

ARMOR

Cloth Armor (Light)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Cloth armor (basic clothing)	-	-	-	-	1 gp	4 lb.	-
Kes'trekel feather armor (Githweave armor)	+0	+3	-	-	9000 gp	2 lb.	+1 Will
Spidersilk armor (Mindweave armor)	+0	+4	-	-	45,000 gp	2 lb.	+2 Will
Aarakocra feather armor (Feyweave armor)	+1	+4	-	-	45,000 gp	5 lb.	-
Giantweave armor (Efreetweave armor)	+1	+5	-	-	225,000 gp	2 lb.	+1 Will
Dragoncloth armor (Mindpatterned armor)	+1	+6	-	-	1,125,000 gp	2 lb.	+2 Will
Wyrmsilk armor (Starweave armor)	+2	+6	-	-	1,125,000 gp	3 lb.	-

Leather Armor (Light)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Leather armor	+2	-	-	-	25 gp	15 lb.	-
Inix leather armor (Drowmesh armor)	+2	+3	-	-	9000 gp	10 lb.	+1 Reflex
Jhakarskin armor (Snakeskin armor)	+2	+4	-	-	45,000 gp	10 lb.	+2 Reflex
Baarzag leather armor (Feyleather armor)	+3	+4	-	-	45,000 gp	15 lb.	-
Ray leather armor (Anathema armor)	+3	+5	-	-	225,000 gp	10 lb.	+2 Reflex
Mantle armor (Swordwing armor)	+3	+6	-	-	1,125,000 gp	10 lb.	+2 Reflex
Drake leather armor (Starleather armor)	+4	+6	-	-	1,125,000 gp	15 lb.	-

Hide Armor (Light)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Hide armor	+3	-	-1	-	30 gp	25 lb.	-
Tembo hide armor (Earthhide armor)	+3	+3	-1	-	9000 gp	25 lb.	+1 Fortitude
Kirre hide armor (Feyhide armor)	+3	+4	-1	-	45,000 gp	25 lb.	+2 Fortitude
Kank hide armor (Darkhide armor)	+4	+4	-1	-	45,000 gp	25 lb.	-
Mekillot hide armor (Stalkerhide armor)	+4	+5	-1	-	225,000 gp	25 lb.	+1 Fortitude
Nightmare hide armor (Voidhide armor)	+4	+6	-1	-	1,125,000 gp	25 lb.	+2 Fortitude
Roc hide armor (Elderhide armor)	+5	+6	-1	-	1,125,000 gp	25 lb.	-

Bonemail Armor (Heavy) (Nonmetal Chainmail)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Bonemail armor	+5	-	-1	-	40 gp	35 lb.	-
Crodlu bonemail armor	+6	+2	-1	-	1800 gp	35 lb.	-
Brohg bonemail armor	+7	+3	-1	-	9000 gp	35 lb.	+1 Endurance
Kirre bonemail armor	+8	+4	-1	-	45,000 gp	35 lb.	+1 Endurance
Giant bonemail armor	+9	+5	-1	-	225,000 gp	35 lb.	+1 Endurance
Psurlon bonemail armor	+10	+6	-1	-	1,125,000 gp	35 lb.	+1 Endurance

Chainmail Armor (Heavy) (Metal)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Chainmail armor	+6	-	-1	-1	4000 gp	40 lb.	-
Finemail armor	+7	+2	-1	-1	5800 gp	40 lb.	-
Braidmail armor	+8	+3	-1	-1	13,000 gp	40 lb.	-
Crysteel armor	+8	+4	-1	-1	49,000 gp	40 lb.	+2 Will
Forgemail armor	+9	+4	-1	-1	49,000 gp	40 lb.	-
Weavemail armor	+10	+5	-1	-1	229,000 gp	40 lb.	+1 Will
Pitmail armor	+11	+6	-1	-1	1,129,000 gp	40 lb.	+2 Will
Spiritmail armor	+12	+6	-1	-1	1,129,000 gp	40 lb.	-

Beastscale Armor (Heavy) (Nonmetal Scale Armor)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Beastscale armor	+6	-	-	-	45 gp	40 lb.	-
Inix beastscale armor	+7	+2	-	-	1800 gp	40 lb.	-
Baazrag beastscale armor	+8	+3	-	-	9000 gp	40 lb.	-
Anakore beastscale armor	+9	+4	-	-	45,000 gp	40 lb.	-
Chathrang beastscale armor	+10	+5	-	-	225,000 gp	40 lb.	-
Mekillot dirk beastscale armor	+11	+6	-	-	1,125,000 gp	40 lb.	-

MAGIC ITEMS

Level	Price (gp)	50% Price (gp)	20% Price (gp)
1	360	180	72
2	520	260	104
3	680	340	136
4	840	420	168
5	1000	500	200
6	1800	900	360
7	2600	1300	520
8	3400	1700	680
9	4200	2100	840
10	5000	2500	1000
11	9000	4500	1800
12	13,000	6500	2600
13	17,000	8500	3400
14	21,000	10,500	4200
15	25,000	12,500	5000
16	45,000	22,500	9000
17	65,000	32,500	13,000
18	85,000	42,500	17,000
19	105,000	52,500	21,000
20	125,000	62,500	25,000
21	225,000	112,500	45,000
22	325,000	162,500	65,000
23	425,000	212,500	85,000
24	525,000	262,500	105,000
25	625,000	312,500	125,000
26	1,125,000	562,500	225,000
27	1,625,000	812,500	325,000
28	2,125,000	1,062,500	425,000
29	2,625,000	1,312,500	525,000
30	3,125,000	1,562,500	625,000

CONSUMABLES

Level	Price (gp)	50% Price (gp)	20% Price (gp)
1	20	10	4
2	25	12.5	5
3	30	15	6
4	40	20	8
5	50	25	10
6	75	37.5	15
7	100	50	20
8	125	62.5	25
9	160	80	30
10	200	100	40
11	350	175	70
12	500	250	100
13	650	325	130
14	800	400	160
15	1000	500	200
16	1800	900	360
17	2600	1300	520
18	3400	1700	680
19	4200	2100	840
20	5000	2500	1000
21	9000	4500	1800
22	13,000	6500	2600
23	17,000	8500	3400
24	21,000	10,500	4200
25	25,000	12,500	5000
26	45,000	22,500	9000
27	65,000	32,500	13,000
28	85,000	42,500	17,000
29	105,000	52,500	21,000
30	125,000	62,500	25,000

ARMOR (CONTINUED)

Scale Armor (Heavy) (Metal)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Scale armor	+7	-	-	-1	4500 gp	45 lb.	-
Drakescale armor	+8	+2	-	-1	6300 gp	45 lb.	-
Wyvern'scale armor	+9	+3	-	-1	13,500 gp	45 lb.	-
Stormscale armor	+9	+4	-	-1	49,500 gp	45 lb.	+2 Fortitude
Wyrmscale armor	+10	+4	-	-1	49,500 gp	45 lb.	-
Nagascale armor	+11	+5	-	-1	225,500 gp	45 lb.	+1 Fortitude
Titanscale armor	+12	+6	-	-1	1,129,500 gp	45 lb.	+2 Fortitude
Elderscale armor	+13	+6	-	-1	1,129,500 gp	45 lb.	-

Chitin Shell Armor (Heavy) (Nonmetal Plate Armor)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Chitin shell armor	+8	-	-2	-1	50 gp	45 lb.	-
Kank shell armor	+8	+2	-2	-1	1800 gp	45 lb.	-
Crystal spider shell armor	+9	+3	-2	-1	9000 gp	45 lb.	+1 Endurance
Kreen shell armor	+10	+4	-2	-1	45,000 gp	45 lb.	+1 Endurance
Gaj carapace shell armor	+11	+5	-2	-1	225,000 gp	45 lb.	+2 Endurance
Megapede shell armor	+12	+6	-2	-1	1,125,000 gp	45 lb.	+2 Endurance

Plate Armor (Heavy) (Metal)	Armor Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Plate armor	+8	-	-2	-1	5000 gp	50 lb.	-
Rimfire plate armor	+8	+2	-2	-1	6800 gp	50 lb.	Resist 1 all
Layered plate armor	+9	+2	-2	-1	6800 gp	50 lb.	-
Gith plate armor	+10	+3	-2	-1	14,000 gp	50 lb.	-
Specter plate armor	+10	+4	-2	-1	50,000 gp	50 lb.	Resist 2 all
Warplate armor	+11	+4	-2	-1	50,000 gp	50 lb.	-
Legion plate armor	+12	+5	-2	-1	230,000 gp	50 lb.	-
Tarrasque plate armor	+12	+6	-2	-1	1,130,000 gp	50 lb.	Resist 5 all
Godplate armor	+14	+6	-2	-1	1,130,000 gp	50 lb.	-

Shields	Shield Bonus	Minimum Enhancement Bonus	Check	Speed	Price	Weight	Special
Light shield	+1	-	-	-	5 gp	6 lb.	-
Heavy shield	+2	-	-2	-	10 gp	15 lb.	-

Mount Barding	Armor Bonus				Weight
		Check	Speed	Price	
Light barding	+1	-	-	75	40 lb.
Huge creature	+1	-	-	75	60 lb.
Heavy barding	+2	-2	-1	150	80 lb.
Huge creature	+2	-2	-1	150	120 lb.

Revised Inherent Enhancement	
Bonus	Defenses
Level 1-3	+0
4-7	+1
8-12	+2
13-17	+3

The price listed for masterwork armor is for a non-magically enchanted suit for use in a fixed enhancement bonus “low-loot” campaign setting. For magic masterwork armor, use the cost of the magical enchantment instead. For non-metal magic armor, the cost of the armor is included in the magic enchantment cost. For metal magic armor, the increased cost of the base armor must be paid in addition to the magic enchantment cost.

Bonemail armor is treated as chainmail armor for the purpose of all class features, feats, powers, and proficiencies.

Beastscale armor is treated as scale armor for the purpose of all class features, feats, powers, and proficiencies.

Chitin shell armor is treated as plate armor for the purpose of all class features, feats, powers, and proficiencies.

Reduce the armor bonus by 1 for creatures with the soldier role (others may also be reduced by the DM).

MUSICAL INSTRUMENTS

Item	Price	Weight
Bell	10 gp	1 lb.
Drum	3 gp	1 lb.
Flute	5 gp	1 lb.
Harp	15 gp	4 lb.
Horn	7 gp	3 lb.
Lute	12 gp	2 lb.
Lyre	9 gp	2 lb.
Woodwind	10 gp	2 lb.

FOOD AND DRINK

Item	Price
Meal, poor	3 cp
Meal, common	2 sp
Meal, feast	5 gp
Ale, gallon	3 sp
Beer, gallon	6 sp
Broy, gallon	2 sp
Water, gallon	1 sp
Wine, gallon	5 gp

LODGING

Item	Price
Inn stay (per day)	
Poor room	2 sp
Typical room	5 sp
Luxury room	2 gp
Mount stabling (per day)	5 sp
Mount feed (per day)	
Medium or large creature	5 cp
Huge creature	4 sp

ADVENTURING GEAR

Item	Price	Weight
Survival Day	5 gp	8 lb.
Standard adventurer's kit	6.5 gp	26 lb.
Backpack (empty)	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Fire kit	1 gp	-
Pouch, belt (empty)	1 gp	1/2 lb.
Rope, hempen (50 ft.)	1 gp	10 lb.
Torches (5)	5 sp	5 lb.
Waterskin	1 gp	4 lb.
Ammunition		
Arrows (30)	1 gp	3 lb.
Crossbow bolts (20)	1 gp	2 lb.
Sling bullets (20)	1 gp	5 lb.
Block and tackle	5 gp	5 lb.
Candle	1 cp	-
Chalk, 1 piece	1 cp	-
Climber's kit	2 gp	11 lb.
Grappling hook, bone	1 gp	4 lb.
Hammer, stone	5 sp	2 lb.
Pitons, wood (10)	5 sp	5 lb.
Clothing, camouflaged	30 gp	4 lb.
Clothing, desert	10 gp	3 lb.
Clothing, fine	30 gp	6 lb.
Clothing, rich	50 gp	8 lb.
Crowbar, bone (+1)	2 gp	4 lb.
Crowbar, metal (+2)	100 gp	4 lb.
Disguise	10 gp	6 lb.
Distillation kit (stationary)	50 gp	20 lb.
Dowsing rod	20 gp	5 lb.
Filter mask	1 gp	-
Flint and steel	100 gp	-
Footpads	5 gp	-
Hunter's kit	50 gp	5 lb.
Ink (1 oz. vial)	8 gp	-
Inkpen	1 gp	-
Inquisitive's kit	40 gp	4 lb.
Ladder, 10 ft.	5 cp	20 lb.
Lamp	1 sp	1 lb.
Lantern	7 gp	2 lb.
Lock, bone	40 gp	1 lb.
Lock, metal	2000 gp	1 lb.
Manacles	15 gp	2 lb.
Oil (1 pint)	1 sp	1 lb.
Paper (sheet)	4 sp	-
Parchment (sheet)	2 sp	-
Pick, miner's	3 gp	10 lb.
Pole, 10 ft.	2 sp	8 lb.
Ritual book	500 gp	3 lb.
Ritual components	Varies	-
Rope, giant hair (50 ft.)	10 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Scale, merchant's	2 gp	1 lb.
Sewing needle	5 sp	-
Shovel	2 gp	8 lb.
Spellbook	500 gp	3 lb.
Spyglass	1000 gp	1 lb.
Sun balm (“endless” supply)	50 gp	1 lb.
Tent	10 gp	20 lb.
Thieves' tools, bone (+1)	20 gp	1 lb.
Thieves' tools, metal (+2)	1000 gp	1 lb.
Torch	1 sp	1 lb.