effects of a poisonous attack. It does not cure damage already taken.</i>	15
Efreeti Breath: <i>The Adventurer can breathe fire like an Efreet, once. This affects every figure in a single room or corridor section, except the Adventurer himself. Each figure in that area takes a single wound.</i>	50
Depetrificative: <i>If poured over a figure that has been turned to stone it will turn them back to flesh & blood</i>	100
Speed: <i>For 5 turns the Adventurer doubles his movement rate.</i>	
Acid: <i>Will burn through a lock.</i>	25