

GOODS AND SERVICES

Table 6-6: Goods and Services		
Adventuring Gear		
Item	Cost	Weight
Backpack (empty)	3 gil	2 lb. ¹
Barrel (empty)	3 gil	30 lb.
Basket (empty)	1 gil	1 lb.
Bedroll	1 gil	5 lb. ¹
Bell	1 gil	—
Blanket, winter	1 gil	3 lb. ¹
Block and tackle	7 gil	5 lb.
Bottle, wine, glass	3 gil	—
Bucket (empty)	1 gil	2 lb.
Caltrops	1 gil	2 lb.
Candles (10)	1 gil	—
Canvas (sq. yd.)	1 gil	1 lb.
Case, map or scroll	1 gil	1/2 lb.
Catalyst	1 gil	1/2 lb.
Chain (10 ft.)	45 gil	2 lb.
Chalk, 10 pieces	1 gil	—
Chest (empty)	3 gil	25 lb.
Crowbar	3 gil	5 lb.
Detonator	500 gil	1 lb.
Firewood (per day)	1 gil	20 lb.
Fishhook (10)	1 gil	—
Fishing net, 25 sq. ft.	6 gil	5 lb.
Flasks (empty) (10)	1 gil	10 lb.
Flint and steel	1 gil	—
Grappling hook	1 gil	4 lb.
Hammer	1 gil	2 lb.
Ink (1 oz. vial)	12 gil	—
Inkpen (10)	1 gil	—
Jug, clay	1 gil	9 lb.
Ladder, 10-foot	1 gil	20 lb.
Lamp, common	1 gil	1 lb.
Lantern, bullseye	18 gil	3 lb.
Lantern, hooded	10 gil	2 lb.
Lock		1 lb.
Very simple	30 gil	1 lb.
Average	60 gil	1 lb.
Good	120 gil	1 lb.
Amazing	225 gil	1 lb.
Manacles	23 gil	2 lb.
Manacles, superior	75 gil	2 lb.
Mirror, small steel	15 gil	1/2 lb.
Mug/Tankard, clay (10)	1 gil	10 lb.
Oil (1-pint flask) (10)	1 gil	10 lb.
Paper (sheet)	2 gil	—
Parchment (sheet)	1 gil	—

Pick, miner's	4 gil	10 lb.
Pitcher, clay	1 gil	5 lb.
Piton (10)	1 gil	5 lb.
Pole, 10-foot	1 gil	8 lb.
Pot, iron	1 gil	10 lb.
Pouch, belt (empty)	1 gil	1/2 lb. ¹
Ram, portable	15 gil	20 lb.
Rations, trail (per day)	1 gil	1 lb. ¹
Rope, hempen (50 ft.)	1 gil	10 lb.
Rope, silk (50 ft.)	15 gil	5 lb.
Sack (empty)	1 gil	1/2 lb. ¹
Sealing wax	1 gil	1 lb.
Sewing needle	1 gil	—
Signal whistle	1 gil	—
Signet ring	7 gil	—
Sledge	1 gil	10 lb.
Soap (per lb.)	1 gil	1 lb.
Spade or shovel	3 gil	8 lb.
Spyglass	1,500 gil	1 lb.
Tent	15 gil	20 lb. ¹
Torches (10)	1 gil	10 lb.
Vial, ink or potion	1 gil	1/10 lb.
Waterskin	1 gil	4 lb. ¹
Whetstones (5)	1 gil	5 lb.
Tools and Skill Kits		
Item	Cost	Weight
Alchemist's lab	750 gil	40 lb.
Artisan's tools	7 gil	5 lb.
Artisan's tools, superior	83 gil	5 lb.
Climber's kit	120 gil	5 lb. ¹
Demolitions kit	200 gil	5 lb.
Disguise kit	75 gil	8 lb. ¹
Electrical tool kit	400 gil	33 lb.
Healer's kit	75 gil	1 lb.
Magnifying glass	150 gil	—
Mechanical tool kit	250 gil	45 lb.
Musical instrument, common	7 gil	3 lb. ¹
Musical instrument, superior	150 gil	3 lb. ¹
Scale, merchant's	3 gil	1 lb.
Thieves' tools	45 gil	1 lb.
Thieves' tools, superior	150 gil	2 lb.
Tool, superior	75 gil	1 lb.
Clothing		
Item	Cost	Weight
Artisan's outfit	1 gil	4 lb. ¹
Cold weather outfit	12 gil	7 lb. ¹
Courtier's outfit	45 gil	6 lb. ¹
Entertainer's outfit	4 gil	4 lb. ¹
Explorer's outfit	15 gil	8 lb. ¹
Monk's outfit	7 gil	2 lb. ¹

Noble's outfit	108 gil	10 lb. ¹
Peasant's outfit	1 gil	2 lb. ¹
Royal outfit	300 gil	15 lb. ¹
Scholar's outfit	7 gil	6 lb. ¹
Traveler's outfit	1 gil	5 lb. ¹
Food, Drink, and Lodging		
Item	Cost	Weight
Ale		
Gallon	5 gil	8 lb.
Mug	1 gil	1 lb.
Banquet (per person)	15 gil	—
Bread, per loaf	1 gil	1/2 lb.
Cheese, hunk of	1 gil	1/2 lb.
Inn stay (per day)		
Good	5 gil	—
Common	10 gil	—
Poor	2 gil	—
Meals (per day)		
Good	3 gil	—
Common	2 gil	—
Poor	1 gil	—
Meat, chunk of	1 gil	1/2 lb.
Wine		
Common (pitcher)	1 gil	6 lb.
Fine (bottle)	15 gil	1-1/2 lb.
Mounts and Related Gear		
Item	Cost	Weight
Barding		
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	3 gil	1 lb.
Dog, guard	38 gil	—
Dog, riding	225 gil	—
Feed (per day)	1 gil	10 lb.
Chocobo		
Chocobo, yellow	300 gil	—
Saddle		
Military	30 gil	30 lb.
Pack	7 gil	15 lb.
Riding	15 gil	25 lb.
Saddle, Exotic		
Military	90 gil	40 lb.
Pack	22 gil	20 lb.
Riding	45 gil	30 lb.
Saddlebags	6 gil	8 lb.
Stabling (per day)	1 gil	—
Transport		
Item	Cost	Weight
Carriage	150 gil	600 lb.
Cart	22 gil	200 lb.

Galley	45,000 gil	—
Keelboat	4,500 gil	—
Longship	15,000 gil	—
Rowboat	75 gil	100 lb.
Oar	3 gil	10 lb.
Sailing ship	15,000 gil	—
Sled	30 gil	300 lb.
Wagon	52 gil	400 lb.
Warship	37,500 gil	—
Spellcasting and Services		
Service	Cost	
Coach cab	1 gil per mile	
Hireling, trained	2 gil per day	
Hireling, untrained	1 gil per day	
Messenger	1 gil per mile	
Road or gate toll	1 gil	
Ship's passage	1 gil per mile	
Spell, 1st-level	Caster level x 10 gil	
Spell, 2nd-level	Caster level x 20 gil	
Spell, 3rd-level	Caster level x 30 gil	
Spell, 4th-level	Caster level x 40 gil	
Spell, 5th-level	Caster level x 50 gil	
Spell, 6th-level	Caster level x 60 gil	
Spell, 7th-level	Caster level x 70 gil	
Spell, 8th-level	Caster level x 80 gil	
Spell, 9th-level	Caster level x 90 gil	
1 These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.		

ADVENTURING GEAR

Few of the pieces of adventuring gear found on Table 6-6: Goods and Services are described below, along with any special benefits they confer on the user (“you”).

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature’s shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature’s speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble. Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Catalyst: A concoction of chemicals used for Chemist's bombs.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Detonator: A detonator is a small device that can be used to trigger cranial bombs, cylex, and other explosives remotely. While an explosive is being set, the user can key the explosive to a detonator with a standard action that costs the detonator one charge. Once the explosive is keyed, as a standard action the user can push a button to trigger the explosive. A typical detonator has a range of 1,000 feet though some may have a reduced range (intentionally or otherwise) and others might be enhanced by a signal booster

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded: A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock: The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Superior: Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for superior manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for superior manacles). Manacles have hardness 10 and 10 hit points. Most manacles have locks; add the cost of the lock you want to the cost of the manacles. For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a Splash weapon. Use the rules for alchemist's fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable: This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hemen: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk: This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

Spyglass: Objects viewed through a Spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial: A vial holds 1 ounce of liquid. The stopper container usually is no more than 1 inch wide and 3 inches high.

TOOLS AND SKILL KITS

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Superior: These tools serve the same purpose as artisan's tools (above), but superior artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

Climber's Kit: This is the perfect tool for climbing and gives you a +2 circumstance bonus on Athletics checks involving climbing.

Demolitions Kit: This kit contains everything needed to set detonators, wire explosive devices and disarm explosive devices. Detonators must be purchased separately. This provides a +2 circumstance bonus on Craft (explosives).

Disguise Kit: The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Electrical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools and leads and wires. This provides a +2 circumstance bonus on Craft (electronic) checks.

Healer's Kit: It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after ten uses.

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Mechanical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners and even power tools. It provides a +2 circumstance bonus on Craft (mechanical) or Repair checks.

Musical Instrument, Common or Superior: A superior instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant's: A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Thieves' Tools: This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Superior: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Superior: This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple superior items used toward the same skill check do not stack.

CLOTHING

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gil), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 150 gil).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or

overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

FOOD, DRINK, AND LODGING

Inn: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

MOUNTS AND RELATED GEAR

Barding, Medium Creature and Large Creature: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a chocobo or other mounts. Barding made of chain or plate armor provides better protection than leather barding, but at the expense of speed. Barding can be made of any of the armor types found on Table 6-4: Armor and Shields.

	———— Base Speed ————		
Barding	(40 ft.)	(50 ft.)	(60 ft.)
Chain	30 ft.	35 ft.	40 ft.
Plate	30 ft. ¹	35 ft. ¹	40 ft. ¹
1 A mount wearing plate armor moves at only triple its normal speed when running instead of quadruple.			

Armor for a chocobo (a Large nonhumanoid creature) costs four times as much as armor for a hume (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see Armor for Unusual Creatures). If the barding is for any other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Chain or plate barding slows a mount that wears it, as shown on the table below. Flying mounts can't fly in chain or plate barding. Removing and fitting barding takes five times as long as the figures given on Table 6-5: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Dog, Riding: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Feed: Chocobos can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Chocobo: A chocobo is suitable as a mount for any race.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same sort except that it is designed for an

unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military: A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

TRANSPORT

Carriage: This four-wheeled vehicle can Transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 12,000 gil more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon: This is a four-wheeled, open vehicle for Transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

SPELLCASTING AND SERVICES

Sometimes the best solution for a problem is to hire someone else to take care of it.

Coach Cab: The price given is for a ride in a coach that Transports people (and light cargo) between towns. For a ride in a cab that Transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell: The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no. In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.