

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	3 Silber	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	5 Silber	11 + Dex modifier	—	—	10 lb.
Studded leather	20 Silber	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Hide	5 Silber	12 + Dex modifier (max 2)	—	—	12 lb.
Chain shirt	25 Silber	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	25 Silber	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Breastplate	200 Silber	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate	375 Silber	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Ring mail	15 Silber	14	—	Disadvantage	40 lb.
Chain mail	35 Silber	16	Str 13	Disadvantage	55 lb.
Splint	100 Silber	17	Str 15	Disadvantage	60 lb.
Plate	750 Silber	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Shield	1,5 Silber	+2	—	—	6 lb.

SERVICES

FOOD, DRINK, LODGING

Item	Cost
<i>Ale</i>	
Liter	4 Kupfer
Mug	2 Kupfer
Banquet (per person)	5 Silber
Bread, loaf	5 Kupfer
Cheese, hunk	8 Kupfer
<i>Inn stay (per day)</i>	
Squalid	3 Kupfer
Poor	5 Kupfer
Modest	25 Kupfer
Comfortable	40 Kupfer
Wealthy	1 Silber
Aristocratic	3 Silber
<i>Meals (per day)</i>	
Squalid	2 Kupfer
Poor	4 Kupfer
Modest	7 Kupfer
Comfortable	10 Kupfer
Wealthy	14 Kupfer
Aristocratic	35 Kupfer
Meat, chunk 1 kg	12 Kupfer
<i>Wine</i>	
Common (pitcher)	6 Kupfer
Fine (bottle)	70 Kupfer

Service	Pay
<i>Coach cab</i>	
Between towns	20 Kupfer pro Tagesreise mit Postdienst
Within a city	1 Kupfer pro Stunde
<i>Hireling</i>	
Skilled	13 Kupfer pro Tag
Untrained	7 Kupfer pro Tag
Messenger	5 Kupfer pro Nachricht, Übersee 8 Kupfer
<i>Segelschiff Überfahrt Königspost-Sturmstipitze</i>	
Bei Mithilfe	1 Silber
Ohne Mithilfe	2 Silber
Privatkajüte	5 Silber
<i>Miete Fahrzeug</i>	
einfacher Wagen	20 Kupfer pro Zehntag
2-sitziger Wagen	60 Kupfer pro Zehntag
Kutsche	1 Silber pro Zehntag

ADVENTURING GEAR

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Item	Cost	Weight
Abacus	1 Silber	2 lb.
Acid (vial)	12 Silber	1 lb.
Alchemist's fire (flask)	50 Silber	1 lb.
<i>Ammunition</i>		
Arrows (20)	50 Kupfer	1 lb.
Blowgun needles (50)	50 Kupfer	1 lb.
Crossbow bolts (20)	50 Kupfer	1½ lb.
Sling bullets (20)	2 Kupfer	1½ lb.
Antitoxin (vial)	2,5 Silber	—
<i>Arcane focus</i>		
Crystal	5 Silber	1 lb.
Orb	10 Silber	3 lb.
Rod	5 Silber	2 lb.
Staff	2,5 Silber	4 lb.
Wand	5 Silber	1 lb.
Backpack	1 Silber	5 lb.
Ball bearings (bag of 1,000)	50 Kupfer	2 lb.
Barrel	1 Silber	70 lb.
Basket	20 Kupfer	2 lb.
Bedroll	50 Kupfer	7 lb.
Bell	50 Kupfer	—
Blanket	25 Kupfer	3 lb.
Block and tackle	50 Kupfer	5 lb.
Book	15 Silber	5 lb.
Bottle, glass	1 Silber	2 lb.
Bucket	3 Kupfer	2 lb.
Caltrops (bag of 20)	50 Kupfer	2 lb.
Candle	3 Kupfer	—
Case, crossbow bolt	50 Kupfer	1 lb.
Case, map or scroll	50 Kupfer	1 lb.
Chain (10 feet)	2,5 Silber	10 lb.
Chalk (1 piece)	1 Kupfer	—
Chest	2,5 Silber	25 lb.
Climber's kit	13 Silber	12 lb.
Clothes, common	85 Kupfer	3 lb.
Clothes, costume	2,5 Silber	4 lb.
Clothes, fine	8 Silber	6 lb.
Clothes, traveler's	1 Silber	4 lb.
Component pouch	12 Silber	2 lb.
Crowbar	1 Silber	5 lb.
<i>Druidic focus</i>		
Sprig of mistletoe	50 Kupfer	—
Totem	50 Kupfer	—
Wooden staff	2,5 Silber	4 lb.
Yew wand	5 Silber	1 lb.
Fishing tackle	50 Kupfer	4 lb.
Flask or tankard	2 Kupfer	1 lb.
Grappling hook	1 Silber	4 lb.
Hammer	50 Kupfer	3 lb.
Hammer, sledge	1 Silber	10 lb.
Healer's kit	2,5 Silber	3 lb.

Item	Cost	Weight
<i>Holy symbol</i>		
Amulet	2,5 Silber	1 lb.
Emblem	2,5 Silber	—
Reliquary	2,5 Silber	2 lb.
Holy water (flask)	13 Silber	1 lb.
Hourglass	15 Silber	1 lb.
Hunting trap	2,5 Silber	25 lb.
Ink (1 ounce bottle)	5 Silber	—
Ink pen	2 Kupfer	—
Jug or pitcher	2 Kupfer	4 lb.
Ladder (10-foot)	30 Kupfer	25 lb.
Lamp	25 Kupfer	1 lb.
Lantern, bullseye	5 Silber	2 lb.
Lantern, hooded	2,5 Silber	2 lb.
Lock	5 Silber	1 lb.
Magnifying glass	50 Silber	—
Manacles	1 Silber	6 lb.
Mess kit	10 Kupfer	1 lb.
Mirror, steel	5 Silber	1/2 lb.
Oil (flask)	5 Kupfer	1 lb.
Paper (one sheet)	10 Kupfer	—
Parchment (one sheet)	5 Kupfer	—
Perfume (vial)	2,5 Silber	—
Pick, miner's	1 Silber	10 lb.
Piton	20 Kupfer	1/4 lb.
Poison, basic (vial)	50 Silber	—
Pole (10-foot)	10 Kupfer	7 lb.
Pot, iron	1 Silber	10 lb.
<i>Potion of healing</i>	25 Silber	1/2 lb.
Pouch	2,5 Silber	1 lb.
Quiver	50 Kupfer	1 lb.
Ram, portable	2 Silber	35 lb.
Rations (1 day)	9 Kupfer	2 lb.
Robes	1 Silber	4 lb.
Rope, hempen (50 feet)	50 Kupfer	10 lb.
Rope, silk (50 feet)	5 Silber	5 lb.
Sack	2 Kupfer	1/2 lb.
Scale, merchant's	2,5 Silber	3 lb.
Sealing wax	25 Kupfer	—
Shovel	1 Silber	5 lb.
Signal whistle	30 Kupfer	—
Signet ring	5 Silber	—
Soap	60 Kupfer	—
Spellbook	25 Silber	3 lb.
Spikes, iron (10)	50 Kupfer	5 lb.
Spyglass	20 Silber	1 lb.
Tent, two-person	1 Silber	20 lb.
Tinderbox	25 Kupfer	1 lb.
Torch	8 Kupfer	1 lb.
Vial	50 Kupfer	—
Waterskin	10 Kupfer	5 lb. (full)
Whetstone	1 Kupfer	1 lb.

TOOLS

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Item	Cost	Weight
<i>Artisan's tools</i>		
Alchemist's supplies	25 Silber	8 lb.
Brewer's supplies	10 Silber	9 lb.
Calligrapher's supplies	5 Silber	5 lb.
Carpenter's tools	4 Silber	6 lb.
Cartographer's tools	8 Silber	6 lb.
Cobbler's tools	3 Silber	5 lb.
Cook's utensils	50 Kupfer	8 lb.
Glassblower's tools	15 Silber	5 lb.
Jeweler's tools	15 Silber	2 lb.
Leatherworker's tools	3 Silber	5 lb.
Mason's tools	5 Silber	8 lb.
Painter's supplies	5 Silber	5 lb.
Potter's tools	5 Silber	3 lb.
Smith's tools	10 Silber	8 lb.
Tinker's tools	25 Silber	10 lb.
Weaver's tools	50 Kupfer	5 lb.
Woodcarver's tools	50 Kupfer	5 lb.
Disguise kit	15 Silber	3 lb.
Forgery kit	8 Silber	5 lb.
<i>Gaming set</i>		
Dice set	5 Kupfer	—
Dragonchess set	50 Kupfer	1/2 lb.
Kartendeck Schwarz und Gold	5 Kupfer	—
Kartendeck 32 Raben	7 Kupfer	—
Herbalism kit	3 Silber	3 lb.
<i>Musical instrument</i>		
Bagpipes	15 Silber	6 lb.
Drum	3 Silber	3 lb.
Dulcimer	15 Silber	10 lb.
Flute	1 Silber	1 lb.
Lute	18 Silber	2 lb.
Lyre	15 Silber	2 lb.
Horn	2 Silber	2 lb.
Pan flute	6 Silber	2 lb.
Shawm	1 Silber	1 lb.
Viol	15 Silber	1 lb.
Navigator's tools	15 Silber	2 lb.
Poisoner's kit	25 Silber	2 lb.
Thieves' tools	12 Silber	1 lb.

ANIMALS

MOUNTS AND OTHER ANIMALS

Item	Cost	Speed	Carrying Capacity
Camel	40 Silber	50 ft.	480 lb.
Donkey or mule	10 Silber	40 ft.	420 lb.
Ochse/Kuh	10 Silber	40 ft.	600 lb.
Horse, draft	30 Silber	40 ft.	540 lb.
Horse, riding	50 Silber	60 ft.	480 lb.
Mastiff	12 Silber	40 ft.	195 lb.
Pony	20 Silber	40 ft.	225 lb.
Warhorse	200 Silber	60 ft.	540 lb.
Huhn	1,5 Silber	10 ft.	30 lb.
Schaf/Ziege	3 Silber	40 ft.	180 lb.
Hund	2 Silber	40 ft.	90 lb.
Katze	1 Silber	40 ft.	45 lb.

VEHICLES

TACK, HARNESS, AND DRAWN VEHICLES

Item	Cost	Weight
Barding	×4	×2
Bit and bridle	1 Silber	1 lb.
Carriage	60 Silber	600 lb.
Cart	8 Silber	200 lb.
Chariot	100 Silber	100 lb.
Feed (per day)	4 Kupfer	10 lb.
<i>Saddle</i>		
Exotic	30 Silber	40 lb.
Military	10 Silber	30 lb.
Pack	3 Silber	15 lb.
Riding	5 Silber	25 lb.
Saddlebags	2 Silber	8 lb.
Sled	10 Silber	300 lb.
Stabling (per day)	8 Kupfer	—
Wagon	20 Silber	400 lb.

WATERBORNE VEHICLES

Item	Cost	Speed
Galley	150 Kaisermünzen	4 mph
Keelboat	15 Kaisermünzen	1 mph
Longship	50 Kaisermünzen	3 mph
Rowboat	25 Silber	1½ mph
Sailing ship	50 Kaisermünzen	2 mph
Warship	125 Kaisermünzen	2½ mph

WEAPONS

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Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	3 Kupfer	1d4 bludgeoning	2 lb.	Light
Dagger	1,2 Silber	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	12 Kupfer	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	3 Silber	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	3 Silber	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	1,2 Silber	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	3 Silber	1d6 bludgeoning	4 lb.	—
Quarterstaff	12 Kupfer	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	75 Kupfer	1d4 slashing	2 lb.	Light
Spear	90 Kupfer	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Unarmed strike	—	1 bludgeoning	—	—
<i>Simple Ranged Weapons</i>				
Crossbow, light	15 Silber	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	3 Kupfer	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	15 Silber	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	7 Kupfer	1d4 bludgeoning	—	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>				
Battleaxe	6 Silber	1d8 slashing	4 lb.	Versatile (1d10)
Flail	6 Silber	1d8 bludgeoning	2 lb.	—
Glaive	12 Silber	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	18 Silber	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	30 Silber	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	12 Silber	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	6 Silber	1d12 piercing	6 lb.	Reach, special
Longsword	12 Silber	1d8 slashing	3 lb.	Versatile (1d10)
Maul	6 Silber	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	9 Silber	1d8 piercing	4 lb.	—
Pike	3 Silber	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	15 Silber	1d8 piercing	2 lb.	Finesse
Scimitar	15 Silber	1d6 slashing	3 lb.	Finesse, light
Shortsword	6 Silber	1d6 piercing	2 lb.	Finesse, light
Trident	2,6 Silber	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War pick	3 Silber	1d8 piercing	2 lb.	—
Warhammer	9 Silber	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	1 Silber	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Blowgun	6 Silber	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand	45 Silber	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	60 Silber	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	30 Silber	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	50 Kupfer	—	3 lb.	Special, thrown (range 5/15)