

Al-Qadim Equipment Lists (WIP)

The land of Zakhara is filled with many examples of weapons, armor, gear, and goods that would seem strange and exotic to a traveling *ajami* from the Sword Coast. The following lists detail the general extent of items one might find in one of the many great city bazaars one would find in the Land of Fate.

Weapons

Simple Melee Weapons

Weapon	Cost	Damage	Properties	Weight
Ankus	3 gp	1d4 piercing	-	4
Club	-	1d4 bludgeoning	Light	3
Dagger	2 gp	1d4 piercing	Finesse, Light, Thrown (Range 20/60)	1
Dart	1 sp	1d3 piercing	Finesse, Thrown (Range 20/60)	1/4
Dirk	3 gp	1d4 slashing	Finesse, Light	2
Hand Axe	1 gp	1d6 slashing	Light, Thrown (Range 20/60)	3
Jambiya	4 gp	1d4 slashing	Finesse, Light	1/4
Javelin	5 sp	1d6 piercing	Thrown (Range 30/120)	2
Knife	5 sp	1d3 piercing	Light	1/4
Mace	15 gp	1d6 bludgeoning	Versatile (1d8)	10
Quarterstaff	1 gp	1d6 bludgeoning	Versatile (1d8)	4
Sap	2 sp	1d4 bludgeoning	Special	2
Scythe	10 gp	1d8 slashing	Heavy, Two-Handed	10
Sickle	6 sp	1d4 slashing	Light	3
Spear	8 sp	1d6 piercing	Thrown (Range 20/60), Versatile (1d8)	5
Staff Sling	5 gp	1d4 piercing (ranged)/1d6 bludgeoning	Ammunition: Stones/Bullets (Range 30/120)	4

Ankus This is a small instrument consisting of a spiked blade and a hook, used for goading elephants.

Jambiya This is a curved dagger, worn by many in Zakhara. It is a symbol of adulthood and honor that doubles as a weapon.

Sap On a successful attack against a small or medium opponent that is not aware of you and lacks a helmet, that creature is knocked unconscious for 1d4 hours if they do not succeed a Constitution Saving Throw equaling 8 + your Strength ability modifier.

Staff Sling This weapon consists of a shortened quarterstaff with a sling carved or capped into one end. It can be used as either, though lacks the versatile property.

Simple Ranged Weapons

Weapon	Cost	Damage	Properties	Weight
Blowgun	5 gp	1d4 piercing	Ammunition: Darts (Range 30/120), Two-Handed	2
Bow, short	30 gp	1d6 piercing	Ammunition: Arrows (Range 80/320), Two-Handed	2
Crossbow, Light	35 gp	1d8 piercing	Ammunition: Quarrels (Range 80/320), Loading, Two-Handed	5
Sling	5 cp	1d4 bludgeoning	Ammunition: Stones/Bullets (Range 30/120)	1/4

Al-Qadim Equipment Lists (WIP)

Martial Melee Weapons

Weapon	Cost	Damage	Properties	Weight
Battle-Axe	5 gp	1d8 slashing	Versatile (1d10)	7
Flail	15 gp	1d8 bludgeoning	Ignores Shield AC, Versatile (1d10)	15
Garrote	3 sp	-	Special	1
Katar	3 gp	1d4 piercing	Advantage vs/Disarm, Light, Finesse	1/4
Lance	10 gp	1d12 piercing	Reach, Special(PHB)	6
Morningstar	10 gp	1d8 piercing	-	4
Pick	8 gp	1d8 piercing	Versatile (1d10)	6
Polearm, Awl Pike	5 gp	1d10 piercing	Heavy, Reach, Two-Handed	15
Polearm, Glaive	6 gp	1d10 slashing	Heavy, Reach, Two-Handed	8
Polearm, Halberd	10 gp	1d10 slashing	Heavy, Reach, Two-Handed	15
Scourge	50 gp	1d6 slashing	Finesse, Reach	2
Sword, Bastard	50 gp	2d4 slashing	Versatile (1d10)	6
Sword, Broad	10 gp	1d8 slashing	-	5
Sword, Cutlass	12 gp	1d6 slashing	Finesse, Versatile (1d8)	3
Sword, Falchion	20 gp	1d8 slashing	Versatile (1d10)	5
Sword, Great Scimitar	50 gp	2d6 slashing	Heavy, Two-Handed	8
Sword, Khopesh	50 gp	2d4 slashing	Finesse	3
Sword, Long	15 gp	1d8 slashing	Versatile (1d10)	5
Sword, Scimitar	15 gp	1d6 slashing	Finesse, Light	3
Sword, Short	10 gp	1d6 slashing	Finesse, Light	2
Sword, Two-Handed	60 gp	2d6 slashing	Heavy, Two-Handed	8
Tiger Claws (bag nahk)	5 gp	1d6 slashing	Finesse, Light	1
Warhammer	15 gp	1d8 bludgeoning	Versatile (1d10)	2
Whip	5 gp	1d4 slashing	Light, Finesse, Reach	1
Whip Sash	25 gp	1d4 slashing	Light, Finesse, Reach, Special	1

Garrote You can grapple a surprised small or medium opponent with the garrote. As long as you maintain the grapple, the creature takes 1d4 damage on your turn. You may add your sneak attack damage to each of these damage rolls. The creature grappled by you cannot make sounds or speak to alert others.

Katar This is a punching or fist dagger, consisting of a small blade attached to a handle.

Scourge This is a whip-like weapon consisting of multiple knotted tendrils reinforced with metal barbs.

Sword, Khopesh This is a sword with a sickle-shaped blade that requires an elegant hand.

Whip Sash This whip looks like a normal sash; no one can detect it is a weapon until you attack with it in front of them.

Martial Ranged Weapons

Weapon	Cost	Damage	Properties	Weight
Bow, Composite Long	150 gp	1d8+1 piercing	Ammunition: Arrows (Range 150/600), Heavy, Two-Handed	3
Bow, Composite Short	110 gp	1d6+1 piercing	Ammunition: Arrows (Range 80/320), Two-Handed	2
Bow, Long	75 gp	1d8	Ammunition: Arrows (Range 150/600), Heavy, Two-Handed	4
Crossbow, Heavy	50 gp	1d10 piercing	Ammunition: Quarrels (Range 100/400), Heavy, Loading, Two-Handed	14

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Armor

Light Armor

Armor	Cost	AC	Strength	Stealth	Weight
Padded	10 gp	11+Dex Modifier	-	Disadvantage	10
Leather	20 gp	11+Dex Modifier	-	-	15
Studded Leather	60 gp	12+Dex Modifier	-	-	25

Medium Armor

Armor	Cost	AC	Strength	Stealth	Weight
Hide	15 gp	12+Dex Modifier (Max 2)	-	-	30
Bronze Hauberk	45 gp	13+Dex Modifier (Max 2)	-	Disadvantage	30
Chain Cuirass	60 gp	13+Dex Modifier (Max 2)	-	-	20
Scaled Mail	75 gp	14+Dex Modifier (Max 2)	-	Disadvantage	35
Brigandine	500 gp	14+Dex Modifier (Max 2)	-	-	40
Coat of Plates	800 gp	15+Dex Modifier (Max 2)	-	Disadvantage	50

Brigandine This is a heavier set of expertly made leather armor reinforced with metal plates and rivets, sacrificing some mobility for greater protection than normal leather or studded leather armor.

Coat of Plates A set of padded armor with a coat that extends to ones knees, reinforced with large metal plates laced into the torso and skirt portion, often with a chain mail coif.

Heavy Armor

Armor	Cost	AC	Strength	Stealth	Weight
Ring Mail	60 gp	14	-	Disadvantage	40
Lamellar	75 gp	15	12	Disadvantage	40
Chain Mail	100 gp	16	13	Disadvantage	55
Splinted Mail	300 gp	17	15	Disadvantage	60

Lamellar The most common sort of heavy armor in Zakhara, this armor is made up of horizontal rows of boiled leather, iron or steel rectangular plates laced together. It is commonly worn over a chain cuirass.

Protectives

Item	Cost	AC	Properties	Weight
Buckler or Daraq	1 gp	+1	Finesse	3
Shield, Wooden	10 gp	+2	Flammable	5
Shield, Steel	25 gp	+2	-	15
Tower Shield	200 gp	-	Acts as three quarters cover in the direction it is pointed. Bearer moves at half speed. Disadvantage on Dexterity ability checks and Dexterity saving throws.	30
Bascinet or Light Helm	8 gp	-	Can be sacrificed to turn a non-magical critical hit into a normal hit, Disadvantage on Wisdom (Perception) Checks.	5
Full Helm or Great Helm	100 gp	+1	Can be sacrificed to turn a non-magical critical hit into a normal hit, Disadvantage on Wisdom (Perception) checks, Dexterity ability checks, and Dexterity saving throws.	10

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Adventuring Gear

Item	Cost	Weight
Abacus	2 gp	2
Acid (vial)	25 gp	1/4
Alchemist's Fire (flask)	50 gp	1
Astrolabe	1000 gp	1
<i>Ammunition</i>		
Arrows (20)	1 gp	1
Darts (10)	1 gp	1
Sling Bullets (20)	4 cp	1 1/2
Quarrels (20)	1 gp	1 1/2
Antitoxin (vial)	50 gp	-
<i>Arcane Focus</i>		
Crystal	10 gp	1
Lamp	30 gp	1
Orb	20gp	3
Rod	10 gp	2
Silver Bell	50 gp	1
Staff	5 gp	4
Wand	10 gp	1
Backpack	2 gp	2
Ball bearings (bag of 1,000)	1 gp	2
Barrel, small	2 gp	30
Barrel, large	4 gp	50
Basket, large	3 sp	1
Basket, small	5 cp	-
Bedroll	1 gp	7
Bell	1 gp	-
Belt pouch, large	1 gp	1
Belt pouch, small	7 cp	1/2
Blanket, hide	5 sp	3
Blanket, knitted	1 gp	2
Block and tackle	5 gp	5
<i>Book</i>		
Astronomy	10 gp	2
Blank	10 gp	5
Logs	6 gp	2
Math tables	7 gp	2
Common poems	10 gp	2
Religious	7 gp	2
Spell book	50 gp	3
Bucket, iron	1 sp	1
Bucket, wood	5 cp	2
Caltrops (20)	1 gp	2
Candle	1 cp	-
Carpet, large	20 gp	32
Carpet, medium	11 gp	18
Carpet, small	4 gp	4
Case, crossbow quarrels	1 gp	1

Case, map or scroll	1 gp	1
Chain (10 feet)	15 gp	10
Chalk	1 cp	-
Chest, large	2 gp	25
Chest, small	1 gp	10
Copper Rod	5 gp	1
Crowbar	2 gp	5
<i>Druidic Focus</i>		
Polished Horn	3 gp	1
Olivewood	10 gp	1
Wand		
Sprig of Laurel	1 gp	-
Totem	1 gp	-
Wooden Staff	5 gp	4
Fishing Tackle	1 gp	2
Flask	2 cp	1
Flint and steel	5 sp	-
Glass Bottle	10 gp	1/4
Grappling Hook	2 gp	4
Hammer	1 gp	3
Hammer, Sledge	2 gp	10
<i>Holy Symbol</i>		
Amulet	25 gp	1
Book or Scroll	15 gp	1
Clay Disc	5 gp	1
Emblem	35 gp	-
Reliquary	50 gp	2
Vialed Relic	50 gp	1/4
Holy Water (flask)	25 gp	1
Hourglass	25 gp	1
Ink and Quill	2 gp	1/4
Iron port	5 sp	2
Jug or Pitcher	2 cp	4
Kohl (tin)	3 cp	-
Ladder (10 feet)	1 sp	25
Lamp, common	5 sp	2
Lamp, silvered	5 gp	2
Lantern, beacon	150 gp	50
Lantern, bullseye	10 gp	2
Lantern, hooded	7 gp	2
<i>Locks</i>		
Wretched	20 gp	1
Poor	25 gp	1
Good	100 gp	1
Excellent	200 gp	1
Superior	400 gp	1
Masterful	800 gp	1
Magnifying Glass	50 gp	-
Manacles	2 gp	6
Mirror, steel	10 gp	1/2
Mirror, silvered	20 gp	1/2
Oil (flask)	6 cp	1

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Paper (sheaf of 5)	1 gp	-
Papyrus (sheaf of 10)	1 gp	-
Parchment (sheet)	7 sp	-
Pick, mining	2 gp	10
Piton	5 cp	¼
Pole (10 foot)	1 sp	7
Pouch, component	25 gp	2
Quiver	1 gp	1
Rope, hemp (50 feet)	1 gp	10
Rope, silk (50 feet)	10 gp	5
Sack	5 cp	1
Scale, Merchant's	5 gp	3
Samovar	200 gp	50
Sealing wax	1 gp	1
Shovel	2 gp	5
Signal Whistle	8 sp	-
Signet ring	5 gp	-
Soap	5 sp	1
Spikes, iron	1 gp	5
Spyglass	500 gp	1
Tent, large	25 gp	20
Tent, pavilion	100 gp	50
Tent, small	5 gp	10
Torch	1 cp	1
Vial	1 gp	-
Walking Staff	1 sp	2
Water skin	8 sp	1
Whetstone	1 cp	1

Astrolabe An expertly crafted navigational tool consisting of a disc with multiple moving parts used to measure various celestial movements. When used in conjunction with Navigator's Tools, the user may double their proficiency bonus.

Kohl (tin) This contains a coal-colored cosmetic used by men and women alike. It is used as eyeliner for both aesthetic reasons and to help with the glare of the sun.

Locks The DC to break into these locks is as follows: Wretched DC5, Poor DC10, Good DC15, Excellent DC20, Superior DC25, and Masterful DC30.

Samovar This is a metal container used to boil water for coffee or tea.

Kits and Tools

Item	Cost	Weight
<i>Artisan Tools</i>		
Astronomer's Tools	70 gp	5
Alchemist's Supplies	50 gp	8
Barber's Supplies	25 gp	6
Baker's Supplies	2 gp	6
Calligrapher's Supplies	10 gp	5
Carpenter's Tools	8 gp	6
Cartographer's Tools	15 gp	6
Cobbler's Tools	5 gp	5
Coffee Brew Kit	25 gp	10
Cooking Utensils	1 gp	8
Glassblower's Tools	30 gp	5
Jeweler's Tools	25 gp	2
Leatherworker's Tools	5 gp	5
Mason's Tools	10 gp	8
Painter's Supplies	10 gp	5
Potter's Tools	10 gp	3
Prospector's Tools	25 gp	8
Sculptor's Tools	15 gp	10
Smith's Tools	20 gp	8
Tailor's Tools	5 gp	4
Tinker's Tools	50 gp	10
Weaver's Tools	1 gp	5
Woodcarver's tools	1 gp	5
Climber's Kit	25 gp	12
Disguise Kit	25 gp	3
Forgery Kit	15 gp	5
Healer's Kit	5 gp	3
Henna Kit	10 gp	2
<i>Musical Instrument</i>		
Doumbek (drum)	6 gp	3
Flute	2 gp	1
Finger cymbals	1 gp	1
Harp	50 gp	10
Oud (stringed)	35 gp	2
Pipes	30 gp	1
Rebab (stringed)	40 gp	3
Zither (lap harp)	100 gp	1

Al-Qadim Equipment Lists (WIP)

Navigator's Tools	25 gp	2
Poisoner's Kit	50 gp	2
Thieves' Tools	25 gp	1

Mounts and Other Animals

Item	Cost	Speed	Carrying Capacity
Boar	10 gp	40 ft.	150
Camel, desert	50 gp	50 ft.	480
Camel, mountain	70 gp	40 ft.	400
Camel, war	100 gp	50 ft.	480
Cat, hunting	5,000 gp	50 ft.	-
Dog, guard	25 gp	40 ft.	150
Dog, hunting	17 gp	40 ft.	-
Dog, mastiff	25 gp	40 ft.	195
Donkey or Mule	8 gp	40 ft.	420
Elephant, draft	150 gp	40 ft.	1320
Elephant, war	400 gp	40 ft.	1320
Falcon or Hawk	800 gp	60 ft.	-
Goat	1 gp	40 ft.	-
Horse, draft	100 gp	40 ft.	540
Horse, riding	150 gp	60 ft.	480
Horse, war	800 gp	60 ft.	480
Monkey	80 gp	30 ft.	-
Pigeon	100 gp	50 ft.	-
Pony	30 gp	40 ft.	225
Ram	4 gp	35 ft.	100
Sheep	2 gp	35 ft.	-
Songbird	10 gp	45 ft.	-

Tack, Harness, and Drawn Vehicles

Item	Cost	Weight
<i>Barding</i>		
Camel	x3	x2
Elephant	x10	x10
Horse	x4	x2
Bit and bridle	15 sp	1
Cart	15 gp	200
Chariot	250 gp	100
Feed (per day)	5 cp	10
Litter, common	8 gp	35
Litter, ornate	80 gp	70
Palanquin	5,000 gp	150
<i>Saddle</i>		
Kharj (camel)	4 gp	15

saddle)		
Military	20 gp	30
Pack	5 gp	15
Riding	10 gp	25
Saddlebags, large	4 gp	8
Saddlebags, small	3 gp	5
Sled	20 gp	300
Stabling (per day)	5 sp	-
Wagon	35 gp	400

Waterborne Vehicles

Item	Cost	Speed
Baghla	40,000 gp	4 mph
Barijah	5,000 gp	3 mph
Barge	500 gp	2 mph
Boom	20,000 gp	3 mph
Canoe, reed	30 gp	2 mph
Canoe, outrigger	60 gp	2 mph
Launch, dunij	30 gp	1 mph
Launch, qarib	50 gp	3 mph
Sambuk	10,000 gp	3 mph
Zarug	8,000 gp	5 mph

Baghla The largest and rarest dhow in Zakhara, this cargo ship is owned by rich merchants and sultans alike.

Barijah This is the smallest merchant vessel found in Zakhara, often used by fishermen and pearl divers.

Boom A standard large cargo dhow used by merchants and guilds.

Launch, dunij A small shore boat that can seat 4 people.

Launch, qarib A larger shore boat that can seat up to 15 people, and has a sail.

Sambuk A medium sized dhow used by travelers and traders alike, the most common ocean travel vessel.

Zarug A large and fast coastal ship that isn't suited well for deep water, the Zarug is a favorite of pirates.

Al-Qadim Equipment Lists (WIP)

Trade Goods

Item	Cost	Weight
Butter	2 sp	1
Camel, calf	4 gp	75
<i>Cattle</i>		
Bull	20 gp	2400
Calf	5 gp	85
Cow	10 gp	1600
Plow Ox	15 gp	2400
Charcoal	7 cp	1
Chicken	2 cp	1
Coconuts	4 sp	12
Coffee Beans	1 gp	1
Copper (ingots)	5 sp	1
Dates	2 sp	1
Dishes, china	1 gp	½
Dishes, crockery	1 sp	½
Eggs (1 dozen)	7 cp	1
Eggs (100)	8 sp	10
<i>Fabric</i>		
Canvas (20 yds.)	1gp	10
Linen (20 yds.)	1 gp	7
Ornate Brocade (10 yds.)	25 gp	4
Silk (5 yds.)	100 gp	1
Wool (20 yds.)	10 gp	12
Velvet (10 yds.)	40 gp	5
Figs	2 sp	1
Firewood	8 cp	5
Fish, fresh caught	2 gp	10
Flour	2 cp	1
Glassware	1 gp	1
Gold	50 gp	1
<i>Herbs and Spices</i>		
Anise	1 gp	1
Caraway	1 gp	1
Cardamom	1 gp	1
Cinnamon	2 gp	1
Cloves	3 gp	1
Coriander	2 gp	1
Cumin	5 sp	1
Garlic	1 gp	1
Ginger	1 gp	1
Mint	5 gp	1
Nigella Seeds	1 gp	1
Parsley	7 sp	1
Pepper	2 gp	1
Saffron	15 gp	1
Honey	10 gp	5
Iron (ingots)	1 sp	1
Lentils	5 cp	1

Nuts, common	1 gp	1
Nuts, pine	5 gp	1
Pelts, common	40 gp	100
Pelts, rare	200 gp	100
Pig	3 gp	225
Pomegranates	30 gp	10
Olives	8 sp	1
Orange Blossom Water (vial)	3 sp	1
Raisins	1 sp	1
Rice	1 sp	1
Rose Water (vial)	4 sp	1
Salt	1 sp	1
Salted Fish	1 gp	10
Silver	5 gp	1
Sugar	1 gp	1
Tanned Skins	1 gp	100
Tea leaves	3 gp	1
Wheat	1 cp	1
Wine, common	10 gp	200
Wine, good	20 gp	200

Food, Drink, and Lodgings

Item	Cost
Banquet Meal	10 gp
Bread (loaf)	5 cp
Candied Fruit (piece)	2 sp
Cheese, white	4 sp
Cheese, curds	2 sp
Coffee (<i>maja</i> , per cup)	1 cp
Eggs (each)	1 cp
Fish, fresh	2 sp
Fish, salted	1 sp
Fowl	2 sp
Fruits	3 sp
Garlic (clove)	1 sp
Honey (1/4 pound)	5 sp
Koumiss (pitcher)	2 sp
Meat, fresh	3 sp
Meat, salted	2 sp
<i>Meals per day</i>	
Squalid	5 cp
Poor	1 sp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Decadent	2 gp
Milk, camel's (pitcher)	7 cp
Milk, cow's (pitcher)	1 gp
Milk, goat's (pitcher)	7 sp
Milk, spiced mare's (pitcher)	2 gp

Al-Qadim Equipment Lists (WIP)

<i>Rooms and Accommodations</i>		
City room, good (per month)	40 gp	
City room, common (per month)	20 gp	
City room, poor (per month)	5 gp	
Inn Stay, good (per night)	5 gp	
Inn Stay, common (per night)	5 sp	
Inn Stay, poor (per night)		
Sherbet drink	1 cp	
Soup (lentils or rice)	5 cp	
Tea (pot)	5 sp	
Tea, mint (pot)	7 sp	
Vegetables, fresh or cooked	4 sp	
<i>Wine</i>		
Heart-of-Wine (bottle)	10 gp	
Good (bottle)	1 gp	
Common (pitcher)	2 sp	

Clothing

Item	Cost	Worn
Aba, common	7 sp	Robe
Aba, sumptuous	15 gp	Robe
Agal, common	4 sp	Head
Agal, jeweled	40 gp	Head
Anklets, iron	5 gp	Ankles
Anklets, copper and silver	10 gp	Ankles
Anklets, gold	40 gp	Ankles
Belt	3 sp	Waist
Boots, riding	3 gp	Feet
Boots, soft	1 gp	Feet
Brooch, plain	10 gp	Neck
Brooch, ornate	50 gp	Neck
Caftan, common	1 gp	Overgarment
Caftan, embroidered	20 gp	Overgarment
Cap, felt	2 sp	Head
Cap, fez	1 sp	Head
Cap, skull-cap	7 cp	Head
Chador	10 gp	Full Covering
Dishdashah, common	8 sp	Tunic
Dishdashah, silk	15 gp	Tunic
Dolman	6 sp	Robe

Girdle	3 gp	Waist
Gloves, fur	10 gp	Hands
Gloves, leather	1 gp	Hands
Gloves, falconer's	3 gp	Hands
Jellaba	8 gp	Overgarment
Keffiyeh, linen	2 cp	Head
Keffiyeh, silk	7 gp	Head
Knife sheathe, common	3 cp	-
Knife sheathe, ornate	13 gp	-
Jacket, silk	80 gp	Overgarment
Parasol, linen	4 sp	-
Parasol, silk	5 gp	-
Pin	6 gp	-
Sandals	5 cp	Feet
Sash	2 sp	Waist
Scabbard	4 gp	-
Slippers, cloth	2 cp	Feet
Slippers, leather	3 gp	Feet
Slippers, silk	10 gp	Feet
Shirt, linen	6 sp	Torso
Shirt, silk	8 gp	Torso
Smock	6 sp	Torso
Stockings, leather	2 sp	Legs
Stockings, silk	2 gp	Legs
Trousers	2 gp	Legs
Trousers, short	1 gp	Legs
Turban wrap	1 sp	Head
Turban wrap with fez	2 sp	Head
Veil, chain	1 gp	Face
Veil, linen	5 cp	Face
Veil, silk	6 gp	Face
Vest, linen	6 sp	Overgarment
Vest, silk	8 gp	Overgarment
Waistcoat, common	6 sp	Overgarment
Waistcoat, ornate	10 gp	Overgarment

Clothing Sets

Item	Clothing
Al-badian, common	common aba, linen keffiyeh, cloth slippers, common agal
Al-badian, wealthy	sumptuous aba, linen keffiyeh, leather slippers, common agal, common knife sheathe
Al-badian, sheik	sumptuous aba, silk keffiyeh or turban wrap, silk slippers, jeweled agal, ornate knife sheathe

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Al-hadhar, common	dolman, linen keffiyeh (w/common agal) or fez or turban wrap, cloth slippers, vest
Al-hadhar, wealthy	dolman, turban wrap, leather slippers, common waistcoat or caftan, anklets
Al-hadhar, nobility	dolman, turban wrap, silk slippers, ornate waistcoat or caftan, anklets, ornate knife sheathe, jellaba
Barber	vest, short trousers, fez, leather slippers, belt or sash
Beggar	short trousers, turban wrap
Courtier	silk dishdashah, silk slippers, silk keffiyeh, jeweled agal, sash, ornate waistcoat
Dancer	vest, linen or silk veil, trousers, anklets
Imam	sumptuous aba, turban wrap sometimes with fez or keffiyeh, jellaba, silk slippers, brooch
Sailor	linen shirt or linen vest, turban wrap or fez, short trousers, common knife sheathe, sandals
Scholar	dolman, common caftan, turban wrap or keffiyeh, leather or silk slippers, silk vest
Traveler	linen shirt or common dishdashah, linen keffiyeh with common agal or turban wrap, leather slippers or soft boots, vest or common waistcoat, linen veil, trousers, caftan or jellaba

<i>Spellcasting Services</i>	
Cure wounds (1 st level)	20 gp
Identify	40 gp
Lesser restoration	40 gp
Prayer of healing (2 nd level)	40 gp
Remove Curse	90 gp

Services

Service	Cost
<i>Guide</i>	
City	1 gp per day
Desert	3 cp per mile
Jungle	1 sp per mile
Mountain	5 cp per mile
<i>Hirelings</i>	
Laborer or Sailor	1 sp per day
Fighting Man or Woman	3 gp per day
Servant	3 sp per day
Messenger	2 cp per mile
<i>Passage</i>	
Cab Service	1 cp per mile
Caravan	3 cp per mile
Coastal Ship	1 sp per mile
Far Voyaging Ship	10 gp/week