

## Equipment and Service Availability

### Equipment Availability (Weekly)\*:

Price	Metropolis 100k+	Port City 25k - 100k	City 8.75k - 25k	Large Town 3k - 8.75k	Town 1.25k - 3k	Village <1.25k
1 gp or less	425	150	65	3d10	2d8	1d6
2-10 gp	25	2d8	1d6	1d2	1 (40%)	1 (25%)
11-100 gp	1d6	1d2	1 (50%)	1 (25%)	1 (6%)	1 (3%)
101-1,000 gp	1d3	1 (50%)	1 (25%)	1 (6%)	1 (3%)	1 (1%)
1,001-10,000 gp	1 (50%)	1 (25%)	1 (6%)	1 (3%)	1 (1%)	-
10,001 gp or more	1 (4%)	1 (2%)	1 (1%)	-	-	-

\*Equipment can be commissioned using the row above. 1 day for 5,000 sp for buildings and 1 day per 50 sp for everything else.

### Retainer and Specialist Availability (Weekly):

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	50	3d10	1d8	1d2	1 (85%)	1 (40%)
1 - Healer, Scribe, Navigator, AT 25 gp	1d12	1d3	1 (60%)	1 (40%)	1 (15%)	1 (5%)
2 - Armorer, Ship Captain 100 gp	1d8	1d2	1 (50%)	1 (25%)	1 (10%)	1 (4%)
3 - Alchemist, Exotic AT, Engineer 250 gp	1d2	1 (50%)	1 (20%)	1 (8%)	1 (4%)	1 (1%)
4 - Sage 500 gp	1 (85%)	1 (40%)	1 (10%)	1 (4%)	1 (1%)	-

### Spell Cost and Availability (Weekly)\*:

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	200	50	25	2d8	1d6	1d2
2	25 gp	14 gp	35	2d10	1d6	1d4	1d2	1 (60%)
3	100 gp	60 gp	2d8	1d6	1d3	1d2	1 (60%)	-
4	400 gp	250 gp	1d4	1d4	1d2	1 (60%)	-	-
5	1,600 gp	1,000 gp	1d2	1d2	1 (60%)	1 (12%)	-	-
6	6,400 gp	-	1 (85%)	1 (60%)	1 (5%)	-	-	-

\*Halve the availability of all arcane spells.