

Equipment

written by CresthavenRPG Guru | November 14, 2014



Here is a list of equipment that is available in most villages and towns. Prices listed here are an approximation, and will vary wildly depending on the availability at the locations. It is not uncommon for shops to sell out or for specific items to become rare in remote places.



When purchasing equipment, each item will impact the overall encumbrance of the character. This impacts the movement and time tracking. For how much money you start the game with, see Treasure and Money

Armor*

Name	Armor Class	Cost (Gold)	Weight
Base Armor Class	10	0	
Leather Armor	+3	20	15 lbs
Scale Mail Armor	+4	45	30 lbs
Chain Mail Armor	+5	75	40 lbs
Banded Mail Armor	+6	90	45 lbs
Plate Mail Armor	+7	400	60 lbs

Shield (uses offhand) +1 10 5 lbs

* The Armor Class of all characters is 10. It is then modified by their dexterity attribute (with focus if applicable) plus any armor bonus.

Weapons

	Damage	Cost (Gold)	Type	Weight
Axe, Hand	1d6	5	slashing	5 lbs
Bastard Sword (2 handed)	1d10	35	piercing	8 lbs
Battle Axe	1d8	25	piercing	6 lbs
Claymore Sword (2 handed)	2d8	75	piercing	16 lbs
Club	1d4	—	bludgeoning	3 lbs
Dagger*	1d4	5	piercing	1 lb
Fist	1d2	—	bludgeoning	—
Flail	1d6	8	bludgeoning	
Gauntlet (spiked)	1d3	5	piercing	1 lbs
Great Axe (2 handed)	2d8	80	piercing	15 lbs
Lance***	1d8	10	piercing	10 lbs
Long Sword	1d8	15	piercing	4 lbs
Mace / Warhammer	1d6	5	bludgeoning	4 lbs
Maul (2 handed)	2d8	80	bludgeoning	20 lbs
Morningstar	1d6	8	bludgeoning	6 lbs
Pickhammer	1d4	4	piercing	3 lbs
Rapier	1d6	20	piercing	2 lbs
Scimitar	1d6	15	slashing	4 lbs
Short Sword	1d6	10	piercing	2 lbs
Spear***	1d6	5	piercing	2 lbs
Staff	1d8	10	bludgeoning	2 lbs
Torch**	1d4	2	burning	1 lb
Trident	1d6	12	piercing	4 lbs
Whip***	1d4	10	bludgeoning	3 lbs

*** *Reach*. This weapon adds 5 feet to your attacks. Characters can attack with reach from positions not in the front of the Marching Order (see combat)

Ranged Weapons

For details on how ranged weapons work. Please see the combat page.

Name	Damage	Cost (Gold)	Type	Weight	Range
Axe, Hand	1d6	5	slashing	5 lbs	20/60
Crossbow	1d8	25	piercing	6 lbs	80/320
Crossbow, Hand	1d6	75	piercing	3 lbs	30/120
Crossbow, Heavy	1d10	50	piercing	10 lbs	100/300
Dart	1d4	1	piercing	1/2 lb	30/120

Sling	1d4	5	bludgeoning	0.5 lbs	30/120
Spear***	1d6	10	piercing	4 lbs	30/120
Short Bow	1d6	30	piercing	3 lbs	80/320
Long Bow	1d6	75	piercing	5 lbs	150/600

Note: Crossbows require reloading that requires a full Ready Action (3 AP) and therefore may attack every other round.

Ammunition

Name	Cost	Weight
Arrow	1 gp	0.1 lbs
Crossbow Bolt	1 gp	0.1 lbs
Sling Bullet	1 sp	0.25 lbs

Misc Goods

Goods	Cost	Weight
Backpack (empty) holds 1 cubic foot or 30 pounds	2 gp	2 lbs
Bedroll	1 sp	5 lbs
Bell	1 gp	—
Blanket, winter	5 sp	3 lbs
Bottle, wine, glass	2 gp	—
Caltrops	1 gp	2 lbs
Candle	1 cp	—
Chain (10 ft)	20 gp	2 lbs
Chalk, 1 piece	1 cp	—
Chest	2 gp	25 lbs
Crowbar (Adv Pry)	2 gp	5 lbs
Flask	4 cp	1.5 lbs
Flint and steel	1 gp	—
Grappling hook (Adv Climb)	1 gp	4 lbs
Hammer (12 nails)	5 sp	2 lbs
Ink vial	8 gp	
Inkpen	1 sp	
Lamp, common**	1 sp	1 lbs
Lamp Oil (1-pint flask)	1 sp	1 lbs
Lantern, bullseye**	12 gp	3 lbs
Lock (DC 10)	20 gp	1 lb
Lock (DC 15)	40 gp	1 lb
Lock (DC 20)	80 gp	1 lb
Manacles	15 gp	2 lbs
Mess Kit	2 sp	2 lbs
Mirror, small steel	10 gp	$\frac{1}{2}$ lbs
Pitons (steel spikes) x10	5 sp	5 lbs
Pole, 10-foot	2 sp	8 lbs

Pot, Iron (1 gallon)	10 sp 4 lbs
Pouch, belt (empty) holds 1/5 cubic foot or 6 pounds	1 gp ½ lbs
Quiver	10 sp 1 lbs
Rations, trail (per day)	5 sp 1 lbs
Rope, hempen (50 ft.)	1 gp 10 lbs
Rope, Silk (50 ft.)	10 gp 5 lbs
Sack (empty) holds 1 cubic foot or 30 pounds	1 sp ½ lbs
Signal whistle	8 sp —
Spellbook	15 gp 3 lbs
Soap	1 cp ½ lbs
Tent (3 person)	10 gp 15 lbs
Thieves' tools	40 gp 2 lbs
Torch**	1 cp 1 lbs
Waterskin	1 gp 4 lbs

Animals

Name	Hit Dice	Speed	Carry	Cost
Camel	2	50/100	380 lbs	40GP
Donkey	1	40/80	350 lbs	8GP
Pony	1	40/80	200 lbs	50GP
Horse, Light	3	60/120	400 lbs	75GP
Horse, Heavy	5	40/80	640 lbs	200GP
Horse, War	4	50/100	500 lbs	400GP
AC 14 / Attacks 2: 1d8/1d8				
Dog, Guard	1	40		25GP
AC 12 / Attacks: 1 bite (1d4) Owner gains Advantage to Notice				

Animal Drawn Vehicles

Name	Carry	Cost
Carriage	500 lbs	150GP
Cart	1000 lbs	20GP
Chariot	250 lbs	300GP
Wagon	2000 lbs	100GP

* Carry weight and pulling by an animal is not the same. For a 2000 lbs wagon load (fully loaded) would require 10 ponies to pull it. Speed is per animal.

Tack and Harness

Item	Weight	Cost
Bit and bridle	1 lbs	2GP
Animal Feed (per day)	10 lbs	5CP
Saddle, Pack	15 lbs	5GP
Saddle, Riding	25 lbs	10GP

Item	Weight	Cost
Saddlebags	8 lbs	5GP
Stabling (per day)	–	5SP

Watercraft

Vehicle	Cost	Speed
Galley	30,000GB	4 mph
Rowboat	50GP	1½ mph
Small Sailboat	250GP	2 mph
Sailing Ship	10,000GP	2 mph

Table: Food, Drink, and Lodging

Item	Cost	Weight
Meals (per day)		
– Good	5 sp	–
– Common	3 sp	–
– Poor	1 sp	–
Ale		
– Gallon	2 sp	8 lbs
– Mug	4 cp	1 lbs
Wine		
– Common (pitcher)	2 sp	6 lbs
– Fine (bottle)	10 gp	1-1/2 lbs
Food		
Bread, per loaf	2 cp	1/2 lbs
Cheese, hunk of	1 sp	1/2 lbs
Meat, chunk of	3 sp	1/2 lbs
Inn stay (per day)		
– Good	2 gp	–
– Common	5 sp	–
– Poor	2 sp	–

Spell Casting Services

Name	Cost (gp)
Holy Water (flask)	25 gp (1lbs)
Identify	25 gp
Remove Curse	50 gp
Resurrection	1,000 gp
Potion of Healing	100 gp
Potion of Haste	300 gp
Potion of Barkskin +3	500 gp
Potion of Invisibility	800 gp

Holy Water

This is water which has been specially prepared by a Cleric for use against Undead creatures. It can be used by any character. Holy Water must be kept in small, specially prepared glass bottles (known as vials) for it to remain Holy. The effect of one vial of Holy Water on an Undead creature is 1d8 points of damage. For it to cause damage, it must successfully strike the target, thus breaking the vial. It may either be thrown (using missile fire rules) or used hand-to-hand (using normal combat rules).

Torches

Torches only **burn for 1 hour** (6 turns). That is an insanely short time period. I can see a torch burning out just as combat begins. If a torch burns out, apply the Special Attack Condition Blindness to all characters who are not longer in torchlight. Torches carried into combat have a Dexterity DC10 chance of going out in the event of a successful attack on the carrier. Furthermore, torches (and light spells) only **illuminate 60 feet** around them, anyone outside of that range would also suffer from blindness. Especially true if someone splits the party. In addition, parties using torches are easy to spot and hidden things are harder to find. Stealth being impossible in the range of a torch for the party. And what if, just what if, it is windy?!? It's not uncommon for gusts of wind to flow down large corridors in caves, is it?

Lanterns

Lanterns are more flexible. They burn for **24 turns (4 hours)** per oil flask used. They can also be reduced to just a single stream of light to reduce the notice penalty. **Lanterns illuminate 30 feet** around them. Lanterns carried into combat have a Dexterity DC10 chance of getting knocked out of the player's grip. A dropped lantern has a 50% chance of exploding after falling. One flask of oil will make a pool 3' in diameter, which will burn out in one turn if lit. Burning oil will cause 1d8 points of damage per round to victims in the flames, including any creature trying to cross a pool of burning oil (including the character who dropped it). See Combat "Oil" for more details

Lamp Oil

Oil is carried in small bottles (known as Flasks), and is often thrown as missiles. It may also be spread on a floor. In either case, it will be slippery but not dangerous until it is lit by flame.

One flask of oil will make a pool 3' in diameter, which will burn out in one turn if lit. Burning oil will cause 1d8 points of damage per round to victims in the flames, including any creature trying to cross a pool of burning oil. Oil thrown at a creature will either miss (forming a pool where it falls) or hit. If it hits, it will drip off in a few rounds; if lit, the victim will take damage for 2 rounds at most.

Oil may be lit with any flame, such as a torch. If a torch is thrown at a creature, another Hit Roll must be made, but the creature's normal AC is not

used; the target of any thrown torch is treated as AC 10, regardless of the actual Armor Class of the target (but the roll is adjusted as explained below).