

THE TEN TOWN PRICE GUIDE

A SERIES OF INDIVIDUAL PRICE AND PRODUCT LISTS FOR EACH OF THE TEN TOWNS OF ICEWIND DALE.



INTRODUCTION

Life is hard out in the frozen north and many items which would be taken for granted further south are seen as luxuries, or impossible to get your hands on for a reasonable price.

Presented within are a series of price lists for each individual town in Icewind Dale.

The prices and availability of products take into consideration the Comfort, Friendliness and Service scores, along with any impact the sacrifices may have had, as outlined in the Rime of the Frostmaiden module.

Hope you enjoy using this in your adventure. If you have any comments or suggestions let me know

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ACKNOWLEDGEMENT

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Made using The Homebrewery -
<https://homebrewery.naturalcrit.com/>

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Appendix A New Equipment

BREMEN

FRIENDLINESS:3 SERVICES:1 COMFORT:2

ARMOUR

Armor	Cost
Padded	8 gp
Hide	15 gp
Chain shirt	75 gp
Shield	15 gp

WEAPONS

Name	Cost
Club	2 sp
Dagger	3 gp
Handaxe	7 gp
Javelin	6 sp
Mace	7 gp
Quarterstaff	3 sp
Spear	2 gp

SIMPLE RANGED WEAPONS

Name	Cost
Dart	8 cp
Sling	2 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	15 gp
Lance	15 gp
Longsword	25 gp
Maul	15 gp
Pike	9 gp
Shortsword	15 gp
War pick	9 gp
Warhammer	24 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	15 gp
Net	1 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Blowgun needles (50)	2 gp	1 lb.
Sling bullets (20)	1 sp	1½ lb.
Backpack	3 gp	5 lb.
Bucket	6 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	40 gp	35 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	2 gp	5 lbs
Ration (1 day), scarce winter	12 sp	1 lbs
Bedroll	2 gp	7 lb.
Blanket	8 sp	3 lb.
Climber's kit	40 gp	12 lb.
<i>Clothes</i>		
Clothes, common	11 sp	3 lb.
Furred Coat	11 gp	8 lbs
Balaclava	7 sp	1 lb
Snowshoes	4 gp	2 lbs
Crampons	3 gp	6 lbs
Crowbar	2 gp	5 lb.
Engraver's tools	25 gp	2 lbs.
Raw schrimshaw	10 gp	1 lb.
Fishing tackle	5 gp	4 lb.
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hunting trap	5 gp	25 lb.
Lamp	10 sp	1 lb.
Oil (flask)	3 sp	1 lb.
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Pouch	5 sp	1 lb.
Rope, hempen (50 feet)	2 gp	10 lb.
Sack	1 cp	1/2 lb.
Spikes, iron (10)	1 gp	5 lb.
Tinderbox	12 sp	1 lb.
Torch	2 cp	1 lb.
Waterskin	2 sp	5 lb. (full)
Whetstone	3 cp	1 lb.

FOOD, DRINK, AND LODGING

	Item	Cost
<i>Ale</i>		
	Gallon	3 sp
	Mug	5 cp
	Banquet (per person)	15 gp
	Bread, loaf	3 cp
	Cheese, hunk	2 sp
<i>Inn stay (per day)</i>		
	Squalid	12 cp
	Poor	5 sp
	Modest	8 sp
	Comfortable	13 sp
<i>Meals (per day)</i>		
	Squalid	5 cp
	Poor	8 cp
	Modest	4 sp
	Comfortable	8 sp
	Meat, chunk	5 sp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, adult	50 gp	40 ft.	135 lb.
Reindeer	80 gp	50 ft.	480 lb.
Axebeak	60 gp	50 ft.	135 lb.

VEHICLES

Land Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	40 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Traveller Wagon, two mounts	125 gp	5 miles/hour	1	3	500 lbs.	15	80	5
Water Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
:----	:-----	:-----:	:-----:	:-----:	:-----:	:-----:	:-----:	:-----:
Fishing boat	350 gp	2 miles/hour	1	5	1,000	15	50	15

BRYN SHANDER

FRIENDLINESS:3 SERVICES:3 COMFORT:3

ARMOUR

Armor	Cost
Padded	8 gp
Leather	15 gp
Studded Leather	68 gp
Hide	15 gp
Chain shirt	75 gp
Scale mail	75 gp
Breastplate	600 gp
Half plate	1200 gp
Ring mail	70 gp
Chain mail	150 gp
Splint	500 gp
Plate	2,300 gp
Shield	15 gp

WEAPONS

Name	Cost
Club	2 sp
Dagger	3 gp
Greatclub	3 sp
Handaxe	7 gp
Javelin	6 sp
Light hammer	4 gp
Mace	7 gp
Quarterstaff	3 sp
Sickle	2 gp
Spear	2 gp

SIMPLE RANGED WEAPONS

Name	Cost
Crossbow, light	40 gp
Dart	8 cp
Shortbow	32 gp
Sling	2 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	15 gp
Flail	15 gp
Glaive	25 gp
Greataxe	40 gp
Greatsword	65 gp
Halberd	25 gp
Lance	15 gp
Longsword	25 gp
Maul	15 gp
Morningstar	22 gp
Pike	9 gp
Rapier	33 gp
Scimitar	32 gp
Shortsword	15 gp
Trident	10 gp
War pick	9 gp
Warhammer	24 gp
Whip	5 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	15 gp
Crossbow, hand	150 gp
Crossbow, heavy	100 gp
Longbow	80 gp
Net	1 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Arrows (20)	2 gp	1 lb.
Blowgun needles (50)	2 gp	1 lb.
Crossbow bolts (20)	2 gp	1½ lb.
Sling bullets (20)	1 sp	1½ lb.
Antitoxin (vial)	70 gp	—
<i>Arcane focus</i>		
Rod	30 gp	2 lb.
Staff	10 gp	4 lb.
Wand	30 gp	1 lb.
Backpack	3 gp	5 lb.
Ball bearings (bag of 1,000)	2 gp	2 lb.
Barrel	2 gp	70 lb.
Block and tackle	1 gp	5 lb.
Book	35 gp	5 lb.
Bottle, glass	3 gp	2 lb.
Bucket	6 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	40 gp	35 lbs
Insulated six-person tent	250 gp	70 lbs
Sack of coal rocks (bag of 5 uses)	3 gp	15 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	2 gp	5 lbs
Shovel, retractable	3 gp	4 lbs
Ration (1 day), scarce winter	12 sp	1 lbs
Bedroll	2 gp	7 lb.
Blanket	8 sp	3 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Candle	3 cp	—
Chain (10 feet)	8 gp	10 lb.
Chalk (1 piece)	5 cp	—
Chest	10 gp	25 lb.
Climber's kit	40 gp	12 lb.
<i>Clothes</i>		
Clothes, common	10 sp	3 lb.
Clothes, traveler's	5 gp	4 lb.
Robes	3 gp	4 lb.
Furred Coat	10 gp	8 lbs
Furred Coat, Masterwork	45 gp	8 lbs
Hide Gambeson	8 gp	12 lbs
Rawhide Cloak	6 gp	5 lbs
Balaclava	7 sp	1 lb
Reinforced Boots	4 gp	4 lbs
Snowshoes	4 gp	2 lbs
Crampons	3 gp	6 lbs

Item	Cost	Weight
Component pouch	25 gp	2 lb.
Crowbar	2 gp	5 lb.
Engraver's tools	25 gp	2 lbs.
Raw schrimshaw	10 gp	1 lb.
Fishing tackle	5 gp	4lb
Flask or tankard	2 cp	1 lb.
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hammer, sledge	2 gp	10 lb.
Healer's kit	10 gp	3 lb.
Holy water (flask)	25 gp	1 lb.
Hunting trap	5 gp	25 lb.
Ink (1 ounce bottle)	20 gp	—
Ink pen	5 cp	—
Ladder (10-foot)	1 sp	25 lb.
Lamp	10 sp	1 lb.
Lantern, bullseye	25 gp	2 lb.
Lantern, hooded	19 gp	2 lb.
Lock	20 gp	1 lb.
Magnifying glass	200 gp	—
Manacles	2 gp	6 lb.
Mess kit	2 sp	1 lb.
Mirror, steel	5 gp	1/2 lb.
Oil (flask)	1 sp	1 lb.
Parchment (one sheet)	1 sp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Poison, basic (vial)	100 gp	—
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Potion of healing	60 gp	1/2 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Rope, hempen (50 feet)	2 gp	10 lb.
Sack	1 cp	1/2 lb.
Sealing wax	5 sp	—
Shovel	2 gp	5 lb.
Signal whistle	5 cp	—
Soap	2 cp	—
Spellbook	60 gp	3 lb.
Spikes, iron (10)	1 gp	5 lb.
Spyglass	1,500 gp	1 lb.
Tinderbox	10 sp	1 lb.
Torch	2 cp	1 lb.
Waterskin	2 sp	5 lb. (full)
Whetstone	3 cp	1 lb.

TOOLS

Item	Cost	Weight
<i>Artisan's tools</i>		
Brewer's supplies	30 gp	9 lb.
Carpenter's tools	15 gp	6 lb.
Cobbler's tools	10 gp	5 lb.
Cook's utensils	2 gp	8 lb.
Leatherworker's tools	10 gp	5 lb.
Mason's tools	15 gp	8 lb.
Painter's supplies	20 gp	5 lb.
Smith's tools	30 gp	8 lb.
Weaver's tools	2 gp	5 lb.
Woodcarver's tools	2 gp	5 lb.
Disguise kit	35 gp	3 lb.
Forgery kit	35 gp	5 lb.
<i>Gaming set</i>		
Dice set	3 sp	—
Playing card set	8 sp	—
Herbalism kit	10 gp	3 lb.
<i>Musical instrument</i>		
Bagpipes	40 gp	6 lb.
Drum	10 gp	3 lb.
Flute	4 gp	1 lb.
Lute	50 gp	2 lb.
Horn	3 gp	2 lb.
Pan flute	16 gp	2 lb.
Navigator's tools	30 gp	2 lb.
Poisoner's kit	70 gp	2 lb.
Thieves' tools	35 gp	1 lb.

FOOD, DRINK, AND LODGING

Item	Cost
<i>Ale</i>	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
<i>Inn stay (per day)</i>	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
<i>Meals (per day)</i>	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
<i>Wine</i>	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, puppy	40 gp	10 ft.	1 lb.
Sled dog, adult	50 gp	40 ft.	135 lb.
Sled dog, adult, trained	70 gp	40 ft.	195 lb.
Sled dog, adult, leader	80 gp	40 ft.	180 lb.
Reindeer	80 gp	50 ft.	480 lb.
Reindeer, draft	150 gp	50 ft.	540 lb.
Axebeak	60 gp	50 ft.	135 lb.
Axebeak, trained	90 gp	50 ft.	180 lb.

VEHICLES

Land Vehicless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	40 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Dogsled, 6-dog	50 gp	4 miles/hour	1	3	700 lbs.	12	50	5
Dogsled, two-row, 8-dog	70 gp	4 miles/hour	2	4	1000 lbs.	12	50	5
Dogsled, two-row, 10-dog	80 gp	4 miles/hour	2	6	1300 lbs.	12	50	5
Dogsled, Dwarven	40 gp	2 miles/hour	1	—	—	20	50	15
Traveller Wagon, two mounts	125 gp	5 miles/hour	1	3	500 lbs.	15	80	5
Sleeper Wagon, four mounts	250 gp	5 miles/hour	1	5	600 lbs.	15	100	8

Water Vehicless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Canoe	50 gp	2 miles/hour	2	2	—	11	50	—
Fishing boat	350 gp	2 miles/hour	1	5	1,000	15	50	15

CAER-DINEVAL

FRIENDLINESS:2 SERVICES:1 COMFORT:1

ARMOUR

Armor	Cost
Padded	10 gp
Hide	17 gp
Chain shirt	90 gp
Shield	18 gp

WEAPONS

Name	Cost
Club	4 sp
Dagger	4 gp
Handaxe	8 gp
Javelin	6 sp
Mace	8 gp
Quarterstaff	3 sp
Spear	3 gp

SIMPLE RANGED WEAPONS

Name	Cost
Dart	9 cp
Sling	3 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	17 gp
Lance	17 gp
Longsword	28 gp
Maul	17 gp
Pike	11 gp
Shortsword	17 gp
War pick	10 gp
Warhammer	26 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	17 gp
Net	2 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Blowgun needles (50)	2 gp	1 lb.
Sling bullets (20)	1 sp	1½ lb.
Backpack	3 gp	5 lb.
Bucket	7 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	60 gp	35 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	3 gp	5 lbs
Ration (1 day), scarce winter	18 sp	1 lbs
Bedroll	3 gp	7 lb.
Blanket	9 sp	3 lb.
Climber's kit	45 gp	12 lb.
<i>Clothes</i>		
Clothes, common	12 sp	3 lb.
Furred Coat	15 gp	8 lbs
Balaclava	8 sp	1 lb
Snowshoes	6 gp	2 lbs
Crampons	5 gp	6 lbs
Crowbar	3 gp	5 lb.
Engraver's tools	30 gp	2 lbs.
Raw schrimshaw	12 gp	1 lb.
Fishing tackle	6 gp	4 lb.
Grappling hook	3 gp	4 lb.
Hammer	2 gp	3 lb.
Hunting trap	7 gp	25 lb.
Lamp	12 sp	1 lb.
Oil (flask)	3 sp	1 lb.
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Pouch	5 sp	1 lb.
Rope, hempen (50 feet)	3 gp	10 lb.
Sack	3 cp	1/2 lb.
Spikes, iron (10)	2 gp	5 lb.
Tinderbox	12 sp	1 lb.
Torch	4 cp	1 lb.
Waterskin	3 sp	5 lb. (full)
Whetstone	4 cp	1 lb.

FOOD, DRINK, AND LODGING

	Item	Cost
<i>Ale</i>		
	Mug	5 cp
	Bread, loaf	5 cp
	Cheese, hunk	4 sp
<i>Inn stay (per day)</i>		
	Squalid	10 cp
	Poor	3 sp
<i>Meals (per day)</i>		
	Squalid	7 cp
	Poor	10 cp
	Meat, chunk	7 sp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, adult	60 gp	40 ft.	135 lb.
Reindeer	90 gp	50 ft.	480 lb.
Axebeak	70 gp	50 ft.	135 lb.

VEHICLES

Land Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	60 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Traveller Wagon, two mounts	150 gp	5 miles/hour	1	3	500 lbs.	15	80	5
Water Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
:----	:-----	:-----:	:-----:	:-----:	:-----:	:-----:	:-----:	:-----:
Fishing boat	400 gp	2 miles/hour	1	5	1,000	15	50	15

CAER-KONIG

FRIENDLINESS:2 SERVICES:2 COMFORT:3

ARMOUR

Armor	Cost
Padded	5 gp
Leather	10 gp
Hide	10 gp
Chain shirt	50 gp
Scale mail	50 gp
Ring mail	30 gp
Chain mail	75 gp
Shield	10 gp

WEAPONS

Name	Cost
Club	1 sp
Dagger	2 gp
Greatclub	2 sp
Handaxe	5 gp
Javelin	5 sp
Light hammer	2 gp
Mace	5 gp
Quarterstaff	2 sp
Spear	1 gp

SIMPLE RANGED WEAPONS

Name	Cost
Dart	5 cp
Shortbow	25 gp
Sling	1 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	10 gp
Flail	10 gp
Greataxe	30 gp
Greatsword	50 gp
Halberd	20 gp
Lance	10 gp
Longsword	15 gp
Maul	10 gp
Morningstar	15 gp
Pike	5 gp
Scimitar	25 gp
Shortsword	10 gp
War pick	5 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	10 gp
Longbow	50 gp
Net	1 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Sling bullets (20)	4 cp	1½ lb.
<i>Arcane focus</i>		
Rod	10 gp	2 lb.
Staff	5 gp	4 lb.
Backpack	2 gp	5 lb.
Ball bearings (bag of 1,000)	1 gp	2 lb.
Book	25 gp	5 lb.
Bucket	5 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	40 gp	35 lbs
Sack of coal rocks (bag of 5 uses)	3 gp	15 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	2 gp	5 lbs
Shovel, retractable	3 gp	4 lbs
Ration (1 day), scarce winter	14 sp	1 lbs
Bedroll	1 gp	7 lb.
Blanket	5 sp	3 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Candle	1 cp	—
Climber's kit	25 gp	12 lb.
<i>Clothes</i>		
Clothes, common	5 sp	3 lb.
Clothes, traveler's	2 gp	4 lb.
Furred Coat	10 gp	8 lbs
Hide Gambeson	8 gp	12 lbs
Rawhide Cloak	6 gp	5 lbs
Balaclava	7 sp	1 lb
Snowshoes	2 gp	2 lbs
Crampons	12 gp	6 lbs

ADVENTURING GEAR CONT...

Item	Cost	Weight
Crowbar	2 gp	5 lb.
Engraver's tools	25 gp	2 lbs.
Raw schrimshaw	10 gp	1 lb.
Fishing tackle	5 gp	4lb
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hunting trap	5 gp	25 lb.
Lamp	5 sp	1 lb.
Lantern, hooded	5 gp	2 lb.
Oil (flask)	1 sp	1 lb.
Parchment (one sheet)	1 sp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Sack	1 cp	1/2 lb.
Sealing wax	5 sp	—
Signal whistle	5 cp	—
Soap	2 cp	—
Spikes, iron (10)	1 gp	5 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Waterskin	2 sp	5 lb. (full)
Whetstone	1 cp	1 lb.

TOOLS

Item	Cost	Weight
<i>Artisan's tools</i>		
Carpenter's tools	8 gp	6 lb.
Cook's utensils	2 gp	8 lb.
Leatherworker's tools	5 gp	5 lb.
Smith's tools	20 gp	8 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.
Disguise kit	25 gp	3 lb.
<i>Gaming set</i>		
Dice set	1 sp	—
Playing card set	5 sp	—
Herbalism kit	5 gp	3 lb.
<i>Musical instrument</i>		
Drum	6 gp	3 lb.
Flute	2 gp	1 lb.
Horn	3 gp	2 lb.
Thieves' tools	25 gp	1 lb.

FOOD, DRINK, AND LODGING

	Item	Cost
<i>Ale</i>		
	Gallon	2 sp
	Mug	4 cp
	Banquet (per person)	14 gp
	Bread, loaf	4 cp
	Cheese, hunk	3 sp
<i>Inn stay (per day)</i>		
	Squalid	7 cp
	Poor	1 sp
	Modest	5 sp
	Comfortable	8 sp
	Wealthy	2 gp
	Aristocratic	4 gp
<i>Meals (per day)</i>		
	Squalid	5 cp
	Poor	8 cp
	Modest	5 sp
	Comfortable	7 sp
	Wealthy	10 sp
	Aristocratic	4 gp
	Meat, chunk	5 sp
<i>Wine</i>		
	Common (pitcher)	2 sp
	Fine (bottle)	10 gp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, puppy	50 gp	10 ft.	1 lb.
Sled dog, adult	60 gp	40 ft.	135 lb.
Sled dog, adult, trained	80 gp	40 ft.	195 lb.
Reindeer	90 gp	50 ft.	480 lb.
Axebeak	70 gp	50 ft.	135 lb.

VEHICLES

Land Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	60 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Dogsled, 6-dog	70 gp	4 miles/hour	1	3	700 lbs.	12	50	5
Dogsled, two-row, 8-dog	80 gp	4 miles/hour	2	4	1000 lbs.	12	50	5
Traveller Wagon, two mounts	150 gp	5 miles/hour	1	3	500 lbs.	15	80	5

Water Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Canoe	55 gp	2 miles/hour	2	2	—	11	50	—
Fishing boat	400							

DOUGAN'S HOLE

FRIENDLINESS:1 SERVICES:1 COMFORT:1

ARMOUR

Armor	Cost
Padded	12 gp
Hide	20 gp
Chain shirt	100 gp
Shield	20 gp

WEAPONS

Name	Cost
Club	6 sp
Dagger	5 gp
Handaxe	9 gp
Javelin	8 sp
Mace	10 gp
Quarterstaff	5 sp
Spear	5 gp

SIMPLE RANGED WEAPONS

Name	Cost
Dart	10 cp
Sling	5 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	20 gp
Lance	20 gp
Longsword	30 gp
Maul	19 gp
Pike	13 gp
Shortsword	20 gp
War pick	12 gp
Warhammer	28 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	19 gp
Net	3 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Blowgun needles (50)	3 gp	1 lb.
Sling bullets (20)	2 sp	1½ lb.
Backpack	4 gp	5 lb.
Bucket	8 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	80 gp	35 lbs
Cooking pot	3 gp	10 lbs
Shovel, normal	4 gp	5 lbs
Ration (1 day), scarce winter	20 sp	1 lbs
Bedroll	5 gp	7 lb.
Blanket	10 sp	3 lb.
Climber's kit	55 gp	12 lb.
<i>Clothes</i>		
Clothes, common	15 sp	3 lb.
Furred Coat	18 gp	8 lbs
Balaclava	10 sp	1 lb
Snowshoes	8 gp	2 lbs
Crampons	17 gp	6 lbs
Crowbar	4 gp	5 lb.
Engraver's tools	35 gp	2 lbs.
Raw schrimshaw	14 gp	1 lb.
Fishing tackle	7 gp	4 lb.
Grappling hook	4 gp	4 lb.
Hammer	3 gp	3 lb.
Hunting trap	8 gp	25 lb.
Lamp	15 sp	1 lb.
Oil (flask)	6 sp	1 lb.
Pick, miner's	3 gp	10 lb.
Piton	6 cp	1/4 lb.
Pole (10-foot)	6 cp	7 lb.
Pot, iron	3 gp	10 lb.
Pouch	6 sp	1 lb.
Rope, hempen (50 feet)	4 gp	10 lb.
Sack	4 cp	1/2 lb.
Spikes, iron (10)	2 gp	5 lb.
Tinderbox	14 sp	1 lb.
Torch	5 cp	1 lb.
Waterskin	4 sp	5 lb. (full)
Whetstone	5 cp	1 lb.

FOOD, DRINK, AND LODGING

	Item	Cost
<i>Ale</i>		
	Mug	5 cp
	Bread, loaf	3 cp
	Cheese, hunk	2 sp
<i>Inn stay (per day)</i>		
	Squalid	12 cp
	Poor	5 sp
<i>Meals (per day)</i>		
	Squalid	5 cp
	Poor	8 cp
	Meat, chunk	5 sp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, adult	80 gp	40 ft.	135 lb.
Reindeer	100 gp	50 ft.	480 lb.
Axebeak	90 gp	50 ft.	135 lb.

VEHICLES

Land Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	70 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Traveller Wagon, two mounts	170 gp	5 miles/hour	1	3	500 lbs.	15	80	5
Water Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
:-----	:-----	:-----:	:-----:	:-----:	:-----:	:-----:	:-----:	:-----:
Fishing boat	450 gp	2 miles/hour	1	5	1,000	15	50	15

EASTHAVEN

FRIENDLINESS:2 SERVICES:3 COMFORT:3

ARMOUR

Armor	Cost
Padded	10 gp
Leather	18 gp
Studded Leather	75 gp
Hide	17 gp
Chain shirt	90 gp
Scale mail	90 gp
Breastplate	700 gp
Half plate	1400 gp
Ring mail	90 gp
Chain mail	170 gp
Splint	600 gp
Plate	2,500 gp
Shield	18 gp

WEAPONS

Name	Cost
Club	4 sp
Dagger	4 gp
Greatclub	4 sp
Handaxe	8 gp
Javelin	6 sp
Light hammer	5 gp
Mace	8 gp
Quarterstaff	3 sp
Sickle	3 gp
Spear	3 gp

SIMPLE RANGED WEAPONS

Name	Cost
Crossbow, light	50 gp
Dart	9 cp
Shortbow	36 gp
Sling	3 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	17 gp
Flail	17 gp
Glaive	27 gp
Greataxe	42 gp
Greatsword	66 gp
Halberd	27 gp
Lance	17 gp
Longsword	28 gp
Maul	17 gp
Morningstar	25 gp
Pike	11 gp
Rapier	36 gp
Scimitar	34 gp
Shortsword	17 gp
Trident	11 gp
War pick	10 gp
Warhammer	26 gp
Whip	6 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	17 gp
Crossbow, hand	170 gp
Crossbow, heavy	110 gp
Longbow	90 gp
Net	2 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Arrows (20)	2 gp	1 lb.
Blowgun needles (50)	2 gp	1 lb.
Crossbow bolts (20)	2 gp	1½ lb.
Sling bullets (20)	1 sp	1½ lb.
Antitoxin (vial)	80 gp	—
<i>Arcane focus</i>		
Rod	40 gp	2 lb.
Staff	20 gp	4 lb.
Wand	40 gp	1 lb.
Backpack	3 gp	5 lb.
Ball bearings (bag of 1,000)	2 gp	2 lb.
Barrel	3 gp	70 lb.
Block and tackle	2 gp	5 lb.
Book	40 gp	5 lb.
Bottle, glass	4 gp	2 lb.
Bucket	7 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	60 gp	35 lbs
Insulated six-person tent	300 gp	70 lbs
Sack of coal rocks (bag of 5 uses)	6 gp	15 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	3 gp	5 lbs
Shovel, retractable	4 gp	4 lbs
Ration (1 day), scarce winter	16 sp	1 lbs
Bedroll	3 gp	7 lb.
Blanket	9 sp	3 lb.
Caltrops (bag of 20)	2 gp	2 lb.
Candle	5 cp	—
Chain (10 feet)	9 gp	10 lb.
Chalk (1 piece)	6 cp	—
Chest	12 gp	25 lb.
Climber's kit	45 gp	12 lb.
<i>Clothes</i>		
Clothes, common	12 sp	3 lb.
Clothes, traveler's	7 gp	4 lb.
Robes	4 gp	4 lb.
Furred Coat	15 gp	8 lbs
Furred Coat, Masterwork	55 gp	8 lbs
Hide Gambeson	10 gp	12 lbs
Rawhide Cloak	8 gp	5 lbs
Balaclava	8 sp	1 lb
Reinforced Boots	6 gp	4 lbs
Snowshoes	6 gp	2 lbs
Crampons	5 gp	6 lbs

Item	Cost	Weight
Component pouch	30 gp	2 lb.
Crowbar	3 gp	5 lb.
Engraver's tools	30 gp	2 lbs.
Raw schrimshaw	12 gp	1 lb.
Fishing tackle	6 gp	4lb
Flask or tankard	3 cp	1 lb.
Grappling hook	3 gp	4 lb.
Hammer	2 gp	3 lb.
Hammer, sledge	3 gp	10 lb.
Healer's kit	15 gp	3 lb.
Holy water (flask)	30 gp	1 lb.
Hunting trap	7 gp	25 lb.
Ink (1 ounce bottle)	22 gp	—
Ink pen	6 cp	—
Ladder (10-foot)	3 sp	25 lb.
Lamp	12 sp	1 lb.
Lantern, bullseye	30 gp	2 lb.
Lantern, hooded	25 gp	2 lb.
Lock	23 gp	1 lb.
Magnifying glass	250 gp	—
Manacles	4 gp	6 lb.
Mess kit	3 sp	1 lb.
Mirror, steel	6 gp	1/2 lb.
Oil (flask)	3 sp	1 lb.
Parchment (one sheet)	5 sp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Poison, basic (vial)	150 gp	—
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Potion of healing 5	100 gp	1/2 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Rope, hempen (50 feet)	3 gp	10 lb.
Sack	3 cp	1/2 lb.
Sealing wax	7 sp	—
Signal whistle	6 cp	—
Soap	3 cp	—
Spellbook	70 gp	3 lb.
Spikes, iron (10)	2 gp	5 lb.
Spyglass	1,700 gp	1 lb.
Tinderbox	12 sp	1 lb.
Torch	4 cp	1 lb.
Waterskin	3 sp	5 lb. (full)
Whetstone	4 cp	1 lb.

TOOLS

Item	Cost	Weight
<i>Artisan's tools</i>		
Brewer's supplies	25 gp	9 lb.
Carpenter's tools	20 gp	6 lb.
Cobbler's tools	15 gp	5 lb.
Cook's utensils	3 gp	8 lb.
Leatherworker's tools	12 gp	5 lb.
Mason's tools	20 gp	8 lb.
Painter's supplies	25 gp	5 lb.
Smith's tools	35 gp	8 lb.
Weaver's tools	3 gp	5 lb.
Woodcarver's tools	3 gp	5 lb.
Disguise kit	40 gp	3 lb.
Forgery kit	40 gp	5 lb.
<i>Gaming set</i>		
Dice set	5 sp	—
Playing card set	9 sp	—
Herbalism kit	5 gp	3 lb.
<i>Musical instrument</i>		
Bagpipes	50 gp	6 lb.
Drum	12 gp	3 lb.
Flute	6 gp	1 lb.
Lute	55 gp	2 lb.
Horn	4 gp	2 lb.
Pan flute	20 gp	2 lb.
Navigator's tools	35 gp	2 lb.
Poisoner's kit	80 gp	2 lb.
Thieves' tools	40 gp	1 lb.

FOOD, DRINK, AND LODGING

Item	Cost
<i>Ale</i>	
Gallon	4 sp
Mug	6 cp
Banquet (per person)	15 gp
Bread, loaf	3 cp
Cheese, hunk	2 sp
<i>Inn stay (per day)</i>	
Squalid	10 cp
Poor	2 sp
Modest	7 sp
Comfortable	10 sp
Wealthy	4 gp
Aristocratic	6 gp
<i>Meals (per day)</i>	
Squalid	5 cp
Poor	8 cp
Modest	5 sp
Comfortable	7 sp
Wealthy	10 sp
Aristocratic	3 gp
Meat, chunk	5 sp
<i>Wine</i>	
Common (pitcher)	6 sp
Fine (bottle)	15 gp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, puppy	50 gp	10 ft.	1 lb.
Sled dog, adult	60 gp	40 ft.	135 lb.
Sled dog, adult, trained	80 gp	40 ft.	195 lb.
Sled dog, adult, leader	90 gp	40 ft.	180 lb.
Reindeer	90 gp	50 ft.	480 lb.
Reindeer, draft	170 gp	50 ft.	540 lb.
Axebeak	70 gp	50 ft.	135 lb.
Axebeak, trained	100 gp	50 ft.	180 lb.

VEHICLES

Land Vehicless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	60 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Dogsled, 6-dog	70 gp	4 miles/hour	1	3	700 lbs.	12	50	5
Dogsled, two-row, 8-dog	80 gp	4 miles/hour	2	4	1000 lbs.	12	50	5
Dogsled, two-row, 10-dog	90 gp	4 miles/hour	2	6	1300 lbs.	12	50	5
Dogsled, Dwarven	60 gp	2 miles/hour	1	—	—	20	50	15
Traveller Wagon, two mounts	150 gp	5 miles/hour	1	3	500 lbs.	15	80	5
Sleeper Wagon, four mounts	270 gp	5 miles/hour	1	5	600 lbs.	15	100	8

Water Vehicless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Canoe	55 gp	2 miles/hour	2	2	—	11	50	—
Fishing boat	400 gp	2 miles/hour	1	5	1,000	15	50	15

GOOD MEAD

FRIENDLINESS:2 SERVICES:1 COMFORT:2

ARMOUR

Armor	Cost
Padded	10 gp
Hide	17 gp
Chain shirt	90 gp
Shield	18 gp

WEAPONS

Name	Cost
Club	4 sp
Dagger	4 gp
Handaxe	8 gp
Javelin	6 sp
Mace	8 gp
Quarterstaff	3 sp
Spear	3 gp

SIMPLE RANGED WEAPONS

Name	Cost
Dart	9 cp
Sling	3 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	17 gp
Lance	17 gp
Longsword	28 gp
Maul	17 gp
Pike	11 gp
Shortsword	17 gp
War pick	10 gp
Warhammer	26 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	17 gp
Net	2 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Blowgun needles (50)	2 gp	1 lb.
Sling bullets (20)	1 sp	1½ lb.
Backpack	3 gp	5 lb.
Bucket	7 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	64 gp	35 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	3 gp	5 lbs
Ration (1 day), scarce winter	16 sp	1 lbs
Bedroll	4 gp	7 lb.
Blanket	10 sp	3 lb.
Climber's kit	45 gp	12 lb.
<i>Clothes</i>		
Clothes, common	13 sp	3 lb.
Furred Coat	16 gp	8 lbs
Balaclava	8 sp	1 lb
Snowshoes	6 gp	2 lbs
Crampons	5 gp	6 lbs
Crowbar	3 gp	5 lb.
Engraver's tools	30 gp	2 lbs.
Raw schrimshaw	12 gp	1 lb.
Fishing tackle	6 gp	4 lb.
Grappling hook	3 gp	4 lb.
Hammer	2 gp	3 lb.
Hunting trap	7 gp	25 lb.
Lamp	12 sp	1 lb.
Oil (flask)	5 sp	1 lb.
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Pouch	5 sp	1 lb.
Rope, hempen (50 feet)	3 gp	10 lb.
Sack	3 cp	1/2 lb.
Spikes, iron (10)	2 gp	5 lb.
Tinderbox	13 sp	1 lb.
Torch	4 cp	1 lb.
Waterskin	3 sp	5 lb. (full)
Whetstone	4 cp	1 lb.

FOOD, DRINK, AND LODGING

	Item	Cost
<i>Ale</i>		
	Gallon	2 sp
	Mug	3 cp
	Banquet (per person)	15 gp
	Bread, loaf	3 cp
	Cheese, hunk	2 sp
<i>Inn stay (per day)</i>		
	Squalid	11 cp
	Poor	4 sp
	Modest	8 sp
	Comfortable	11 sp
<i>Meals (per day)</i>		
	Squalid	5 cp
	Poor	8 cp
	Modest	4 sp
	Comfortable	8 sp
	Meat, chunk	5 sp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, adult	60 gp	40 ft.	135 lb.
Reindeer	90 gp	50 ft.	480 lb.
Axebeak	70 gp	50 ft.	135 lb.

VEHICLES

Land Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	60 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Traveller Wagon, two mounts	150 gp	5 miles/hour	1	3	500 lbs.	15	80	5
Water Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
:----	:-----	:-----:	:-----:	:-----:	:-----:	:-----:	:-----:	:-----:
Fishing boat	400 gp	2 miles/hour	1	5	1,000	15	50	15

LONELYWOOD

FRIENDLINESS:3 SERVICES:2 COMFORT:2

ARMOUR

Armor	Cost
Padded	8 gp
Leather	15 gp
Hide	15 gp
Chain shirt	75 gp
Scale mail	75 gp
Ring mail	70 gp
Chain mail	150 gp
Shield	15 gp

WEAPONS

Name	Cost
Club	1 sp
Dagger	3 gp
Greatclub	2 sp
Handaxe	7 gp
Javelin	4 sp
Light hammer	4 gp
Mace	7 gp
Quarterstaff	1 sp
Spear	1 gp

SIMPLE RANGED WEAPONS

Name	Cost
Dart	5 cp
Shortbow	28 gp
Sling	2 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	15 gp
Flail	15 gp
Greataxe	40 gp
Greatsword	65 gp
Halberd	25 gp
Lance	12 gp
Longsword	25 gp
Maul	15 gp
Morningstar	22 gp
Pike	7 gp
Scimitar	32 gp
Shortsword	15 gp
War pick	9 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	12 gp
Longbow	60 gp
Net	1 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Sling bullets (20)	1 sp	1½ lb.
<i>Arcane focus</i>		
Rod	30 gp	2 lb.
Staff	8 gp	4 lb.
Wand	15 gp	1 lb.
Backpack	3 gp	5 lb.
Ball bearings (bag of 1,000)	2 gp	2 lb.
Book	35 gp	5 lb.
Bucket	4 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	40 gp	35 lbs
Sack of coal rocks (bag of 5 uses)	3 gp	15 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	2 gp	5 lbs
Shovel, retractable	3 gp	4 lbs
Ration (1 day), scarce winter	15 sp	1 lbs
Bedroll	1 gp	7 lb.
Blanket	5 sp	3 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Candle	3 cp	—
Climber's kit	25 gp	12 lb.
<i>Clothes</i>		
Clothes, common	10 sp	3 lb.
Clothes, traveler's	5 gp	4 lb.
Furred Coat	10 gp	8 lbs
Hide Gambeson	8 gp	12 lbs
Rawhide Cloak	6 gp	5 lbs
Balaclava	7 sp	1 lb
Snowshoes	4 gp	2 lbs
Crampons	3 gp	6 lbs

ADVENTURING GEAR CONT...

Item	Cost	Weight
Crowbar	2 gp	5 lb.
Engraver's tools	25 gp	2 lbs.
Raw schrimshaw	10 gp	1 lb.
Fishing tackle	5 gp	4lb
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hunting trap	5 gp	25 lb.
Lamp	10 sp	1 lb.
Lantern, hooded	19 gp	2 lb.
Oil (flask)	1 sp	1 lb.
Parchment (one sheet)	1 sp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	3 cp	7 lb.
Pot, iron	2 gp	10 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Sack	1 cp	1/2 lb.
Sealing wax	5 sp	—
Signal whistle	5 cp	—
Soap	2 cp	—
Spikes, iron (10)	1 gp	5 lb.
Tinderbox	10 sp	1 lb.
Torch	1 cp	1 lb.
Waterskin	2 sp	5 lb. (full)
Whetstone	3 cp	1 lb.

TOOLS

Item	Cost	Weight
<i>Artisan's tools</i>		
Carpenter's tools	15 gp	6 lb.
Cook's utensils	3 gp	8 lb.
Leatherworker's tools	10 gp	5 lb.
Smith's tools	30 gp	8 lb.
Weaver's tools	2 gp	5 lb.
Woodcarver's tools	2 gp	5 lb.
Disguise kit	35 gp	3 lb.
<i>Gaming set</i>		
Dice set	3 sp	—
Playing card set	8 sp	—
Herbalism kit	10 gp	3 lb.
<i>Musical instrument</i>		
Drum	10 gp	3 lb.
Flute	4 gp	1 lb.
Horn	3 gp	2 lb.
Thieves' tools	35 gp	1 lb.

FOOD, DRINK, AND LODGING

	Item	Cost
<i>Ale</i>		
	Gallon	3 sp
	Mug	5 cp
	Banquet (per person)	20 gp
	Bread, loaf	6 cp
	Cheese, hunk	5 sp
<i>Inn stay (per day)</i>		
	Squalid	10 cp
	Poor	3 sp
	Modest	7 sp
	Comfortable	10 sp
<i>Meals (per day)</i>		
	Squalid	7 cp
	Poor	10 cp
	Modest	6 sp
	Comfortable	10 sp
	Meat, chunk	8 sp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, puppy	40 gp	10 ft.	1 lb.
Sled dog, adult	50 gp	40 ft.	135 lb.
Sled dog, adult, trained	70 gp	40 ft.	195 lb.
Reindeer	80 gp	50 ft.	480 lb.
Axebeak	60 gp	50 ft.	135 lb.

VEHICLES

Land Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	40 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Dogsled, 6-dog	50 gp	4 miles/hour	1	3	700 lbs.	12	50	5
Dogsled, two-row, 8-dog	70 gp	4 miles/hour	2	4	1000 lbs.	12	50	5
Traveller Wagon, two mounts	125 gp	5 miles/hour	1	3	500 lbs.	15	80	5

Water Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Canoe	50 gp	2 miles/hour	2	2	—	11	50	—
Fishing boat	350 gp	2 miles/hour	1	5	1,000	15	50	15

TARGOS

FRIENDLINESS:2 SERVICES:3 COMFORT:2

ARMOUR

Armor	Cost
Padded	10 gp
Leather	18 gp
Studded Leather	75 gp
Hide	17 gp
Chain shirt	90 gp
Scale mail	90 gp
Breastplate	700 gp
Half plate	1400 gp
Ring mail	90 gp
Chain mail	170 gp
Splint	600 gp
Plate	2,500 gp
Shield	18 gp

WEAPONS

Name	Cost
Club	4 sp
Dagger	4 gp
Greatclub	4 sp
Handaxe	8 gp
Javelin	6 sp
Light hammer	5 gp
Mace	8 gp
Quarterstaff	3 sp
Sickle	3 gp
Spear	3 gp

SIMPLE RANGED WEAPONS

Name	Cost
Crossbow, light	50 gp
Dart	9 cp
Shortbow	36 gp
Sling	3 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	17 gp
Flail	17 gp
Glaive	27 gp
Greataxe	42 gp
Greatsword	66 gp
Halberd	27 gp
Lance	17 gp
Longsword	28 gp
Maul	17 gp
Morningstar	25 gp
Pike	11 gp
Rapier	36 gp
Scimitar	34 gp
Shortsword	17 gp
Trident	11 gp
War pick	10 gp
Warhammer	26 gp
Whip	6 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	17 gp
Crossbow, hand	170 gp
Crossbow, heavy	110 gp
Longbow	90 gp
Net	2 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Arrows (20)	2 gp	1 lb.
Blowgun needles (50)	2 gp	1 lb.
Crossbow bolts (20)	2 gp	1½ lb.
Sling bullets (20)	1 sp	1½ lb.
Antitoxin (vial)	80 gp	—
<i>Arcane focus</i>		
Rod	40 gp	2 lb.
Staff	20 gp	4 lb.
Wand	40 gp	1 lb.
Backpack	3 gp	5 lb.
Ball bearings (bag of 1,000)	2 gp	2 lb.
Barrel	3 gp	70 lb.
Block and tackle	2 gp	5 lb.
Book	40 gp	5 lb.
Bottle, glass	4 gp	2 lb.
Bucket	7 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	60 gp	35 lbs
Insulated six-person tent	300 gp	70 lbs
Sack of coal rocks (bag of 5 uses)	6 gp	15 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	3 gp	5 lbs
Shovel, retractable	4 gp	4 lbs
Ration (1 day), scarce winter	16 sp	1 lbs
Bedroll	3 gp	7 lb.
Blanket	9 sp	3 lb.
Caltrops (bag of 20)	2 gp	2 lb.
Candle	5 cp	—
Chain (10 feet)	9 gp	10 lb.
Chalk (1 piece)	6 cp	—
Chest	12 gp	25 lb.
Climber's kit	45 gp	12 lb.
<i>Clothes</i>		
Clothes, common	12 sp	3 lb.
Clothes, traveler's	7 gp	4 lb.
Robes	4 gp	4 lb.
Furred Coat	15 gp	8 lbs
Furred Coat, Masterwork	55 gp	8 lbs
Hide Gambeson	10 gp	12 lbs
Rawhide Cloak	8 gp	5 lbs
Balaclava	8 sp	1 lb
Reinforced Boots	6 gp	4 lbs
Snowshoes	6 gp	2 lbs
Crampons	5 gp	6 lbs

Item	Cost	Weight
Component pouch	30 gp	2 lb.
Crowbar	3 gp	5 lb.
Engraver's tools	30 gp	2 lbs.
Raw schrimshaw	12 gp	1 lb.
Fishing tackle	6 gp	4lb
Flask or tankard	3 cp	1 lb.
Grappling hook	3 gp	4 lb.
Hammer	2 gp	3 lb.
Hammer, sledge	3 gp	10 lb.
Healer's kit	15 gp	3 lb.
Holy water (flask)	30 gp	1 lb.
Hunting trap	7 gp	25 lb.
Ink (1 ounce bottle)	22 gp	—
Ink pen	6 cp	—
Ladder (10-foot)	3 sp	25 lb.
Lamp	12 sp	1 lb.
Lantern, bullseye	30 gp	2 lb.
Lantern, hooded	25 gp	2 lb.
Lock	23 gp	1 lb.
Magnifying glass	250 gp	—
Manacles	4 gp	6 lb.
Mess kit	3 sp	1 lb.
Mirror, steel	6 gp	1/2 lb.
Oil (flask)	3 sp	1 lb.
Parchment (one sheet)	5 sp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Poison, basic (vial)	150 gp	—
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Potion of healing 5	100 gp	1/2 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Rope, hempen (50 feet)	3 gp	10 lb.
Sack	3 cp	1/2 lb.
Sealing wax	7 sp	—
Signal whistle	6 cp	—
Soap	3 cp	—
Spellbook	70 gp	3 lb.
Spikes, iron (10)	2 gp	5 lb.
Spyglass	1,700 gp	1 lb.
Tinderbox	12 sp	1 lb.
Torch	4 cp	1 lb.
Waterskin	3 sp	5 lb. (full)
Whetstone	4 cp	1 lb.

TOOLS

Item	Cost	Weight
<i>Artisan's tools</i>		
Brewer's supplies	25 gp	9 lb.
Carpenter's tools	20 gp	6 lb.
Cobbler's tools	15 gp	5 lb.
Cook's utensils	3 gp	8 lb.
Leatherworker's tools	12 gp	5 lb.
Mason's tools	20 gp	8 lb.
Painter's supplies	25 gp	5 lb.
Smith's tools	35 gp	8 lb.
Weaver's tools	3 gp	5 lb.
Woodcarver's tools	3 gp	5 lb.
Disguise kit	40 gp	3 lb.
Forgery kit	40 gp	5 lb.
<i>Gaming set</i>		
Dice set	5 sp	—
Playing card set	9 sp	—
Herbalism kit	5 gp	3 lb.
<i>Musical instrument</i>		
Bagpipes	50 gp	6 lb.
Drum	12 gp	3 lb.
Flute	6 gp	1 lb.
Lute	55 gp	2 lb.
Horn	4 gp	2 lb.
Pan flute	20 gp	2 lb.
Navigator's tools	35 gp	2 lb.
Poisoner's kit	80 gp	2 lb.
Thieves' tools	40 gp	1 lb.

FOOD, DRINK, AND LODGING

Item	Cost
<i>Ale</i>	
Gallon	3 sp
Mug	5 cp
Banquet (per person)	15 gp
Bread, loaf	3 cp
Cheese, hunk	2 sp
<i>Inn stay (per day)</i>	
Squalid	10 cp
Poor	3 sp
Modest	7 sp
Comfortable	10 sp
<i>Meals (per day)</i>	
Squalid	5 cp
Poor	8 cp
Modest	4 sp
Comfortable	8 sp
Meat, chunk	5 sp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, puppy	50 gp	10 ft.	1 lb.
Sled dog, adult	60 gp	40 ft.	135 lb.
Sled dog, adult, trained	80 gp	40 ft.	195 lb.
Sled dog, adult, leader	90 gp	40 ft.	180 lb.
Reindeer	90 gp	50 ft.	480 lb.
Reindeer, draft	170 gp	50 ft.	540 lb.
Axebeak	70 gp	50 ft.	135 lb.
Axebeak, trained	100 gp	50 ft.	180 lb.

VEHICLES

Land Vehicless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	60 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Dogsled, 6-dog	70 gp	4 miles/hour	1	3	700 lbs.	12	50	5
Dogsled, two-row, 8-dog	80 gp	4 miles/hour	2	4	1000 lbs.	12	50	5
Dogsled, two-row, 10-dog	90 gp	4 miles/hour	2	6	1300 lbs.	12	50	5
Dogsled, Dwarven	60 gp	2 miles/hour	1	—	—	20	50	15
Traveller Wagon, two mounts	150 gp	5 miles/hour	1	3	500 lbs.	15	80	5
Sleeper Wagon, four mounts	270 gp	5 miles/hour	1	5	600 lbs.	15	100	8

Water Vehicless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Canoe	55 gp	2 miles/hour	2	2	—	11	50	—
Fishing boat	400 gp	2 miles/hour	1	5	1,000	15	50	15

TERMALAINE

FRIENDLINESS:3 SERVICES:2 COMFORT:3

ARMOUR

Armor	Cost
Padded	8 gp
Leather	15 gp
Hide	15 gp
Chain shirt	75 gp
Scale mail	75 gp
Ring mail	70 gp
Chain mail	150 gp
Shield	15 gp

WEAPONS

Name	Cost
Club	2 sp
Dagger	3 gp
Greatclub	3 sp
Handaxe	7 gp
Javelin	6 sp
Light hammer	4 gp
Mace	7 gp
Quarterstaff	3 sp
Spear	2 gp

SIMPLE RANGED WEAPONS

Name	Cost
Dart	8 cp
Shortbow	32 gp
Sling	2 sp

MARTIAL MELEE WEAPONS

Name	Cost
Battleaxe	15 gp
Flail	15 gp
Greataxe	40 gp
Greatsword	65 gp
Halberd	25 gp
Lance	15 gp
Longsword	25 gp
Maul	15 gp
Morningstar	22 gp
Pike	9 gp
Scimitar	32 gp
Shortsword	15 gp
War pick	9 gp

MARTIAL RANGED WEAPONS

Name	Cost
Blowgun	15 gp
Longbow	80 gp
Net	1 gp

ADVENTURING GEAR

Item	Cost	Weight
<i>Ammunition</i>		
Arrows (20)	2 gp	1 lb.
Blowgun needles (50)	2 gp	1 lb.
Sling bullets (20)	1 sp	1½ lb.
<i>Arcane focus</i>		
Rod	30 gp	2 lb.
Staff	10 gp	4 lb.
Backpack	3 gp	5 lb.
Ball bearings (bag of 1,000)	2 gp	2 lb.
Book	35 gp	5 lb.
Bucket	6 cp	2 lb.
<i>Camping Equipment</i>		
Insulated two-person tent	45 gp	35 lbs
Sack of coal rocks (bag of 5 uses)	7 gp	15 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	2 gp	5 lbs
Shovel, retractable	3 gp	4 lbs
Ration (1 day), scarce winter	12 sp	1 lbs
Bedroll	2 gp	7 lb.
Blanket	7 sp	3 lb.
Caltrops (bag of 20)	1 gp	2 lb.
Candle	6 cp	—
Climber's kit	25 gp	12 lb.
<i>Clothes</i>		
Clothes, common	10 sp	3 lb.
Clothes, traveler's	6 gp	4 lb.
Furred Coat	12 gp	8 lbs
Hide Gambeson	8 gp	12 lbs
Rawhide Cloak	6 gp	5 lbs
Balaclava	9 sp	1 lb
Snowshoes	4 gp	2 lbs
Crampons	3 gp	6 lbs

ADVENTURING GEAR CONT...

Item	Cost	Weight
Crowbar	2 gp	5 lb.
Engraver's tools	25 gp	2 lbs.
Raw schrimshaw	10 gp	1 lb.
Fishing tackle	5 gp	4lb
Grappling hook	2 gp	4 lb.
Hammer	1 gp	3 lb.
Hunting trap	5 gp	25 lb.
Lamp	10 sp	1 lb.
Lantern, hooded	19 gp	2 lb.
Oil (flask)	3 sp	1 lb.
Parchment (one sheet)	1 sp	—
Pick, miner's	2 gp	10 lb.
Piton	5 cp	1/4 lb.
Pole (10-foot)	5 cp	7 lb.
Pot, iron	2 gp	10 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Rope, hempen (50 feet)	1 gp	10 lb.
Sack	1 cp	1/2 lb.
Sealing wax	5 sp	—
Signal whistle	5 cp	—
Soap	2 cp	—
Spikes, iron (10)	1 gp	5 lb.
Tinderbox	10 sp	1 lb.
Torch	2 cp	1 lb.
Waterskin	2 sp	5 lb. (full)
Whetstone	3 cp	1 lb.

TOOLS

Item	Cost	Weight
<i>Artisan's tools</i>		
Carpenter's tools	15 gp	6 lb.
Cook's utensils	2 gp	8 lb.
Leatherworker's tools	10 gp	5 lb.
Smith's tools	30 gp	8 lb.
Weaver's tools	2 gp	5 lb.
Woodcarver's tools	2 gp	5 lb.
Disguise kit	35 gp	3 lb.
<i>Gaming set</i>		
Dice set	3 sp	—
Playing card set	8 sp	—
Herbalism kit	10 gp	3 lb.
<i>Musical instrument</i>		
Drum	10 gp	3 lb.
Flute	4 gp	1 lb.
Horn	3 gp	2 lb.
Thieves' tools	35 gp	1 lb.

FOOD, DRINK, AND LODGING

	Item	Cost
<i>Ale</i>		
	Gallon	2 sp
	Mug	4 cp
	Banquet (per person)	10 gp
	Bread, loaf	2 cp
	Cheese, hunk	1 sp
<i>Inn stay (per day)</i>		
	Squalid	8 cp
	Poor	2 sp
	Modest	6 sp
	Comfortable	9 sp
	Wealthy	4 gp
	Aristocratic	6 gp
<i>Meals (per day)</i>		
	Squalid	3 cp
	Poor	6 cp
	Modest	3 sp
	Comfortable	5 sp
	Wealthy	8 sp
	Aristocratic	2 gp
	Meat, chunk	3 sp
<i>Wine</i>		
	Common (pitcher)	2 sp
	Fine (bottle)	10 gp

MOUNTS

Item	Price	Speed	Capacity
Sled dog, puppy	40 gp	10 ft.	1 lb.
Sled dog, adult	50 gp	40 ft.	135 lb.
Sled dog, adult, trained	70 gp	40 ft.	195 lb.
Reindeer	80 gp	50 ft.	480 lb.
Axebeak	60 gp	50 ft.	135 lb.

VEHICLES

Land Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Dogsled, 4-dog	40 gp	4 miles/hour	1	2	500 lbs.	12	50	5
Dogsled, 6-dog	50 gp	4 miles/hour	1	3	700 lbs.	12	50	5
Dogsled, two-row, 8-dog	70 gp	4 miles/hour	2	4	1000 lbs.	12	50	5
Traveller Wagon, two mounts	125 gp	5 miles/hour	1	3	500 lbs.	15	80	5

Water Vehicleless	Cost	Speed	Crew	Passengers	Cargo	AC	HP	Damage Threshold
Canoe	50 gp	2 miles/hour	2	2	—	11	50	—
Fishing boat	350 gp	2 miles/hour	1	5	1,000	15	50	15

APPENDIX A

NEW EQUIPMENT

CLOTHING

Item	Price	Weight
Furred Coat	10 gp	8 lbs
Furred Coat, Masterwork	45 gp	8 lbs
Hide Gambeson	8 gp	12 lbs
Rawhide Cloak	6 gp	5 lbs
Balaclava	7 sp	1 lb
Reinforced Boots	4 gp	4 lbs
Eelskin Snowshoes	2 gp	2 lbs
Wooden Ski boards	12 gp	6 lbs

Furred Coat. Thick set of arctic explorer's clothing including a two layered elk hide coat with a furred cloak, set of woolen stockings, a scarf and a hat, and ordinary thick boots. While not wet, these clothes provide immunity to cold weather and resistance to extreme cold weather. When the furred cloak over your face, your identity remains hidden unless someone succeeds on a DC 15 Wisdom (Perception) check. You can wear light armor under the coat but not medium or heavy armor.

Furred Coat, Masterpiece. Etched decorations and use of pelts from rare animals make this set of arctic clothing fit for a successful crafter or merchant, a Ten-Town speaker or their advisors. You draw attention and in some situations it may grant you a bonus to Charisma checks to impress strangers with your social status equal to your proficiency modifier.

Hide Gambeson. This underlay is made of rawhide medium armor stripped of most of its worn out outer layers. This allows to reuse what is left as a makeshift coat and put another set of medium armor on top of it. While not wet, these clothes provide resistance to cold weather but do not protect against extreme cold weather.

Rawhide Cloak A heavy rawhide cloak from a bear or a thunderbeast can be worn over medium or heavy armor and provide partial coverage of the body against cold weather. When resting, it can provide resistance against cold weather but not extreme cold weather. On request, a cloak can be sewn into the pelt and when cloak is over your face your identity remains hidden unless someone succeeds on a DC 15 Wisdom (Perception) check.

Balaclava. A woolen facial mask that covers all area of the head except the mouth, the nostrils and the eyes. It will protect your face from frostbite and gives +2 bonus to Ignore DC checks to continue marching despite Exhaustion. Wearing one, your identity is hidden unless someone succeeds on a DC 17 Wisdom (Perception) check.

Reinforced Boots. These boots have multiple layers of soles that allow to attach spiked chains or small nails that serve as ice grippers. Simple spiked chain attachment is included in the price. When attached, the DC to fall prone when walking over slippery ice is decreased by your proficiency modifier.

CAMPING EQUIPMENT

Item	Price	Weight
Insulated two-person tent	40 gp	35 lbs
Insulated six-person tent	250 gp	70 lbs
Sack of coal rocks (bag of 5 uses)	3 gp	15 lbs
Cooking pot	2 gp	10 lbs
Shovel, normal	2 gp	5 lbs
Shovel, retractable	3 gp	4 lbs
Ration (1 day), summer	5 sp	1 lbs
Ration (1 day), winter	9 sp	1 lbs
Ration (1 day), scarce winter	12 sp	1 lbs

Insulated Two-Person Tent. This tent protects two Medium or smaller creatures inside of it against the elements. While inside of the tent, a creature has immunity to extreme cold weather.

Insulated Six-Person Tent. This tent protects two Large, six Medium or Small creatures inside of it against the elements. While inside of the tent, a creature has immunity to extreme cold weather.

Sack of coal rocks. Black coal rocks mined in the region between Mirabar and the Evermoors is sold in rough burlap sacks. Coal from that region is associated with stigma of cruel slave labor where captured goblins and kobolds are forced to work under inhumane conditions to mine it. Still, rocks of coal burn twice longer than dry wood and are far more compact than carrying stacks of wood or relying on foraging before camping especially during the arctic winter.

A single sack contains enough to maintain 5 campfires.

Cooking pot. Hot soup is one the the few pleasures that arctic travelers look for by the end of the day.

Shovel. In Icewind Dale, shovels are made with a wider head so they can be both used to shovel dirt and snow. Retractable shovels are small enough to even be hanged on your belt.