

Availability of Goods and Services

Equipment Availability:

Price	Metropolis 100k+	Port 25k - 100k	City 8.75k - 25k	Large Town 3k - 8.75k	Town 1.25k - 3k	Village <1.25k
1 gp or less	1,700	585	260	70	30	2d10
2-10 gp	100	30	3d10	1d10	1d2	1
11-100 gp	3d10	1d10	1d4	1d2	1 (25%)	1 (10%)
101-1,000 gp	2d6	1d4	1	1 (25%)	1 (10%)	1 (5%)
1,001-10,000 gp	1d4	1	1 (25%)	1 (10%)	1 (5%)	1 (1%)
10,001 gp or more	1 (10%)	1 (5%)	1 (2%)	-	-	-

Retainer and Specialist Availability:

Level / Type	Metropolis 100k+	Port City 25k - 100k	City 8.75k - 25k	Large Town 3k - 8.75k	Town 1.25k - 3k	Village <1.25k
0 - Minstrel, Cook, Sailor 12 gp	200	50	4d8	3d4	1d6	1d2
1 - Healer, Scribe, Navigator, AT 25 gp	30	2d6	1d4	1d2	1 (65%)	1 (20%)
2 - Armorer, Ship Captain 100 gp	3d10	2d4	1d3	1	1 (40%)	1 (15%)
3 - Alchemist, Exotic AT, Engineer 250 gp	1d10	1d3	1 (85%)	1 (33%)	1 (15%)	1 (5%)
4 - Sage 500 gp	1d6	1d2	1 (45%)	1 (15%)	1 (5%)	-

Spell Cost and Availability*:

Spell Level	Arcane Cost	Divine Cost	Metropolis 100k+	Port City 25k - 100k	City 8.75k - 25k	Large Town 3k - 8.75k	Town 1.25k - 3k	Village <1.25k
1	7 gp	8 gp	800	200	100	30	2d12	1d8
2	25 gp	14 gp	140	40	2d12	2d8	2d4	1d4
3	100 gp	60 gp	30	2d12	2d6	2d4	1d4	-
4	400 gp	250 gp	2d8	2d8	2d4	1d4	-	-
5	1,600 gp	1,000 gp	2d4	2d4	1d4	1 (50%)	-	-
6	6,400 gp	-	1d6	1d4	1 (20%)	-	-	-

*Halve the availability of all arcane spells.