

<u>Item</u>	<u>Cost</u>	<u>Weight</u>	<u>Number</u>	<u>Location</u>
Abacus	2 gp	2 lb.		
Acid (vial)	25 gp	1 lb.		
Alchemist's fire (flask)	50 gp	1 lb.		
<i>Ammunition</i>				
Arrows (20)	1 gp	1 lb.		
Blowgun Needles (50)	1 gp	1 lb.		
Crossbow bolts (20)	1 gp	1½ lb.		
Sling bullets (20)	4 cp	1½ lb.		
Antitoxin (vial)	50 gp	—		
<i>Arcane focus</i>				
Crystal	10 gp	1 lb.		
Orb	20 gp	3 lb.		
Rod	10 gp	2 lb.		
Staff	5 gp	4 lb.		
Wand	10 gp	1 lb.		
Backpack	2 gp	5 lb.		
Ball bearings (bag of 1,000)	1 gp	2 lb.		
Barrel	2 gp	70 lb.		
Basket	4 sp	2 lb.		
Bedroll	1 gp	7 lb.		
Bell	1 gp	—		
Blanket	5 sp	3 lb.		
Block and tackle	1 gp	5 lb.		
Book	25 gp	5 lb.		
Bottle, glass	2 gp	2 lb.		
Bucket	5 cp	2 lb.		
Caltrops (bag of 20)	1 gp	2 lb.		

<u>Item</u>	<u>Cost</u>	<u>Weight</u>	<u>Number</u>	<u>Location</u>
Candle	1 cp	—		
Case, crossbow bolt	1 gp	1 lb.		
Case, map or scroll	1 gp	1 lb.		
Chain (10 feet)	5 gp	10 lb.		
Chalk (1 piece)	1 cp	—		
Chest	5 gp	25 lb.		
Clothes, common	5 sp	3 lb.		
Clothes, costume	5 gp	4 lb.		
Clothes, fine	15 gp	6 lb.		
Clothes, traveler's	2 gp	4 lb.		
Component pouch	25 gp	2 lb.		
Crowbar	2 gp	5 lb.		
<i>Druidic focus</i>				
Sprig of mistletoe	1 gp	—		
Totem	1 gp	—		
Wooden staff	5 gp	4 lb.		
Yew wand	10 gp	1 lb.		
Fishing tackle	1 gp	4 lb.		
Flask or tankard	2 cp	1 lb.		
Grappling hook	2 gp	4 lb.		
Hammer	1 gp	3 lb.		
Hammer, sledge	2 gp	10 lb.		
<i>Holy Symbol</i>				
Amulet	5 gp	1 lb.		
Emblem	5 gp	—		
Reliquary	5 gp	2 lb.		
Holy Water (flask)	25 gp	1 lb.		

<u>Item</u>	<u>Cost</u>	<u>Weight</u>	<u>Number</u>	<u>Location</u>
Hourglass	25 gp	1 lb.		
Hunting trap	5 gp	25 lb.		
Ink (1 ounce bottle)	10 gp	—		
Ink pen	2 cp	—		
Jug or pitcher	2 cp	4 lb.		
Kit, climber's	25 gp	12 lb.		
Kit, disguise	25 gp	3 lb.		
Kit, forgery	15 gp	5 lb.		
Kit, herbalism	5 gp	3 lb.		
Kit, healer's	5 gp	3 lb.		
Kit, mess	2 sp	1 lb.		
Kit, poisoner's	50 gp	2 lb.		
Ladder (10-foot)	1 sp	25 lb.		
Lamp	5 sp	1 lb.		
Lantern, bullseye	10 gp	2 lb.		
Lantern, hooded	5 gp	2 lb.		
Lock	10 gp	1 lb.		
Magnifying glass	100 gp	—		
Manacles	2 gp	6 lb.		
Mirror, steel	5 gp	1/2 lb.		
Oil (flask)	1 sp	1 lb.		
Paper (one sheet)	2 sp	—		
Parchment (one sheet)	1 sp	—		
Perfume (vial)	5 gp	—		
Pick, miner's	2 gp	10 lb.		
Piton	5 cp	1/4 lb.		
Poison, basic (vial)	100 gp	—		

<u>Item</u>	<u>Cost</u>	<u>Weight</u>	<u>Number</u>	<u>Location</u>
Pole (10-foot)	5 cp	7 lb.		
Pot, iron	2 gp	10 lb.		
Potion of Healing	50 gp	1/2 lb.		
Pouch	5 sp	1 lb.		
Quiver	1 gp	1 lb.		
Ram, portable	4 gp	35 lb.		
Rations (1 day)	5 sp	2 lb.		
Robes	1 gp	4 lb.		
Rope, hempen (50 feet)	1 gp	10 lb.		
Rope, silk (50 feet)	10 gp	5 lb.		
Sack	1 cp	1/2 lb.		
Scale, merchant's	5 gp	3 lb.		
Sealing wax	5 sp	—		
Shovel	2 gp	5 lb.		
Signal whistle	5 cp	—		
Signet ring	5 gp	—		
Soap	2 cp	—		
Spellbook	50 gp	3 lb.		
Spikes, iron (10)	1 gp	5 lb.		
Spyglass	1,000 gp	1 lb.		
Tent, two-person	2 gp	20 lb.		
Tinderbox	5 sp	1 lb.		
Torch	1 cp	1 lb.		
Vial	1 gp	—		
Waterskin	2 sp	5 lb. (full)		
Whetstone	1 cp	1 lb.		

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