

## Al-Qadim Equipment Lists (WIP)

The following represents the normal price for an item you might find in a large city market. The starting asking price is often 20% more than presented here, as haggling is a large part of Zakharan culture, and characters must use their Charisma (persuasion) skills to reach the normal price. Someone proficient in persuasion might be able to buy an item at one of these markets for a bargain price, which is 20% less than the prices listed here, with a particularly good roll (10+ more than the Merchant's roll). Merchants prefer to haggle for a group of items rather than piece by piece.

### Weapons

#### Simple Weapons

Weapon	Cost	Damage	Properties	Weight
Ankus (Elephant Goad)	3 gp	1d4 piercing	-	4
Blowgun	5 gp	1d4 piercing	Ammunition: Darts (Range 30/120), Two-Handed	2
Bow, short	30 gp	1d6 piercing	Ammunition: Arrows (Range 80/320), Two-Handed	2
Club	-	1d4 bludgeoning	Light	3
Crossbow, Light	35 gp	1d8 piercing	Ammunition: Quarrels (Range 80/320), Loading, Two-Handed	5
Dagger	2 gp	1d4 piercing	Finesse, Light, Thrown (Range 20/60)	1
Dart	1 sp	1d3 piercing	Finesse, Thrown (Range 20/60)	1/4
Dirk	3 gp	1d4 slashing	Finesse, Light	2
Hand Axe	1 gp	1d6 slashing	Light, Thrown (Range 20/60)	3
Jambiya (curved dagger)	4 gp	1d4 slashing	Finesse, Light	1/4
Javelin	5 sp	1d6 piercing	Thrown (Range 30/120)	2
Knife	5 sp	1d3 piercing	Light	1/4
Mace, Footman's	15 gp	1d6 bludgeoning	Versatile (1d8)	10
Mace, Horseman's	8 gp	1d6 bludgeoning	-	6
Quarterstaff	1 gp	1d6 bludgeoning	Versatile (1d8)	4
Scythe	10 gp	1d8 slashing	Heavy, Two-Handed	10
Sickle	6 sp	1d4 slashing	Light	3
Sling	5 cp	1d4 bludgeoning	Ammunition: Stones/Bullets (Range 30/120)	1/4
Spear	8 sp	1d6 piercing	Thrown (Range 20/60), Versatile (1d8)	5
Staff Sling	5 gp	1d4 piercing (ranged)/1d6 bludgeoning	Ammunition: Stones/Bullets (Range 30/120), Versatile (1d8, melee only)	4

## Al-Qadim Equipment Lists (WIP)

### Martial Weapons

Weapon	Cost	Damage	Properties	Weight
Battle-Axe	5 gp	1d8 slashing	Versatile (1d10)	7
Bow, Composite Long	150 gp	1d8+1 piercing	Ammunition: Arrows (Range 150/600), Heavy, Two-Handed	3
Bow, Composite Short	110 gp	1d6+1 piercing	Ammunition: Arrows (Range 80/320), Two-Handed	2
Bow, Long	75 gp	1d8	Ammunition: Arrows (Range 150/600), Heavy, Two-Handed	4
Crossbow, Heavy	50 gp	1d10 piercing	Ammunition: Quarrels (Range 100/400), Heavy, Loading, Two-Handed	14
Flail, Footman's	15 gp	1d8 bludgeoning	Ignores Shield AC, Versatile (1d10)	15
Flail, Horseman's	10 gp	1d8 bludgeoning	Ignores Shield AC	8
Katar (Fist Dagger)	3 gp	1d4 piercing	Advantage vs/Disarm, Light, Finesse	1/4
Lance	10 gp	1d12 piercing	Reach, Special	6
Morningstar	10 gp	1d8 piercing	-	4
Pick, Footman's	8 gp	1d8 piercing	Versatile (1d10)	6
Pick, Horseman's	6 gp	1d8 piercing	-	4
Polearm, Awl Pike	5 gp	1d10 piercing	Heavy, Reach, Two-Handed	15
Polearm, Glaive	6 gp	1d10 slashing	Heavy, Reach, Two-Handed	8
Polearm, Halberd	10 gp	1d10 slashing	Heavy, Reach, Two-Handed	15
Scourge	10 gp	1d6 slashing	Finesse, Reach	2
Sword, Bastard	50 gp	2d4 slashing	Versatile (1d6+1d4)	6
Sword, Broad	10 gp	1d8 slashing	-	5
Sword, Cutlass	12 gp	1d6 slashing	Finesse, Versatile (1d8)	3
Sword, Falchion	20 gp	1d8 slashing	Versatile (1d10)	5
Sword, Great Scimitar	60 gp	2d6 slashing	Heavy, Two-Handed	8
Sword, Khopesh	20 gp	2d4 slashing	Finesse	3
Sword, Long	15 gp	1d8 slashing	Versatile (1d10)	5
Sword, Scimitar	15 gp	1d6 slashing	Finesse, Light	3
Sword, Short	10 gp	1d6 slashing	Finesse, Light	2
Sword, Two-Handed	50 gp	2d6 slashing	Heavy, Two-Handed	8
Tiger Claws (bag nahk)	5 gp	1d6 slashing	Finesse, Light	1
Warhammer	15 gp	1d8 bludgeoning	Versatile (1d10)	2
Whip	5 gp	1d4 slashing	Light, Finesse, Reach	1

## Al-Qadim Equipment Lists (WIP)

### Armor

#### Light Armor

Armor	Cost	AC	Strength	Stealth	Weight
Padded	10 gp	11+Dex Modifier	-	Disadvantage	10
Leather	15 gp	11+Dex Modifier	-	-	15
Studded Leather	70 gp	12+Dex Modifier	-	-	25
Brigandine	300 gp	13+Dex Modifier	-	-	35

#### Medium Armor

Armor	Cost	AC	Strength	Stealth	Weight
Hide	15 gp	12+Dex Modifier (Max 2)	-	-	30
Bronze Hauberk	75 gp	13+Dex Modifier (Max 2)	-	Disadvantage	30
Chain Cuirass	100 gp	13+Dex Modifier (Max 2)	-	-	20
Scaled Mail	200 gp	14+Dex Modifier (Max 2)	-	Disadvantage	40
Coat of Plates	400 gp	14+Dex Modifier (Max 2)	-	-	45

#### Heavy Armor

Armor	Cost	AC	Strength	Stealth	Weight
Ring Mail	100 gp	14	-	Disadvantage	40
Lamellar	150 gp	15	12	Disadvantage	40
Chain Mail	200 gp	16	13	Disadvantage	55
Splinted Mail	500 gp	17	15	Disadvantage	60

#### Protectives

Item	Cost	AC	Properties	Weight
Buckler or Daraq	1 gp	+1	Finesse	3
Shield, Wooden	10 gp	+2	Flammable	5
Shield, Steel	25 gp	+2	-	15
Tower Shield	200 gp	-	Acts as cover in the direction it is pointed. Bearer moves at half speed. Disadvantage on Dexterity ability checks and Dexterity saving throws.	30
Bascinet or Light Helm	8 gp	-	Can be sacrificed to turn a non-magical critical hit into a normal hit, Disadvantage on Wisdom (Perception) Checks.	5
Full Helm or Great Helm	100 gp	+1	Can be sacrificed to turn a non-magical critical hit into a normal hit, Disadvantage on Wisdom (Perception) checks and Dexterity ability checks and Dexterity saving throws.	10

# Al-Qadim Equipment Lists (WIP)

## Adventuring Gear

Item	Cost	Weight
Abacus	2 gp	2
Acid (vial)	25 gp	1/4
Alchemist's Fire (flask)	50 gp	1
Astrolabe	1000 gp	1
<i>Ammunition</i>		
Arrows (20)	1 gp	1
Darts (10)	1 gp	1
Sling Bullets (20)	4 cp	1 1/2
Quarrels (20)	1 gp	1 1/2
Antitoxin (vial)	50 gp	-
<i>Arcane Focus</i>		
Crystal	10 gp	1
Lamp	30 gp	1
Orb	20gp	3
Rod	10 gp	2
Silver Bell	50 gp	1
Staff	5 gp	4
Wand	10 gp	1
Backpack	2 gp	2
Ball bearings (bag of 1,000)	1 gp	2
Barrel, small	2 gp	30
Barrel, large	4 gp	50
Basket, large	3 sp	1
Basket, small	5 cp	-
Bedroll	1 gp	7
Bell	1 gp	-
Belt pouch, large	1 gp	1
Belt pouch, small	7 cp	1/2
Blanket, hide	5 sp	3
Blanket, knitted	1 gp	2
Block and tackle	5 gp	5
<i>Book</i>		
Astronomy	10 gp	2
Blank	10 gp	5
Logs	6 gp	2
Math tables	7 gp	2
Common poems	10 gp	2
Religious	7 gp	2
Spell book	50 gp	3
Bucket, iron	1 sp	1
Bucket, wood	5 cp	2
Caltrops (20)	1 gp	2
Candle	1 cp	-
Carpet, large	20 gp	32
Carpet, medium	11 gp	18
Carpet, small	4 gp	4
Case, crossbow quarrels	1 gp	1

Case, map or scroll	1 gp	1
Chain (10 feet)	15 gp	10
Chalk	1 cp	-
Chest, large	2 gp	25
Chest, small	1 gp	10
Copper Rod	5 gp	1
Crowbar	2 gp	5
<i>Druidic Focus</i>		
Polished Horn	3 gp	1
Olivewood	10 gp	1
Wand		
Sprig of Laurel	1 gp	-
Totem	1 gp	-
Wooden Staff	5 gp	4
Fishing Tackle	1 gp	2
Flask	2 cp	1
Flint and steel	5 sp	-
Glass Bottle	10 gp	1/4
Grappling Hook	2 gp	4
Hammer	1 gp	3
Hammer, Sledge	2 gp	10
<i>Holy Symbol</i>		
Amulet	25 gp	1
Book or Scroll	15 gp	1
Clay Disc	5 gp	1
Emblem	35 gp	-
Reliquary	50 gp	2
Vialed Relic	50 gp	1/4
Holy Water (flask)	25 gp	1
Hourglass	25 gp	1
Ink and Quill	2 gp	1/4
Iron port	5 sp	2
Jug or Pitcher	2 cp	4
Kohl (tin)	3 cp	-
Ladder (10 feet)	1 sp	25
Lamp, common	5 sp	2
Lamp, silvered	5 gp	2
Lantern, beacon	150 gp	50
Lantern, bullseye	10 gp	2
Lantern, hooded	7 gp	2
<i>Locks</i>		
Wretched	20 gp	1
Poor	25 gp	1
Good	100 gp	1
Excellent	200 gp	1
Superior	400 gp	1
Masterful	800 gp	1
Magnifying Glass	50 gp	-
Manacles	2 gp	6
Mirror, steel	10 gp	1/2
Mirror, silvered	20 gp	1/2
Oil (flask)	6 cp	1

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Paper (sheaf of 5)	1 gp	-
Papyrus (sheaf of 10)	1 gp	-
Parchment (sheet)	7 sp	-
Pick, mining	2 gp	10
Piton	5 cp	¼
Pole (10 foot)	1 sp	7
Pouch, component	25 gp	2
Quiver	1 gp	1
Rope, hemp (50 feet)	1 gp	10
Rope, silk (50 feet)	10 gp	5
Sack	5 cp	1
Scale, Merchant's	5 gp	3
Samovar	200 gp	50
Sealing wax	1 gp	1
Shovel	2 gp	5
Signal Whistle	8 sp	-
Signet ring	5 gp	-
Soap	5 sp	1
Spikes, iron	1 gp	5
Spyglass	500 gp	1
Tent, large	25 gp	20
Tent, pavilion	100 gp	50
Tent, small	5 gp	10
Torch	1 cp	1
Vial	1 gp	-
Walking Staff	1 sp	2
Water skin	8 sp	1
Whetstone	1 cp	1

### Kits and Tools

Item	Cost	Weight
<i>Artisan Tools</i>		
Astronomer's Tools	70 gp	5
Alchemist's Supplies	50 gp	8
Barber's Supplies	25 gp	6
Baker's Supplies	2 gp	6
Calligrapher's Supplies	10 gp	5
Carpenter's Tools	8 gp	6
Cartographer's Tools	15 gp	6
Cobbler's Tools	5 gp	5
Coffee Brew Kit	25 gp	10
Cooking Utensils	1 gp	8
Glassblower's Tools	30 gp	5
Jeweler's Tools	25 gp	2
Leatherworker's	5 gp	5

<i>Tools</i>		
Mason's Tools	10 gp	8
Painter's Supplies	10 gp	5
Potter's Tools	10 gp	3
Prospector's Tools	25 gp	8
Sculptor's Tools	15 gp	10
Smith's Tools	20 gp	8
Tailor's Tools	5 gp	4
Tinker's Tools	50 gp	10
Weaver's Tools	1 gp	5
Woodcarver's tools	1 gp	5
Climber's Kit	25 gp	12
Disguise Kit	25 gp	3
Forgery Kit	15 gp	5
Healer's Kit	5 gp	3
Henna Kit	10 gp	2
<i>Musical Instrument</i>		
Doumbek (drum)	6 gp	3
Flute	2 gp	1
Finger cymbals	1 gp	1
Harp	50 gp	10
Oud (stringed)	35 gp	2
Pipes	30 gp	1
Rebab (stringed)	40 gp	3
Zither (lap harp)	100 gp	1
Navigator's Tools	25 gp	2
Poisoner's Kit	50 gp	2
Thieves' Tools	25 gp	1

### Mounts and Other Animals

Item	Cost	Speed	Carrying Capacity
Boar	10 gp	40 ft.	150
Camel, desert	50 gp	50 ft.	480
Camel, mountain	70 gp	40 ft.	400
Camel, war	100 gp	50 ft.	480
Cat, hunting	5,000 gp	50 ft.	-
Dog, guard	25 gp	40 ft.	150
Dog, hunting	17 gp	40 ft.	-
Dog, mastiff	25 gp	40 ft.	195
Donkey or Mule	8 gp	40 ft.	420
Elephant, draft	150 gp	40 ft.	1320
Elephant, war	400 gp	40 ft.	1320
Falcon	800 gp	60 ft.	-

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Goat	1 gp	40 ft.	-
Horse, draft	50 gp	40 ft.	540
Horse, riding	75 gp	60 ft.	480
Horse, war	400 gp	60 ft.	480
Monkey	80 gp	30 ft.	-
Pigeon	100 gp	50 ft.	-
Pony	30 gp	40 ft.	225
Ram	4 gp	35 ft.	100
Sheep	2 gp	35 ft.	-
Songbird	10 gp	45 ft.	-

Dromond	20,000 gp
Galleon	60,000 gp
Great Galley	40,000 gp
Launch, duniĵ	30 gp
Launch, qarib	50 gp
Raft	100 gp
Sambuk	10,000 gp
Zaruq	3,500 gp

#### Tack, Harness, and Drawn Vehicles

Item	Cost	Weight
<i>Barding</i>		
Camel	x3	x2
Elephant	x10	x10
Horse	x4	x2
Bit and bridle	15 sp	1
Cart	15 gp	200
Chariot	250 gp	100
Feed (per day)	5 cp	10
Litter, common	8 gp	35
Litter, ornate	80 gp	70
Palanquin	5,000 gp	150
<i>Saddle</i>		
Kharj (camel saddle)	4 gp	15
Military	20 gp	30
Pack	5 gp	15
Riding	10 gp	25
Saddlebags, large	4 gp	8
Saddlebags, small	3 gp	5
Sled	20 gp	300
Stabling (per day)	5 sp	-
Wagon	35 gp	400

#### Waterborne Vehicles

Item	Cost	Speed
Barijah	5,000 gp	
Barge	500 gp	
Canoe, reed	30 gp	
Canoe, outrigger	60 gp	
Caravel	15,000 gp	
Coaster	7,500 gp	
Cog	10,000 gp	
Curragh	500 gp	

#### Trade Goods

(prices may vary city to city)

Item	Cost	Weight
Butter	2 sp	1
Camel, calf	4 gp	75
<i>Cattle</i>		
Bull	20 gp	2400
Calf	5 gp	85
Cow	10 gp	1600
Plow Ox	15 gp	2400
Charcoal	7 cp	1
Chicken	2 cp	1
Coconuts	4 sp	12
Coffee Beans	1 gp	1
Copper (ingots)	5 sp	1
Dates	2 sp	1
Dishes, china	1 gp	½
Dishes, crockery	1 sp	½
Eggs (1 dozen)	7 cp	1
Eggs (100)	8 sp	10
<i>Fabric</i>		
Canvas (20 yds.)	1gp	10
Linen (20 yds.)	1 gp	7
Ornate Brocade (10 yds.)	25 gp	4
Silk (5 yds.)	100 gp	1
Wool (20 yds.)	10 gp	12
Velvet (10 yds.)	40 gp	5
Figs	2 sp	1
Firewood	8 cp	5
Fish, fresh caught	2 gp	10
Flour	2 cp	1
Glassware	1 gp	1
Gold	50 gp	1
<i>Herbs and Spices</i>		
Anise	1 gp	1
Caraway	1 gp	1
Cardamom	1 gp	1
Cinnamon	2 gp	1
Cloves	3 gp	1

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Coriander	2 gp	1
Cumin	5 sp	1
Garlic	1 gp	1
Ginger	1 gp	1
Mint	5 gp	1
Nigella Seeds	1 gp	1
Parsley	7 sp	1
Pepper	2 gp	1
Saffron	15 gp	1
Honey	10 gp	5
Iron (ingots)	1 sp	1
Lentils	5 cp	1
Nuts, common	1 gp	1
Nuts, pine	10 gp	1
Pelts, common	40 gp	100
Pelts, rare	200 gp	100
Pig	3 gp	225
Pomegranates	30 gp	10
Olives	8 sp	1
Orange Blossom Water (vial)	3 sp	1
Raisins	1 sp	1
Rice	1 sp	1
Rose Water (vial)	4 sp	1
Salt	1 sp	1
Salted Fish	1 gp	10
Silver	5 gp	1
Sugar	1 gp	1
Tanned Skins	1 gp	100
Tea leaves	3 gp	1
Wheat	1 cp	1
Wine, common	10 gp	200
Wine, good	20 gp	200

### Food, Drink, and Lodgings

Item	Cost
Banquet Meal	10 gp
Bread (loaf)	5 cp
Candied Fruit (piece)	2 sp
Cheese, white	4 sp
Cheese, curds	2 sp
Coffee ( <i>moja</i> , per cup)	1 cp
Eggs (each)	1 cp
Fish, fresh	2 sp
Fish, salted	1 sp
Fowl	2 sp
Fruits	3 sp
Garlic (clove)	1 sp
Honey (1/4 pound)	5 sp
Koumiss (pitcher)	2 sp
Meat, fresh	3 sp

Meat, salted	2 sp
<i>Meals per day</i>	
Squalid	5 cp
Poor	1 sp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Decadent	2 gp
Milk, camel's (pitcher)	7 cp
Milk, cow's (pitcher)	1 gp
Milk, goat's (pitcher)	7 sp
Milk, spiced mare's (pitcher)	2 gp
<i>Rooms and Accommodations</i>	
City room, good (per month)	40 gp
City room, common (per month)	20 gp
City room, poor (per month)	5 gp
Inn Stay, good (per night)	5 gp
Inn Stay, common (per night)	5 sp
Inn Stay, poor (per night)	
Sherbet drink	1 cp
Soup (lentils or rice)	5 cp
Tea (pot)	5 sp
Tea, mint (pot)	7 sp
Vegetables, fresh or cooked	4 sp
<i>Wine</i>	
Heart-of-Wine (bottle)	10 gp
Good (bottle)	1 gp
Common (pitcher)	2 sp

### Clothing

Item	Cost	Worn
Aba, common	7 sp	Robe
Aba, sumptuous	15 gp	Robe
Agal, common	4 sp	Waist
Agal, jeweled	40 gp	Waist
Anklets, iron	5 gp	Ankles
Anklets, copper and silver	10 gp	Ankles
Anklets, gold	40 gp	Ankles
Belt	3 sp	Waist
Boots, riding	3 gp	Feet
Boots, soft	1 gp	Feet
Brooch, plain	10 gp	Neck

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Brooch, ornate	50 gp	Neck
Caftan, common	1 gp	Overgarment
Caftan, embroidered	20 gp	Overgarment
Cap, felt	2 sp	Head
Cap, fez	1 sp	Head
Cap, skull-cap	7 cp	Head
Chador	10 gp	Full Covering
Dishdashah, common	8 sp	Tunic
Dishdashah, silk	15 gp	Tunic
Dolman	6 sp	Robe
Girdle	3 gp	Waist
Gloves, fur	10 gp	Hands
Gloves, leather	1 gp	Hands
Gloves, falconer's	3 gp	Hands
Jellaba	8 gp	Overgarment
Keffiyeh, linen	2 cp	Head
Keffiyeh, silk	7 gp	Head
Knife sheathe, common	3 cp	-
Knife sheathe, ornate	13 gp	-
Jacket, silk	80 gp	Overgarment
Parasol, linen	4 sp	-
Parasol, silk	5 gp	-
Pin	6 gp	-
Sandals	5 cp	Feet
Sash	2 sp	Waist
Scabbard	4 gp	-
Slippers, cloth	2 cp	Feet
Slippers, leather	3 gp	Feet
Slippers, silk	10 gp	Feet
Shirt, linen	6 sp	Torso
Shirt, silk	8 gp	Torso
Smock	6 sp	Torso
Stockings, leather	2 sp	Legs
Stockings, silk	2 gp	Legs
Trousers	2 gp	Legs
Trousers, short	1 gp	Legs
Turban wrap	1 sp	Head
Turban wrap with fez	2 sp	Head
Veil, chain	1 gp	Face
Veil, linen	5 cp	Face
Veil, silk	6 gp	Face
Vest, linen	6 sp	Overgarment
Vest, silk	8 gp	Overgarment
Waistcoat, common	6 sp	Overgarment
Waistcoat, ornate	10 gp	Overgarment

### Clothing Sets

Item	Clothing
Al-badian, common	common aba, linen keffiyeh, cloth slippers, common agal
Al-badian, wealthy	sumptuous aba, linen keffiyeh, leather slippers, common agal, common knife sheathe
Al-badian, sheik	sumptuous aba, silk keffiyeh or turban wrap, silk slippers, jeweled agal, ornate knife sheathe
Al-hadhar, common	dolman, linen keffiyeh (w/common agal) or fez or turban wrap, cloth slippers, vest
Al-hadhar, wealthy	dolman, turban wrap, leather slippers, common waistcoat or caftan, anklets
Al-hadhar, nobility	dolman, turban wrap, silk slippers, ornate waistcoat or caftan, anklets, ornate knife sheathe, jellaba
Barber	vest, short trousers, fez, leather slippers, belt or sash
Beggar	short trousers, turban wrap
Courtier	silk dishdashah, silk slippers, silk keffiyeh, jeweled agal, sash, ornate waistcoat
Dancer	vest, linen or silk veil, trousers, anklets
Imam	sumptuous aba, turban wrap sometimes with fez or keffiyeh, jellaba, silk slippers, brooch
Sailor	linen shirt or linen vest, turban wrap or fez, short trousers, common knife sheathe, sandals
Scholar	dolman, common caftan, turban wrap or keffiyeh, leather or silk slippers, silk vest
Traveler	linen shirt or common dishdashah, linen keffiyeh with common agal or turban wrap, leather slippers or soft boots, vest or common waistcoat, linen veil, trousers, caftan or jellaba

### Services

Service	Cost
<i>Guide</i>	
City	1 gp per day
Desert	3 cp per mile
Jungle	1 sp per mile



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Mountain	5 cp per mile
<i>Hirelings</i>	
Laborer	1 sp per day
Fighting Man or Woman	3 gp per day
Servant	3 sp per day
Messenger	2 cp per mile
<i>Passage</i>	
Cab Service	1 cp per mile
Caravan	3 cp per mile
Coastal Ship	1 sp per mile
Far Voyaging Ship	10 gp per week
Spellcasting Services	
Cure wounds (1 <sup>st</sup> level)	20 gp
Identify	40 gp
Lesser restoration	40 gp
Prayer of healing (2 <sup>nd</sup> level)	40 gp
Remove Curse	90 gp