

## MELEE WEAPONS

Weapon	Cost	Damage	Range	Weight
Axe, battle*	7 sp	1d8		5 lb.
Axe, hand	4 sp	1d6	30'	3 lb.
Club	3 sp	1d4		5 lb.
Dagger	3 sp	1d4	30'	1 lb.
Silver Dagger	3 gp	1d4	30'	1 lb.
War Hammer	5 sp	1d6		3 lb.
Lance	5 sp	1d6		10 lb.
Mace	5 sp	1d6		3 lb.
Pole Arm*†	7 sp	1d10		15 lb.
Quarterstaff*	2 sp	1d4		4 lb.
Spear	3 sp	1d6	60'	3 lb.
Sword, normal	1 gp	1d8		6 lb.
Sword, short	7 sp	1d6		3 lb.
Sword, two-handed*†	15 sp	1d10		15 lb.

\*These are classified as two-handed weapons.

† These are too large for use by a halfling or dwarf.

## RANGED WEAPONS

Weapon	Cost	Range	Damage	Weight
Crossbow*	3 gp	240'		4 lb.
Case of 10 quarrels	1 gp		1d6	1 lb.
Javelin	1 sp	60'	1d4	2 lb.
Long Bow*†	4 gp	210'		3 lb.
Short Bow*	25 sp	150'		2 lb.
Quiver of 20 arrows	5 sp		1d6	3 lb.
1 silver-tipped arrow	5 sp		1d6	1/10 lb.
Sling	2 sp	160'		0 lb.
Pouch of 10 bullets	nil	1d4	5 lb.	

## ARMOR

Armor	Cost	Armor Class	Weight
Leather	2 gp	7	20 lb.
Chain Mail	4 gp	5	40 lb.
Plate Mail	6 gp	3	50 lb.
Shield	1 gp	1 less*	10 lb.

\* Using a shield reduces armor class by 1.

## ANIMALS AND TRANSPORT

Animal or Land Transport	Cost
Camel	10 gp
Cart (2 wheels)	10 gp
Feed (per day)	5 cp
Horse, draft	4 gp
Horse, riding	75 sp
Horse, war	25 gp
Mule	3 gp
Stabling (per day)	5 cp
Wagon (4 wheels)	20 gp

## ADVENTURING GEAR

Gear	Cost	Weight
Backpack	5 sp	2 lb.
Crowbar	10 sp	5 lb.
Flask of oil	2 sp	1 lb.
Garlic (3 cloves)	5 sp	-
Grappling hook	25 sp	4 lb.
Hammer (small)	2 sp	2 lb.
Holy symbol	25 sp	1 lb.
Holy Water (1 vial)	25 sp	1 lb.
Iron Spikes (12)	1 sp	8 lb.
Lantern	10 sp	3 lb.
Mirror (hand-sized, steel)	5 sp	½ lb.
Pole, Wooden (10' long)	1 sp	8 lb.
Rations, Iron (per week)	15 sp	7 lb.
Rations, Standard (per week)	5 sp	7 lb.
Rope (50' length)	1 sp	10 lb.
Sack, Small	2 sp	½ lb.
Sack, Large	3 sp	½ lb.
Saddle and Bridle	25 sp	25 lb.
Stakes (3) and Mallet	3 sp	3 lb.
Thieves' Tools	25 sp	1 lb.
Tinder Box (flint & steel)	3 sp	-
Torches (6)	1 sp	6 lb.
Water/Wine Skin	1 sp	4 lb.
Wolfsbane (1 bunch)	10 sp	-