



Weapons & Accessories

SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Club	1 cp	1d4 cr	2 lb	Light
Dagger	2 sp	1d4 imp	1 lb	Finesse, light, thrown (20/60)
Greatclub	2 cp	1d8 cr	10 lb	two-handed
Handaxe	5 sp	1d6 cut	2 lb	Light, thrown (20/60)
Javelin	5 cp	1d6 imp	2 lb	thrown (30/120)
Light Hammer	2 sp	1d4 cr	2 lb	light, thrown (20/60)
Mace	5 sp	1d6 cr	4 lb	—
Quarterstaff	2 cp	1d6 cr	4 lb	versatile (1d8)
Sickle	1 sp	1d5 cut	2 lb	Light
Spear	1 sp	1d6 imp	3 lb	thrown (20/60), versatile (1d8)

SIMPLE RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Light Crossbow	25 sp	1d8 imp	5 lb	Ammo (80/320), loading, two-handed
Dart (10)	5 cp	1d4 imp	1/4 lb	Finesse, thrown (20/60)
Shortbow	25 sp	1d6 imp	2 lb	Ammo (80/320), two-handed
Sling	1 cp	1d4 cr	N/A	Ammo (30/120)

MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Bastard Sword	25 sp	1d10 cut	6 lb	Heavy, versatile (1d12)
Battleaxe	1 gp	1d8 cut	4 lb	Versatile (1d10)
Flail	1 gp	1d8 cr	2 lb	—
Glaive	2 gp	1d10 cut	6 lb	Heavy, reach, two-handed
Greataxe	3 gp	1d12 cut	7 lb	Heavy, two-handed
Halberd	2 gp	1d10 cut	6 lb	Heavy, reach, two-handed
Lance	1 gp	1d12 imp	6 lb	Reach, special
Longsword	15 sp	1d8 cut	3 lb	Versatile (1d10)
Maul	1 gp	2d6 cr	10 lb	Heavy, two-handed
Morningstar	15 sp	1d8 imp	4 lb	—
Pike	5 sp	1d10 imp	18 lb	Heavy, reach, two-handed
Rapier	25 sp	1d8 imp	2 lb	Finesse
Scimitar	25 sp	1d6 cut	3 lb	Finesse, light
Shortsword	1 gp	1d6 imp	2 lb	Finesse, light
Trident	5 sp	1d8 imp	4 lb	Thrown (20/60), versatile (1d8)
War Pick	5 sp	1d8 imp	2 lb	—
Warhammer	15 sp	1d8 cr	2 lb	versatile (1d10)
Whip	2 sp	1d4 cut	3 lb	Finesse, reach

MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Blowgun	1 gp	1 imp	1 lb	Ammo (25/100), loading
Hand Crossbow	75 sp	1d6 imp	3 lb	Ammo (30/120), light, loading
Hvy Crossbow	5 gp	1d10 imp	18 lb	Ammo (100/400), heavy, loading, 2H
Longbow	5 gp	1d8 imp	2 lb	Ammo (150/600), Heavy, two-handed
Net	1 sp	—	3 lb	Special, thrown (5/15)

GEAR

Name	Cost	Weight
AMMUNITION		
Arrows (2)	1 cp	1 lb
Blowgun Darts (5)	1 cp	1 lb
Crossbow Bolts (2)	1 cp	1 1/2 lb
Sling Stones (20)	1 cp	1 1/2 lb
Accessories		
Bowstring (5)	2 sp	—
Quiver	1 sp	1 lb
Whetstone (3)	1 cp	—
Sheath	8 cp	—
Bandolier	1 cp	—

WEAPON PROPERTIES

Heavy	Small creatures have disadvantage on use
Finesse	Choice of STR/DX modifier on use
Loading	Only 1 fire per action, bonus act or reaction
Reach	Add 5 feet to your reach when using



Armor & Protection

LIGHT ARMOR						BARDING	
Name	Cost	AC	Weight	Req ST	Stealth	Cost	Weight
Padded	5 sp	11 + DX Mod	8 lb	—	DisAdv	20 sp	16 lb
Leather	1 gp	11 + DX Mod	10 lb	—	—	4 gp	20 lb
Studded Leather	45 sp	12 + DX Mod	13 lb	—	—	180 sp	26 lb

MEDIUM ARMOR						BARDING	
Name	Cost	AC	Weight	Req ST	Stealth	Cost	Weight
Hide	1 gp	12 + DX Mod (max 2)	12 lb	—	—	4 gp	24 lb
Chain Shirt	5 gp	13 + DX Mod (max 2)	20 lb	—	—	20 gp	40 lb
Scale Mail	5 gp	14 + DX Mod (max 2)	45 lb	—	DisAdv	20 gp	90 lb
Breastplate	40 gp	14 + DX Mod (max 2)	20 lb	—	—	160 gp	40 lb
Half Plate	75 gp	15 + DX Mod (max 2)	40 lb	—	DisAdv	30 pp	80 lb

HEAVY ARMOR						BARDING	
Name	Cost	AC	Weight	Req ST	Stealth	Cost	Weight
Ring Mail	3 gp	14	40 lb	—	DisAdv	12 gp	80 lb
Chain Mail	75 sp	16	55 lb	13	DisAdv	30 gp	110 lb
Splint Mail	20 gp	17	60 lb	15	DisAdv	80 gp	120 lb
Full Plate Mail	150 gp	18	65 lb	15	DisAdv	600 gp	130 lb

EXTRAS			
Name	Cost	Weight	Notes
Armor Spikes	+1 gp	+10 lb	1d6 piercing during grapple
Shield Spikes	+1 gp	+5 lb	1d4 piercing buckler / 1d6 shield
Locked Gauntlet	+8 sp	+5 lb	+10 bonus against being disarmed

SHIELDS				
Name	Cost	AC	Weight	Req ST
Shield	1 gp	+2	6 lb	—
Buckler	8 sp	+1	4 lb	—
Tower	10 gp	+4	45 lb	15

ACCESSORIES		
Name	Cost	Weight
Armor Pieces		
Helmet	2 sp	
Gorget (Neck)	5 cp	
Cuisse (Thigh)	1 sp	
Arm (Pair)	1 sp	
Leg (Pair)	2 sp	
Greaves (Lower Leg)	1 sp	
Sabatons (Feet)	5 cp	
Gauntlets (Pair)	1 sp	
Custom Leatherworks		
Pauldron (Shoulder)	1 sp	—
Bracers	5 cp	—

Proficiency Tools

Tools					
Name	Cost	Weight	Description		
Scoundrel's Tools					
Disguise Kit	25 sp	3 lb	A pouch of cosmetics, hair, hair dye, a few pieces of clothing, and small props		
Forgery Kit	15 sp	5 lb	A small box of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies		
Poisoner's Kit	5 gp	2 lb	Vials, mortar and pestle, chemicals, and a glass stirring rod		
Thieve's Tools	25 sp	1 lb	A small file, a set of lock picks, a small mirror mounted on a metal handle, a narrow bladed scissors, and a pair of pliers		
Alchemy And Healing					
Alchemist	5 gp	8 lb	Two glass beakers, a metal frame, glass stirring rod, small mortar and pestle, and a pouch of common ingredients		
Healers Kit	5 sp	3 lb	A leather pouch containing bandages, salves, and splints. 10 uses - Action = stabilize a dying creature		
Herbalism Kit	5 gp	3 lb	Pouches to store herbs, clippers and leather gloves for collecting plants, a mortar and pestle, and several glass jars		
Specialty Tools					
Climbing Kit	25 sp	12 lb	Special pitons, boot tips, gloves, and a harness.		
Navigation Tools	25 sp	2 lb	Sextant, compass, calipers, a ruler, parchment, ink and a quill		
Gaming Sets			Musical Instruments		
Name	Cost	Weight			
Dice Set	1 cp	—			
Card Set	1sp - 10gp	—			
Dragon Chess	1sp - 10gp	2 lb			
Dominos	1-25 sp	—			
Loaded Die	+5 gp	—			
Marked Cards	+1 gp	—			
Name	Cost	Wgt	Name	Cost	Wgt
Drum	6 sp	3 lb	Horn	3 sp	2 lb
Dulcimer	25 sp	10 lb	Pan Flute	12 sp	2 lb
Flute	2 sp	1 lb	Shawm	2 sp	1 lb
Lute	35 sp	2 lb	Viol	3 gp	1 lb
Lyre	3 gp	2 lb	Bagpipes	3 gp	2 lb

Tools			
Name	Cost	Weight	Description
Artisan's Tools			
Brewer	2 gp	9 lb	A large glass jug, a quantity of hops, a siphon, and several feet of tubing
Calligrapher	1 gp	5 lb	ink, a dozen sheets of parchment, and three quills
Carpenter	8 sp	6 lb	saw, hammer, nails, a hatchet, a square, a ruler, and adze, a plane, and a chisel
Cartographer	15 sp	6 lb	quill, ink, parchment, a pair of compasses, calipers, and a ruler
Cobbler	5 sp	5 lb	A hammer, an awl, a knife, a shoe stand, a cutter, spare leather, and thread
Cook	1 sp	8 lb	A large metal pot, knives, forks, stirring spoons, and a ladle
Glassblower	3 gp	5 lb	blowpipe, small marver, blocks, and tweezers
Jeweler	25 sp	2 lb	Small saw and hammer, files, pliers and tweezers
Leatherworker	5 sp	5 lb	knife, a small mallet, an edger, a hole punch, thread, and leather scraps
Mason	1 gp	8 lb	Trowel, a hammer, chisel, brushes and a square
Painter	1 gp	5 lb	easel, canvas, paints, brushes, charcoal sticks, and a palette
Potter	1 gp	3 lb	Potter's needles, ribs, scrapers, a knife and calipers
Smith	2 gp	15 lb	A portable anvil, tongs, charcoal, rags, whetstone, and striking hammers
Tinker	5 gp	10 lb	Variety of hand tools, thread, needles, a whetstone, scraps of cloth and leather, and a small pot of glue
Weaver	1 sp	5 lb	thread, needles, and scars of cloth
Woodcarver	1 sp	5 lb	knife, gouge, and a small saw

Clothing & Fashion

Clothing								
Name	Cost	Weight	Name	Cost	Weight	Name	Cost	Weight
Headwear			Robes /Gowns			Doublets / Vests		
Cotton Cap	1 cp	—	Gown, common	1 cp	—	Silk Jacket	8 gp	—
Short-brim hat	1 sp	—	Common Robe	9 cp	—	Corset	3 sp	
Broad-brim hat	8 sp	—	Robe	5 sp		Velvet Surcoat	6 gp	—
Fur-trimmed hat	15 sp	—	Embroidered Robe	20 sp	—	Tabard	6 cp	—
Breeches/Pants			Smallclothes			Jerkin	2 sp	
Breeches	1 sp		Sackcloth	2 cp	—	Tunic	8 cp	—
Breeches	2 sp	—	Linen	1 sp	—	Vest	6 cp	—
Hose	2 sp	—	Silk	6 gp	—	Leather Girdle	3 sp	—
Woolen Pants	5 cp	—	Winter Fullcloth	5 sp	2 lb	Leather Jacket	5 sp	—
Shirts			Swimwear	1 sp		Formal		
Sackcloth Shirt	2 cp	—	Footwear			Dress Pants	2 sp	
Woolen Shirt	5 cp	—	Riding Boots	3 sp	—	Dress Shirt	1 sp	
Cotton/Linen Shirt	1 sp	—	Soft Boots	1 sp	—	Dress Shoes	3 sp	
Blouse	1 sp		Boots	4 sp		Dresses		
Velvet Shirt	5 gp	—	Sandals	1 cp	—	Dress	7 sp	
Silk Shirt	10 gp	—	Shoes	1 sp	—	Skirt / Kilt	3 sp	

Outerwear			
Name	Cost	Weight	
Cloaks			
Cloak, Cloth	5 cp		
Cloak, Canvas	7 cp		
Cloak, Leather	2 sp	—	
Cloak, Fur Lined	4 sp		
Capes			
Heavy cloth cape	5 cp	—	
Woolen cape	8 cp	—	
Fur cape	1 gp	—	
Coats / Jackets			
Coats	4 sp		
Heavy Overcoat	5 sp	10 lb	
Fine Fur Overcoat	2 gp	10 lb	
Gloves			
Gloves	1 sp	—	
Mittens	3 cp	—	

Accessories			
Name	Cost	Weight	
Jewelry			
Tiara	1 gp	—	
Signet Ring	2 sp	—	
Accessories			
Belt	2 sp	—	
Sash	2 cp	—	
Scarf	5 cp		
Pocketed Scarf <i>(adv slight of hand)</i>	1 gp		

Costumes			
Name	Cost	Weight	
Full			
Costume	5 sp	4 lb	
Embellishments			
Mask		1 lb	
Wig		.5 lb	
Monster Mask		1 lb	

Features			
Name	Cost	Weight	
Embroidery (foot)	2 sp		
Linen Cloth	+1 sp		
Lining Fur	+3 sp		
Lining Leather	+4 sp		
Lining Silk	+3 sp		
Pockets	+1 sp		

Closure Devices			
Name	Cost	Weight	
Buckles	+1 cp		
Buttons	+5 cp		

Enhancements			
Name	Cost	Weight	
Reversable	+1 gp	+1 lb	
Tear Away	+5 sp	+5 lb	
Secret Pocket <i>(adv slight of hand)</i>	+5 sp	—	

Adventuring Gear

FIRE & LIGHT		
Name	Cost	Weight
Wax Candle (5)	1 cp	—
Lamp	5 sp	1 lb
Lantern (bullseye)	12 sp	2 lb
Lantern (hooded)	5 sp	2 lb
Oil (pint, 24 hours)	1 cp	1 lb
Tinderbox	5 cp	1 lb
Torch (1 hour)	1 cp	1 lb

ROPES / CLIMBING		
Name	Cost	Weight
Chain (10 ft)	5 sp	10 lb
Grappling Hook (supports 300 lb)	2 sp	4 lb
Ladder (10 ft)	1 cp	25 lb
Iron Spike	1 sp	1/4 lb
Piton	1 cp	
Rope 50ft 3/16" (supports 90 lb)	1 cp	1/2 lb
Rope 50ft 3/8" (supports 300 lb)	1 sp	4 lb
Rope 50ft 3/4" (supports 1,100 lb)	1 gp	5 lb

MISC		
Name	Cost	Weight
Maps		
Area Map	5 gp	2 lb
Hygenie		
Soap (4)	2 cp	

OUTDOOR / SURVIVAL		
Name	Cost	Weight
Sleeping		
Bedroll	1 sp	7 lb
Hvy Wool Blanket	5 cp	3 lb
Tent (2 person)	2 sp	20 lb
Camp Life		
Personal Basics / Mess Kit	2 cp	—
Group Basics	5 sp	20 lb
Hunting		
Fishing Line/Hook	1 sp	—
Hunting Trap	5 sp	25 lb
10 ft String	1 cp	

CONTAINERS		
Name	Cost	Weight
Packs & Sacks		
Backpack (30 lbs)	2 sp	5 lb
Backpack (100 lb)	1 gp	10 lb
Bandolier	1 cp	—
Belt Pouch (.5 lb)	1 sp	—
Sack (6 lb)	5 cp	1 lb
Sack (10 lb)	2 sp	.5 lb
Liquid		
Flask (1 pint)	1 sp	1 lb
Waterskin (.5 gal)	2 cp	5 lb (full)

TOOLS		
Name	Cost	Weight
Hand Tools		
Crowbar	2 sp	5 lb
Hammer, Small	1 sp	3 lb
Hammer, Sledge	2 sp	10 lb
Pick (Miner's)	2 sp	10 lb
Ram (portable)	4 sp	35 lb
Shovel	2 sp	5 lb
Navigation		
Spyglass	10 gp	1 lb
Misc		
Mirror, Steel	5 sp	1/2 lb
Signal Whistle	1 cp	—
Bell	1 sp	—
Security		
1000 Ball Bearings	1 sp	2 lb
Caltrops (20)	1 sp	1 lb
Manacles (DC 17)	2 sp	6 lb

FOOD & PROVISIONS		
Name	Cost	Weight
Rations (week)	4 sp	1/2 lb
Water (quart)	—	—
Wine (1 gal)	5 cp	2 lb
Brandy (quart)	2 sp	2 lb
Ale (1 gal)	5 cp	8 lb
Bitter brew (quart)	3 sp	2 lb

DWARVEN TRAIL RATIONS

(2 sp, 1-1/2 lb):

Consist of smoked sausages and salted meat, rounded out with hard biscuits and dried vegetables. If you are a Dwarf who subsists on nothing but these rations for at least 1 week, you can hustle or make a forced march for an additional hour without ill effects, but cannot do both in the same day. This benefit lasts until you eat a meal other than the rations or go for a full day without eating a day's worth.

ELVEN TRAIL RATIONS

6 sp / ay : 1lb :

Elves favor soft trail bread made of oats mixed with other grains, berries, and nuts and sweetened with honey. They supplement this trail bread with dried fruits and nuts. If you are an elf who subsists on nothing but these rations for at least 1 week, you receive a +2 bonus on checks and saves that benefit from the Endurance feat. This benefit lasts until you eat a meal other than the rations or go for a full day without eating a day's worth.

WANDERMEAL

4 sp / day, 1/2 lb

This tough, dried cake is a Bairn invention made from flour, water, and spices. Wandermeal keeps for months without spoiling, travels well, and fills the belly. However, eating it for over a week without other nutrients requires the eater to make a daily Fortitude saving throw (DC 15 + 1 for each additional day) or be sickened. The effect ends 1 day after more nutritious food is eaten. The listed price is for a day's worth of food.

Magic / Holy / Arcane

Arcane Focus		
Name	Cost	Weight
Wands		
Wand	1 gp	1 lb
Wand Core	TBD	
Wand Blank	2 cp	1 lb
Other		
Arcane Crystal	1 gp	1 lb
Arcane Orb	2 gp	3 lb
Arcane Rod	1 gp	2 lb

Ingredients		
Name	Cost	Weight
Chalk (6)	1 cp	—
Chalk infused with Gem Dust (Teleportation Circle)	5gp	—
Incense (1 block)	1 cp	
Gems	TBD	

CONTAINERS		
Name	Cost	Weight
Scroll/Map Case	1 sp	1 lb
Bottle (glass)	2 sp	2 lb
Vial (4 ounces)	1 sp	—
Component Pouch	25 sp	2 lb
Large Sack (10 lb)	2 sp	1/2 lb

Enchantments	
Name	Cost
Magic Items	
Common	5-10 gp
Uncommon	10-50 gp
Rare	50-500 gp
Very Rare	50-500 pp
Legendary	500+ pp

PAPER & INK			BOOKS & TOMES			Arcane Spell Scrolls	
Name	Cost	Weight	Name	Cost	Weight	Name	Cost
Blank Paper / Books			Written Books, Common			Arcane Spell Scrolls	
Journal: 25 sheets	7 sp	.5 lb	Soft Bound	8 sp		Level 0	1 gp
Spell Book	5 gp	3 lb	Hard Bound	1 gp		Level 1	6 gp
Paper (1)	2 cp	—	Written Books, Uncommon			Level 2	10 gp
Parchment (1)	1 cp	—	Soft Bound	15 sp		Level 3	20 gp
Ink & Quills			Hard Bound	2 gp		Level 4	30 gp
Ink (1 ounce)	1 gp	—	Written Books, Rare			Level 5	80 gp
Ink Pen (4)	1 cp	—	Soft Bound	3 gp		Level 6	100 gp
Quill Pen	1 sp		Hard Bound	5 gp		Level 7	200 gp
Misc						Level 8	400 gp
Sealing Wax	5 sp	—				Level 9	1000 gp

Holy Items		
Name	Cost	Weight
Divine Focus		
Holy Amulet	5 sp	1 lb
Holy Symbol	5 sp	—
Holy Items		
Holy Water (flask)	25 sp	1 lb
Prayer Book (Soft Bound)	8 sp	

Animals

ANIMAL MOUNTS			
Name	Cost	Speed	Carrying Capacity
Camel	5 gp	50 ft	480 lb
Donkey / Mule	8 sp	40 ft	420 lb
Elephant	20 gp	40 ft	1,320 lb
Horse, draft	5 gp	40 ft	540 lb
Horse, riding	75 sp	60 ft	480 lb
Mastiff	25 sp	40 ft	195 lb
Pony	3 gp	40 ft	225 lb
Warhorse	40 gp	60 ft	540 lb
Sand Dragon / Gecko	30 gp		

Guard / Hunting Animals			
Name	Cost	Speed	Carrying Capacity
Cat, Hunting	10 gp		
Dog, Guard	25 sp		
Hawk	18 sp		
Owl	20 sp		
Falcon	40 sp		

TACK & HARNESSES		
Name	Cost	Weight
Barding	X4	x2
Bit & Bridle	2 sp	1 lb
Feed (per day)	1 cp	10 lb
Exotic Saddle	6 gp	40 lb
Military Saddle	2 gp	30 lb
Pack Saddle	5 sp	15 lb
Riding Saddle	1 gp	25 lb
Saddlebags	4 sp	8 lb
Diminutive Cage	10 sp	2 lb
Tiny Cage	2 sp	5 lb
Small/Medium Cage	15 sp	60 lb
Large Cage	30 sp	240 lb
Huge Cage	60 sp	960 lb
Falconry Gauntlet	10 sp	1 lb

Farm Animals			
Name	Cost	Speed	Carrying Capacity
Camel	150 sp		
Cattle	50 sp		
Chicken	1 sp		
Donkey / Mule	8 sp		
Duck	2 sp		
Elephant	100 gp		
Goat	6 sp		
Pig	20 sp		
Sheep	20 sp		
Yak	24 sp		

MISC		
1 lb fishing bait	1 cp	

Lodging & Services

LODGING	
Name	Cost
Meals	
Squalid	1 cp
Poor	2 cp
Modest	3 cp
Comfortable	5 cp
Wealthy	8 cp
Aristocratic	2 sp
Inn Stay (per day)	
Squalid	1 cp
Poor	2 cp
Modest	1 sp
Comfortable	4 sp
Wealthy	1 gp
Aristocratic	5 gp

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