

ADVENTURING GEAR

Gear	Cost	Weight (lbs.)
Backpack (empty)	2 gp	2
Bedroll	1 sp	5
Blanket, winter	5 sp	3
Block and tackle	5 gp	5
Bottle, wine, glass	2 gp	—
Candles (10)	10 cp	—
Case, map	1 gp	½
Chain (10 ft.)	30 gp	2
Crowbar	2 gp	5
Flask (empty)	3 cp	1½
Flint and steel	2 gp	—
Grappling hook	1 gp	4
Hammer	5 sp	2
Ink (1 oz. Vial)	8 gp	—
Quill pen	1 sp	—
Ladder, 10-foot	5 cp	20
Lantern	9 gp	3
Lock	20 gp	1
Manacles	15 gp	2
Mirror, small steel	10 gp	½
Oil (1-pint flask)	1 sp	1
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10
Pole, 10-foot wooden	2 sp	8
Rations, unpreserved (per day)	2 sp	1
Rations, trail (per day, preserved)	5 sp	1
Rope, hemp (50 ft.)	1 gp	10
Rope, silk (50 ft.)	10 gp	5
Sack, large (empty)	2 sp	½
Sack, small (empty)	1 sp	½
Saddle	25 gp	25
Saddle bag	1 sp	½

Spade or shovel	2 gp	8
Spikes, iron (12)	1 gp	8
Spyglass	15 gp	1
Torches (8)	3 sp	8
Waterskin/Wineskin	1 gp	4
Wine (2 pints)	1 gp	½

WEAPONS

Weapon	Cost (gp)	Variable Damage	Weight (lbs.)
Axe	6	1d8	6
Club	3	1d4	3
Crossbow, heavy	25		8
Heavy quarrels (10) and case	2	1d8	1
Crossbow, light	16		4
Light quarrels (10) and case	1	1d6	1
Dagger	3	1d4	1
Dart	½	1d4	½
Flail	3	1d6	5
Hammer, war	7	1d6	5
Lance	7	1d6	10
Longbow	40		3
Quiver & arrows (20)	5	1d8	3
Mace	5	1d6	3
Morningstar	5	1d6	6
Pick	5	1d6	3
Pole Arm	7	1d10	15
Quarterstaff	2	1d6	4
Shortbow	25		2
Quiver & arrows (20)	5	1d6	3
Sling	2		0
Bullets, sling (10)	nil	1d4	5
Spear	3	1d6	6
Sword, long	10	1d8	4
Sword, short	7	1d6	2
Sword, two-handed	15	1d10	15
Trident	4	1d6	4

ARMOUR

Armour	Cost (gp)	Armour Class	Weight (lb.)
Chain-mail armour	150	5	30
Beast barding	150	5	60
Leather armour	20	7	15
Plate-metal armour	600	3	50
Shield	10	-1*	10
Studded leather armour	30	6	20
Skins, Furs armour	5	8	10
Unarmoured	0	9	nil

* Using a shield reduces armour class by 1.

EXCHANGE VALUE

Coins	CP	SP	GP
Copper Piece (cp) =	1	1/10	1/100
Silver Piece (sp) =	10	1	1/10
Gold Piece (gp) =	100	10	1