

| Weapons | | | |
|-----------------|---------------|---------------------|-------------|
| Type | Damage | Range(s/m/l) | Cost |
| Battleaxe | 1d10 | | 7 gp |
| Blackjack | 1d3/2d6 | | 3 gp |
| Blowgun | 1d3/1d5 | 20/40/60 | 6 gp |
| Club | 1d4 | | 3 gp |
| Crossbow | 1d6 | 80/160/240 | 30 gp |
| Dagger | 1d4/1d10 | 10/20/30 | 3 gp |
| Dart | 1d4 | 20/40/60 | 5 sp |
| Flail | 1d6 | | 6 gp |
| Garrote | 1/3d4 | | 2 gp |
| Handaxe | 1d6 | 10/20/30 | 4 gp |
| Javelin | 1d6 | 30/60/90 | 1 gp |
| Lance | 1d12 | | 25 gp |
| Longbow | 1d6 | 0/140/210 | 40 gp |
| Longsword | 1d8 | | 10 gp |
| Mace | 1d6 | | 5 gp |
| Polearm | 1d10 | | 7 gp |
| Shortbow | 1d6 | 50/100/150 | 25 gp |
| Short sword | 1d6 | | 7 gp |
| Sling | 1d4 | 40/80/160 | 2 gp |
| Spear | 1d8 | | 3 gp |
| Staff | 1d4 | | 5 sp |
| Twohanded sword | 1d10 | | 15 gp |
| Warhammer | 1d8 | | 5 gp |

| Equipment | |
|--------------------|-------------|
| Item | Cost |
| Backpack | 2 gp |
| Candle | 1 cp |
| Chain 10' | 30 gp |
| Chalk, 1 piece | 1 cp |
| Chest, empty | 2 gp |
| Crowbar | 2 gp |
| Flask, empty | 3 cp |
| Flint & steel | 15 cp |
| Grappling hook | 1 gp |
| Hammer, small | 5 sp |
| Holy symbol | 25 gp |
| Holy water, 1 vial | 25 gp |
| Iron spikes, each | 1 sp |
| Lantern | 10 gp |
| Mirror hand-sized | 10 gp |
| Oil, 1 flask | 2 sp |
| Pole, 10-foot | 15 cp |
| Rations, per day | 5 cp |
| Rope, 50' | 25 cp |
| Sack, large | 12 cp |
| Sack, small | 8 cp |
| Thieves' tools | 25 gp |
| Torch, each | 1 cp |
| Waterskin | 5 sp |

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