

	COST	
ARMOR	CITY	RURAL
<i>Armor, Leather</i>	25 sp	50 sp
Chain	100 sp	–
Plate	1,000 sp	–
<b>Shield</b>	10 sp	25 sp
Barding, Leather	250 sp	–
Chain	500 sp	–
Plate	1,000 sp	–

	COST		
MÊLÉE WEAPONS	CITY	RURAL	DAMAGE
<i>Cestus</i>	10 sp	–	1d3
<i>Garrote</i>	5 sp	–	1d6
<i>Lance</i>	30 sp	–	1d10
<i>Mancatcher</i>	20 sp	–	–
<i>Polearm</i>	30 sp	–	1d8
Rapier	15 sp	–	1d8
Spear	5 sp	3 sp	1d6
Staff	5 sp	3 sp	1d4
<i>Weapon, Great</i>	50 sp	–	1d10
Medium	20 sp	50 sp	1d8
Minor	5 sp	5 sp	1d4
Small	10 sp	10 sp	1d6
Whip	10 sp	25 sp	1d3

	COST	
MISSILE WEAPONS	CITY	RURAL
Blowgun	5 sp	–
<b>Bow, Long</b>	45 sp	–
Short	25 sp	25 sp
<b>Crossbow, Heavy</b>	30 sp	–
Light	25 sp	–
Rock	–	–
Sling	1 sp	5 cp
Dart	1 sp	–
Spear	5 sp	3 sp
Other Thrown Weapon	(same as mêlée eq)	

	COST	
MISCELLANEOUS EQUIPMENT	CITY	RURAL
<i>Air Bladder</i>	1 sp	1 sp
Bedroll	2 sp	1 sp
Block and Tackle	2 sp	3 sp
Book, Blank	5 sp	10 sp
Reading	10 sp	20 sp
Spell (Blank)	100 sp	–
Caltrop	5 cp	–
Candle	1 cp	1 cp
Chain, per foot	1 sp	2 sp
Chalk	1 cp	1 cp
Clothing, Extravagant	> 20 sp	–
Normal	5 sp	2 sp
Poor	1 sp	5 cp
Winter Travel	10 sp	5 sp
Cooking Pots	1 sp	5 cp
Crampons	5 sp	5 sp
Crowbar	2 sp	2 sp
Drill	5 sp	5 sp
Fishing Gear	1 sp	1 sp
Flask of Lamp Oil	5 cp	5 cp
Garlic	3 cp	1 cp
Gem	> 5 sp	> 5 sp
Grappling Hook	5 sp	10 sp
<i>Holy Symbol, Silver</i>	25 sp	50 sp
Steel	10 sp	10 sp
Wood	1 sp	1 cp
Holy Water	25 sp	25 sp
Hourglass	100 sp	–
Ink	1 cp	5 cp
Instrument	> 1 sp	> 5 sp
Jewelry	> 10 sp	> 10 sp
<b>Ladder, 10'</b>	10 sp	7 sp
Lantern	3 sp	5 sp
Lard	1 cp	1 cp
Lock	7 sp	10 sp
Mallet	3 cp	3 cp
Manacles	10 sp	15 sp

	COST	
CONT.	CITY	RURAL
<i>Map, Kingdom</i>	10 sp	25 sp
Local	1 sp	5 sp
Mirror, Glass	10 sp	15 sp
Silver	30 sp	–
Steel	1 sp	5 sp
Nails	1 cp	2 cp
Paper	2 co	2 co

	COST	
CONTAINERS	CITY	RURAL
Backpack	3 sp	1 sp
Barrel	1 sp	5 sp
Chest	10 sp	5 sp
Pouch	5 cp	1 cp
Quiver	5 sp	10 sp
Sack	5 cp	2 cp
Saddlebag	1 sp	5 cp

Wooden	1 cp	1 cp
Spyglass	250 sp	–
<b>Tent, Grand</b>	25 sp	–
Pavilion	50 sp	–
Personal	5 sp	10 sp
Regular	10 sp	20 sp
Tinderbox	1 sp	5 sp
Tobacco	1 sp	5 cp
Torch	1 cp	1 cp
Vial or Bottle, Empty	5 cp	7 cp
Waterskin	1 sp	1 sp
Whistle	1 sp	1 sp
Wolvesbane	1 sp	1 cp

*Italicized items are considered Non-Encumbering items for encumbrance purposes, although the Referee can rule that quantities of the items do count towards encumbrance. Items listed in **both** italics and bold are considered to be Oversized.*

	COST	
CONTAINERS	CITY	RURAL
Backpack	3 sp	1 sp
Barrel	1 sp	5 sp
Chest	10 sp	5 sp
Pouch	5 cp	1 cp
Quiver	5 sp	10 sp
Sack	5 cp	2 cp
Saddlebag	1 sp	5 cp

## 4E FAST PACK

Nightwick Abbey Ed.

50' Rope.....3sp  
 Iron Spikes (x6).....3sp  
 Oil Flask (x4).....4sp  
 Mallet.....3cp  
 Crowbar.....2cp  
 Holy water.....25sp  
 Torch (x5).....5cp  
 Leather.....50sp  
 Spear.....3sp  
 Club.....5sp

Total 39sp (91 sp)

## Nightwick Village Equipment Prices