

Arms and Equipment Guide

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Horse Barding

Warhorse	Padded	Leather	Scale	Chain	Banded	Plate
Light	Yes	Yes	--	--	--	--
Medium	Yes	Yes	Yes	Yes	--	--
Heavy	Yes	Yes	Yes	Yes	Yes	Yes

The *light warhorse* category includes ponies and riding horses (the latter reflects custom and use rather than the ability of the horse to carry actual weight).

Limits: A horse can wear half barding one class heavier than its maximum full barding. Flying creatures are limited to leather and padded barding only.

Padded includes quilted armor.

Scale includes studded leather, brigandine, and ring mail (weights will differ).

Banded includes splint.

Optional Barding Armor Class

(This can replace the *Creatures with Natural Armor Class* section in Chapter 6 of the *Player's Handbook*.)

Type of Barding Bonus	AC	Maximum
Leather (Padded)	+1	4
Scale, Brigandine, Studded, Ring	+2	3
Chain	+3	2
Banded, Splint	+4	1
Plate	+5	0

AC Bonus is the amount of protection a type of barding affords. For example, a heavy warhorse (AC 7) in plate barding (+5) has an adjusted AC of 2.

Maximum AC is the best AC conferred by non-magical barding of this type. Past this point, the innate toughness of the creature renders this type of barding redundant.

Additional Barding Types (Combined Table)

Armor Type	AC	Wt	Cost	Time	Half Wt.	Half Cost	Time
Leather	6	60#	150 gp	4	25#	100 gp	2
Padded	6	60#	150 gp	4	25#	100 gp	2
Scale	5	75#	1,000 gp	8	50#	500 gp	6
Brigandine	5	70#	1,000 gp	8	45#	500 gp	6
Ring	5	80#	800 gp	8	55#	400 gp	6
Studded Leather	5	80#	800 gp	8	50#	400 gp	6
Chain	4	70#	500 gp	10	45#	300 gp	8
Banded	3	85#	1750 gp	14	60#	1,000 gp	12
Splint	3	85#	1750 gp	14	60#	1,000 gp	12
Plate	2	85#	2,000 gp	16	65#	1,500 gp	14
Field Plate	1	90#	5,000 gp	18	70#	3,000 gp	16
Full Plate	0	90#	8-20,000 gp	20	70#	5-15,000gp	18

Half weight and *half cost* are the weight and cost for half barding.

Time is the time an armorer requires to make the barding (as per *The Complete Fighter's Handbook*). Half barding takes 2 weeks less than full barding.

Weapons

Item	Cost	Weight (lb.)	Size	Type ⁶	Speed Factor	Damage S-M	L
Arquebus ³	500 gp	10	M	P	15	1d10	1d10
Battle axe	5 gp	7	M	S	7	1d8	1d8
Blowgun	5 gp	2	L	--	5	--	--
Barbed Dart	1 sp	*	S	P	--	1d3	1d2
Needle	2 cp	*	S	P	--	1	1
Bow	--	--	--	--	--	--	--
Composite long bow	100 gp	3	L	--	7	--	--
Composite short bow	75 gp	2	M	--	6	--	--
Flight arrow	3sp/12	*	S	P	--	1d6	1d6
Long bow	75 gp	3	L	--	8	--	--
Sheaf arrow	3 sp/6	*	S	P	--	1d8	1d8
Short bow	30 gp	2	M	--	7	--	--
Club	--	3	M	B	4	1d6	1d3
Crossbow	--	--	--	--	--	--	--
Hand quarrel	1 gp	*	S	P	--	1d3	1d2
Hand crossbow	300 gp	3	S	--	5	--	--
Heavy quarrel	2 sp	*	S	P	--	1d10+1	1d10+1
Heavy crossbow	50 gp	14	M	--	10	--	--
Light quarrel	1 sp	*	S	P	--	1d4	1d4
Light crossbow	35 gp	7	M	--	7	--	--
Dagger or dirk	2 gp	1	S	P	2	1d4	1d3
Dart	5 sp	?	S	P	2	1d3	1d2
Footman's flail	15 gp	15	M	B	7	1d6+1	2d4
Footman's mace	8 gp	10	M	B	7	1d6+1	1d6
Footman's pick	8 gp	6	M	P	7	1d6+1	2d4

Hand or throwing axe	1 gp	5	M	S	4	1d6	1d4
Harpoon	20 gp	6	L	P	7	2d4	2d6
Horseman's flail	8 gp	5	M	B	6	1d4+1	1d4+1
Horseman's mace	5 gp	6	M	B	6	1d6	1d4
Horseman's pick	7 gp	4	M	P	5	1d4+1	1d4
Javelin	5 sp	2	M	P	4	1d6	1d6
Knife	5 sp	?	S	P/S	2	1d3	1d2
Lance ⁴	--	--	--	--	--	--	--
Heavy horse lance	15 gp	15	L	P	8	1d8+1	3d6
Light horse lance	6 gp	5	L	P	6	1d6	1d8
Jousting lance	20 gp	20	L	P	10	1d3-1	1d2-1
Medium horse lance	10 gp	10	L	P	7	1d6+1	2d6
Mancatcher ²	30 gp	8	L	--	7	--	--
Morning star	10 gp	12	M	B	7	2d4	1d6+1
Polearm	--	--	--	--	--	--	--
Awl pike ⁵	5 gp	12	L	P	13	1d6	1d12
Bardiche	7 gp	12	L	S	9	2d4	2d6
Bec de corbin	8 gp	10	L	P/B	9	1d8	1d6
Bill-guisarme	7 gp	15	L	P/S	10	2d4	1d10
Fauchard	5 gp	7	L	P/S	8	1d6	1d8
Fauchard-fork	8 gp	9	L	P/S	8	1d8	1d10
Glaive ¹	6 gp	8	L	S	8	1d6	1d10
Glaive-guisarme ¹	10 gp	10	L	P/S	9	2d4	2d6
Guisarme	5 gp	8	L	S	8	2d4	1d8
Guisarme-voulge	8 gp	15	L	P/S	10	2d4	2d4
Halberd	10 gp	15	L	P/S	9	1d10	2d6
Hook fauchard	10 gp	8	L	P/S	9	1d4	1d4
Lucern hammer ⁵	7 gp	15	L	P/B	9	2d4	1d6
Military fork ¹	5 gp	7	L	P	7	1d8	2d4
Partisan ⁵	10 gp	8	L	P	9	1d6	1d6+1
Ranseur ⁵	6 gp	7	L	P	8	2d4	2d4
Spetum ⁵	5 gp	7	L	P	8	1d6+1	2d6
Voulge	5 gp	12	L	S	10	2d4	2d4
Quarterstaff	--	4	L	B	4	1d6	1d6
Scourge	1 gp	2	S	--	5	1d4	1d2
Sickle	6 sp	3	S	S	4	1d4+1	1d4
Sling	5 cp.	*	S	--	6	--	--
Sling bullet	1 cp.	?	S	B	--	1d4+1	1d6+1
Sling stone	--	?	S	B	--	1d4	1d4
Spear	8 sp	5	M	P	6	1d6	1d8
Staff sling	2 sp	2	M	--	11	--	--
Sword	--	--	--	--	--	--	--
Bastard sword	--	--	--	--	--	--	--
One-handed	25 gp	10	M	S	6	1d8	1d12
Two-handed	25 gp	10	M	S	8	2d4	2d8
Broad sword	10 gp	4	M	S	5	2d4	1d6+1
Katana	100 gp	6	M	S/P	4	--	--
One-handed	--	--	--	--	--	1d10	1d12
Two-handed	--	--	--	--	--	2d6	2d6
Khopesh	15 gp	7	M	S	9	2d4	1d6
Long sword	15 gp	4	M	S	5	1d8	1d12
Sabre	17 gp	5	M	S	5	1d6+1	1d8+1
Scimitar	15 gp	4	M	S	5	1d8	1d8
Short sword	10 gp	3	S	P	3	1d6	1d8
Two-hand. sword	50 gp	15	L	S	10	1d10	3d6

Trident	15 gp	5	L	P	7	1d6+1	3d4
Warhammer	2 gp	6	M	B	4	1d4+1	1d4
Whip	1 sp	2	M	--	8	1d2	1

- This weapon inflicts double damage against charging creatures of L or greater size.
 - This weapon can dismount a rider on a successful hit.
 - This weapon available only if allowed by DM.
 - This weapon inflicts double damage when used from the back of a charging mount.
 - This weapon inflicts double damage when firmly set to receive a charge.
 - The "Type" category is divided into Bludgeoning (B), Piercing (P), and Slashing (S). This indicates the type of attack made, which may alter the weapon's effectiveness against different types of armor. See the optional Weapon Type vs. Armor rule in chapter 9.
- * These items weigh little individually. Ten of these weigh one pound.

Missile Weapon Ranges

Weapon	ROF	Range (yards)		
		S	M	L
Arquebus	1/3	50	150	210
Blowgun	2/1	10	20	30
Comp. long bow, flight arrow	2/1	60	120	210
Comp. long bow, sheaf arrow	2/1	40	80	170
Comp. short bow	2/1	50	100	180
Longbow, flight arrow	2/1	70	140	210
Longbow, sheaf arrow	2/1	50	100	170
Short bow	2/1	50	100	150
Club	1	10	20	30
Hand crossbow	1	20	40	60
Heavy crossbow	1/2	80	160	240
Light crossbow	1	60	120	180
Dagger	2/1	10	20	30
Dart	3/1	10	20	40
Hammer	1	10	20	30
Hand axe	1	10	20	30
Harpoon	1	10	20	30
Javelin	1	20	40	60
Knife	2/1	10	20	30
Sling bullet	1	50	100	200
Sling stone	1	40	80	160
Spear	1	10	20	30
Staff sling bullet	2/1	--	30-60	90
Staff sling stone	2/1	--	30-60	90

"ROF" is the rate of fire--how many shots that weapon can fire off in one round. This is independent of the number of melee attacks a character can make in a round.

Each range category (Short, Medium, or Long) includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier.

The attack roll modifiers for range are -2 for medium range and -5 for long range.
Arquebuses (if allowed) double all range modifiers.

Clothing		
Belt	3	sp
Boots	--	
Riding	3	gp
Soft	1	gp
Breeches	2	gp
Cap, hat	1	sp
Cloak	--	
Good cloth	8	sp
Fine fur	50	gp
Girdle	3	gp
Gloves	1	gp
Gown, common	12	sp
Hose	2	gp
Knife sheath	3	cp
Mittens	3	sp
Pin	6	gp
Plain brooch	10	gp
Robe	--	
Common	9	sp
Embroidered	20	gp
Sandals	5	cp
Sash	2	sp
Shoes	1	gp
Silk jacket	80	gp
Surcoat	6	sp
Sword scabbard, hanger, baldric	4	gp
Tabard	6	sp
Toga, coarse	8	cp
Tunic	8	sp
Vest	6	sp

Daily Food and Lodging		
Ale (per gallon)	2	sp
Banquet (per person)	10	gp
Bread	5	cp
Cheese	4	sp
City rooms (per month)	--	
Common	20	gp
Poor	6	sp
Common wine (pitcher)	2	sp
Egg or fresh vegetables	1	cp
Grain and stabling for horse (daily)	5	sp
Honey	5	sp
Inn lodging (per day/week)	--	
Common	5 sp/3	gp
Poor	5 cp/2	sp
Meat for one meal	1	sp
Meals (per day)	--	
Good	5	sp
Common	3	sp
Poor	1	sp
Separate latrine for rooms (per month)	2	gp
Small beer (per gallon)	5	cp
Soup	5	cp

Household Provisioning		
Barrel of pickled fish	3	gp
Butter (per lb.)	2	sp
Coarse sugar (per lb.)	1	gp
Dry rations (per week)	10	gp
Eggs (per 100)	8	sp
(per two dozen)	2	sp
Figs (per lb.)	3	sp
Firewood (per day)	1	cp
Herbs (per lb.)	5	cp
Nuts (per lb.)	1	gp
Raisins (per lb.)	2	sp
Rice (per lb.)	2	sp
Salt (per lb.)	1	sp
Salted herring (per 100)	1	gp
Spice (per lb.)	--	
Exotic		
(for example, saffron, clove)	15	gp
Rare (for example, pepper, ginger)	2	gp
Uncommon (cinnamon)	1	gp
Tun of cider (250 gal.)	8	gp
Tun of good wine (250 gal.)	20	gp

Services		
Bath	3	cp
Clerk (per letter)	2	sp
Doctor, leech, or bleeding	3	gp
Guide, in city (per day)	2	sp
Lantern or torchbearer (per night)	1	sp
Laundry (by load)	1	cp
Messenger, in city (per message)	1	sp
Minstrel (per performance)	3	gp
Mourner (per funeral)	2	sp
Teamster w/wagon	1	sp/mile

Transport *		
Barge	500	gp
Canoe	--	
Small	30	gp
War	50	gp
Caravel	10,000	gp
Carriage	--	
Common	450	gp
Coach, ornamented	7,000	gp
Chariot	--	
Riding	400	gp
War	1,000	gp
Coaster	5,000	gp
Cog	10,000	gp
Curragh	500	gp
Drakkar	25,000	gp
Dromond	15,000	gp
Galleon	50,000	gp
Great galley	30,000	gp
Knarr	3,000	gp
Longship	10,000	gp
Oar	--	
Common	2	gp

Galley	10	gp
Raft or small keelboat	100	gp
Sail	20	gp
Sedan chair	100	gp
Wagon or cart wheel	5	gp

* Movement rates for this equipment are given in the DMG.

Animals		
Boar	10	gp
Bull	20	gp
Calf	5	gp
Camel	50	gp
Capon	3	cp
Cat	1	sp
Chicken	2	cp
Cow	10	gp
Dog	--	
Guard	25	gp
Hunting	17	gp
War	20	gp
Donkey, mule, or ass	8	gp
Elephant	--	
Labor	1,500	gp
War	2,500	gp
Falcon (trained)	1,000	gp
Goat	1	gp
Goose	5	cp
Guinea hen	2	cp
Horse	--	
Draft	800	gp
Heavy war	1,600	gp
Light war	600	gp
Medium war	900	gp
Riding	300	gp
Hunting cat (jaguar, etc.)	5,000	gp
Ox	15	gp
Partridge	5	cp
Peacock	5	sp
Pig	3	gp
Pigeon	1	cp
Pigeon, homing	100	gp
Pony	30	gp
Ram	4	gp
Sheep	2	gp
Songbird	10	sp
Swan	5	sp

Tack and Harness		
Barding	--	--
Chain	1,00	gp
Full plate	4,000	gp
Full scale	2,000	gp
Half brigandine	1,00	gp
Half padded	200	gp
Half scale	1,000	gp
Leather or padded	300	gp
Bit and bridle	5	gp
Cart harness	2	gp

Halter	5 cp	*
Horseshoes & shoeing	5 gp	10 lbs.
Saddle	--	--
Pack	15 gp	15 lbs.
Riding	30 gp	35 lbs.
Saddle bags	--	--
Large	8 gp	8 lbs.
Small	6 gp	5 lbs.
Saddle blanket	3 sp	4 lbs.
Yoke	--	--
Horse	15 gp	15 lbs.
Ox	3 gp	20 lbs.

* These items weigh little individually. Ten of these items weigh one pound.

Miscellaneous Equipment

Backpack	--	--
Large (50#, 3' x2' x1')	2 gp	2 lbs.
Small (30#, 2' x2' x1')	1 gp	1 lbs.
Barrel, small	2 gp	30 lbs.
Basket	--	--
Large	3 sp	1 lbs.
Small	5 cp	*
Bell	1 gp	--
Belt pouch	--	--
Large (8#, 6" x8" x2")	1 gp	1 lbs.
Small (5#, 4" x6" x2")	7 sp	? lbs.
Block and tackle	5 gp	5 lbs.
Bolt case	1 gp	1 lbs.
Bucket	5 sp	3 lbs.
Chain (per ft.)	--	--
Heavy	4 gp	3 lbs.
Light	3 gp	1 lbs.
Chest	--	--
Large (100#, 3' x2' x2')	2 gp	25 lbs.
Small (40#, 2' x1' x1')	1 gp	10 lbs.
Cloth (per 10 sq. yds.)	--	--
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 lbs.
Chalk	1 cp	*
Crampons	4 gp	2 lbs.
Fishhook	1 sp	**
Fishing net, 10 ft. sq.	4 gp	5 lbs.
Flint and steel	5 sp	*
Glass bottle	10 gp	*
Grappling hook	8 sp	4 lbs.
Holy item (symbol, water, etc.)	25 gp	*
Hourglass	25 gp	1 lbs.
Iron pot	5 sp	2 lbs.
Ladder, 10 ft.	5 cp	20 lbs.
Lantern	--	--
Beacon, 240ft directional	150 gp	50 lbs.
Bullseye, 60ft directional	12 gp	3 lbs.

Hooded, 30ft radius	7 gp	2 lbs.
Lock	--	--
Good	100 gp	1 lbs.
Poor	20 gp	1 lbs.
Magnifying glass	100 gp	*
Map or scroll case	8 sp	? lbs.
Merchant's scale	2 gp	1 lbs.
Mirror, small metal	10 gp	*
Musical instrument	5-100 gp	? -3 lbs.
Oil (per flask)	--	--
Greek fire	10 gp	2 lbs.
Lamp	6 cp	1 lbs.
Paper (per sheet)	2 gp	**
Papyrus (per sheet)	8 sp	**
Parchment (per sheet)	1 gp	**
Perfume (per vial)	5 gp	*
Piton	3 cp	? lbs.
Quiver	8 sp	1 lbs.
Rope (per 50 ft.)	--	--
Hemp	1 gp	20 lbs.
Silk	10 gp	8 lbs.
Sack	--	--
Large (30#, 2' x2' x1')	2 sp	? lbs.
Small (15#, 1' x1' x8")	5 cp	*
Sealing/candle wax (per lb.)	1 gp	1 lbs.
Sewing needle	5 sp*	*
Signal whistle	8 sp	*
Signet ring or personal seal	5 gp	*
Soap (per lb.)	5 sp	1 lbs.
Spyglass		
2x	1,000 gp	1 lbs.
4x	1,700 gp	1 lbs.
Tent	--	--
Large (15' x10' x10')	25 gp	20 lbs.
Pavilion (50' x30' x15')	100 gp	50 lbs.
Small (8' x4' x 4')	5 gp	10 lbs.
Thieves' picks	30 gp	1 lbs.
Torch	1 cp	1 lbs.
Water clock	1,000 gp	200 lbs.
Whetstone	2 cp	1 lbs.
Wineskin	8 sp	1 lbs.
Winter blanket	5 sp	3 lbs.
Writing ink (per vial)	8 gp	*

* These items weigh little individually. Ten of these items weigh one pound.
** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Armor *			
Banded mail	AC4	200 gp	35 lbs.
Brigandine	AC6	120 gp	35 lbs.
Bronze plate mail	AC4	400 gp	45 lbs.
Chain mail	AC5	75 gp	40 lbs.
Field plate	AC2	2000 gp	60 lbs.
Full plate	AC1	4,000-10,000 gp	70 lbs.
Helmet	--	--	--
Great helm	--	30 gp	10 lbs.
Basinet	--	8 gp	5 lbs.
Hide	AC6	15 gp	30 lbs.
Leather	AC8	5 gp	15 lbs.
Padded	AC8	4 gp	10 lbs.
Plate mail	AC3	600 gp	50 lbs.
Ring mail	AC7	100 gp	30 lbs.
Scale mail	AC6	120 gp	40 lbs.
Shield	--	--	--
Body	--	10 gp	15 lbs.
Buckler	--	1 gp	3 lbs.
Medium	--	7 gp	10 lbs.
Small	--	3 gp	5 lbs.
Splint mail	AC4	80 gp	40 lbs.
Studded leather	AC7	20 gp	25 lbs.

* See table 46 for the Armor Class ratings of various armor types.