Hârnic Hire List

COMPILED BY VAIDENON OF HUSTAN, WARDEN OF THE INKHORN FELLOWSHIP

Wages, lodging, services, fees and dues of Hârn: every entry of the Fellowship's hire list

> "What a traveller carries, he buys once; what he hires, he pays for every day. This list is the companion to our Hârnic Price List: the wages, lodging, services, fees, rents and dues of Hârn, as the Fellowship has gathered them. I have checked the inns' prices myself, at some cost to my purse and none to my thirst."
>
> — Vaidenon of Hustan, Warden of the Inkhorn Fellowship, Tashal, Navek 720 TR

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What is paid and not carried: the wages of those who can be hired, and the services, lodging, fees, tolls, rents and dues of Hârn. Wages are HârnWorld's Incomes table, for 24 working days a month; services are for an average house in a town. A companion to the *Hârnic Price List*. A small letter after an entry gives the source of its price (key below).

COINAGE

4 farthings (f) = 1 penny (d); 12d = 1 shilling (s); 240d = 1 pound (£). Prices of £10 or more are shown in pounds.

PRICE RATINGS

An inn, bathhouse or shop is rated by its prices (Inns of Hârn; Cities and Towns). Multiply listed prices by the factor; within a rating a customer can haggle across the shop range.

Rating	Factor	Shop range
Low	×0.75	80–90%
Average	×1	90–110%
High	×1.25	110–130%
High+	×1.5	130–150%
Very high	×1.75	
Very high+	×2	

WAGES

- A month is 24 working days; wages are usually paid by the month or the quarter.
- Guilded wages are those of bonded masters; room and board may also be given. A journeyman earns 30–60% of his master; an apprentice gets room and board.
- Unguilded wages are for experienced workers; others earn 20–80% of them.
- Board is worth about ¾d a day.
- A **fee** is what a client pays (a litigant's 30d a day in court); a **wage** is what a master pays those who work for him.
- Soldiers keep two thirds of their booty and pass a third up the ranks.

FENCES

Fencing stolen goods is one of the Lia-Kavair's city franchises (Lia-Kavair). A fence pays about a quarter of an item's value for ordinary goods and a tenth for anything hot or marked; the guild takes its cut from that. Historical receivers paid a third or less.

SOURCES OF PRICES

C HârnMaster core rules

H HârnWorld

A another Columbia article (Pilots' Almanac, Harpers, Inns of Hârn, Hunting…)

F the fan price list (v7.32)

f another fan article (Millers' Guild)

M the Inkhorn Fellowship

WAGES: GUILDED MASTERS (A DAY)

HIRE/Apothecary, bonded master, day[M] **2½d**
HIRE/Chandler, bonded master, day[M] **2¼d**
HIRE/Charcoaler, bonded master, day[M] **2¼d**
HIRE/Clothier, bonded master, day[M] **2½d**
HIRE/Embalmer, bonded master, day[M] **2d**
HIRE/Glassworker, bonded master, day[M] **2¾d**
HIRE/Harper, bonded master, day[M] **1¾d**
HIRE/Herald, bonded master, day[M] **3¼d**

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HIRE/Hideworker, bonded master, day[M] **2½d**
HIRE/Innkeeper, bonded master, day[M] **2½d**
HIRE/Jeweller, bonded master, day[M] **2¾d**
HIRE/Lexigrapher, bonded master, day[M] **2¾d**
HIRE/Litigant, bonded master, day[M] **3d**
HIRE/Locksmith, bonded master, day[M] **2½d**
HIRE/Mason, bonded master, day[M] **4d**
HIRE/Metalsmith, bonded master, day[M] **3d**
HIRE/Miller, bonded master, day[M] **3½d**
HIRE/Miner, bonded master, day[M] **3½d**
HIRE/Ostler, bonded master, day[M] **3¼d**
HIRE/Perfumer, bonded master, day[M] **2¾d**
HIRE/Physician, bonded master, day[M] **3d**
HIRE/Potter, bonded master, day[M] **2½d**
HIRE/Salter, bonded master, day[M] **2d**
HIRE/Seaman, bonded master, day[M] **2d**
HIRE/Shipwright, bonded master, day[M] **3¾d**
HIRE/Tentmaker, bonded master, day[M] **3d**
HIRE/Timberwright, bonded master, day[M] **3¼d**
HIRE/Weaponcrafter, bonded master, day[M] **4½d**
HIRE/Woodcrafter, bonded master, day[M] **2¾d**

WAGES: UNGUILDED AND SOLDIERS (A DAY)

HIRE/Animal trainer, day[M] **3d**
HIRE/Archer, day[M] **1½d**
HIRE/Carter, with his own cart and horse, day[M] **6d**
HIRE/Cartographer, day[M] **3½d**
HIRE/Cook, day[M] **1¼d**
HIRE/Crossbowman, day[M] **1¾d**
HIRE/Farmhand, day[M] **1d**
HIRE/Fisherman, day[M] **2d**
HIRE/Guard, watchman or doorward, day[M] **1½d**
HIRE/Guide, settled country, day[M] **1¾d**
HIRE/Guide, wilderness, day[M] **3½d**
HIRE/Herdsman, day[M] **1d**
HIRE/Hunter or trapper, day[M] **1¾d**
HIRE/Journeyman of a guild, day[M] **1¼d**
HIRE/Labourer or porter, day[M] **1¾d**
HIRE/Longshoreman, day[M] **1¾d**
HIRE/Man-at-arms, day[M] **1¼d**
HIRE/Man-at-arms, mounted, with his own horse, day[M] **2½d**
HIRE/Master of arms, day[M] **4½d**
HIRE/Messenger, day[M] **1¾d**
HIRE/Ratter, day[M] **2½d**
HIRE/Sage or tutor, day[M] **3½d**
HIRE/Scribe, day[M] **2¾d**
HIRE/Servant, day[M] **1d**
HIRE/Servant, upper: chamberlain or lady's maid, day[M] **1½d**
HIRE/Teamster, day[M] **3d**
HIRE/Thatcher, day[M] **2¼d**
HIRE/Toymaker, day[M] **2d**

MERCENARY COMPANIES (A MONTH)

Rates for infantry and shortbow companies; captains pay the least they can.

HIRE/Mercenary captain, month[f] **90d**
HIRE/Mercenary cook, month[f] **30d**
HIRE/Mercenary corporal, month[f] **35d**
HIRE/Mercenary herdsman, month[f] **20d**
HIRE/Mercenary labourer or porter, month[f] **20d**
HIRE/Mercenary lieutenant, month[f] **60d**
HIRE/Mercenary ostler, month[f] **50d**
HIRE/Mercenary outrider, month[f] **45d**
HIRE/Mercenary physician, month[f] **50d**
HIRE/Mercenary private, month[f] **30d**
HIRE/Mercenary private, mounted or longbow, month[f] **42d**
HIRE/Mercenary quartermaster, month[f] **40d**
HIRE/Mercenary sergeant, month[f] **45d**

SHIP'S CREW (A DAY)

CREW WAGE/Able seaman, day[M] **2d**
CREW WAGE/Bosun, day[M] **3d**
CREW WAGE/Captain, day[M] **10d**
CREW WAGE/Carpenter's mate, day[M] **1d**
CREW WAGE/Master pilot, day[M] **8d**
CREW WAGE/Mate, day[M] **4d**
CREW WAGE/Ordinary seaman, day[M] **1d**
CREW WAGE/Ship's carpenter, day[M] **3d**
CREW WAGE/Supercargo, day[M] **4d**
CREW WAGE/Unguilded deckhand, day[M] ..... **½d**

INNS

BATH/Hot, at an inn or bathhouse[F] **1d**
BATH/Hot, with an attendant[M] **2d**
LODGING/Common room, night[F] **1d**
LODGING/Dormitory bed, night[M] **2d**
LODGING/Dormitory double bed, night[M] **3d**
LODGING/Private room, night[F] **6d**
LODGING/Suite, night[M] **12d**
MEAL/Cold: bread and cheese[F] ..... **¾d**
MEAL/Fine dish[M] **6d**
MEAL/Hot: stew or pottage[F] **1d**
MEAL/Roast with vegetables[M] **2d**
MEAL/Roast, at a better inn[A] **7d**
MEAL/Set meal[M] ..... **¾d**
PILLOW OR FURS/Night[M] ..... **¼d**
ROOM/Private meeting, by the hour[M] **2d**
ROOM/Private, by the hour[M] **3d**
STABLING AND FEED/Warhorse, night[M] **2d**
TRUNK/Lockable, with key, night[M] ..... **½d**

BATHHOUSES

BATHHOUSE/Common bath[M] ..... **½d**
BATHHOUSE/Private tub[M] **1½d**
BATHHOUSE/Steam room[M] **1d**

OSTLER AND STABLES

COURIER/Mounted, per league[M] **1d**
GRAZING/Horse or draught animal, a day[A] ..... **¼d**
GROOMING/Horse, mane and tail cut or plaited, a visit[F] **½d**
HORSE HIRE/Hackney, day[M] **6d**
PACK ANIMAL HIRE/Mule or pony, day[M] **4d**
SHOEING/Horse, a visit[F] **2d**
STABLING AND FEED/Horse, night[H] **1d**
STABLING WITH PASTURE/Warhorse, day[A] **3½d**
TACK REPAIR/Day[F] **4d**
VETERINARY TREATMENT/Horse, initial[A] **3d**
VETERINARY VISIT/Horse, follow-up[A] **1½d**

HAULAGE

HAULAGE/100 lb, five leagues[A] **1d**

PASSAGE BY SEA

PASSAGE/Cabin berth, league[A] **1d**
PASSAGE/Steerage, league[A] ..... **¼d**
SEAMEN'S GUILD HALL/Supper and a bunk, night[A] **1d**
VESSEL CHARTER/Tun of net burthen, day[A] **12d**

HARPERS

CONCERT/Admission, bench[M] **1d**

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CONCERT/Admission, best seat[M] **10d**
HARPER/Bonded master, a month[M] **42d**
HARPER/Journeyman, a month[M] **19d**
HARPER/Journeyman, an evening[F] **3d**
HARPER/Master, an evening[M] **8d**
HARPER/Renowned, an evening[M] **12d**
MUSIC LESSON/Journeyman harper, an hour[M] **1d**
MUSIC LESSON/Master harper, an hour[M] **2½d**

CLOTHIER

ALTERATION/A garment[M] **1d**
DYEING/Bright colour, square yard[M] **3d**
DYEING/Common colour, square yard[M] **1d**
EMBROIDERY/Arms on a surcoat[M] **36d**
EMBROIDERY/Badge or initials[M] **6d**
FULLING/Square yard[M] **1d**
LAUNDERING/A garment[M] ..... **¼d**
LAUNDRY/A bundle washed[A] ..... **¼d**
MENDING/A tear or patch[M] ..... **½d**

HIDEWORKER AND COBBLER

LEATHER MENDING/An hour[M] ..... **½d**
RESOLING/Boots[M] **3d**
RESOLING/Shoes[M] **2d**

SMITH

SHARPENING/Knife or dagger[M] ..... **¼d**
SMITH'S WORK/An hour[M] ..... **½d**

LOCKSMITH

KEY CUT/To a pattern or lock[M] **2d**
LOCK FITTED/Labour[M] **1d**
LOCK OPENED/By a locksmith[M] **3d**

WEAPONCRAFTER AND ARMOURER

CUSTOM WORK LABOUR/Weaponcrafter, hour[A] **1d**
FRANCHISE RUNNING COSTS/Armourer, all types, year[A] **1,440d**
FRANCHISE RUNNING COSTS/Armourer, cloth or quilt only, year[A] **720d**
FRANCHISE RUNNING COSTS/Armourer, leather or kurbul, year[A] **840d**
FRANCHISE RUNNING COSTS/Bowyer or shieldmaker, year[A] **720d**
FRANCHISE RUNNING COSTS/Weaponcrafter or swordsmith, year[A] **960d**
MAIL REPAIR/Hour[M] **1d**
RE-STRAPPING ARMOUR/Per piece[M] **2d**
SCOURING MAIL/Hauberk[M] **2d**
SHARPENING/Sword, axe or polearm[M] ..... **½d**

SCRIBE AND LEXIGRAPHER

BINDING/Boards and leather, a book[A] **20d**
CONSULTATION/Learned scholar, a question[A] **4d**
COPYING/A leaf, on the buyer's parchment[M] ..... **½d**
COPYING/A quire of eight leaves, parchment included[M] **14d**
LETTER/Written by a scribe[M] **2d**
LIBRARY ACCESS/Temple or guild, a day[A] **3d**

TRANSLATION

INTERPRETER/An hour[M] ..... **½d**
TRANSLATION/Written, 100 words[M] **2d**

LITIGANT

CONTRACT/Legal, drawn up[F] **24d**
DEED/Legal, drawn up[F] **18d**
LITIGANT/Hired for a day in court[M] **30d**
LITIGANT/Realty services, day[A] **24d**
PROPERTY MARKET ADVICE/Litigant[A] **3d**
WILL/Legal, drawn up[F] **12d**

PHYSICIAN AND BARBER

BLOODLETTING/Barber-surgeon[M] **1d**
DRESSING A WOUND[M] **3d**
HAIRCUT/Barber[M] ..... **¼d**
MIDWIFE/A gentlewoman's lying-in[M] **48d**
MIDWIFE/Delivery[M] **6d**
PHYSICIAN'S VISIT[M] **6d**
PHYSICIAN'S VISIT/To a noble house[M] **24d**
SETTING A BROKEN BONE[M] **6d**
SHAVE/Barber[M] ..... **¼d**
SURGERY/Amputation, cautery or trepanning[M] **240d**
TOOTH-PULLING[M] **1d**

TEMPLE

ANNIVERSARY RITE/Yearly[M] **12d**
CHANTRY PRIEST/Year[M] **960d**
FUNERAL RITES/Common[M] **24d**
HALEAN PRIVATE WORSHIP/The Bargainer's tithe[M] **12d**
HEALING RITE/A priest's invocation[M] **36d**
MARRIAGE RITE/Common[M] **6d**
MARRIAGE RITE/Noble[M] **120d**
MEMORIAL NICHE/Halean temple, a year[A] **600d**
NAMING RITE/Child[M] **2d**
OFFERING/Candle at an altar or shrine[M] ..... **¼d**
OFFERING/Customary, at a rite[M] **1d**
RITE FOR THE DEAD/Single[M] **2d**
RITES FOR THE DEAD/Thirty, a trental[M] **120d**
TEMPLE INFIRMARY/Bed and care, day[M] **1d**

FUNERALS

BURIAL/Unmarked grave[F] **3d**
CREMATION/Common pyre[M] **12d**
EMBALMING[F] **200d**

HERALDS AND TOURNAMENTS

ARMS PAINTED ON A SHIELD/Gilt[M] **36d**
ARMS PAINTED ON A SHIELD/Plain[M] **12d**
ARMS REGISTERED/For a bastard line[A] **120d**
COLLEGE OF HERALDS/Admission of a student[A] . **320d**
COLLEGE OF HERALDS/Tuition, a month[A] **72d**
GRANT OF ARMS/Heralds[M] **£20**
TOURNAMENT ENTRY FEE/Baron[A] **240d**
TOURNAMENT ENTRY FEE/Earl[A] **480d**
TOURNAMENT ENTRY FEE/Knight of a Laranian fighting order[A] **0d**
TOURNAMENT ENTRY FEE/Knight of the Royal Guard[A] **24d**
TOURNAMENT ENTRY FEE/Landed knight[A] **120d**
TOURNAMENT ENTRY FEE/Landless knight[A] **60d**

MONEYCHANGER

ASSAY OF COIN OR PLATE/Weighing and touch[M] **1d**
CHANGING COIN/To small change, per shilling[M] ..... **¼d**
LETTER OF CREDIT/Per £1 carried[M] **6d**

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COURTESANS AND PROSTITUTES

COURTESAN/Exclusive house, a visit[M] **36d**
COURTESAN/Fine house, a visit[M] **24d**
COURTESAN/Modest house, a visit[H] **12d**
COURTESAN/Renowned lady, an evening[M] **120d**
COURTESAN/The Crimson Palace, Shiran, an evening[M] **360d**
PLEASURE SLAVE/Hired, a night[M] **6d**
PROSTITUTE/Common, a night[M] **3d**
PROSTITUTE/Common, a visit[H] **1d**

ARENA

PAMESANI GAMES/Bench seat, a day[M] ..... **½d**
PAMESANI GAMES/Good seat, a day[M] **2d**
PAMESANI GAMES/Place in a private box, a day[M] ... **12d**

THEATRE

THEATRE/Admission, a performance[M] **1d**

ROADS, GUIDES AND MESSENGERS

FERRY/Cart or wagon[M] **2d**
FERRY/Foot passenger[M] ..... **¼d**
FERRY/Horse and rider[M] **1d**
MESSENGER/Foot, per league[M] ..... **¼d**
PORTERAGE/One load, in town[M] ..... **¼d**

RATTER

RATTER/Per pair of rats killed[A] ..... **¼d**

MASON

MILLSTONES/Re-dressing[M] **12d**

PILOTS

PILOTS' GUILDHALL ROOM/Night[A] **1½d**

FEES, TOLLS AND DUES

APPRENTICESHIP/Enrolment fee[M] **24d**
BREWING LICENCE/Alewife, year[M] **12d**
CRIER/Proclamation in the market[A] ..... **½d**
DEED TRANSFER/Witnessed and sealed[A] **7½d**
FINE/Assaulting or disobeying a marshal or judge[A] ... **£20**
FINE/Illegal quern[f] **120d**
FISHING RIGHTS/Manor water, year[M] **24d**
FRANCHISE FEE/Ostler, new[A] **5,400d**
FRANCHISE FEE/Weaponcrafter, new[A] **£30**
FRANCHISE TRANSFER FEE/Ostler[A] **960d**
FRANCHISE TRANSFER FEE/Weaponcrafter[A] **1,200d**
FREEDOM OF A TOWN/By apprenticeship or birth[M] **40d**
FREEDOM OF A TOWN/By purchase[M] **480d**
GLASSWORKER'S FRANCHISE/New master[A] **4,200d**
GUILD ADMISSION/Journeyman[M] **48d**
INN OR TAVERN LICENCE/Rural, year[A] **216d**
MARKET PITCH/Small, day[A] **1½d**
MILL FRANCHISE/Gift to jump the Master's List[f] **£20**
MILL LICENCE/Guild rental, year[f] **720d**
MILL TAX/To fiefholder, year[A] **240d**
MILL TAX/Urban or industrial, to the lord, year[f] **240d**
PEDLAR'S LICENCE/Season[M] **12d**
PILOT'S RANSOM[A] **1,200d**
PILOTING FEE/Entering or leaving a port[A] **25d**
QUERN LICENCE/Cereal, year[f] **90d**
QUERN LICENCE/Dyer or spicer, year[f] **155d**
ROYAL WRIT[A] **9d**
SEALING OF WEIGHTS AND MEASURES[M] **1d**
SEAMEN'S GUILD ASSOCIATE MEMBERSHIP/Year[A] **12d**
STALL HIRE/Market day[M] **2d**
STALLAGE/Local seller's own stall, market day[M] ..... **½d**
TOLL/Cart, two wheels[A] ..... **½d**
TOLL/Horse[A] ..... **¾d**
TOLL/Ox, donkey, mule or pony[A] ..... **¼d**
TOLL/Person[A] ..... **¼d**
TOLL/Wagon, four wheels[A] **1d**

PROPERTY

CASTLE/Built by masons[A] **1,375,000d**
INN FRANCHISE/Purchase[A] **£50**
KEEP/Built by masons[A] **275,000d**
MANOR HOUSE/Built by masons[A] **8,250d**
RENT/Slum flat, attic half-flat, year[A] **42d**
RENT/Slum flat, first floor, year[A] **96d**
RENT/Slum flat, ground floor, year[A] **80d**
RENT/Slum flat, second floor, year[A] **82d**
SLUM TENEMENT/600 sq ft lot, 3½ floors[M] **1,238d**
TOWN HOUSE/Built by masons[A] **5,500d**
URBAN BUILDING/Best area, square foot of floor[A] . **3½d**
URBAN BUILDING/Good area, square foot of floor[A] **2½d**
URBAN BUILDING/Middle class, square foot of floor[A] **1½d**
URBAN BUILDING/Poor quarter, square foot of floor[A] **¾d**
URBAN BUILDING/Slum, square foot of floor[A] ..... **½d**
URBAN LOT/Best area, square foot[A] **7d**
URBAN LOT/Good area, square foot[A] **5d**
URBAN LOT/Middle class, square foot[A] **3d**
URBAN LOT/Poor quarter, square foot[A] **1½d**
URBAN LOT/Slum, square foot[A] ..... **¾d**

COST OF LIVING (A RESIDENT, A MONTH)

HOUSEHOLD CLOTHING/Decadent, resident, month[M] **25d**
HOUSEHOLD CLOTHING/Decent, resident, month[M] **2¼d**
HOUSEHOLD CLOTHING/Good, resident, month[M] . **14d**
HOUSEHOLD CLOTHING/Middle class, resident, month[M] **5¾d**
HOUSEHOLD CLOTHING/Peasant, resident, month[M] **1¼d**
HOUSEHOLD CLOTHING/Ragged, resident, month[M] **¼d**
HOUSEHOLD FOOD AND DRINK/Adequate, resident, month[M] **30d**
HOUSEHOLD FOOD AND DRINK/Ample, resident, month[M] **51d**
HOUSEHOLD FOOD AND DRINK/Malnourished, resident, month[M] **16d**
HOUSEHOLD FOOD AND DRINK/Noble, resident, month[A] **162d**
HOUSEHOLD FOOD AND DRINK/Starving, resident, month[A] **8d**
HOUSEHOLD FOOD AND DRINK/Very comfortable, resident, month[M] **92d**

TAXES, RENTS AND THE TOWN

- **Property tax:** 6% of a building's value a year for guildsmen, 8% for others; 30–70% of that outside the walls (Cities and Towns).
- **Rent:** about two to four times the property tax a year.
- **Hawking tax:** 10% of sales; a pitch for a foreign or unguilded vendor, 1–2d a day.
- **Guild dues:** masters pay 10% of gross income (Thespians 5%, with about 5% to the town).
- **Bonding:** 1% of a bond's value a month, one month at least.

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- **Lia-Kavair:** a chapter pays Naveh about a tenth of its income; loan sharks charge "well over 50% a month".

PROPERTY VALUES (A SQUARE FOOT)

Neighbourhood	Lot	Building
Slum	¾d	½d
Poor quarter	1½d	¾d
Middle class	3d	1½d
Good area	5d	2½d
Best area	7d	3½d

A building's value is its floor area (footprint × floors) × the rate; a lot is valued inside the walls, higher where property is scarce (Real Estate).

TRAVEL

- **Tolls** at a tollhouse, bridge or ford: a person ¼d, a horse ¾d, an ox, sheep or pony ¼d, a cart ½d, a wagon 1d (Cities and Towns).
- **Haulage:** 1d per 100 lb per five leagues on the roads, more where costly or dangerous (Teamsters).
- **Passage by sea:** steerage ¼d a league plus 1d a day for food; a cabin berth 1d a league plus 2d a day (Pilots' Almanac). A whole vessel charters at 12d per tun of net burthen a day.

HÂRNIC PORTS

Piloting fee each time a vessel enters or leaves; wharfage per foot of length a day, anchorage a fifth of that (Pilots' Almanac).

Port	Pilot	Wharfage
port	—	
Aleath	35d	1d
Arathel	20d	1d
Arone	20d	5f
Burzyn	12d	3f
Cherafir	50d	2d
Chyrefal	40d	5f
Coranan	25d	2f
Dyrisa	20d	1d
Elshavel	400d	9d
Firis	20d	2f
Geldeheim	—	by registry
Geshtei	20d	3f
Golotha	40d	1d
Gythrun	35d	3f
Karveth	45d	2d
Keiren	20d	1d
Kuseme	25d	2f
Lorkin	30d	1d
Marby	25d	1d
Moleryn	20d	2f
Nurisel	40d	1d
Parnan	20d	2f
Pled	20d	1d
Sarkum	20d	1d
Sherwyn	25d	1d
Shiran	30d	2f
Shostim	35d	1d
Stimos	20d	1d
Tandir	20d	1d
Techen	20d	3f
Telen	20d	1d
Thay	45d	1d
Tormau	20d	2f
Ulfshafen	100d	4d
Vaagel	20d	2d
Zuden	20d	2d

TOURNAMENTS

TOURNAMENT EQUIPAGE/Wealthy knight, basic[A] **.£30**
TOURNAMENT ATTENDANCE/Earl[A] **.....£100**
TOURNAMENT HARNESS/Poor knight[A] **..... 720d**
TOURNAMENT HARNESS/Average knight[A] **..... 1,680d**
TOURNAMENT HARNESS/Wealthy knight[A] **.....£12**
TOURNAMENT HARNESS/Extremely rich knight[A] **..£60**
Rebated weapons cost about a third of the war weapon (Tournaments).

EDITORIAL NOTE

This list sets down the Fellowship's prices as of November 2026. Where Columbia Games' articles differ, the Fellowship follows the more recent article, or the one that fits the rest of the economy: clothing is priced by cloth and sewing; meat follows Columbia's livestock articles; spices and costly dyes are the fan list's prices divided by four; vessels follow the *Pilots' Almanac*; inns follow *Inns of Hârn*. Everyday goods of about 1300 that no article prices are the Fellowship's own, argued from English records (so my Terran correspondent informs me) and scaled to these material and labour rates.

CREDITS

Compiled by Vaidenon of Hustan for the Inkhorn Fellowship; set down by Lesli of Bifel and his homunculus, Claudin.

Prices from *HârnMaster*, *HârnWorld* and Columbia Games' articles, the fan price list (v7.32), the fan *Millers' Guild*, and the Inkhorn Fellowship.

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