

ADVENTURING GEAR

Item	Cost	Weight
Animal call	20 gp	-
Armour maintenance kit	1 gp	1
Ascender/slider	20 gp	1
Backpack (empty)	2	2 ¹
Banner/standard	30+gp	10
Barre	2	30
Basket	4 sp	1
Bedroll	1 sp	5 ⁸
Bell	1	--
Blanket, winter	5 sp	3 ⁸
Block and tackle	5	5
Bolt cutters	6 gp	5
Book, false	30 gp	2
Bottle, wine, glass	2 gp	--
Bucket (empty)	5 sp	2 lb
Calatrops	1	2
Cage		
Diminutive	10 gp	13
Tiny	15 gp	25
Small	25 gp	75
Medium	50 gp	100
Large	75 gp	200
Candelabra (4 candle)	20 gp	1
Candelabra (16 candle)	25 gp	3
Candle	1 cp	--
Candle mold	12 sp	5
Candle, insectbane	1 sp	--
Canvas (sq yd)	1 sp	1
Case, map or scroll	1	½
Chain (10 ft)	30	2
Chalk	1 cp	--
Crane, portable		
Str 22	30 gp	75
Str 24	60 gp	120
Str 28	120 gp	250
Chest (empty)	2	25
Crowbar	2	5
Earplugs	3 sp	--
Finger blades	20 gp	--
Firewood (per day)	1 cp	20
Fishhook	1 sp	--
Fishing tackle	20 gp	5
Flask (empty)	3 cp	1 ½
Flint and steel	1	--
Flotation bags	5 gp	1
Fowler's snare	20 gp	5
Gaming board, portable	2+gp	1
Glass cutter	2 gp	½
Grappling hook	1 gp	4
Grappling hook, collapsible	3 gp	2
Grappling ladder (10 ft)	40 gp	8
Hacksaw	5 gp	1
Hacksaw (masterwork)	20 gp	1
Hammer	4 sp	2
Hammock	5 gp	1
Heat-proof mat	45 gp	
Housebreaker harness	20 gp	2
Ice axe	10 gp	5
Insect netting	200 gp	5
Ink (1 oz vial)	8 gp	--
Inkpen	1 sp	--
Jeweller's loupe	20 gp	--
Jug, clay	3 cp	9
Keg (hand)	5 sp	10
Keg (cask)	1 gp	20
Ladder, 10 ft	5 cp	20
Lamp, common	1 sp	1
Lamp, bullseye	12	3
Lamp, fog cutter	20 gp	3
Lamp, hooded	7	2
Leash and muzzle		
Diminutive	2 sp	--
Tiny	4 sp	--
Small	6 sp	--
Medium	8 sp	--
Lock		

Item	Cost	Weight
Very simple	20 gp	1
Average	40 gp	1
Good	80 gp	1
Amazing	150 gp	1
Magnet, small	10 gp	1
Manacles	15 gp	2
Manacles, masterwork	50 gp	2
Marbles	2 sp	2
Mess kit	6 sp	1
Mill, hand	2 gp	1
Mirror, small steel	10 gp	½
Money belt	4 gp	--
Mug/Tankard, clay	2 cp	1
Music box	35 gp	--
Net, butterfly	10 gp	¼
Oil (1 pint flask)	1 sp	1
Paper (sheet)	4 sp	--
Parchment (sheet)	2 sp	--
Pick, miners	3gp	10
Percolator	1 gp	1
Periscope	20 gp	2
Pestle and mortar	5 gp	1
Pitcher, clay	2 cp	5
Piton	1 sp	½
Pole, 10 ft	2 sp	8
Pot, iron	5 sp	10
Pouch, belt (empty)	1 gp	½ ⁸
Pulley	5 gp	1
Quiver or scabbard	10 gp	2
Ram, portable	10 gp	20
Rations, trail (per day)	5 sp	1 ¹
Rope, elven (20 ft) +3 to use rope	50 gp	5
Rope, hempen (50 ft)	1 gp	10
Rope, silk (50 ft)	10 gp	5
Sack (empty)	1 sp	½ ⁸
Saw, folding	2 gp	2
Sealing wax	1 gp	1
Sewing needle	5 sp	--
Shoes, silent +1 move silently	10 gp	1
Shreik rock	3 gp	¼
Signal whistle	8 sp	--
Signet ring	5 gp	--
Skis and poles	15 gp	6
Slate board	5 gp	1
Sledge	1 gp	10
Snorkel	1 gp	½
Snow goggles	2 gp	--
Snow shoes	15 gp	8
Soap (per lb)	5 sp	1
Space or shovel	2	8
Sparker	2 gp	--
Spider poles	35 gp	8
Sprayer	15 gp	4
Springwall	60 gp	1
Spyglass	1000	1
Stilts	5 gp	8
Table case, folding	5 gp	5
Tarpaulin	5 gp	30
Teepee	60 gp	100
Tent	10	20 ⁸
Tent, one-person	5 gp	10
Tent, four person	20 gp	40
Thieving helmet	10 gp	1
Tools, farming	1-4 gp	2-10
Tongs, metal	3 gp	4
Torch	1 cp	1
Tree stand	15 gp	5
Tree tent, elven	30 gp	5
Twine, roll (50 ft)	1 sp	--
Vial, inl or potion	1	1/10
Waterskin	1	4 ⁸
Whetstone	2 cp	1
Wick, candle (50 ft)	2 sp	--
Winch, portable		
Str 18	20 gp	20
Str 20	40 gp	40
Str 22	80 gp	80

SPECIAL SUBSTANCES

Item	Cost	Weight
Acid (flask)	10 gp	1
Acidic fire (flask)	30 gp	1
Alchemist's fire (flask)	20 gp	1
Alchemist's frost (flask)	25 gp	1
Alchemist's spark (flask)	25 gp	1
Antitoxin (vial)	50 gp	--
Bladefire	20 gp	1
Bullet, acid	10 gp	½
Bullet, flame	20 gp	½
Bullet, priest's	25 gp	½
Candle, focusing	100 gp	1
Candle, restful	100 gp	1
Clearbreath	50 gp	--
Darkvision powder	10 gp	--
Defoliator	20 gp	1
Dehydrated food	2 gp	¼
Dwarfblind	50 gp	1
Everburning torch	110	1
Farflame oil	2 gp	1
Fleetfoot	50 gp	--
Ghostoil	50 gp	1
Hawk's ointment	50 gp	--
Holy water (flask)	25	1
Instant rope	25 gp	1
Longbreath	50 gp	--
Motelight	20 gp	1
Nature's draught	50 gp	--
Noxious smokestick	80 gp	½
Polar skin	25 gp	1
Signal torch	1 gp	1
Smokestick	20	½
Sparkstone	50 gp	1
Stonebreaker acid	20 gp	1
Sunrod	2	1
Tanglefoot bag	50	4
Thunderstone	30	1
Tindertwig	1	--
Verminbane	20 gp	1
Vicious bleeder	50 gp	1

TOOLS AND SKILL KITS

Item	Cost	Weight
Alchemist's lab	500	40
Animal trainer's kit	50 gp	5
Artisan's tools	5	5
Artisan's tools, masterwork	55	5
Climber's kit	80	5 ⁸
Clothing, darkweave	+100 gp	
Clothing, glammerweave	+100 gp	
Disguise kit	50	8 ⁸
Forger's kit	25 gp	2
Glyphbook	20 gp	2
Healer's kit	50	1
Holly and mistletoe	--	--
Holy symbol, flametouched iron	750 gp	1
Holy symbol, wooden	1	--
Holy symbol, silver	25	1
Hourglass	25	1
Inquisitive's kit	300 gp	4
Jester's kit	10 gp	5
Magnifying glass	100	--
Musical instrument, common	5	3 ⁸
Musical instrument, masterwork	100	3 ⁸
Navigator's kit	250 gp	8
Scale, merchant's	2	1
Scryer's kit	40 gp	2
Spell component pouch	5	2
Spellbook, wizard's (blank)	15	3
Spellshard, wizard's (blank)	3 gp	½
Swimmer's gear	15 gp	5
Thieve's tools	30	1
Thieve's tools, masterwork	100	2
Tool, masterwork	50	1
Warforged repair kit	50 gp	1
Water clock	1000	200

1 These items weight ¼ this amount and carry ¼ the normal amount when made for small characters.

DOCUMENTS

Item	Cost	Weight
Arcane signet ring	150 gp	--
Id papers, standard	2 gp	--
Id papers with portrait	5 gp	--
Letter of credit		--
Letter of marque	500 gp	--
Travelling papers	2 sp	--

SPELLCASTING AND SERVICES

Service	Cost
Coach cab	3 cp/mile
Hireling, dragonmarked	12 gp/day
Hireling, trained	3 sp/day
Hireling, untrained	1 sp/day
House Cannith: <i>make whole</i>	50 gp
House Cannith: <i>mending</i>	5 gp
House Cannith: <i>repair light damage</i>	10 gp
House Jorasco: <i>cure light wounds</i>	8 gp
House Jorasco: <i>cure serious wounds</i>	125 gp
House Jorasco: <i>heal</i>	600 gp
House Jorasco: Heal check	3 sp
House Jorasco: <i>lesser restoration</i>	50 gp
House Jorasco: Long term care	7 sp/day
House Jorasco: <i>neutralize poison</i>	250 gp
House Jorasco: <i>remove blindness/deafness</i>	125 gp
House Jorasco: <i>remove disease</i>	125 gp
House Kundarak: <i>arcane lock</i>	50 gp
House Kundarak: <i>explosive runes</i>	150 gp
House Lyrander airship	1 gp/mile
House Lyrander galleon	5 sp/mile
House Orien coach/caravan	1 sp/mile
House Orien: <i>dimension leap</i>	1 sp/10 ft
House Orien mail service	1 cp/mile
House Orien: <i>teleport</i>	10 gp/mile
House Sivis: <i>arcane mark</i>	5 gp
House Sivis: <i>illusory script</i>	90 gp
House Sivis message station use	5 gp/page
House Sivis: <i>sending</i>	250 gp
House Sivis translation	2 gp/page
House Sivis: <i>whispering wind</i>	50 gp
Messenger	2 cp/mile
Road or gate toll	1 cp
Ship's passage	1 sp/mile
Skycoach, in-city	2 so/mile
Spells	Spell level x CL x 10 gp ²

MOUNTS AND RELATED GEAR

Item	Cost	Weight
Bit and bridle	2	1
Carver	400 gp	
Clawfoot	150 gp	
Dog, guard	25	
Dog, riding	150	
Donkey or mule	8	
Fastieth	50 gp	
Glidewing	800 gp	
Feed (per day)	5 cp	10
Horse		
Horse, heavy	200	
Horse, light	75	
Pony	30	
Warhorse, heavy	400	
Warhorse, light	150	
Warpony	100	
Magebred animal	x2	
Saddle		
Military	20	30
Pack	5	15
Riding	10	25
Saddle, exotic		
Military	60	40
Pack	15	20
Riding	30	30
Saddlebags	4	8
Stabling, per day	5 sp	
Valenar riding horse	500 gp	

FOOD, DRINK AND LODGING

Item	Cost	Weight
Ale (gallon)	2 sp	8
Ale (Mug)	4 cp	1
Banquet (per person)	10 gp	--
Bread, per loaf	2 cp	½
Cheese	1 sp	½
<i>Heroes' feast</i> (per person)	60 gp	
Inn stay (per day)		
Good	2 gp	
Common	5 sp	
Poor	2 sp	
<i>Leomund's secure shelter</i> (per person)	35 gp	
Meals (per day)		
House Ghallandra purified	5 gp	
Good	5 sp	
Common	3 sp	
Poor	1 sp	
Meat, chunk of	3 sp	½
Wine		
Common (pitcher)	2 sp	6
Fine (bottle)	10	1 ½
Water, House Ghallandra purified	2 gp	

ITEM HARDNES AND HIT POINTS

Item	Example	Hardness	Hit Points
Light blade	Short sword	10	2
One-handed blade	Longsword	10	5
Two-handed blade	Greatsword	10	10
Light metal hafted weapon	Light mace	10	10
One handed metal hafted weapon	Heavy mace	10	20
Light hafted weapon	Handaxe	5	2
One handed hafted weapon	Battleaxe	5	10
Two handed hafted weapon	Greataxe	5	10
Projectile weapon	Crossbow	5	5
Armour		by material	bonus x 5
Buckler	--	10	5
Light wooded shield	--	5	7
Heavy wooden shield	--	5	15
Light steel shield	--	10	10
Heavy steel shield	--	10	20
Tower shield	--	5	20

Substance	Hardness	Hit points
Paper or cloth	0	2/in
Rope	0	2/in
Glass	1	1/in
Ice	0	3/in
Leather or hide	2	5/in
Wood	5	10/in
Stone	8	15/in
Iron and steel	10	30/in
Mithral	15	30/in
Adamantine	20	40/in

Object	Hardness	Hit points	Break DC
Rope 1" thick	0	2	23
Door			
Simple wooden	5	10	13 ³
Good wooden	5	15	18 ¹
Strong wooden	5	20	23 ¹
Iron (2" thick)	10	60	28 ¹
Small chest	5	1	17 ¹
Treasure chest	5	15	23 ¹
Masonry wall (1 ft thick)	8	90	35
Hewn stone (3 ft thick)	8	540	50
Chain	10	5	26

3 Adjust DC: *hold portal*: +5, *arcane lock*: +10

2 See spell descriptions for any extra costs

