

Animals

Dog	---
-- Guard	25 gp
-- Hunting	17 gp
-- Riding	150 gp
-- War	20 gp
Donkey, Mule, Ass	8 gp
Horse	---
-- Riding	75 gp
-- Light War	150 gp
-- Medium War	225 gp
-- Heavy War	400 gp
-- Draft	200 gp
Pony	30 gp

Barding

For Large creatures, barding weighs twice as much as its Human equivalent and costs four times as much.

Barding	AC	Horse Movement				
		Rid	Lght	Med	Hvy	Drft
None	7	21	24	18	15	12
Padded	-1	21	24	18	15	12
Leather	-2	21	24	18	15	12
Std Lthr	-3	18	24	18	15	12
Hide	-4	---	---	18	15	9
Scale	-4	---	---	18	15	9
Brigandine	-4	---	---	18	15	9
Chain Mail	-5	---	---	18	15	9
Plate Mail	-6	---	---	18	15	---
Field Plate	-7/DR 2	---	---	---	15	---
Full Plate	-7/DR 4	---	---	---	15	---

Clothing

Belt	3 sp
Boots, Riding	3 gp
Boots, Soft	1 gp
Cloak	8 sp
Eyeglasses	5 gp
Gloves	1 gp
Poncho	1 gp
Scarf	1 sp
Sword Scabbard	4 gp
Tabard	6 sp

Clothing, Outfits

Artisan's Outfit	1 gp
This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.	
Burglar's Outfit	5 gp
This outfit consists of fitted pants, a shirt, a hooded reversible cloak, soft leather boots, and a face mask, all in dark or neutral colors. The outfit's few buttons and rivets are wrapped in dull, dark cloth to avoid jingling or reflecting light. A number of loops and shallow pockets are also worked into the outfit, providing ample spaces for stashing small tools or weapons.	
Cleric's Vestments	5 gp
These ecclesiastical clothes are for performing priestly functions, not for adventuring.	
Cold Weather Outfit	8 gp
A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Saving Throws against exposure to cold weather.	
Courtesan's Outfit	8 gp
This outfit includes fine silk or satin garments tailored to complement your figure. In addition, the outfit contains a loose shawl or robe with several discreet pockets for items such as perfume, massage oils, or even a small dagger.	

Courtier's Outfit 30 gp (+50 gp)
This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50gp), you look like an out-of-place commoner.

Dancer's Garb 100 gp
This combination of loose-fitting sashes, veils, and ornamentation accentuates a dancer's form and movements. Dancer's garb provides a +2 circumstance bonus on Perform (dance) checks, but does not grant this benefit when worn with armor or other concealing clothing.

Entertainer's Outfit 3 gp
This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit 10 gp
This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Hot Weather Outfit 8 gp
Covering your body from head to foot in light, airy cloth keeps you cooler than baring your skin to the sun. This outfit typically consists of a loose linen robe and either a turban or loose head covering and veil. The outfit provides a +2 bonus on Saving Throws to resist warm or hot weather.

Noble's Outfit 75 gp (+100 gp)
This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100gp).

Peasant's Outfit 1 sp
This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings or light sandals are used for shoes.

Royal Outfit 200 gp (+500 gp)
This is just the clothing, not the royal scepter, crown, ring, and other accoutrements worth at least 500gp. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit 5 gp
Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit 1 gp
This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Daily Food and Lodging

Ale (per gallon)	2 sp
Ale (per mug)	2 cp
Animal Feed, Large (per day)	1 sp
Animal Feed, Medium or Small (per day)	5 cp
Bread, Loaf	2 cp
Cheese, 8oz	1 sp
Coffee/Tea (cup)	1 cp
Inn Stay (per day)	---
-- Bunk House	2 cp
-- Common (Room with bed/pillow)	5 sp
-- Suite (Livingroom and bedroom)	2 gp
-- Apartment (Multiroom, kitchen)	4 gp
Liquor, Common, Bottle	2 sp
Liquor, Common, Glass	3 cp
Liquor, Fine, Bottle	2 gp
Liquor, Fine, Glass	3 sp
Meals (per day)	---
-- Poor (bread, baked turnips/onions, water)	1 sp
-- Common (bread, chicken stew, carrots, 1 ale or wine)	3 sp
-- Fine (bread, beef, green vegetables, pastry, 1 ale or wine)	5 sp
-- Banquet	10 gp
Meat, 8oz	1 sp
Multi-platter (Meat, Cheese, Bread)	5 sp
Rations (per day)	5 sp
Wine, Common, Bottle	2 sp
Wine, Common, Glass	4 cp
Wine, Fine, Bottle	10 gp
Wine, Fine, Glass	2 gp

Services

Coach Cab [2mph]	---
-- Between towns (per mile)	3 cp
-- Within a city	1 cp
Hireling (per day)	---
-- Skilled	2 gp
-- Untrained	2 sp
Fire Rail (per station) [30mph]	---
-- Coach Car	2 gp
-- Luxury (Access to dining, lounge, and sleeper cars)	10 gp
Messenger (per day)	1 sp
Ships Passage (per mile)	---
-- Ocean [4mph]	1 sp
-- River [2mph]	3 cp
Spellcasting	Caster Lvl x [Spell Lvl x 10]gp

*Must pay for components over 1gp

Misc. Equipment

Backpack	2 gp	2 lbs.
Barrel, small	2 gp	30 lbs.
Basket	---	---
-- Large	3 sp	1 lb.
-- Small	5 cp	*
Bell	1 gp	1 lb.
Belt Pouch	---	---
-- Large	1 gp	1 lb.
-- Small	7 sp	½ lb.
Block and tackle	5 gp	5 lbs.
Bolt case	1 gp	1 lb.
Bucket	5 sp	3 lbs.
Chain (per foot)	---	---
-- Heavy	4 gp	3 lbs.
-- Light	3 gp	1 lb.
Chest	---	---
-- Large	2 gp	25 lbs.
-- Small	1 gp	10 lbs.
Cloth (per 10 sq. yards)	---	---
-- Common	7 gp	10 lbs.
-- Fine	50 gp	10 lbs.
-- Rich	100 gp	10 lbs.
Candle	1 cp	*
Canvas (per sq. yard)	4 sp	1 lb.
Chalk	1 cp	*
Crampons	4 gp	2 lbs.
Fishing net (10 sq. feet)	4 gp	5 lbs.
Flint and steel	5 sp	*
Glass Bottle	10 gp	*
Grappling Hook	1 gp	4 lbs.
Holy Symbol	25 gp	*
Hourglass	25 gp	1 lb.
Iron pot	5 sp	2 lbs.
Ladder (10 ft.)	5 cp	20 lbs.
Lamp Oil (per flask)	6 cp	1 lb.
Lantern	---	---
-- Beacon	150 gp	50 lbs.
-- Bullseye	12 gp	3 lbs.
-- Hooded	7 gp	2 lbs.
Lock	---	---
-- Master (-50%)	200 gp	1 lb.
-- Superior (-30%)	100 gp	1 lb.
-- Good	50 gp	1 lb.
-- Poor (+15%)	20 gp	1 lb.
Magnifying glass	100 gp	*
Map/scroll case	8 sp	½ lb.
Merchant's scale	2 gp	1 lb.

Mirror, small metal	10 gp	*
Paper (per sheet)	2 gp	**
Parchment (per sheet)	1 gp	**
Perfume (per vial)	5 gp	*
Piton	3 cp	½ lb.
Quiver	8 sp	1 lb.
Rope (per 50 feet)	---	---
-- Hemp	1 gp	20 lbs.
-- Silk	10 gp	8 lbs.
Sack	---	---
-- Large	2 sp	½ lb.
-- Small	5 cp	*
Saddle	---	---
-- Military (Adv on checks to stay in saddle)	20 gp	30 lbs.
-- Pack (Allows stowing of max carry weight)	5 gp	15 lbs.
-- Riding	10 gp	25 lbs.
Saddle Bags (Holds up to 20lbs on each side)	4 gp	8 lbs.
Sealing wax (per pound)	1 gp	1 lb.
Signal whistle	8 sp	*
Signet ring or personal seal	5 gp	*
Soap (per pound)	5 sp	1 lb.
Spyglass	1,000 gp	1 lb.
Tent	---	---
-- 3 person	25 gp	20 lbs.
-- 1 person	5 gp	10 lbs.
-- Pavilion	100 gp	50 lbs.
Torch	1 cp	1 lb.
Whetstone	2 cp	1 lb.
Wineskin	8 sp	1 lb.
Winter blanket	5 sp	3 lbs.
Writing ink (per vial)	8 gp	*
Writing Instruments	---	---
-- Inkpen	1sp	*
-- Quill	5cp	**

*These items weight little individually. Ten of them weigh 10 pounds.

**These items have no appreciable weight unless hundreds are carried.

Tools, Supplies, and Kits

Alchemist's supplies 50 gp

Alchemist's supplies include two glass beakers, a metal frame to hold a beaker in place over an open flame, a glass stirring rod, a small mortar and pestle, and a pouch of common alchemical ingredients, including salt, powdered iron, and purified water.

Animal care kit 2 gp

This kit includes brushes and tools for the care of work animals, mounts, and pets.

Armor care kit 2 gp

This kit contains basic repair tools and cleaning supplies to take care of armor while on the road.

Bowyer's tools 5 gp

This kit contains basic repair tools and cleaning supplies to take care of bows and crossbows while on the road. It also contains tools and materials to make ammunition for the weapon.

Brewer's supplies 20 gp

Brewer's supplies include a large glass jug, a quantity of hops, a siphon, and several feet of tubing.

Calligrapher's supplies 10 gp

Calligrapher's supplies include ink, a dozen sheets of parchment, and three quills.

Carpenter's tools 8 gp

Carpenter's tools include a saw, a hammer, nails, a hatchet, a square, a ruler, an adze, a plane, and a chisel.

Cartographer's tools 15 gp

Cartographer's tools consist of a quill, ink, parchment, a pair of compasses, calipers, and a ruler.

Chess set 1 gp

A nice wooden board and wooden pieces made of common light and dark woods.

Climber's kit 25 gp
This kit includes special pitons, boot tips, gloves, a harness, a grapple hook, and 100' of hemp rope. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Cobbler's tools 5 gp
Cobbler's tools consist of a hammer, an awl, a knife, a shoe stand, a cutter, spare leather, and thread.

Cook's utensils 1 gp
Cook's utensils include a metal pot, skillet, knives, forks, a stirring spoon, and a ladle.

Dice set 1 gp
12 carefully carved dice. 1 4-sided, 5 6-sided, 1 8-sided, 2 10-sided, 1 12-sided, and 2 20-sided.

Disguise kit 25 gp
This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance.

Fishing supplies 5 sp
This kit includes a simple fishing pole and a small box that contains fishing tackle (hooks, lines, sinkers, floats, and lures).

Forgery kit 15 gp
This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, small tools to sculpt melted wax to mimic a seal, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents.

Healer's kit 5 gp
This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Healing check.

Herbalism kit 5 gp
This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions.

Jeweler's tools 25 gp
Jeweler's tools consist of a small saw and hammer, files, pliers, tweezers, and a magnifying loupe.

Leatherworker's tools 5 gp
Leatherworker's tools include a knife, a small mallet, an edger, a hole punch, thread, and leather scraps.

Mason's tools 10 gp
Mason's tools consist of a trowel, a hammer, a chisel, brushes, and a square.

Musical Instrument, Common 5 gp
If you want to perform using a Perform skill associated with a musical instrument (keyboard, percussion, string, or wind), you must have an appropriate musical instrument; otherwise you can't use the skill. The listed cost is for a typical small instrument you could carry by hand, such as a drum, lyre, bell, harp, or flute; larger instruments such as a cello or piano are of course larger and more expensive.

Musical Instrument, Masterwork 100 gp
This high-quality instrument grants a +2 circumstance bonus on Perform checks made to perform with the instrument. The listed cost is for a typical small instrument you could carry by hand, such as a drum, lyre, bell, harp, or flute; larger instruments such as a cello or piano are of course larger and more expensive.

Navigator's tools 25 gp
Navigator's tools include a sextant, a compass, calipers, a ruler, parchment, ink, and a quill.

Painter's supplies 10 gp
Painter's supplies include an easel, canvas, paints, brushes, charcoal sticks, and a palette.

Playing cards 5 sp
A standard deck of cards plus duplicates of the four Aces.

Poisoner's kit 50 gp
A poisoner's kit includes the vials, mortar and pestle, a glass stirring rod, chemicals, gloves, and other equipment necessary for the creation of poisons.

Potter's tools 10 gp
Potter's tools include potter's needles, ribs, scrapers, a knife, and calipers.

Smith's tools 20 gp
Smith's tools include hammers, tongs, charcoal, rags, and a whetstone.

Spell Component Pouch 5 gp
A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch. Most spell component pouches are waterproof and can be strung onto a belt or bandolier.

Tanner's Kit 10 gp
This kit contains a fleshing knife, a bottle of tanning solution, a small tanning board, and a leather apron. If you use this kit to harvest and tan an animal's hide, you receive a +5 circumstance bonus on Craft checks to create leather items such as belts, boots, cloaks, clothing, gloves, or hide or leather armor. A kit contains enough tanning solution to create a total of 150 pounds of leather items.

Thieves' tools 25 gp
Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, some oil, a small vial of acid, and a pair of pliers.

Tinker's tools 50 gp
Tinker's tools include a variety of hand tools, thread, needles, a Whetstone, scraps of cloth and leather, and a small pot of glue.

Weapon care kit 2 gp
This kit contains a whetstone, basic repair tools, and cleaning supplies to take care of weapons while on the road.

Weaver's tools 1 gp
Weaver's tools include thread, needles, scraps of cloth, and an assortment of buttons and clasps. You know how to work a loom, but such equipment is too large to transport.

Woodcarver's tools 1 gp
Woodcarver's tools consist of a knife, a gouge, a small saw, and an assortment of wood glues and sealants.

Writer's kit 30 gp
This small box contains a variety of papers, a notebook, a journal, pens and inks, seals and sealing wax, and other supplies necessary to make notes, keep a ledger, or write a journal.