

# One Hundred Items with Coin, Weight, Slot Encumbrance

Item	Cost	Coins	lb.	Slots	Item	Cost	Coins	lb.	Slots
1 Abacus	1 gp	25	2	1	51 Mirror	5 gp	5	1/2	1
2 Backpack	5 gp	20*	2*	1*	52 Musical Instrument - Wind	5-30 gp	20	2	1
3 Bandages	1 sp	10	1	1	53 Musical Instrument - String	35-80gp	40-300	2-12	2
4 Belt	2 sp	5†	1/2†	1†	54 Nails, Iron (20)	2 sp	10	1	1
5 Block & Tackle	5 gp	25	2	1	55 Oil	2 gp	10	1	1
6 Boots, Plain	1 gp	10†	1†	1†	56 Paper or Parchment (per Sheet)	1 gp	1	1	1
7 Boots, Riding	5 gp	15†	1 1/2†	1†	57 Perfume (per Vial)	5 gp	10	1/2	1
8 Brush/Comb	1 gp	1	1/2	1	58 Pole	1 gp	100	10	1
9 Candles (12)	1 gp	5	1	1	59 Pouch, Belt	5 sp	2†*	1*	1*
10 Cauldron (30 gallon)	20 gp	750	75	3	60 Prayer Book (Simple)	25 gp	20	1	1
11 Chain (per foot)	4 gp	100	10	1	61 Quill	1 sp	1	1	1
12 Chalk (10 pieces)	2 gp	5	1/4	1	62 Quiver	1 gp	5‡	1/2‡	1‡
13 Chisel	2 gp	20	2	1	63 Rations, Iron	15 gp	70	7	3
14 Cloak, Long	1 gp	15†	1 1/2†	1†	64 Rations, Standard	5 gp	200	20	5
15 Cloak, Short	5 sp	10†	1†	1†	65 Rope	1 gp	50	5	1
16 Clothes, Extravagant	50+gp	30†	3†	1†	66 Sack, Large	2 gp	5*	1/2*	1*
17 Clothes, Fine	20 gp	20†	2†	1†	67 Sack, Small	1 gp	1*	1*	1*
18 Clothes, Middle-class	5 gp	20†	2†	1†	68 Satchel	12 sp	1†*	1†	1†*
19 Clothes, Plain	5 sp	20†	2†	1†	69 Satchel, Oilskin (Waterproof)	6 gp	1†*	1†	1†*
20 Crowbar	2 gp	30	10	1	70 Scabbard, Medium	3 sp	1†*	1†	1†*
21 Fine Paper/Vellum (per Sheet)	4 gp	1	1	1	71 Scabbard, Small	1 sp	1†*	1†	1†*
22 Fishhook	1 sp	1	1	1	72 Scissors	5 sp	5	1/2	1
23 Fishing Net (10 square feet)	4 gp	10	1	1	73 Sewing Kit	5 sp	5	1/2	1
24 Garlic	5 gp	1	1	1	74 Shoes	5 sp	8†	1/2†	1†*
25 Gloves	7 sp	5†	1	1†*	75 Shovel	2 gp	45	4	1
26 Grappling Hook	25 gp	80	8	2	76 Signal Whistle	1 gp	1	1	1
27 Grease Pot	5 gp	50	5	1	77 Signet Ring/Personal Seal	5 gp	1*	1*	1
28 Hammer	2 gp	10	1	1	78 Smoking Pipe	1 gp	2	1	1
29 Hammock	5 gp	50	5	2	79 Smoking Pouch	1 gp	5	1/2	1
30 Hand Drill	10 gp	30	3	1	80 Soap (per lb.)	5 sp	10	1	1
31 Hat or Cap	2 sp	3†	1/4†	1†	81 Spellbook (Reference)	100 gp	20	2	2
32 Holy Symbol	25 gp	1	1	1	82 Spellbook (Travelling)	50 gp	5	1/2	1
33 Holy Symbol (Ornate)	50 gp	5	1/2	1	83 Stakes (3) and Mallet	3 gp	60	6	2
34 Holy Water	25 gp	5	1	1	84 String/Twine (100ft)	2 sp	2	1	1
35 Hourglass (Hour)	25 gp	50	3	1	85 Tea Pot	3 sp	20	2	1
36 Hunter's Horn	5 gp	20	2	1	86 Tent, Large (10 person)	25 gp	200	20	5
37 Incense (per Stick)	1 ep	1	1	1	87 Tent, Small (one person)	3 gp	100	10	3
38 Iron Frying Pan	8 sp	20	2	1	88 Thieves' Tools	25 gp	10	1	1
39 Iron Pot	5 sp	40	3	2	89 Tinder Box	3 gp	5	1/2	1
40 Iron Spike	1 sp	5	1/2	1	90 Torch	2 sp	20	2	1
41 Iron Spikes (12)	1 gp	60	6	1	91 Torches (6)	1 gp	120	12	1
42 Ladder, 10 Feet	1 gp	300	20	4	92 Vial, Glass	1 gp	5	1/4	1
43 Ladder, Rope, 25 ft	3 gp	50	10	1	93 Waterskin /Wineskin	1 gp	5*	1/2*	1*
44 Lantern	10 gp	30	3	1	94 Wax, Beeswax	3 sp	10	1	1
45 Magnifying Glass	100 gp	1	1	1	95 Whetstone	1 gp	2	1	1
46 Map/Scroll Case	1 gp	10	1/2	1	96 Wine	1 gp	30	3	1
47 Map/Scroll Case (Waterproof)	4 gp	10	1	1	97 Winter Blanket	1 gp	30	3	2
48 Marbles, Bag	8 sp	10	1	1	98 Wolfsbane	10 gp	1	1	1
49 Mess Kit	8 gp	40	2	1	99 Wooden Stake	2 cp	20	2	1
50 Mining Pick	4 gp	60	7	1	100 Writing Ink (per Vial)	8 gp	5	1/2	1

Container Capacity (coins/lb/slots): Backpack (400/40/4), Pouch, Belt (20/2/1), Sack, Small (200/20/2), Sack, Large (600/60/6), Satchel (100/10/1)

\* Encumbrance when Empty.

† Encumbrance when Packed, Disregard if Worn.

‡ Quiver when Empty, up to 10cn/1lb./1 Slot when filled.

α Individually, item is negligible, but groups of 10+ items may encumber.

Coin-based Encumbrance takes into consideration bulk, noise, and fragility.

For determining actual weight of an item, use lbs.

Slot Based assumes that most items (or groups of smaller items) are a single "Slot"