

EQUIPMENT

Wealth And Money

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table: Coins

	Exchange Value			
	CP	SP	GP	PP
Copper piece (cp) =	1	1/10	1/100	1/1,000
Silver piece (sp) =	10	1	1/10	1/100
Gold piece (gp) =	100	10	1	1/10
Platinum piece (pp) =	1,000	100	10	1

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table: Trade Goods

COST	ITEM
1 cp	One pound of wheat
2 cp	One pound of flour, or one chicken
1 sp	One pound of iron
5 sp	One pound of tobacco or copper
1 gp	One pound of cinnamon, or one goat
2 gp	One pound of ginger or pepper, or one sheep
3 gp	One pig
4 gp	One square yard of linen
5 gp	One pound of salt or silver
10 gp	One square yard of silk, or one cow
15 gp	One pound of saffron or cloves, or one ox
50 gp	One pound of gold
500 gp	One pound of platinum

Selling Loot

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

TABLE III: FOODSTUFF	
ITEM	COST
Almonds, per lb	30s
Apples, per lb	10s
Applebutter, per pint	5s
Apricots, per lb	150s
Artichokes, Ground, per lb	2'000s
Barley, 10lbs	7s
Blackberrybutter, per pint	7s
Bread, per loaf	
Wheat	5s
Rye	6s
Sourdough	7s
Corn	3s
Ginger	10s
Hard Tack	10s/dozen
Beef, per lb	
corned	30s
dried	50s
jerked	70s
sausage	20s
smoked	40s
Brandied Fruits, per Pint	
Cherries	20s
Grapes	50s
Mixed Fruits	10s
Raspberries	30s
Spiced Pears	40s
Spiced Plums	30s
Strawberries	20s
Buffalo, per lb	
dried	300s
jerked	420s
Butter, per lbs	2s
Butternuts, per lb	2'000s
Candied Fruits and Herbs, per oz	
Apricots	50s
Carrots	5s
cherries	5s
Honeyed ginger	500s
Mint	7s
Orange Peel	50s
Carrots, per oz	10s
Cashews	200s
Caviar, 1oz	6s
Cheese, per lbs	4s
Cheese, Ceddar	
Wheel, 1 lb	4s
Whey, 100lb	350s
Cheese, Nut	
Wheel, 1lb	10s
Whey, 100lb	500s
Cheese, Pepper	

TABLE III: FOODSTUFF	
ITEM	COST
Wheel, 1 lb	5s
Whey, 100lb	450s
Cherries, per oz	5s
Chestnuts, per lb	10s
Chilis	
Whole, per lb	1000s
Ground, oz	200s
Cocoa, per lb	1000s
Coconut	
dried, per lb	500s
fresh, each	100s
Cod, per lb	
salted	50s
smoked	70s
Coffee, per lb	500s
Corn, per Sack	4s
Crab, per lbs	300s
Dates, per oz	50s
Dry Rations, 1 week	100s
Eggs, per 100	8s
Eggs, per 24	2s
Egg	
Chicken	3s
Duck	11s
Snake	50s
Turtle	70s
Roc	10'000s
Ostrich	500s
Elderberries, per oz	1s
Figs, 1lbs	3s
Flour, 10lbs sack	
Wheat	3s
Corn	3s
Barley	5s
Rye	4s
Fruit cheeses, per pint	
apple	1s
blackberry	10s
damson plum	5s
gooseberry	6s
Grain, 50 lbs barrel	50s
Green beans, per oz	2s
Green Peas, per lb	20s
Haggis	50s
Hazelnuts, per lb	50s
Herring, per lb	
pickled	30s
salted	50s
Honey, per pint	
Rose Petal	5s
Parsley	3s

TABLE III: FOODSTUFF	
ITEM	COST
Lavender	10s
Jam, per pint	
appricote & almond	200s
elderberry	7s
gooseberry	10s
rose petal	10s
strawberry	3s
Jellies, per pint	
basil	5s
crabapple	3s
lemon	50s
mint	2s
rosemary	5s
sage	4s
wine	10s
Juice, per pint	
Apple	1s
Grape	2s
Orange	1s
Tomato	3s
Lard, pint	5s
Lobster tail, meal	2s
Maple Sugar, per lb	750s
Marmalades, per pint	
ginger	200s
orange	150s
Meat, Fresh, per lbs	10s
Milk, per pint	
Cow	5s
Goat	7s
Mare	15s
Whale	100s
Molasses, per pt	5s
Mushrooms, per oz	50s
Nuts, ground, per lb	300s
Noodles, per lb	150s
Oil, per gallon	
Olive	50s
Almond	100s
Walnut	20s
Hazelnut	30s
Sesame	100s
Sunflower	3s
Peaches, per lb	150s
Pears, per lb	50s
Pearbutter, per pint	6s
Pecans, per lb	1'500s
Pickled fish, (small Barrel) 5 gallons	30s
Pinapple, dried	3'000s
Pine nuts, per lb	100s
Pistachios, per lb	150s

TABLE III: FOODSTUFF	
ITEM	COST
Pork, per lb	
bacon	40s
ham	50s
salted	30s
sausage	10s
Preserves, per pint	
cherry	4s
raspberry	5s
strawberry	5s
Prunes, per lb	30s
Pumpkin seeds, per oz	300s
Raisins, per lb	2s
Rations, (Standard)	30s
Rations, (Iron)	50s
Rice, per lbs	1s
Rice Cake, per week	5s
Rice Candies, per 100 pieces	1'000s
Roast Chicken	5s
Roast Duck	8s
Roast Pheasant	50s
Roast Turkey	30s
Roast Goose	70s
Roast Ostrich	5'000s
Roast Roc	50'000s
Rye, per 10 lbs sack	7s
Salmon, per lb	
salted	100s
smoked	150s
Salt Pork, per lbs	4s
Sardines, per lb	40s
Sasparilla, per oz	100s
Smoked Meat, per lbs	
Beef	5s
Ham	7s
Shark	15s
Bear	20s
Venison	17s
Steak	
Beef	10s
Eel	40s
Lizard	20s
Shark	30s
Venison	60s
Snake, Fried	3s
Stew, per pot	
Beef	4s
Otter	15s
Rabbit	3s
Snake	5s
Wolf	8s
Sugar, per lb	

TABLE III: FOODSTUFF	
ITEM	COST
Brown	10s
Lavander	100s
Lemon	150s
Orange	150s
Powdered	50s
Raw	5s
Rose	70s
Violet	80s
Tea, per lbs	10s
Tomato, per pint	100s
Tortilla, per 2 dozen	25s
Walnut per lb	3s
Walnuts, Black, per lb	1'000s
Waybread (Elven), per day	100s
Wheat, per 10lbs Sack	5s
Vanilla, per bean	1000s

TABLE IV: SPICES	
ITEM	COST
Arsenic, 1 sprig	10s
Belladonna, 1 sprig	4s
Catnip, 1 sprig	20s
Cinnamon, per stick	10s
Garlic, 1 bud	5s
Ginger, 1 root	30s
Herbs, per lbs	5s
Holly, per sprig	5s
Mandrake, root	25s
Mistletoe, sprig	10s
Nightshade, sprig	15s
Pepper, 1 oz	5s
Saffron, per 1oz	150s
Salt, per lbs	1s
Salt, per 150 1lb bricks	1'000s
Spice, per lbs	
Exotic	150s
Rare	20s
Uncommon	10s
Wolfsbane, per sprig	10s

TABLE V: SKINS	
ITEM	COST
Behemoth	12'500s
Bulk hides	10s/HD
Displacer Beats	3,000s
Dragon 50% of subdued value	50'000s
Dragon horse	20,000s
Dragonfly, giant	6000s/s.ft.
Dragonne	20'000s

TABLE V: SKINS	
ITEM	COST
Gorgon	5'000s
Hippopotamus	400s
Ki-rin	25,000s
Neo-otyugh	7'000s
Otyugh	5'000s
Reptiles	20s/HD

TABLE VI: CREATURE PARTS	
ITEM	COST
Ape	
Dung	20s
Hair	10s
Sinew	80s
Basilisk	
Eyelash	800s
Bat	
Fur	2s
Guano	5s
Bee, giant (bread)	300s
Bee, giant (unguent)	30'000s
Beetle, fire (light gland)	3'000s
Bloodhound	
Fur	1s
Bulette (neck, Scale)	5'000s
Cave Fisher (proboscis rope)	5'000s
Doppelganger	
Blood	250s
Dragon	
Scale	50s
Eagle	
Feather	2s
Flail Snail (shell)	5'000s
Gloomwing (mandibles)	250s
Hawk	
Eye	50s
Feather	3s
Hummingbird	
Feather	10s
Imorph (liver)	9'000s
Kirin	
Eyelash	600s
Ogre Mage	
Eyelash	400s
Owl	
Feather	1s
Pernicorn (antenna)	3500s
Phoenix (Beak, talon, or eye)	50'000s
Umber Hulk	
Blood	200s
Claw	1'500s
Vulture	

TABLE VI: CREATURE PARTS	
ITEM	COST
Feather	1s
Whale (amberggris)	2'000s

Pegasus	30'000s
Roc	40'000s
Sea horse	24'000s
Spinx-hieraco	40'000s
Wyvern	20'000s

TABLE IX: Furs	
ITEM	COST
Aurumvorax	200s
Bear	200s
Beaver	100s
Bobcat	125s
Caterwaul	2'250s
Bunyip	125s
Chinchilla	2'700s
Common furs	100s
Devil Dog	200 s
Ermine	3'600s
Fisher	300s
Fox, hoar	1'000s
Fox, red	300s
Fox, silver	400s
Giraffe	125s
Lynx	125s
Marten	300s
Mink	2'700s
Musk-ox	50s
Nonfel	2'250s
Otter	250s
Otter, sea	300s
Owlbear	200s
Panther	2'250s
Sable	4'500s
Seal	125s
Snow leopard	2'500s
Spotted cats	2'000s
Tiger	125s
Winter wolf	2'500s
Wolverine	30s
Yeti	200s
Zebra	125s

TABLE XII: Creature Eggs	
ITEM	COST
Aarakocra	1'200s
Afane	9'000s
Axbeak	800s
Babbler	3'000s
Banderlog	3'500s
Basilisk	20'000s
Basilisk, greater	60'000s
Behir	40'000s
Bloodhawk	1'200s
Boalisk	30'000s
Boggle	4'300s
Bulette	45'000s
Bullywug	3'000s
Catoblephas	95'000s
Cave fisher	15'000s
Chimera	90'000s
Clubneck	800s
Cockatrice	40'000s
Crabman	1'500s
Crocodile	1'000s
Crocodile, giant	4'000s
Dakon	1'500s
Dinosaur, carniv.	1'000s
Dire corby	1'250s
Doombat	6'000s
Dragon	150'000s
Dragonne	35'000s
Eagle	1'000s
Eagle, giant	8'000s
Eblis	2'500s
Ettercap	5'000s
Falcon/hawk	800s
Firedrake	15'000s
Firenewt	4'000s
Frog, killer	750s
Froghe moth	80'000s
Gorgimera	85'000s
Gorgon	80'000s
Gorilla, bear	4'000s
Grell	25'000s
Harpy	2'500s
Hook horror	2'000s
Hybsil	1'150s
Hydra	25'000s

TABLE X: Creature Eggs	
ITEM	COST
Dragonnel	25'000s
Eel, giant	20'000s
Giant Strider	15'000s
Griffon	20'000s
Hippocampus	15'000s
Hippogriff	10'000s
Mammoth	9'000s
Mastodon	7'000s

TABLE XII: Creature Eggs	
ITEM	COST
Hydra, lernaean	30'000s
Hydra, pyro	35'000s
Kamadan	42'000s
Kech	5'500s
Kenku	2'500s
Kui-toa	3'000s
Lizard, fire	50'000s
Lizard man	3'000s
Locathah	3'000s
Merman	1'100s
Muckdweller	500s
Nixie	750s
Quaggoth	125gp
Sahuagin	3'000s
Su monster	5'500s
Tabaxi	2'250s
Taer	3'600s
Thri-kreen	3'000s
Triton	6'000s
Troglodyte	4'000s
Vulchling	1'200s
Wemic	5'800s
Yeti	5'800s
Yuan ti	9'000s

TABLE XX: MATERIALS (RAW)	
COST	ITEM
Coral	1'000s
Crimson essence	2'000s
Crystal	
Rod	30s
Diamond	50'000s
Dust	1'000s
Emerald	50'000s
Powdered	600s
Eye Agate	100s
Fire Opal	10'000s
Garnet	5'000s
Glass	
Opaque	8s
Glass sheet	20s
Rod	10s
Gold	
Dust	100s
sheet	200s
Granite	
Black	20s
Dust	1s
Hematite	100s
Ivory	
Baku	2'000s
Behemoth	2'400s
Catoblapas	180s
Elephant	6'000s
Hippopotamus	1'200s
Hollyphant	200s
Mammoth	6'000s
Mastodon	6'000s
Narwhal	400s
Oliphant	4'000s
Walrus	360s
Walrus, giant	660s
Jacinth	50'000s
Jade	1'000s
Jasper	500s
Jet	1'000s
Lapis Lazuli	100s
Malachite	100s
Moonstone	500s
Moss Agate	100s
Obsidian	100s
Onyx	500s
Opal	10'000s
Oriental Amethyst	10'000s
Oriental Emerald	50'000s
Oriental Topaz	10'000s
Pearl	5000s
Peridot	5000s

TABLE XX: MATERIALS (RAW)	
COST	ITEM
Amber	1'000s
Powdered	410s
Rod	250s
Alexandrite	1'000s
Amethyst	1'000s
Aquamarine	5'000s
Ash, Volcanic	1s
Azurite	100s
Bamboo, 100 10' lengths	10s
Banded Agate	100s
Bitumen	5s
Black Opal	10'000s
Black Sapphire	50'000s
Bloodstone	500s
Blue Quartz	100s
Carbon	5s
Carnetlian	500s
Chalcedony	500s
Chrysoberyl	1'000s
Chrysoprase	500s
Cinnabryl, per ounce	10s
Citrine	500s
Clay, per lb	1s
Copper	5s

TABLE XX: MATERIALS (RAW)	
COST	ITEM
Platinum	
Sheet	300s
Red Steel, per ounce	2s
Rhodochrosite	100s
Rock Crystal	500s
Ruby	50'000s
Powdered	600s
Sapphire	10'000s
Sardonyx	500s
Silver	
Powdered	50s
Sheet	150s
Smokey Quartz	500s
Spinel	5'000s

TABLE XX: MATERIALS (RAW)	
COST	ITEM
Star Rose Quartz	500s
Star Ruby	50'000s
Star Sapphire	50'000s
Steel, per ounce	1s
Dust	1s
Tiger eye	100s
Topaz	5'000s
Tourmaline	1'000s
Turquoise	100s
Wood, common, 1cord	500s
Zircon	500s
Zinc	8s

ADVENTURING GEAR

A few of the pieces of adventuring gear are described below, along with any special benefits they confer on the user ("you").

ITEM	COST	ITEM	COST
Air Bladder	150s	Magnet, small	1s
Arrow		Map/ Scroll Tube	8s
Flare	100s	Marble	
Message	2s	black glass	4s
Bandages		colored glass	4s
100, 10" squares	2s	Mess Kit	80s
2" wide, 50yrd roll	10s	Mirror	100s
Bed Roll	170s	Oil, regular, flask, 16 oz	10s
Bell, Metal	10s	Papyrus, per sheet	15s
Blanket , single		Parchment, per sheet	10s
Wool	20s	Paper, per sheet	30s
Flanel	10s	Pavilion, Traveling, 8' circle, holds 3	200s
Block & Tackle, lifts 1000lbs	50s	Pen, Quill	5s
Bracers		Pick Axe, Mining	40s
Leather	8s	Pipe, smoking	10s
Metal	6s	Prayer Beads	20s
Caltrops	10s	Prism, crystal	100s
Chalk, White, per stick	1s	Rocket Signal (Whistle)	10s
Chain, Iron, 1 ft	15s	Rocket Signal (Flash)	30s
Candle		Rope	
Beeswax, 20 turns, 5' radius	1s	Jute, per 50' coil	10s
Tallow, 20 Turns, 5' radius	3s	Hemp, per 50' coil	10s
Cologne / Perfume,per oz	10s	Silk, per 100' coil	500s
Cone, listening, ram horn	40s	Rubber Ball (solid), 3' diameter	3s
Crampons (Ice Walking)	40s	Soap, per 80z	12s
Crowbar, 3ft long	20s	Spade/ Shovel	30s
Crutches	10s	Spike, Iron, 6" long	5s
Fire grate	30s	Spike, Wooden, 12" long	2s
Firewood	1s	Splint Set	40s
Fishhook	2s	Spyglass, w/ case	10'000s
Fishnet, 10' x 10'	10s	Symbol	
File, Metal	20s	Silver	500s
Funnel	4s	Wooden	7s
Grapple	70s	Tent, small, holds 2 men	10s
Hacksaw	20s	Tent, large, holds 15men	300s
Hammer and Chisel	1'000s	Thieves picks	300s
Hourglass	40s	Torch, 30' radius, 15 rounds	1s
Ink, (Black), 2oz	10s	Walking staff	
Jewel spotter gem	10'000s	Basic	3s
Lantern		Ash, carved	80s
Hooded, 30' radius w/3 flaps	70s	Water, Holy, per Vial	250s
Paper	10s	Water / Wineskin, small, 1 gallon	3s
Shuttered, 30'radius w/1 flag	50s	Water / Wineskin, large, 15 gallon	30s
Standard, 30' radius omnidirectional	10s	Whetstone (course)	8s
Lens, small	80s	Whetstone (fine)	10s
Lock		Whistle	
Poor, w/ 2 keys	10s	Bone	15s
Good, w/ 2 keys	60s	Metal	5s

ITEM	COST
Reed	7s
Silver	10s

ITEM	COST
Wound Packing, per 4 oz	1s

TABLE XI: STORAGE ITEMS	
COST	ITEM
Bag Cloth, holds 500 coins	15s
Bag, Cloth, tiny	2s
Backpack	
Leather, holds 450 coins	20s
Wicker, holds 150 coins	5s
Barrel	
Wooden, small, holds 5 gallons	10s
Wooden, small, holds 30 gallons	20s
Wooden, medium, holds 40gallond	40s
Wooden, large, holds 50 gallons	50s
Wooden, large, holds 60 gallons	60s
Basket	
Wicker, small, holds 75 coins	2s
Wicker, large, holds 200 coins	4s
Bottle	
Ceramic, holds 32 oz	3s
Glass, holds 32 oz	10s
Crystal, hold 32 oz	30s
Reagent, Glass	30s
Reagent, Crystal	100s
Reagent, Steel	70s
Reagent, Silver	150s
Box, ornamental	
Sandlewood	50s
Silk	50s
Lacquer	80s
Bucket	
Leather, holds 3 gallons	5s
Wooden, holds 1 gallon	8s
Canvas, holds 3 gallons	3s
Cabinet	80s
Cask	
Wooden, small, holds 5 gallons	10s
Wooden, small, holds 50 gallons	30s
Chest	
Armor	50s
Common, Wooden, large	30s
Common, Wooden, small	3s
Quality, large	100s
Quality, small	30s
Drums	
100gal	100s
200gal	150s
Flask, hold 16oz	
Clay	1s
Ceramic	2s

TABLE XI: STORAGE ITEMS	
COST	ITEM
Glass	10s
Crystal	15s
Steel	30s
Silver	200s
Jars, Stoppered Ceramic	
2oz	3s
4oz	4s
6oz	5s
8oz	6s
10oz	7s
12oz	8s
14oz	9s
16oz	1s
20oz	13s
24oz	15s
32oz (1 quart)	2s
64oz (2 quart)	5s
128oz (1gallon)	10s
Jug, Ceramic, hold 1 gallon	5s
Keg	
Wooden, small, hold 5 gallons	15s
Wooden, large, holds 25 gallons	45s
Pail	
Metal, hold 1 gallon	10s
Wooden, holds 1 gallon	7s
Pouch	
Belt, Leather-small, holds 60 coins	15s
Belt, Leather-large, holds 100 coins	10s
Belt, cloth-small, holds 45 coins	10s
Belt, cloth-large, holds 75 coins	15s
Quiver	
Arrow	
Small, holds 12 arrows	7s
Large, holds 24 arrows	10s
Quarrel	
Regular, small, holds 20 quarrels	15s
Regular, Large, holds 40 quarrels	20s
Siege, hold 10 quarrels	50s
Hand, Drow, Holds 30 quarrels	30s
6-shooter, Cinamarron, cap. 18 quarrels	50s
Rucksack	10s
Sack	
Cloth, small, holds 50 coins	16s
Cloth, large, holds 300 coins	40s
Leather, small, hold 75 coins	20s
Leather, large, holds 450 coins	45s
Scabbard, Sword	

TABLE XI: STORAGE ITEMS	
COST	ITEM
Leather, Bastard	20s
Leather, Broad	10s
Leather, Falcion	15s
Leather, Khopesh	25s
Leather, Long	20s
Leather, Short	15s
Leather, Two-handed	25s
Metal, Scimitar	20s
Skins	
Oil	5s
Water	10s
Wine	10s

TABLE XVIII: THE LAB	
COST	ITEM
Alembic	40s
Balance, small, golden	100s
Balance and Weights	
Small measures	500s
Large measures	1'500s
Beaker	30s
Brazier	150s
Decanter	
Crystal	100s
Ceramic	6s
Silver	40s
Dreambliss, per dose	12'000s
Funnel	4s
Hourglass	40s
Lens, Concave/Convex	50s
Motar & Pestle	20s
Prism	100s
Leeches, per jar	100s
Tubing glass, per foot	3s
Tweezers	5s
Vial	
Clay	25s
Ceramic	10s
Glass	30s
Crystal	40s
Steel	50s
Silver	70s
Water Clock	30s

TABLE XIX : SCRIBES EQUIPMENT	
COST	ITEM
Book, Blank (100 pages)	
Papyrus	1'600s
Parchment	2'200s

TABLE XIX : SCRIBES EQUIPMENT	
COST	ITEM
Paper	2'750s
Vellum	4'000s
Brush, Paint	
Fine	1s
Medium	2s
Wide	5s
Ink	
Wrighting (Black), 2oz	10s
Wrighting (assorted colors), 2oz	25s
Paint (Assorted Colors), per gallon	20s
Paint, small pot	2s
Papyrus, per sheet	15s
Parchment, per sheet	10s
Paper, per sheet	30s
Pen	
Quill	5s
Wrighting (Metal fine tip)	3s
Wrighting (Metal broad tip)	2s
Wrighting (wooden fine tip)	1s
Wrighting (wooden broad tip)	15s
Vellum, per sheet	40s

TABLE XXVIII: BARD'S CORNER	
ITEM	COST
Bagpipes	800s
Dudy	750s
Zampogna	850s
Chime family	
Bells	250s
Cymbals	200s
Chimes	300s
Gong	200s
Tam-tam	200s
Triangle	50s
Clappers	
Bones	10s
Castanets	20s
Claves	10s
Clarinet/Oboe	
Aulos	350s
Hautboy	300s
Serpent	500s
Shawm Family	
Crumhorn	200s
Curtall	250s
Rackett	200s
Shawm	150s
Tibia	250s
Drums	
Bongos	60s

TABLE XXVIII: BARD'S CORNER	
ITEM	COST
Cylinder Drums	200s
Changgo	250s
Friction Drums	100s
Gong drums	350s
Kettledrums	300s
Nakers	350s
Tom-tom	300s
Side drums	150s
Tabor	200s
Slit drum	400s
Talking drums	300s
Dulcimers	600s
Cimbalom	550s
Cimbal	550s
Psaltery	650s
Santouri	600s
Fiddle	
Short-necked	300s
Lirica	300s
Spiked	250s
Flute Family	
Fipple Flute	
Bamboo pipe	50s
Cornett	100s
Double fipple	200s
Flageolet	150s
Nose flute	50s
Recorder	100s
Gemshorn	50s
Whistle flute	50s
Penny	50s
Pipe	30s
Transverse flute	
Ocarina	150s
Guitar Family	
Balaika	350s
Citole	400s
Cittern	400s
Pandora (Bass Cittern)	650s
Bandora	450s
Gittern	400s
Lute	350s
Mandora	400s
Shamisen	350s
Sitar	400s
Double-necked	
Chitarrone	650s
Theorbo	700s
Mandoline	400s
Harp Family	750s
Aeolian harp	120s

TABLE XXVIII: BARD'S CORNER	
ITEM	COST
Carsach	500s
Lyre	400s
Crwth	350s
Tallharpa	650s
Horn/Trumpet Family	
Metal Horns	
Coiled	650s
Fanfare	350s
Heralding	350s
Posthorn	400s
Slide	800s
Straight	300s
Hurdy gurdy	800s
Organistrum	850s
Rota	800s
Keyboard	
Clavichord	5'000s
Harpsicord	3'000s
Clavecin	2'750s
Clavicembalo	3'000s
Spinet	2'750s
Virginals	3'000s
Organ	
Jew's harp	50s
Kazoo	30s
Nightingale	250s
Sansa	50s
Mouth Organ Family	
Harmonica	50s
Khen	50s
Panpipes	50s
Sheng	50s
Syrinx	
Rattle	30s
Gourds	20s
Sistrum	100s
Rebec	550s
Lira da braccio	650s
Lira da gamba	650s
Lyra	550s
Tambourine	50s
Tambourine de provence	50s
Tromba marina	150s
Trombone family	
Sackbut	950s
Viol	700s
Violin	650s
Kit	850s
Wooden Special	
Clog	20s
Scraper	10s

TABLE XXVIII: BARD'S CORNER	
ITEM	COST
Wooden block	10s
Xylophone Family	
Glockenspiel	800s
Metallophone	950s

TABLE XXVIII: BARD'S CORNER	
ITEM	COST
Wooden Xylophone	600s
Zither family	400s
Ganun	350s

Caltrops

A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle

A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain

Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar

A crowbar grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Flint and Steel

Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Grappling Hook

Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

Hammer

If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink

This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay

This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common

A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye

A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand.

Lantern, Hooded

A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock

The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Masterwork

Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil

A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable

This iron-shod wooden beam gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

Rope, Hempen

This rope has 2 hit points and can be burst with a DC 23 Strength check.

Rope, Silk

This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

Spyglass

Objects viewed through a spyglass are magnified to twice their size.

Torch

A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial

A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

Special Substances And Items

Table: Special Substances and Items

Goods	Cost
Acid (flask)	100s
Alchemist's fire (flask)	200s
Antitoxin (vial)	500s
Everburning torch	1'100s
Holy water (flask)	250s
Smokestick	200s
Sunrod	20s
Tanglefoot bag	500s
Thunderstone	300s
Tindertwig	10s

Any of these substances except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill.

Acid

You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire

You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin

If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch

This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius.

Holy Water

Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit).

Smokestick

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

Sunrod

This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag

When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air.

An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Thunderstone

You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Tindertwig

The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

Table: Tools and Skill Kits

1. *These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.*

GOODS	COST
Alchemist's lab	5000s
Artisan's tools	50s
Artisan's tools, masterwork	550s
Climber's kit	800s
Disguise kit	500s
Healer's kit	500s
Holly and mistletoe	—
Holy symbol, wooden	10s
Holy symbol, silver	250s
Hourglass	250s
Magnifying glass	1'000s
Musical instrument, common	50s
Musical instrument, masterwork	1'000s
Scale, merchant's	20s
Spell component pouch	50s
Spellbook, wizard's (blank)	150s
Thieves' tools	300s
Thieves' tools, masterwork	1'000s
Tool, masterwork	500s
Water clock	10'000s

TABLE XXII: TOOLS

ITEM	COST
Blade Knife	3s
Block & Tackle, lifts 1000lbs	50s
Chain	
Iron, fine, 1 ft	20s
Iron, light, 1 ft	15s
Iron, Medium, 1ft	18s
Iron, Heavy, 1 ft	10s
Silver, Fine, 1 ft	6s
Silver, light, 1 ft	45s
Silver, medium, 1 ft	54s
Gold, Fine, 1 ft	600s
Gold, light, 1 ft	750s
Coinminter	100'000s
Crowbar, 3ft long	20s
Divers Safety Line, 150ft long	15s
Divers Belt w/6 Pouches	1s
Divers Bag (Floatation)	2s
Divers Goggles	15s
Divers Mask	30s
Divers Nwt Sack	1s
Divers Snorkel Tube	2s
Divers Weights (Lead)	10s
Divers Weight Belt	
Light	3s

TABLE XXII: TOOLS

ITEM	COST
Medium	4s
Heavy	5s
File, Metal	20s
Glass Working Tools, 1 set	500s
Grindstone	50s
Hacksaw	20s
Jewel spotter gem	10'000s
Jeweler Hammer and Chisel	1'000s
Ladder	
Rope, 25ft long	30s
Wooden, 12 ft long	10s
Loom	70s
Map Making Kit	350s
Nail (Iron), per lbs	10s
Nail (silver)	10s
Pick Axe, Mining	40s
Pliers	10s
Razor	10s
Rockstriker Pick	1'000s
Rope	
Jute, per 50' coil	10s
Hemp, per 50' coil	10s
Silk, per 100' coil	500s
Elven, per 50' coil	10'000s
Scissors	5s
Spade/ Shovel	30s
Smelter	
small	10'000s
medium	20'000s
Large	50'000s
Steel etcher	1'000s
String / Twine, Hemp, 250 ft long	10s
String / Twine, Silk, 250 ft long	30s
Tongs	4s

TABLE XXIV : MISCILLANEOUS EQUIPMENT

ITEM	COST
Ball	
2"	1s
4"	2s
12"	20s
Lead	2s
Bar, Iron, magnetized	8s
Bath Oil	10s
Bead	
Crystal	6s
Glass	3s
Bell	
Glass	20s
Golden	60s

TABLE XXIV : MISCELLANEOUS EQUIPMENT	
ITEM	COST
Metal	10s
Silver	50s
Tiny, metal	5s
Bellows	50s
Birdcage	50s
Bow and arrow, Toy, Set	20s
Bowl	
Ceramic	10s
Pewter	2s
Silver	20s
Brush & Combs	
Gold	120s
Silver	20s
Tortoise shell	10s
Hardwood	1s
Cage, Silver wire	80s
Caltrop, golden	200s
Candle Molds	12s
Candle Snuffer	1s
Candle, Sealing Wax	3s
Cauldren	60s
Chalk	
White, per stick	1s
Assorted Colors, per stick	2s
Charcoal, 10lbs bag	10s
Chess set	150s
Chopsticks, pair	4s
Cigars, each	100s
Circle	
brass	20s
gold	150s
platinum	250s
silver	50s
Coal, 10lb bag	20s
Cologne / Perfume, per oz	10s
Comb	1s
Cone,	
bull or ram horn	40s
Crystal	70s
Crucible	7s
Cruet	10s
Cube, cast iron	3s
Cup	
Ceramic	8s
Pewter	2s
Silver	20s
Wooden	4s
Cutlery	
Copper, per piece	1s
Pewter, per piece	2s

TABLE XXIV : MISCELLANEOUS EQUIPMENT	
ITEM	COST
Silver, per piece	10s
Cylinder	
brass	80s
copper	80s
obsidian	140s
Decanter	
Pottery	3s
Silver	50s
Dice / Knucklebones	
normal	20s
loaded	40s
Disc, bronze	1sp
Doll	
Fabric	3s
Porcelain	20s
Replica of self	100s
Earspoon	2s
Fish, Ornamental	10s
Fishhook	2s
Fishnet, 10' x 10'	10s
Frog Legs, 1 set	10s
Furnace	350s
Gauze	1s
Glue, 2oz. bottle	20s
Goblet	
Crystal	40s
Pewter	4s
Silver	20s
Copper	2s
Graduate, 1 dozen	50s
Grapple	70s
Grog	3s
Hammock	50s
Hamper	15s
Howdah	250s
Incense, per stick	10s
Kettle, Iron (various Sizes)	120s
Key, silver	120s
Lens, small	80s
Links, gold	80s
Lock	
Poor, w/ 2 keys	10s
Good, w/ 2 keys	60s
Poison Pin, w/ 2 keys	100s
Magnet, small	1s
Map/ Scroll Tube	8s
Marble	
black glass	4s
colored glass	4s
Marbles, per bag of 20	20s
Mat, Straw, 9sq ft	10s

TABLE XXIV : MISCILLANEOUS EQUIPMENT	
ITEM	COST
Metal Cube, perfect	100s
Mirror, sq ft	120s
Mirror	
Metal, small, 3" x 2"	50s
Metal, large, 9" x 6"	100s
Silver, small, 3" x 2"	200s
Silver, large, 9" x 6"	500s
Nectar of The Gods, 1 oz	100'000s
Needle Sewing	20s
Needle, Sewing, golden	30s
Needle, magnetized	10s
Net, Fishing, 10" x 10"	10s
Oil	
Regular, flask, 16 oz	10s
Fine-Whale, flask, 16oz	30s
Greek-fire, flask, 16oz	500s
Rubbing, scented, flask, 16oz	30s
Pendant, metal	80s
Pin, 1 gross	15s
Pin, silver	10s
Pipe, smoking	10s
Plate Armor, Elven	100'000s
Plate	
Ceramic	6s
Pewter	2s
Silver	20s
Wooden	3s
Pole	
Wooden, 10' long	3s
Wooden, Iron Shod/ Banded, 6' long	3s
Polisher's rag	200s
Portable Arch	2'500s
Portal, ivory	150s
Prayer Beads	20s
Prism, crystal	50s
Punk Pot, smolder 2	10s
Puppets	20s
Retort	20s
Ribbon	2s
Rocking horse	40s
Rubber Ball (solid), 3' diameter	3s
Sashling	100s
Smelter, small, 30' x 30'	10'000s
Smelter, medium, 50' x 50'	20'000s
Smelter, large, 75' x 75'	50'000s
Soap, per 80z	12s
Sphere	
Clay	1s
Glass	1s
Obsidian	180s
Spinner, brass	20s

TABLE XXIV : MISCILLANEOUS EQUIPMENT	
ITEM	COST
Spyglass, w/ case	10'000s
Spoon, siver	10s
Stand	
Armor	100s
Weapon / stand	30s
Symbol	
Silver	500s
Wooden	7s
Talis Deck	3s
Test kit, sufficant for 5-10 uses	1'500s
Thieves picks	300s
Tobacco, per lbs	10s
Tops, toys, per 5	20s
Trumpet, hearing, brass, small	6s
Tub	250s
Turban	5s
Water, Holy, per Vial	250s
Wheel, Prayer	30s
Whetstone (course)	8s
Whetstone (fine)	10s
Whistle	
Bone	15s
Metal	5s
Reed	7s
Silver	10s
Wire, per yrd	
Copper	10s
Gold	50s
Platinum	100s
Silver	20s

Alchemist's Lab

An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools

These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all.

Artisan's Tools, Masterwork

These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

Climber's Kit

This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

Disguise Kit

The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.

Healer's Kit

It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after ten uses.

Holy Symbol, Silver or Wooden

A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

Unholy Symbols

An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass

This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork

A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant's

A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch

A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Spellbook, Wizard's (Blank)

A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 0-level spells).

Thieves' Tools

This kit contains the tools you need to use the Disable Device and Open Lock skills. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Lock checks.

Thieves' Tools, Masterwork

This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork

This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any).

Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock

This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Clothing

ITEM	COST
Apron	1s
Boots	
High (hard)	20s
High (soft)	10s
Low (hard)	10s
Low (soft)	8s
Riding	30s
Bracelets	
Gold	250s
Silver	100s
Breeches	
Sack cloth	5s
Linen	10s
Woolen	20s
Velvet	40s
Silk	80s
Brooches	
Silver	250s
Gold	450s
Bustle	
Side	50s
Rear	90s
Cannons	
Gnome	50s
Halfling	60s
Elf	80s
Human	100s
Capes	
Half	4s
Full	7s
Chemise	
Sackcloth	8s
Linen	20s
Cotton	30s
Silk	60s
Cloak	
Plain	5s
Fancy w/Fur	25s
Cap	
Plain	1s
Fancy	5s
Cote	
Gnome	30s
Halfling	40s
Elf	60s
Human	70s
Doublet	
Gnome	3s

ITEM	COST
Halfling	4s
Elf	6s
Human	10s
Dress, Linen	
Gnome	7s
Halfling	8s
Elf	1s
Human	2s
Earrings	
	350s
Fullcloth, wool	
Halfling	10s
Elf	50s
Human	80s
Girdle	
Broad	2s
Normal	10s
Gloves	
Archery	450s
Leather	1'000s
Linen	50s
Cloth	12s
Fur Lined	40s
Silk	150s
Snakeskin	160s
Gown, Silk	
Gnome	50s
Halfling	70s
Elf	100s
Human	150s
Handkerchief, silk	
	2s
Hat	
Cloth	7s
Fur	20s
Straw	2s
Hoods	
Wool	2s
Linen	2s
Fur	10s
Hose	
Gnome	2s
Halfling	4s
Elf	50s
Human	60s
Hose Supporter	
	20s
Jacket	
Silk	800s
Jerkins	
Linen	8s

ITEM	COST	ITEM	COST
Wool	10s	Dancing	15s/pair
Leather	100s	Elven	450s
Cotton	300s	Moccasins	20s/pair
Loincloth	2s	Snow	200s
Mittens		Tabi	
Common	30s	Wool	450s
Arctic	750s	Silk	1000s
Nightshirt	60s	Slippers	
Pendants	450s	Linen	15s
Pin	60s	Quilted Silk	350s
Plain Brooch	100s	Wool	10s
Purses		Stockings	20s/pair
Linen	3s	Surcoat	
Leather	20s	Linen	6s
Raincape, Straw	20s	Quilted	20s
Ring	350s	Tabard	60s
Robe		Toga	8s
Cloth	6s	Trousers / Skirt, Cotton	3s
Fur, Trimmed	30s	Trousers / Skirt, Wool	10s
Emroidered	200s	Tunic	8s
Silk	95s	Vest,	
Sandals	20s	Cloth w/Pockets	5s
Sash		Fur	10s
Wool	1s	Leather	7s
Linen	2s	Silk	10s
Silk	100s	Veil, Silk	10s
Shirt/ Blouse	4s		
Shoes			

This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments

These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit

A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Courtier's Outfit

This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 500s), you look like an out-of-place commoner.

Entertainer's Outfit

This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit

This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit

This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit

This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 1000s).

Peasant's Outfit

This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit

This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit

Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit

This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Table: Food, Drink, and Lodging

ITEM	COST
Ale	
large barrel, 50 gallons	100s
small barrel, 5 gallons	5gp
1 pint	1s
Dwarven, large barrel, 50 gallons	10'000s
Dwarven, small barrel, 5 gallons	1'000s
Dwarven, 1 pint	100s
Banquet	100s
Beer	
Light, 1 pint	5s
Dark, 1 pint	1s
Bock, 1 pint	3s
Brandy, 1 pint	10s
Food, Merchant's Meal	1s
Food, Rich Meal	10s
Cider	

ITEM	COST
Hand keg, 2 gallons	1s
Cask, 12 gallons	4s
Barrel, 30 gallons	10s
Butt, 100 gallons	35s
Tune, 250 gallons	80s
City Room (per month)	
Common	200s
Poor	6s
Evermead	
Hand Keg, 2 gallons	500s
Bottle	300s
Feywine (small cask)	1'000s
Grain and Stabling For Horse (Daily)	50s
Inn Lodging (per day/Week)	
Common	5s/3s
Poor	5s/2s
Mead	
Honey, pint	5s

ITEM	COST
Meals (per Day)	
Good	5s
Common	30s
Poor	10s
Rum	
Light, per pint	5s
Dark, per pint	7s
Saki, per pint	7s
Separate Latrine for Rooms (per month)	20s
Wine	

ITEM	COST
Excellant, Large Barrel, 50 gallons	250s
Fair, Large Barrel, 50 gallons	50s
Excellant, Small Barrel, 5 gallons	25s
Fair, Small Barrel, 5 gallons	5s
Excellant, 1 gallon	5s
Fair, 1 gallon	1s
Wine, Spiced	
Keg, 2 gallons	4s
Cask, 12 gallons	20s
Barrel, 30 gallons	50s

Inn

Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals

Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

TABLE XV: ANIMALS

ITEM	COST
Camel	500s
Cat, Hunting	50'000s
Dog	
Guard	250s
Hunting	170s
House	40s
Lap	200s
Sled	300s
Tracking	200s
War	500s
Donkey, Mule, or Ass	80s
Falcon, trained	6'000s
Hawk, Fledgling	25s
Hawk, Small	180s
Hawk, Large	400s
Hawk, Trained	1'000s
Horse	
Draft	2'000s
Heavy War	4'000s
Light War	1'500s
Medium War	2'250s
Riding	750s
Pigeon	2s
Pigeon, homing	1'000s
Pony	300s

TABLE VII: TRANSPORTATION

ITEM	COST
Barge	5'000s
Boat, collapsible	5'000s
Boat, small	750s
Boat, long	1'500s
Canoe	
Small	300s
War	500s
Caravel	100'000s
Carriage	
Common	1'500s
Coach, ornamental	70'000s
Cart	
wood w/ steel axel, limit 250 lbs	300s
Reinforced steel, limit 4 tons	800s
Carriage, Common	1'500s
Chariot	
Riding	2'000s
War	5'000s
Coach, Ornamental	70'000s
Coaster	50'000s
Cog	100'000s
Curragh	5'000s
Drakkar	250'000s
Dromond	150'000s
Galleon	500'000s
Galley	
Large	250'000s

TABLE VII: TRANSPORTATION	
ITEM	COST
Small	100'000s
War	400'000s
Kayak	2'500s
Knarr	30'000s
Longship	100'000s
Oar	
Common	20s
Galley	100s
Peacock	40s
Raft or small keelboat	1'000s
Sail	200s
Wagon	
Closed	2'500s
Open	1'500s

TABLE VIII: TACK & HARNESS	
ITEM	COST
Scale (Elephant)	3'500s
Bit & Bridle	15s
Grain, Horse Meal, 1 day	1s
Harness	
single	30s
Double	50s
Four	90s
Six	150s
Eight	220s
Harness and Feeding Bag	50s
Hobbles, 1 set	20s
Horse Blanket / Hood	20s
Horseshoes, set	10s
Saddle, Riding	100s
Saddle, War Horse	200s
Saddle, Tarn	500s
Saddle Bags	
large	30s
small	40s
Saddle Blanket	3s
Saddle Pack	30s
Yoke	
Horse	50s
Oxen	30s

TABLE VIII: TACK & HARNESS	
ITEM	COST
Barding	
Leather/ Padded (Horse)	1'500s
Scale (Horse)	1'750s
Brigandine (Horse)	5'000s
Chainmail (Horse)	10'000s
Plate (Horse)	20'000s
Leather/ Padded (Elephant)	2'000s

Barding, Medium Creature and Large Creature

Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see Armor for Unusual Creatures). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Table: Barding

Barding	Base Speed		
	(40 ft.)	(50 ft.)	(60 ft.)
1. A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.			
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹

Dog, Riding

This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no

damage when you fall from a riding dog.

Donkey or Mule

Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed

Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse

A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Heavy warhorses, light warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic

An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military

A military saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Saddle, Pack

A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding

The standard riding saddle supports a rider.

Transport

Carriage

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart

This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley

This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000s more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat

This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship

This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat

This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1½ miles per hour.

Sailing Ship

This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Sled

This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon

This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship

This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2½ miles per hour when being rowed or under sail.

Coach Cab

The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained

The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained

The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger

This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll

A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its

upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage

Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell

The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell. If the spell has an XP cost, add 50s per XP lost.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.

Spellcasting and Services	
SPELL	COST
Astral Spell	20'000s per person
Atonement	10'000s / level
Augury	2'000s
Bless	5'000s
Charm Person	10'000s
Clairvoyance	5'000s
Commune	10'000s
Comprehend Languages	500s
Contact Other Plane	50'000s + 10'000s / question
Continual Light	10'000s
Control Weather	200'000s
Cure Blindness	5'000s
Cure Disease	5'000s
Cure Light Wounds	100s
Cure Moderate Wounds	200s
Cure Serious Wounds	400s
Cure Critical Wounds	800s
Detection Spells (any)	1000s

Spellcasting and Services	
SPELL	COST
Dispel Magic	1000s
Divination	5000s
Earthquake	250'000s
Enchant Item	200'000s + 25'000s / Spell Level
ESP	5000s
Explosive Runes	10'000s
Find the Path	10'000s
Fire Trap	5'000s
Fools Gold	1'000s
Gate	Special
Glyph of warding	10'000s
Heal	10'000s
Identify	1'000s
Invisible Stalker	50'000s
Invisibility	5'000s
Legend Lore	10'000s
Limited Wish	250'000s
Magic Mouth	3'000s

Spellcasting and Services

SPELL	COST
Mass Charm	50'000s
Neutralize Poison	1'000s
Permanency	200'000s
Plane Shift	50'000s
Prayer	10'000s
Protection from Evil	200s
Raise Dead	25'000s
Read Magic	2'000s
Regenerate	20'000s
Reincarnation	50'000s
Remove Curse	1'000s

Spellcasting and Services

SPELL	COST
Resurrection	100'000s
Restoration	75'000s
Slow Poison	500s
Speak with Dead	1'000s
Suggestion	6'000s
Symbol	10'000s
Teleport	20'000s
Tongues	1'000s
True Seeing	50'000s
Wish	500'000s
Wizard Lock	500s