

BUSHI

REQUIREMENTS: STR 8
PRIME REQUISITE: STR
HIT DICE: 1D8
MAXIMUM LEVEL: NONE

Bushi are common warriors without obligations to feudal lords, temples, or monasteries. They are often wandering mercenaries, earning a living by any means possible. They are not above brigandage when times are rough. Bushi are not restricted from any weapons or armor.

SPECIAL ABILITIES

Nimbleness: Bushi are often poor and have learned to survive with little armor protection. In addition to a DEX bonus to their Armor Class, a Bushi receives a drop of 1 level in AC for every 3 levels of experience starting at 3rd level.

Scrounging: Being poor, the Bushi has become a master at finding needed equipment. A Bushi can find “free” adventuring equipment on a successful d20 roll in any village, castle town, or city.

Cut Purse: In addition to scrounging, Bushi have learned to cut the strings of purses in order to gain a few coins. To determine success roll d100 and compare to the % chance to succeed based on the Bushi’s level, any roll of 95 or greater results in the victim noticing the attempt.

Fierce Shout: When entering combat with a fierce shout, they temporarily (the duration is the length of the combat) gain 2d8 hit points (all damage is taken from this temporary pool first), and a +2 to hit and damage. This ability can be used once per day.

Establish Stronghold: At 9th level, a Bushi can clear an area of land and claim it as his own (becoming a Daimyo). Once he builds a castle, he will attract a body of fellow Bushi to serve him, and even a small cadre of Samurai will arrive to serve the new warlord. The number of followers to arrive will be determined by the GM in the Domain section of the rules.

BUSHI ADVANCEMENT TABLE

XP	Level	HD (d8)	AC Adjustment	Cut Purse*
-	1	1	-	25%
1,950	2	2	-	28%
3,900	3	3	-1 AC	31%
7,800	4	4	-	33%
15,600	5	5	-	36%
31,200	6	6	-2 AC	39%
62,400	7	7	-	42%
124,800	8	8	-	45%
249,600	9	9	-3 AC	48%
499,200	10	9+2	-	51%

BUSHI SCROUNGING TABLE (D20 ROLL)

Level	Village	Castle Town	Ciy
1 to 3	1-5	1-7	1-13
4 to 6	1-7	1-9	1-15
7+	1-9	1-11	1-17

GAKUSHO

REQUIREMENTS: WIS 8
PRIME REQUISITE: WIS
HIT DICE: 1D4
MAXIMUM LEVEL: NONE

Gakusho are priests of their chosen religion (such as the followers of the 8 Million Gods, or the Path to Eightfold Enlightenment, or a religion of your GM's own creation). They minister to their followers, and some wander the land with their robes and copper offering bowl, preaching enlightenment or tending to the thousands of shrines dotting the land. Gakusho cannot wear any armor, and are unable to use most weapons. They are restricted to the long staff (bo), and short staff (jo).

SPECIAL ABILITIES

Spell Casting: Gakusho can cast a number of spells each day based on their level. All spells from the Gakusho list are available, but must be determined at the start of each new adventuring day. Once the spells available for the day are cast, they cannot be cast again until after the Gakusho rests for 6 hours (sleep or meditation).

Banish Spirits: Gakusho have the ability to cast away or banish evil or unclean spirits by holding forth a holy item (be it some personal token or holy script that has been blessed by a member of their temple) and confronting the spirit forcefully. Use the Banish Spirit Table to determine success or failure by rolling 2d6.

Ritual Purification: Their spiritual training has given Gakusho the ability to attempt to purify (remove curse) people, places, and things. This purification ritual can be performed only one time by the Gakusho, until a new level of experience is reached.

Spiritual Fortitude: Once per day (per level of experience) a Gakusho can rely on his spiritual energies to add +3 to any saving throw attempt.

Establish Temple/Monastery: Starting at 9th level, a Gakusho can clear an area of land and build a temple or monastery for his faith. He will be joined by a faithful group of followers determined by the GM using the Domain section of the rulebook.

GAKUSHO ADVANCEMENT TABLE

XP	Level	HD (1d4)	Daily Spells per Level						
			1	2	3	4	5	6	7
1,450	1	1	2	-	-	-	-	-	-
2,900	2	2	2	1	-	-	-	-	-
5,800	3	3	2	2	1	-	-	-	-
11,600	4	4	3	2	2	-	-	-	-
23,200	5	5	3	3	2	1	-	-	-
46,400	6	6	3	3	2	2	-	-	-
92,800	7	7	4	3	3	2	1	-	-
185,600	8	8	4	4	3	3	2	1	-
371,200	9	9	5	4	4	3	2	2	1
742,400	10	9+1	5	5	4	4	3	2	2

HALF OGRE

REQUIREMENTS: STR 15, CON 9
PRIME REQUISITE: CON
HIT DICE: 1D10
MAXIMUM LEVEL: 6TH

Half Ogres are the offspring of human women that have been ravaged by repulsive Oni (Ogres). Large, brutish hulks that are shunned by most, they lead a lonely life. Many seek a life of adventure, seeking comrades who welcome their brute strength and ability to cause harm to their foes.

Half-Ogres stand close to seven feet tall, and have immense strength. To determine your character's size, roll 2d6 and add it to 78. The total is your height in inches (between 6'6" to 7'5").

Half-Ogres are able to use all weapons (except for bows) and can wear any armor. Although armor cost is doubled due to their immense size.

SPECIAL ABILITIES

Brute Strength: Half-Ogres have supernatural strength, as such they add 2 points of damage for each strength point above 14 to any melee attack (or unarmed combat) when they roll for damage (in addition to the STR table). So, for example, a Half-Ogre with a STR score of 16 would add 4 points of damage to any melee attack (in addition to the STR score). In addition, they are able to break down doors on any 1d6 roll of 2 or better (failing only with a result of 1), regardless of their STR score.

Intimidation: A Half-Ogre is fearsome to behold to most folks, any 0 level human and 1 HD monster (not animals or spirits) must make a save vs. Petrify/Paralyze or they will quake in fear or flee (as determined by the GM). If a Half-Ogre wishes to amplify this, they can bare their teeth and stare down their targets to provide a -2 to their save. (This amplification can only be done once per day per level of the Half-Ogre).

Infravision: Half-Ogres are able to see up to 60' in the dark.

HALF OGRE ADVANCEMENT TABLE

XP	Level	HD (d10)
-	1	1
2,275	2	2
4,550	3	3
9,100	4	4
18,200	5	5
36,400	6	6

KENSEI

REQUIREMENTS: DEX 12, WIS 12
 PRIME REQUISITE: DEX
 HIT DICE: 1D8
 MAXIMUM LEVEL: NONE

Kensei (sword-saints) are masters of armed combat with their chosen weapon. While traditionally they were duelists with swords, in Deluxe Ruins & Ronin this is opened up to any melee weapon. These wandering duellists are always looking to hone their craft to become the best warrior with their chosen weapon.

Kensei cannot wear armor but are not restricted in the weapons they use. They get bonuses for using their chosen weapon as outlined below.

SPECIAL ABILITIES

Uncanny Dodge: A Kensei may not be able to wear armor, however their finely tuned training and control of their body and mind allows them to anticipate incoming attacks. They have a base Armor Class below 7 depending on their level (as shown in the advancement table), this base AC does not take into account the character's DEX adjustment - which will lower their AC even further.

Rigorous Training: Due to their intense training and focus on one weapon, the Kensei receive a bonus to hit and damage (+1) for every 3 levels of experience, starting at 3rd level (as outlined in the advancement table). This ability also allows them to strike magical creatures with their chosen weapon starting at 3rd level (strike as if using a magic weapon).

Duel: To advance in level beyond level 3, the Kensei must find and defeat another Kensei of the level he is trying to advance to (example: A 3rd level Kensei must find and defeat a 4th level Kensei to advance). This duel can be fought anytime during a character's current level (before he has the experience to actually advance), and can be fought against any Kensei - it does not have to be one using the same weapon style.

In addition, starting at 4th level, there is a chance that the Kensei will himself be challenged by lower level kensei looking to advance their own careers. The chance is based on the character's current location and their current level (the GM checks once per every month).

Establish School: Starting at 9th level, the Kensei may open his own dojo (school) for the study of his weapon. This school will attract a number of students determined by the GM using the Domain section of the rulebook.

KENSEI ADVANCEMENT TABLE

XP	Level	HD (d8)	Base AC	Bonus To-Hit
-	1	1	7	-
2,350	2	2	-	-
4,700	3	3	6	+1
9,400	4	4	-	-
18,800	5	5	5	-
37,600	6	6	-	+2
75,200	7	7	4	-
150,400	8	8	-	-
300,800	9	9	3	+3
601,600	10	9+2	-	-

KENSEI DUEL TABLE

Kensei Level	% Chance of Duel		
	Village	Castle Town	City
4	25%	35%	45%
5	20%	30%	40%
6	15%	25%	35%
7	10%	20%	30%
8	5%	15%	25%
9	3%	10%	20%
10	1%	3%	5%

KOROBOKURU

REQUIREMENTS: CON 9
PRIME REQUISITE: STR
HIT DICE: 1D8
MAXIMUM LEVEL: 6TH

Korobokuru are squat, hairy dwarves that live in the snow covered mountain forests. They live in remote villages avoiding human settlements. They stand about 4 feet tall and their arms are somewhat longer than humans, giving them an ape-like appearance.

Korobokuru may use any weapon and wear any armor, however they must pay 1 ½ the price for any armor as it will have to be fitted to their oddly shaped body.

SPECIAL ABILITIES

Master Trackers: Korobokuru are excellent trackers, and have a base chance of 1-18 on a d20 of successfully tracking outdoors. This chance decreases by -1 for each day that passes since the track was made, or -2 for each day of rain or newly fallen snow.

Uncanny Climbers: With their long arms and bowed legs, Korobokuru are excellent climbers and can use the Climb Sheer Surfaces table as per Ninja.

Infravision: Korobokuru are able to see up to 120' in the dark.

Keen Eyes: Korobokuru have keen eyesight and can spot secret doors or traps on a roll of 1-3 on 1d6 whenever they pass within 10'.

KOROBOKURU ADVANCEMENT TABLE

XP	Level	HD (d8)
-	1	1
2,035	2	2
4,070	3	3
8,140	4	4
16,280	5	5
32,560	6	6

NINJA

REQUIREMENTS:	DEX 9
PRIME REQUISITE:	DEX
HIT DICE:	1D6
MAXIMUM LEVEL:	NONE

Ninja are spies and assassins, a tool used by the noble classes to exploit others. They are masters of stealth and gymnastics. The Ninja have a number of special skills that set them apart from the other classes, such as climbing sheer surfaces, striking from behind, and finding or setting traps.

Ninja are restricted to light armor, but may use any weapon. (Though Ninja in disguise can don heavier armor, but none of their special abilities can be used while so disguised).

SPECIAL ABILITIES

Ninja Skills: Ninja have a number of special abilities available to them as defined in the following table. Most are rolled on 1d100, with success being the number needed or less on the roll. Each ability is defined below.

Backstab: If able to attack from behind, and unnoticed, a Ninja causes additional damage. A roll to-hit is still required, and damage is rolled normally (applying any bonuses for STR or weapon used) before applying the multiplier.

Climb Walls: The Ninja is trained to climb walls and other vertical surfaces with very limited handholds. Only one check is made for any climb. Success indicates the climb was successful, failure indicates that the character falls at the midpoint of the climb.

Disguise: The Ninja is trained in the art of disguise. A Ninja disguise themselves to look like any class of person of generally the same height, weight, and age as himself. This can be used to appear as a merchant, peasant, or character class. A Ninja may also disguise himself as a member of the opposite sex, though the chance of success is reduced by half. A Ninja may also try to disguise himself as a specific person, though if he fails to impersonate a specific person he cannot try again. The chance to disguise as a specific person is reduced by ½ as well, unless the Ninja has the chance to observe the target for a month or more.

Escape: Ninja are trained to escape from bonds (ropes, chains, etc.). The Ninja is allowed one attempt, and if guards are present, they will be immediately alerted to his attempt to escape and will be able to stop him easily. The escape takes 1d6 rounds.

Fall: This is the distance a Ninja can fall without taking damage. A Ninja avoids damage by tumbling and rolling. If a Ninja falls farther than the distance listed, he suffers normal damage.

Find/remove traps: Experienced as he is in the use of small gadgets and devices, the ninja can also find and disarm hidden traps. The GM secretly rolls for the result. Once a trap is found, the Ninja has an equal chance to remove or disarm it. Only one attempt to use this ability is allowed per Ninja per trap.

Hide in shadows: This ability allows the character to make himself unnoticeable to normal vision in areas of shadows or deep gloom. The ability cannot be used while someone is watching the Ninja. The GM rolls the dice to determine whether the Ninja hides successfully, the player character will always think that he's hidden.

Move silently: This ability can be used anytime the Ninja moves on foot. Ninja who successfully move silently can try to ambush travelers, surprise or slip past guards, etc. The GM rolls the dice to see whether the attempt succeeds. The homes of important or powerful people are often fitted with "nightingale" floors, specially designed to squeak when stepped upon. Such floors reduce the ninja's chance of moving silently by one-half.

Open Locks: A Ninja may try to open any lock only once per level. If the test fails, then no amount of trying will ever open the lock (cannot be tested again) until a new level of experience is reached.

Pole Vault: Using a long springy pole (such as a length of green bamboo) and a running start, a Ninja can vault upward and forward much farther than a normal jump. At least 20-feet of space for a running start is needed, and a pole at least four feet longer than the Ninja is tall is required. If using the vault to cover a distance, then the Ninja can vault a distance equal to twice the length of the pole.

Tightrope walk: A Ninja is able to walk ropes, narrow beams, and ledges with relative ease. Only one check is made per attempt, and if a balancing item (such as a pole) is used, it increases the chance of success by 10%.

NINJA ADVANCEMENT TABLE

XP	Level	HD (1d6)
-	1	1
1,600	2	2
3,200	3	3
6,400	4	4
12,800	5	5
25,600	6	6
51,200	7	7
102,400	8	8
204,800	9	9
409,600	10	10

NINJA SPECIAL ABILITIES TABLE

Level	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Climb Sheer Surfaces	Open Locks	Disguise
1	1-3	1-5	1-4	1-2	1-16	1-5	1-4
2	1-4	1-7	1-5	1-3	1-16	1-7	1-5
3	1-5	1-9	1-6	1-4	1-17	1-9	1-6
4	1-7	1-11	1-7	1-5	1-17	1-11	1-7
5	1-8	1-13	1-9	1-7	1-17	1-13	1-9
6	1-9	1-15	1-11	1-9	1-18	1-14	1-11
7	1-11	1-16	1-12	1-10	1-18	1-15	1-12
8	1-13	1-17	1-13	1-11	1-18	1-16	1-13
9	1-15	1-18	1-15	1-13	1-19	1-17	1-15
10	1-17	1-19	1-17	1-15	1-19	1-18	1-17

SAMURAI

REQUIREMENTS: STR 10
PRIME REQUISITE: STR
HIT DICE: 1D10
MAXIMUM LEVEL: NONE

Samurai are warriors and followers of the Bushido code. The way of the warrior. Some are loyal retainers to a Daimyo (lord), while others are down on their luck Ronin (masterless warriors, mercenaries). Samurai are not restricted from any weapon or armor.

SPECIAL ABILITIES

Mental Focus: Once per day (per level of the Samurai) the Samurai can channel his energy to increase his physical strength and toughness, this allows a +2 to any STR roll (damage, to hit, forcing open doors) and +1d10 temporary hit points. This ability lasts for 6 rounds.

Follow Through: Any time a Samurai causes enough damage to kill an opponent in melee combat, the Samurai may immediately make an additional attack on a foe within 10' of his current position.

Precision Strike: A Samurai does additional damage as they gain in level as shown in the advancement table.

Establish Stronghold: At 9th level, a Samurai can clear an area of land and claim it as his own (becoming a Daimyo). Once he builds a castle, he will attract a body of Samurai to serve him, as well as a troop of loyal Bushi. The number of followers to arrive will be determined by the GM in the Domain section of the rules.

SAMURAI ADVANCEMENT TABLE

XP	Level	HD (d10)	Damage Bonus
-	1	1	-
2,050	2	2	+1
4,100	3	3	-
8,200	4	4	-
16,400	5	5	+2
32,800	6	6	-
65,600	7	7	-
131,200	8	8	+3
262,400	9	9	-
524,800	10	9+2	-

SHUGENJA

REQUIREMENTS: INT 9
PRIME REQUISITE: INT
HIT DICE: 1D4
MAXIMUM LEVEL: NONE

Shugenja are sorcerers and wizards, living their life away from society. They live as hermits in the wild, studying their arcane arts, and purifying their body and mind in the ways of magic. Shugenja are unable to wear any armor, or use most weapons. They are allowed to use daggers (tanto and uchine), and all staves (bo and jo).

SPECIAL ABILITIES

Spell Casting: Shugenja are able to cast a number of spells each day as shown in the advancement table. These spells are written in their many scrolls and books, and must be memorized each day in order to cast. The spells disappear from memory when cast, so each morning the Shugenja must memorize the days spells all over again.

Attract Students: Upon reaching 9th level, a Shugenja will attract a group of 1d6 students (1st level Shugenja) that will wish to learn under their new master. They will stay in service to the Shugenja until they reach ½ the level of their teacher. Once a student reaches their mid-level, they will be replaced by a new student (1st level).

SHUGENJA ADVANCEMENT TABLE

XP	Level	HD (1d4)	Daily Spells per Level								
			1	2	3	4	5	6	7	8	9
2,250	1	1	2	-	-	-	-	-	-	-	-
4,500	2	2	2	1	-	-	-	-	-	-	-
9,000	3	3	3	2	1	-	-	-	-	-	-
18,000	4	4	4	3	2	1	-	-	-	-	-
36,000	5	5	4	4	3	2	1	-	-	-	-
72,000	6	6	4	4	3	3	2	1	-	-	-
144,000	7	7	5	5	4	4	3	2	1	-	-
288,000	8	8	5	5	4	4	3	3	2	1	-
576,000	9	9	6	5	4	4	3	3	2	2	1
1,152,000	10	9+1	6	5	5	4	4	3	3	2	2

SOHEI

REQUIREMENTS: STR 8, WIS 8
PRIME REQUISITE: WIS
HIT DICE: 1D6
MAXIMUM LEVEL: NONE

Sohei are warrior-monks of the Eightfold Enlightened Path. Known for their rough nature and willingness to dirty themselves with gambling and general carousing, their priestly powers are not as powerful as normal Gakusho. Sohei have no restriction to the weapons they can use, or the armor they may wear. However, they cannot use their priestly spell casting powers while wearing any armor better than light armor (AC 7).

SPECIAL ABILITIES

Religious Fanatic: Starting at 3rd level, once per day, a Sohei can go into a berserk-like state. This allows 1 extra attack per round, +1 to hit / damage / saving throws, and the ability to dodge thrown or missile weapons if a save vs. dragon breath is made. This condition lasts for 1 turn.

Spell Casting: Sohei can cast spells as per Gakusho, and use the same spell lists. However they do not gain any spell casting ability until third level and will always be limited in the amount of spells they can cast. They regain spells daily as per Gakusho (6 hours sleep or meditation).

Banish Spirits: Like the Gakusho, a Sohei has the ability to cast out or banish unclean spirits. This ability is not gained until the Sohei reaches 3rd level and a Sohei will always use that table as their level minus 2. So a 3rd level Sohei uses the 1st level Gakusho column, a 4th level uses the 2nd level column, etc.

Establish Monastery: Starting at 9th level, a Sohei can clear an area of land and build a monastery for the Eightfold Enlightened Path. He will be joined by a group of followers (both Gakusho and Sohei) determined by the GM using the Domain section of the rulebook.

SOHEI ADVANCEMENT TABLE

XP	Level	HD (d6)	Daily Spells per Level				
			1	2	3	4	5
1,800	1	1	-	-	-	-	-
3,600	2	2	-	-	-	-	-
7,200	3	3	1	-	-	-	-
14,400	4	4	2	-	-	-	-
28,800	5	5	2	1	-	-	-
57,600	6	6	3	2	-	-	-
115,200	7	7	3	2	1	-	-
230,400	8	8	3	3	2	-	-
460,800	9	9	4	3	2	1	-
921,600	10	10	4	3	3	2	1

MELEE WEAPON TABLE

Weapon	Damage	Wt.	Cost
Bo1	1d6	10	2 gp
Flail1	1d6	6	2 gp
Jitte	1d4	8	2 gp
Jo	1d4	5	1 gp
Kama	1d6	4	2 gp
Katana3	2d4	10	15 gp
Kusari-gama	1d6	6	4 gp
Masakari1	1d8	15	8 gp
Nagamaki1	1d6	12	20 gp
Naginata1,2	1d10	15	22 gp
No-dachi1	1d10	12	20 gp
Sai	1d6	4	5 gp
Tanto	1d4	2	5 gp
Tetsubo1	1d8	15	6 gp
Tonfa	1d4	4	2 gp
Wakizashi	1d6	5	8 gp
Yari1,2	1d6	10	2 gp

1 Two-handed weapon

2 Reaches 1 rank forward, used two handed.

3 One or two handed weapon.

MISSILE WEAPON TABLE

Weapon	Damage	Wt.	Cost	RoF	Range*
Daikyu	1d8	8	60 gp	2	100
Hankyu	1d6	5	15 gp	2	50
Shuriken	1d3	1	2 gp (per 4)	4	10
Uchi-ne	1d4	2	1 gp	2	20

*Range in feet, for each increment above base, -2 to hit.

ARROW TABLE

Type	Damage Modifier	Wt.	Cost
Armor Piercing	+2	2	5 gp (per 5)
Frog Crotch	+1	2	2 gp (per 5)
Humming Bird	-1	1	1 gp (per 2)
Leaf-Head	-	2	5 gp (per 20)
Silver Tipped	-	2	2 gp (per 5)

GENERAL ARMOR TABLE

Type	Cost	AC	Wt.
Light	55 gp	7	12
Medium	110 gp	5	22
Heavy	230 gp	3	34
Full (O-yori)	500 gp	-1	65

Light consists of a jingasa and hara-ate-gawa

Medium consists of a jingasa, haramaki-do, and suneate.

Heavy consists of a kabuto, haramaki-do, sode, and suneate.

ARMOR TABLE

Type	Cost	AC Adjustment	Wt.
<i>Helmets</i>			
Jingasa	10 gp	-1	2
Hanburi	15 gp	-1	1
Kabuto	100 gp	-2	4
<i>Arms</i>			
Sode	40 gp	-1 (per pair)	10
Kote	40 gp	-1 (per pair)	10
<i>Torso</i>			
Do-maru	150 gp	-2	20
Haramaki	50 gp	-1	15
Haramaki-do	80 gp	-2	20
Hara-ate	75 gp	-2*	10
Hara-ate-gawa	45 gp	-1	10
<i>Legs</i>			
Haidate	25 gp	-2	10
Suneate	20 gp	-1 (per pair)	10
<i>Special</i>			
Horo	10 gp	-1**	1
<i>O-yori</i>			
O-yori	500 gp	AC -1	65

*Protects the front only.

**Protects the back and only from missile weapons.

ADVENTURING EQUIPMENT

Item	Cost
Backpack (wicker)	10 gp
Basket (large, wicker)	5 gp
Basket (small, wicker)	2 gp
Blanket (coarse)	2 sp
Chest (large, wood)	10 gp
Cord (10')	1 sp
Goza (straw sleeping mat)	1 sp
Ink (vial, 2 oz)	2 gp
Lantern (hooded)	7 gp
Lantern (paper)	2 gp
Mirror (small, metal)	20 gp
Oil (flask, 1 pint)	1 gp
Paper (10 sheets)	4 gp
Pot (iron, cooking)	1 gp
Quiver (holds 20 arrows)	1 gp
Rope (hemp, 50')	1 gp
Rope (silk, 50')	5 gp
Tent (large, 4 person)	10 gp
Tent (small, 2 person)	5 gp
Tender box (flint & steel)	1 gp
Torches (6)	1 sp
Waterskin (1 quart)	1 gp

CLOTHING TABLE

Item	Cost
Hat (straw)	2cp
Loincloth	2 cp
Outer Robe	2 sp
Raincape, straw (mino)	1 sp
Robe, cotton (kosode, kimono)	2 sp
Robe, fur-trimmed	6 gp
Robe, silk (kosode)	6 gp
Sandals	1 sp
Sash or belt	1 sp
Tabi (boot/sock)	4 sp
Trousers, cotton (hakama)	3 sp

PROVISIONS TABLE

Item	Cost
Beer, 1 jar	1 sp
Food, banquet	2 gp
Food, common meal	1 sp
Food, poor meal	4 cp
Grain, horse 1 day	10 sp
Rice, 1 day ration	3 sp
Sake, 1 jar	5 gp
Tea, 1lb	2 gp