

Table: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight¹	Type²
<i>Unarmed Attacks</i>							
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2 ³	1d3 ³	x2	—	—	Bludgeoning
<i>Light Melee Weapons</i>							
Dagger	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	x3	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	x2	—	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	x2	—	2 lb.	Slashing
<i>One-Handed Melee Weapons</i>							
Club	—	1d4	1d6	x2	10 ft.	3 lb.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lb.	Bludgeoning
Morningstar	8 gp	1d6	1d8	x2	—	6 lb.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lb.	Piercing
<i>Two-Handed Melee Weapons</i>							
Longspear ⁴	5 gp	1d6	1d8	x3	—	9 lb.	Piercing
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	4 lb.	Bludgeoning
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lb.	Piercing
<i>Ranged Weapons</i>							
Crossbow, heavy	50 gp	1d8	1d10	19–20/x2	120 ft.	8 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19–20/x2	80 ft.	4 lb.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	Piercing
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lb.	Piercing
Sling	—	1d3	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lb.	—
Martial Weapons							
<i>Light Melee Weapons</i>							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lb.	Slashing
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d4	1d6	x3	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18–20/x2	—	2 lb.	Slashing
Pick, light	4 gp	1d3	1d4	x4	—	3 lb.	Piercing
Sap	1 gp	1d4 ³	1d6 ³	x2	—	2 lb.	Bludgeoning
Shield, light	special	1d2	1d3	x2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	x2	—	special	Piercing
Spiked shield, light	special	1d3	1d4	x2	—	special	Piercing
Sword, short	10 gp	1d4	1d6	19–20/x2	—	2 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Battleaxe	10 gp	1d6	1d8	x3	—	6 lb.	Slashing
Flail	8 gp	1d6	1d8	x2	—	5 lb.	Bludgeoning
Longsword	15 gp	1d6	1d8	19–20/x2	—	4 lb.	Slashing
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lb.	Piercing
Rapier	20 gp	1d4	1d6	18–20/x2	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18–20/x2	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	x2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	x2	—	special	Piercing
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lb.	Piercing
Warhammer	12 gp	1d6	1d8	x3	—	5 lb.	Bludgeoning
<i>Two-Handed Melee Weapons</i>							
Falchion	75 gp	1d6	2d4	18–20/x2	—	8 lb.	Slashing
Glaive ⁴	8 gp	1d8	1d10	x3	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	x3	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10	x2	—	8 lb.	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	19–20/x2	—	10 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19–20/x2	—	8 lb.	Slashing
Guisarme ⁴	9 gp	1d6	2d4	x3	—	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	x3	—	12 lb.	Piercing or slashing
Lance ⁴	10 gp	1d6	1d8	x3	—	10 lb.	Piercing
Ranseur ⁴	10 gp	1d6	2d4	x3	—	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	x4	—	10 lb.	Piercing or slashing
<i>Ranged Weapons</i>							
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lb.	—

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Kama	2 gp	1d4	1d6	x2	—	2 lb.	Slashing
Nunchaku	2 gp	1d4	1d6	x2	—	2 lb.	Bludgeoning
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	x2	—	1 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Sword, bastard	35 gp	1d8	1d10	19–20/x2	—	6 lb.	Slashing
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	8 lb.	Slashing
Whip ⁴	1 gp	1d2 ³	1d3 ³	x2	—	2 lb.	Slashing
<i>Two-Handed Melee Weapons</i>							
Axe, orc double ⁵	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lb.	Slashing
Chain, spiked ⁴	25 gp	1d6	2d4	x2	—	10 lb.	Piercing
Flail, dire ⁵	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lb.	Bludgeoning
Hammer, gnome hooked ⁵	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	6 lb.	Bludgeoning and piercing
Sword, two-bladed ⁵	100 gp	1d6/1d6	1d8/1d8	19–20/x2	—	10 lb.	Slashing
Urgrosh, dwarven ⁵	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lb.	Slashing or piercing
<i>Ranged Weapons</i>							
Bolas	5 gp	1d3 ³	1d4 ³	x2	10 ft.	2 lb.	Bludgeoning
Crossbow, hand	100 gp	1d3	1d4	19–20/x2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/x2	120 ft.	12 lb.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	—
Crossbow, repeating light	250 gp	1d6	1d8	19–20/x2	80 ft.	6 lb.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	—
Net	20 gp	—	—	10 ft.	6 lb.	—	—
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	1/2 lb.	Piercing

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

³ The weapon deals nonlethal damage rather than lethal damage.

⁴ Reach weapon.

⁵ Double weapon.

Table: Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	(30 ft.)	Speed (20 ft.)	Weight ¹
<i>Light armor</i>								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	+3	+5	–1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	100 gp	+4	+4	–2	20%	30 ft.	20 ft.	25 lb.
<i>Medium armor</i>								
Hide	15 gp	+3	+4	–3	20%	20 ft.	15 ft.	25 lb.
Scale mail	50 gp	+4	+3	–4	25%	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	+5	+2	–5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	–4	25%	20 ft.	15 ft.	30 lb.
<i>Heavy armor</i>								
Splint mail	200 gp	+6	+0	–7	40%	20 ft. ²	15 ft. ²	45 lb.
Banded mail	250 gp	+6	+1	–6	35%	20 ft. ²	15 ft. ²	35 lb.
Half-plate	600 gp	+7	+0	–7	40%	20 ft. ²	15 ft. ²	50 lb.
Full plate	1,500 gp	+8	+1	–6	35%	20 ft. ²	15 ft. ²	50 lb.
<i>Shields</i>								
Buckler	15 gp	+1	—	–1	5%	—	—	5 lb.
Shield, light wooden	3 gp	+1	—	–1	5%	—	—	5 lb.
Shield, light steel	9 gp	+1	—	–1	5%	—	—	6 lb.
Shield, heavy wooden	7 gp	+2	—	–2	15%	—	—	10 lb.
Shield, heavy steel	20 gp	+2	—	–2	15%	—	—	15 lb.
Shield, tower	30 gp	+4 ³	+2	–10	50%	—	—	45 lb.
<i>Extras</i>								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lb.
Gauntlet, locked	8 gp	—	—	Special	⁴	—	—	+5 lb.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lb.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

² When running in heavy armor, you move only triple your speed, not quadruple.

³ A tower shield can instead grant you cover. See the description.

⁴ Hand not free to cast spells.

Table: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute ¹
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes ¹	1 minute	1 minute ¹
Half-plate or full plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

¹ If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can’t help each other don armor at the same time.

² The wearer must have help to don this armor. Without help, it can be donned only hastily.

Armor For Unusual Creatures

Size	Humanoid		Nonhumanoid		Special
	Cost	Weight	Cost	Weight	
Tiny or smaller	×½	×1/10	×1	×1/10	Divide armor bonus by 2.
Small	×1	×½	×2	×½	
Medium	×1	×1	×2	×1	
Large	×2	×2	×4	×2	
Huge	×4	×5	×8	×5	
Gargantuan	×8	×8	×16	×8	
Colossal	×16	×12	×32	×12	

Masterwork Weapons

+1 enhancement bonus on attack rolls.
 +300 gp normal weapon price
 +600 gp double weapon price
 +6 gp to ammunition price

Masterwork Armor

Costs +150 gp, armor check penalty is lessened by 1

Table: Larger and Smaller Weapon Damage

Example Weapon	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Shuriken	—	—	—	1	1d2	1d3	1d4	1d6	1d8
Gauntlet	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Dagger	—	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6
Shortspear	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6
Falchion	1d2	1d3	1d4	1d6	2d4	2d6	3d6	4d6	6d6
Longsword	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
Bastard Sword	1d3	1d4	1d6	1d8	1d10	2d8	3d8	4d8	6d8
Greataxe	1d4	1d6	1d8	1d10	1d12	3d6	4d6	6d6	8d6
Greatsword	1d4	1d6	1d8	1d10	2d6	3d6	4d6	6d6	8d6

Inappropriately Sized Weapons: A cumulative -2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder

Special Materials

Adamantine Item	Cost Modifier	Special
Ammunition	+60 gp	Ignore hardness less than 20
Light armor	+5,000 gp	DR 1/-
Medium armor	+10,000 gp	DR 2/-
Heavy armor	+15,000 gp	DR 3/-
Weapon	+3,000 gp	Ignore hardness less than 20
Shield	+2,000 gp	
All	'-	1/3 more hit points, automatically masterwork, 40 hp per inch, hardness 20

Darkwood Item	Cost Modifier	Special
All Items	+10 gp per pound	Weigh ½ normal, automatically masterwork, 10 hp per inch, hardness 5
Shield	+10 gp per pound	Armor check penalty 2 less than normal.

Dragonhide Item	Cost Modifier	Special
Armor or Shield	2x cost of masterwork	Usable by druids, automatically masterwork, time to make is normal for masterwork item, 10 hp per inch, hardness 10

Cold Iron Item	Cost Modifier	Special
Weapon	2x normal cost	
½ Double Weapon	1.5x normal cost	
Magical Enhancements	+2000 gp	
All Items	'-	30 hp per inch, hardness 10.

Mithral Item	Cost Modifier	Special
Light armor	+1,000 gp	Spell failure 10% less, Max Dex +2, Armor check penalty lowered by 3
Medium armor	+4,000 gp	Counts as light armor, spell failure 10% less, Max Dex +2, Armor check penalty lowered by 3
Heavy armor	+9,000 gp	Counts as medium armor, spell failure 10% less, Max Dex +2, Armor check penalty lowered by 3
Shield	+1,000 gp	Spell Failure 10% less, Max Dex +2, Armor check penalty lowered by 3
Other items	+ 500 gp/lb.	
All Items	'	Weighs ½ normal, automatically masterwork, 30 hp per inch, hardness 15.

Alchemical Silver Item	Cost Modifier	Special
Ammunition	+2 gp	
Light weapon	+20 gp	
One-handed weapon, or one head of a double weapon	+90 gp	
Two-handed weapon, or both heads of a double weapon	+180 gp	
All Weapons	'-	-1 penalty to damage, 10 hp per inch, hardness 8

Goods and Services

Adventuring Gear		
Item	Cost	Weight
Backpack (empty)	2 gp	2 lb. ¹
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb. ¹
Bell	1 gp	—
Blanket, winter	5 sp	3 lb. ¹
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1-1/2 lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock	—	1 lb.
Very simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Amazing	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	1/2 lb.
Mug/Tankard, clay	2 cp	1 lb.
Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	1/2 lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	1/2 lb. ¹
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb. ¹
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	1/2 lb. ¹
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb. ¹
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb. ¹
Whetstone	2 cp	1 lb.

Special Substances and Items		
Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

Tools and Skill Kits		
Item	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb. ¹
Disguise kit	50 gp	8 lb. ¹
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lb. ¹
Musical instrument, masterwork	100 gp	3 lb. ¹
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	2 lb.
Spellbook, wizard's (blank)	15 gp	3 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Tool, masterwork	50 gp	1 lb.
Water clock	1,000 gp	200 lb.

Clothing		
Item	Cost	Weight
Artisan's outfit	1 gp	4 lb. ¹
Cleric's vestments	5 gp	6 lb. ¹
Cold weather outfit	8 gp	7 lb. ¹
Courtier's outfit	30 gp	6 lb. ¹
Entertainer's outfit	3 gp	4 lb. ¹
Explorer's outfit	10 gp	8 lb. ¹
Monk's outfit	5 gp	2 lb. ¹
Noble's outfit	75 gp	10 lb. ¹
Peasant's outfit	1 sp	2 lb. ¹
Royal outfit	200 gp	15 lb. ¹
Scholar's outfit	5 gp	6 lb. ¹
Traveler's outfit	1 gp	5 lb. ¹

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

Mounts and Related Gear		
Item	Cost	Weight
Barding	—	—
Medium creature	x2	x1
Large creature	x4	x2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse	—	—
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle	—	—
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic	—	—
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb. ¹
Stabling (per day)	5 sp	—

Transport		
Item	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

Spellcasting and Services	
Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell, 0-level	Caster level x5 gp ²
Spell, 1st-9th level	Caster level x Spell level x 10 gp ²

— No weight, or no weight worth noting.

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

² See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available.