

Table: Goods and Services

Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 gp	2 lbs. ¹
Barrel (empty)	2 gp	30 lbs.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lbs. ¹
Bell	1 gp	—
Blanket, winter	5 sp	3 lbs. ¹
Block and tackle	5 gp	5 lbs.
Bottle, glass	2 gp	1 lb.
Bucket (empty)	5 sp	2 lbs.
Caltrops	1 gp	2 lbs.
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 lbs.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lbs.
Crowbar	2 gp	5 lbs.
Firewood (per day)	1 cp	20 lbs.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lbs.
Flask (empty)	3 cp	1-1/2 lbs.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lbs.
Hammer	5 sp	2 lbs.
Hourglass	25 gp	1 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lbs.
Ladder, 10-foot	2 sp	20 lbs.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lbs.
Lantern, hooded	7 gp	2 lbs.
Lock		
Simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Superior	150 gp	1 lb.
Manacles	15 gp	2 lbs.
Manacles, masterwork	50 gp	2 lbs.
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 lbs.
Pitcher, clay	2 cp	5 lbs.
Piton	1 sp	1/2 lb.
Pole, 10-foot	5 cp	8 lbs.
Pot, iron	8 sp	4 lbs.
Pouch, belt (empty)	1 gp	1/2 lb. ¹
Ram, portable	10 gp	20 lbs.
Rations, trail (per day)	5 sp	1 lb. ¹
Rope, hemp (50 ft.)	1 gp	10 lbs.
Rope, silk (50 ft.)	10 gp	5 lbs.
Sack (empty)	1 sp	1/2 lb. ¹
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Shovel or spade	2 gp	8 lbs.
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lbs.
Soap (per lb.)	5 sp	1 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lbs. ¹
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	—
Water clock	1,000 gp	200 lbs.
Waterskin	1 gp	4 lbs. 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 lbs.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	200 gp	40 lbs.
Artisan's tools	5 gp	5 lbs.
Artisan's tools, masterwork	55 gp	5 lbs.
Climber's kit	80 gp	5 lbs. ¹
Disguise kit	50 gp	8 lbs. ¹
Healer's kit	50 gp	1 lb.

Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lbs. ¹
Musical instrument, masterwork	100 gp	3 lbs. ¹
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	2 lbs.
Spellbook, wizard's (blank)	15 gp	3 lbs.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lbs.
Tool, masterwork	50 gp	1 lb.

Clothing

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

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lbs.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, loaf of	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 lbs.
Fine (bottle)	10 gp	1-1/2 lbs.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	×2 ²	×1 ²
Large creature	×4 ²	×2 ²
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 lbs.
Horse		
Horse, heavy	200 gp	—
Horse, heavy (combat trained)	300 gp	—
Horse, light	75 gp	—
Horse, light (combat trained)	110 gp	—
Pony	30 gp	—
Pony (combat trained)	45 gp	—
Saddle		
Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddle, Exotic		
Military	60 gp	40 lbs.
Pack	15 gp	20 lbs.
Riding	30 gp	30 lbs.
Saddlebags	4 gp	8 lbs.
Stabling (per day)	5 sp	—

Transport

Item	Cost	Weight
Carriage	100 gp	600 lbs.
Cart	15 gp	200 lbs.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lbs.
Oar	2 gp	10 lbs.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lbs.
Wagon	35 gp	400 lbs.
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
Spellcasting	Caster level × spell level × 10

— No weight, or no weight worth noting.

¹ These items weigh one-quarter this amount when made for Small

² Relative to similar armor made for a Medium humanoid.

³ See spell description for additional costs. If the additional costs put the