

ACCESSORY CHART



Part V
Appendices:
Equipment

ID#	Item	Cost	Weight	Prod. Time	Other Notes
001	Arrows (20)	4bp	3 lbs.	1 day	Wooden shafts and iron tips.
002	Backpack	2bp	2-3 lbs.	1 day	Leather or canvas. Holds 20 lbs; 1 cubic foot.
003	Bedroll (light)	2bp	4-7 lbs.	0.5 days	Wool blanket. 2 season.
004	Bedroll (heavy)	7bp	8-11 lbs	1 day	Wool/fur. 4 season.
005	Boots	1sp	3-4 lbs.	3 days	Leather.
006	Brush (writing)	5cp	0.25 lbs.	4 hrs	Wooden shaft with hair bristles. Capped.
007	Bucket	4bp	2-3 lbs.	1 day	Copper. Holds 3 gallons.
008	Caltrops (5)	8bp	2 lbs.	1 day	Portable spike traps.
009	Candle	4cp	0.25 lbs.	0.5 days	Wax or tallow. Lights 10' diameter; burns 2 hrs.
010	Case	4sp	1 lb.	2 days	Water-resist. Made of leather. 12" x 3" x 6".
011	Cask	24bp	5 lbs.	1.5 days	Wood. Holds 4 gallons.
012	Chain	6bp	8-10 lbs	1 day	Iron. 10'.
013	Chalk (10)	2bp	0.25 lbs.	2 hrs	White. 5" long.
014	Charcoal	22cp	1 lb.	0.5 days	Hot, 4-hour fire.
015	Chisel	9bp	1 lb.	1 day	Iron. -40 dagger.
016	Cloak	9bp	2-3 lbs.	1 day	Heavy linen or wool.
017	Climbing pick	28bp	2 lbs.	1 day	Iron. -15 war mattock.
018	Coat	15bp	5-9 lbs.	2 days	Leather or heavy linen.
019	Crossbow bolts (20)	11bp	3 lbs.	2 days	Wooden shafts with iron tips.
020	Fire-starting bow	8tp	0.5 lbs.	1 hr	Starts fire in 5 minutes.
021	Flint and steel	1bp	0.5 lbs.	—	Starts fire in 3 minutes.
022	Framepack	33cp	3-4 lbs.	1.5 days	Canvas. Holds 45 lbs; 2 cubic feet.
023	Gloves	2bp	0.5 lbs.	1 day	Heavy leather; lined.
024	Grappling hook	1sp	1 lb.	1 day	Iron. Grip fails on a 02-03 on a maneuver roll.
025	Hammer	1sp	1 lb.	1 day	Iron. -30 mace.
026	Hammock	1bp	2-3 lbs.	3 days	Rope; wood spreaders; iron hooks.
027	Harness	1sp	4 lbs.	2 days	Leather/iron. Includes bit and reins.
028	Hat	6bp	1 lb.	1 day	Leather.
029	Hood	16cp	0.5 lbs.	0.5 day	Covers head & shoulders.
030	Ink	14cp	0.25 lbs.	—	Black; non-soluble.
031	Ladder	32cp	15 lbs.	2 days	Wood. 10'. Bears 400 lbs.
032	Lantern	12bp	1-2 lbs.	4 days	Lights 40' diameter.
033	Lock pick kit	1sp	0.5 lbs.	2 days	+5 skill bonus to Lock Picking.
034	Mirror	35bp	0.5 lbs.	1 day	Silvered glass. 6" x 4".
035	Nails (20)	9tp	0.5 lbs.	3 hrs	Iron. 3" length.
036	Oar	6cp	4-5 lbs.	7 hrs	Wood. 6'-8'.
037	Oil flask	3bp	1 lb.	1 day	Includes 1 pint oil (6 hr refill).
038	Padded Undercoat	6bp	2-4 lbs.	2 days	Heavy linen or wool.
039	Paddle	5cp	3 lbs.	5 hrs	Wood. 4'-5'.
040	Padlock	23bp	1 lb.	2 days	Iron; with 2 keys. +0 to Lock picking attempts.
041	Pants	25cp	1-2 lbs.	1 day	Linen.
042	Paper (10)	12bp	0.25 lbs.	1 day	10 sheets. 12" x 6".
043	Parchment (10)	2sp	0.25 lbs.	1 day	10 sheets. 12" x 6". Very durable.
044	Pegs (10)	9tp	2 lbs.	2 hrs	Wood.
045	Pitons (10)	2bp	2-3 lbs.	1 day	Iron.
046	Plank	6tp	11-12 lb.	4 hrs	Wood. 10' x 6' x 2". Bears 350 lbs.
047	Pole	5cp	5-10 lbs.	3 hrs	Wood. 10'.
048	Pot (cooking)	7bp	2-3 lbs.	1 day	Iron. Holds 2 gallons.
049	Quill-pens (10)	4cp	0.25 lbs.	2 hrs	Goose feather quills.
050	Quiver	1bp	0.5 lbs.	1 day	Holds 20 arrows/bolts.
051	Rope	4bp	4-7 lbs.	3 days	Hemp. 50'.
052	Rope (superior)	12bp	2-4 lbs.	5 days	Reinforced hemp. 50'.
053	Sack (50 lb)	8cp	2-3 lbs.	2 hrs	Holds 50 lbs. 3 cubic feet.
054	Saddle	5sp	10-12 lb.	6 days	Includes stirrups, blanket.
055	Saddle bag	8bp	4-6 lbs.	2 days	Holds 15 lbs. 1.5 cubic feet.
056	Saw	23bp	2-3 lbs.	2 days	Iron. 24" wood-tool.
057	Scabbard (belt)	25bp	1 lb.	1 day	Holds one 1-h weapon.
058	Scabbard (shoulder)	3sp	1.5 lbs.	1 day	Holds one 2-h weapon.
059	Shirt	3bp	1 lb.	1.5 days	Linen
060	Spade	16bp	3-4 lbs.	1 day	Iron. Wood shaft.
061	Sundial	3sp	1 lb.	2 days	Iron. Gives approximate time.
062	Surcoat	9bp	1-2 lbs.	1.5 days	Linen
063	Tarp	1bp	3-5 lbs.	2 hrs	Canvas. 5' x 8'.
064	Tent	2sp	8-10 lbs.	2 days	Canvas. 5' x 8'. Two man.
065	Tinderbox	2cp	0.25 lbs.	0.5 days	Wood. Enough for 7 fires.
066	Torch	3tp	1 lb.	1 hr	Lights 20' diameter. (6 hrs).
067	Vial	2bp	0.25 lbs.	2 hrs	Glass. Holds 2 oz.
068	Water skin	1cp	0.25 lbs.	6 hrs	Holds 1 pint (.5 lbs).
069	Weapon belt	5bp	1 lb.	0.5 days	Holds 2 scabbards, 3 pouches.
070	Wedge (staying)	1cp	1 lb.	1 hr	Hardwood.
071	Wedge (splitting)	3cp	3 lbs.	2 hrs	Iron.
072	Wire (10 gauge)	9bp	3 lbs.	5 hrs	Iron. 100'.
073	Whistle	2sp	0.5 lb.	1 day	Wood/iron. 4". Range 1+ mi.



Part V
Appendices:
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ARMOR CHART

ID#	Item	AT	Cost	Prod. Time	Weight	Note
101	Leather Jerkin	5	1sp	1 day	7-12 lbs.	Vest which covers abdomen.
102	Arm Greaves	—	1sp	2 days	2-3 lbs.	Protects versus arm crits.
103	Leg Greaves	—	1sp	2 days	3-4 lbs.	Protects versus leg crits.
104	Leather Coat	6	6sp	6 days	15-20 lbs.	Protects most of legs.
105	Rein. Leather Coat	7	9sp	2 weeks	17-25 lbs.	Protects most of legs.
106	Rein. Full Leather Coat	8	11sp	16 days	19-30 lbs.	Protects legs and arms.
107	Leather Breastplate	9	45bp	4 days	10-18 lbs.	Rigid vest which covers abdomen.
108	Chain Shirt	13	15sp	3 weeks	15-25 lbs.	Covers abdomen, half upper arms.
109	Full Chain*	15	65sp	2 months	35-50 lbs.	Long-sleeved shirt and leggings.
110	Chain Hauberk	16	55sp	35 days	35-40 lbs.	Long coat that covers arms and legs.
111	Breastplate	17	20sp	21 days	20-30 lbs.	2 pc. metal vest. Covers abdomen.
112	Half Plate	19	100sp	10 weeks	50-70 lbs.	Plate/chain. Covers whole body.
113	Full Plate*	20	200sp	4 months	60-85 lbs.	Plate covering all exposed areas.
114	Target Shield	—	35bp	3 days	3-10 lbs.	+20 vs. melee; +10 vs. missile.
115	Normal Shield	—	55bp	5 days	10-20 lbs.	+20 versus melee or missile.
116	Full Shield	—	7sp	6 days	15-30 lbs.	+25 versus melee or missile.
117	Wall Shield	—	9sp	7 days	30-50 lbs.	+30 vs. melee; +40 vs. missile.
118	Leather Helmet	—	15bp	1 day	1-2 lbs.	Padded skullcap.
119	Superior Leather Helm	—	25bp	1.5 days	1.5-2.5 lbs.	Reinforced metal/leather.
120	Plate Helm	—	35bp	1 day	1.5-3 lbs.	Interlocking, overlapping plates.
121	Pot Helm	—	4sp	3 days	1.5-3 lbs.	Reinforced metal skullcap.
122	Full Helm	—	9sp	8 days	2.5-5 lbs.	Covers neck and face; has vent slits.
123	Visored Helm	—	125bp	10 days	2-5 lbs.	Covers neck; movable face covering.
124	Aventail	—	3sp	5 days	1 lb.	Chain neck armor; attaches to helm.
125	Leather Barding	7	35sp	2 weeks	100 lbs.	Covers horse's trunk. -15 to manuev.
126	Chain Barding	16	150sp	40 days	160 lbs.	Covers horse's trunk. -20 to manuev.
127	Plate Barding	19	300sp	4 months	190 lbs.	Covers horse's trunk. -30 to manuev.
128	Leather Chanfron	—	6sp	1 week	15 lbs.	Covers horse's head. Treat as helm.
129	Plate Chanfron	—	9sp	9 days	25 lbs.	Covers horse's head. Treat as helm.
130	Leather Crinet	—	5sp	6 days	25 lbs.	Covers horse's neck. -5 to manuev.
131	Chain Crinet	—	27sp	10 days	31 lbs.	Covers horse's neck. -5 to manuev.
132	Plate Crinet	—	60sp	20 days	38 lbs.	Covers horse's neck. -5 to manuev.
133	Leather Bracer	—	1sp	1 day	0.5 lbs.	Wrist-guard. 25% greave prot.
134	Plate Bracer	—	2sp	2 days	0.75 lbs.	Wrist-guard. 50% greave prot.
135	Metal Gauntlet	—	2sp	4 days	0.5 lbs.	+5 Brawling OB

* Helm of choice included in price.

Note: Armor types 3, 4, 11, and 12 are animal armors, natural body coverings with no normal armor equivalents. One cannot achieve such an AT without acquiring some enchanted and specially designed armor (e.g., magic fell beast skin). ATs 10, 14, and 18 are achieved by using the appropriate base armor (9, 13, and 17, respectively) with greaves.





Part V
Appendices:
Equipment

TRANSPORT CHART

ID#	Item	Cost	ft/rnd	mi/hr	Man.	Ht/Wt	Capacity	OB
401	Camel (draft)	12gp	60	4	+10	7' / 900	350 lbs.	-
402	Camel (racing)	40gp	90	6	+20	7' / 750	200 lbs.	-
403	Elephant	50gp	120	8	+10	12' / 11,000	1,000 lbs.	-
404	Horse (light)	45sp	100	7	+40	5' / 800	200 lbs.	+5
405	Horse (medium)	60sp	110	7.5	+25	6' / 900	300 lbs.	+5
406	Horse (heavy)	80sp	80	5	+10	6'+ / 1,300	400 lbs.	+5
407	Llama/alpaca	7gp	100	7	+30	4' / 200	50 lbs.	-
408	Mule/donkey	32sp	90	6	+20	4'+ / 550	250 lbs.	-
409	Ox	95sp	60	4	+20	5' / 2,000	700 lbs.	-
410	Pony (mature)	40sp	70	4.5	+30	4' / 500	180 lbs.	-
411	Sled dog	13sp	110	7.5	+20	2.5' / 85	40 lbs.	-
412	Warhorse (lesser)	20gp	90	6	+30	6' / 950	350 lbs.	+20
413	Warhorse (greater)	75gp**	80	5	+40	6'+ / 1,100	375 lbs.	+30
414	Boat (small)	7gp	30***	2.5***	-	10' / 200	1,000 lbs.	-
415	Boat (medium)	11gp	40***	3***	-	20' / 800	4,000 lbs.	-
416	Boat (large)	40gp	30***	2.5***	-	30' / 2,000	7,000 lbs.	-
417	Canoe	8gp	50***	3.5	-	15' / 130	700 lbs.	-
418	Chariot (war)	16gp	90	6	+20	15' / 400	400 lbs.	+25
419	Coracle	8sp	30***	2.5***	-	7' / 140	700 lbs.	-
420	Dog-sled	7gp	90	6	-10	11'+ / 350	450 lbs.	-
421	Hand-cart	11sp	40	3	-70	4.5' / 100	250 lbs.	-
422	Horse-cart (open)	4gp	50	3.5	-25	6' / 450	800 lbs.	-
423	Ship (small)	80gp	40***	3***	-	45' / 6,000	19,000 lbs.	-
424	Ship (medium)	190gp	30***	2.5***	-	60' / 12,000	35,000 lbs.	-
425	Ship (large)	650gp	30***	2.5***	-	80' / 20,000	55,000 lbs.	-
426	Skis	7cp	90	6	-10	6' / 15	300 lbs.	-
427	Sledge (covered)	12cp	70	4.5	-20	10' / 100	400 lbs.	-
428	Wagon (open)	6gp	50	3.5	-30	8' / 600	1,200 lbs.	-
429	Wagon (closed)	9gp	40	3	-40	9' / 850	1,300 lbs.	-
430	Coach service	1bp+1cp/mi	60	4	-	-	-	-
431	Ferry service	1bp+2cp/mi	30	2.5	-	-	-	-
432	Ship passage	5bp+2tp/mi	30***	2.5***	-	-	-	-
433	Toll charge	1cp	-	-	-	-	-	-

* Height is at shoulder level. Size reflects low to average.

** Rarely available unless purchased from lord or wealthy dealer.

*** Speed in dead water. Add or subtract the affect of currents and winds.

FOOD, LODGING, AND SERVICES CHART

ID#	Good/Service	Cost	Note
301	Beer/ale	2tp	Pint.
302	Brandy	10tp	Half-pint.
303	Cider	1tp	Pint.
304	Mead	5tp	Pint.
305	Wine	6tp	Pint.
306	Light meal	6tp	1% chance of illness*.
307	Normal meal	10tp	1% chance of illness*.
308	Heavy meal	12tp	1% chance of illness*.
309	Week's rations	5cp	Normal spoilage. 18 lbs.
310	Trail rations	1bp	1 week. Preserved. 14 lbs.
311	Greatbread	3gp	1 week. Preserved. 4 lbs.
312	Waybread	15gp	1 month. Preserved. 4 lbs.
313	Poor lodging	1cp	Per night. Communal sleeping.
314	Average lodging	2cp	Per night. Separate bedding.
315	Good lodging	22tp	Per night. Separate room.
316	Stable	2tp	Per day. Includes food for beast.
317	Hospitalization	6cp	2 times heal rate. Bedding, food, care. Often a fee in the form of a required "contribution."
318	Library Access	1sp	4 hour visit. No withdrawals.
319	Public Bath	5tp	1% chance of disease*. Gender separation.
320	Private Bath	1cp	0% chance of disease*. Must pay extra for oils and perfumes.
321	Scribe	1cp	Per page of simple text.
322	Crier/Herald	5tp	Per announcement. Announced once per hour for 4 hours.
323	Legal Services	3sp	Per legal appearance (approximately 3 hours of work).
324	Laundry	3tp	Per laundry load (simple laundry care).
325	Leather care	6tp	Per item to be handled (includes simple repairs and cleaning).
326	Metal care	12tp	Per item to be handled (includes simple repairs and cleaning).
327	Personal grooming	3cp	Per visit (approximately 1 hour).
328	Research	1sp	Per simple topic.

* This risk may be increased or reduced by circumstance, or by prudent instructions, additional payment, etc.



Part V
Appendices:
Equipment

WEAPON CHART

ID#	Item	Cost	Type	Prod. Time	Weight	Breakage Numbers *	Weapon Strength *	Fumble
500	[ax] Axe	2sp	1he	1 day	4-6 lbs.	1-7	56-64(w)	01-04
501	[bd] Bastard Sword	20sp	1he/2h	45 days	4-6 lbs.	1.4/1.5	68-82	01-04/05
502	[ba] Battle Axe	13sp	2h	2 days	5-9 lbs.	1-8	65-75(w)	01-05
503	[bj] Blackjack	2cp	1hc	6 hours	0.5 lbs.	1-8	47-53(s)	01
504	[bp] Blowpipe	12sp	mis	1 day	2-4 lbs.	—	—	01-05
505	[br] Boar Spear	25bp	pa	1 day	3-6 lbs.	1-5	47-53(w)	01-05
506	[bo] Bola (2 handed)	5sp	th	1 day	2-6 lbs.	1-6	47-53(s)	01-07
507	[bm] Boomerang	2sp	th	12 hours	0.5 lbs.	1-7	47-53(w)	01-04
508	[bs] Broadsword	10sp	1he	3 days	3-5 lbs.	1-7	75-86	01-03
509	[ca] Cat-o'-nine tails	1sp	1hc/1he	1 day	3-5 lbs.	1-4	56-64(s)	01-07
510	[cm] Claymore	20sp	1he	3 days	5-10 lbs.	1-8	68-82	01-04
511	[cl] Club	1cp	1hc	6 hours	3-7 lbs.	1-8	46-54(w)	01-04
512	[cb] Composite Bow	17sp	mis	14 days	2-3 lbs.	—	—	01-04
513	[xh] Crossbow, Hvy	25sp	mis	16 days	8-12 lbs.	—	—	01-05
514	[xl] Crossbow, Lt.	11sp	mis	7 days	4-8 lbs.	—	—	01-05
515	[cd] Cudgel	5cp	1hc/2h	12 hours	2-4 lbs.	1-8	47-53(w)	01-03
516	[cu] Cutlass	9sp	1he	2 days	3-5 lbs.	1-6	73-87	01-03
517	[da] Dagger	3sp	1he/th	1 day	0.75 lbs.	1-6	74-86	01
518	[dt] Dart	1sp	th	6 hours	0.5-1 lbs.	1-6	38-42(w)	01-05
519	[di] Dirk	4sp	1he	1 day	0.75 lbs.	1-6	73-87	01
520	[fa] Falchion	15sp	1he	3 days	3.5-5 lbs.	1-7	74-86	01-05
521	[fl] Flail	19sp	2h	5 days	4-8 lbs.	1-7	65-75	01-08
522	[fo] Foil	21sp	1he	5 days	2-3.5 lbs.	1-3	28-32	01-03
523	[hb] Halbard	14sp	pa	2 days	6-9 lbs.	1-7	65-75(w)	01-07
524	[ha] Handaxe	5sp	1he	1 day	4-6 lbs.	1-7	65-75(w)	01-04
525	[hp] Harpoon	25bp	th	1 day	4-8 lbs.	1-6	47-53(w)	01-04
526	[ja] Javelin	3sp	pa/th	1 day	3-5 lbs.	1-5	38-42(w)	01-04
527	[jo] Jo	3cp	1hc/2h	12 hours	2.5-6 lbs.	1-6/1-7	47-53(w)	01-03/05
528	[ka] Katana	23sp	1hs/2h	5 days	4-6 lbs.	1-7	76-92	01-03
529	[la] Lance	5sp	pa	1 day	8-15 lbs.	1-8	56-74(w)	01-07
530	[lo] Lasso	4tp	th	6 hours	2-5 lbs.	1-4	46-54(s)	01-06
531	[lb] Long Bow	10sp	mis	9 days	2-3 lbs.	—	—	01-05
532	[ls] Long Sword	18sp	1he	4 days	3.5-8 lbs.	1-6	64-76	01-04
533	[ma] Mace	6sp	1hc	2 days	3.5-8 lbs.	1-8	74-86(w)	01-02
534	[mg] Main Gauche	12sp	1he	3 days	1-2 lbs.	1-6	65-75	01-02
535	[ms] Morning Star	16sp	1hc	2 days	4-8 lbs.	1-7	65-75(w)	01-08
536	[nf] Net (fishing)	1sp	1hc/th	3 days	3-5 lbs.	1-5	56-64(s)	01-08
537	[ng] Net (gladiator)	7sp	1hc/th	7 days	2-4 lbs.	1-5	56-64(s)	01-05
538	[nd] No-dachi	25sp	2h	6 days	5-9 lbs.	1-7	68-82	01-05
539	[nu] Nunchaku	4cp	1hc/2h	1 day	1-2 lbs.	1-7	47-53(w)	01-07
540	[pi] Pick	4sp	2h	2 days	3-7 lbs.	1-8	47-53(w)	01-06
541	[pl] Pilum	10sp	pa/th	2 days	4-7 lbs.	1-6	38-42(w)	01-05
542	[qs] Quarterstaff	5cp	2h	1 day	3-5 lbs.	1-7	66-74(w)	01-03
543	[ra] Rapier	22sp	1he	5 days	1.5-3 lbs.	1-4	38-42	01-04
544	[sa] Sabre	9sp	1he	2 days	3-4 lbs.	1-5	64-76	01-03
545	[si] Sai	13sp	1he	4 days	2-4 lbs.	1-5	64-76	01-02
546	[sc] Scimitar	10sp	1he	3 days	3-5 lbs.	1-5	56-64	01-04
547	[sb] Short Bow	6sp	mis	3 days	2-3 lbs.	—	—	01-04
548	[ss] Short Sword	7sp	1he	2 days	2-4 lbs.	1-6	74-86	01-02
549	[sh] Shuriken	4sp	th	1 day	0.25-0.75 lb.	1-5	55-65	01-05
550	[sl] Sling	9bp	mis	12 hours	0.5-1 lb.	—	—	01-06
551	[sp] Spear	23bp	pa/th	1 day	3-8 lbs.	1-5	47-53(w)	01-05
552	[to] Tomahawk	4cp	1he/th	12 hours	2-4 lbs.	1-7	47-53(w)	01-02
553	[tf] Tonfa	9cp	1hc	1 day	2-5 lbs.	1-7	47-53(w)	01-04
554	[tr] Trident	4sp	pa	2 days	4-6 lbs.	1-6	38-42(w)	01-05
555	[ts] Two-Hand Sword	20sp	2h	5 days	5-12 lbs.	1-8	69-81	01-05
556	[wh] War Hammer	15sp	1hc	2 days	4-7 lbs.	1-8	74-86(w)	01-04
557	[wm] War Mattock	15sp	2h	2 days	4-8 lbs.	1-8	65-75(w)	01-06
558	[wp] Whip	2sp	1hc	12 hours	2-5 lbs.	1-4	65-75(s)	01-06

The letters in brackets are the standard abbreviation for that weapon.

Type is the weapon category that applies to the weapon. When two categories could be applied, they will be separated by a slash (each type must be developed separately).

* — Breakage numbers and weapon strength are used with guidelines presented in *Arms Law* to determine when and if weapons break in combat.

A "(w)" after the strength of the weapon indicates the stats for the weapon are for a wooden shaft.

A "(s)" after the strength of the weapon indicates that the stats for the weapon are for soft (i.e., leather) weapons.