

A Supplement
Compatible with the
The 5th Edition
rules of
the original 1974 roleplaying game



Basic Character Classes
1st to 6th level

Layout by Robert S. Conley

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Cleric, Life Domain

- A Cleric gains 1d8 HP/Level. Max hit points at first level.
- Proficiency in Light armor, medium armor, shields.
- Proficiency in All simple weapons.
- Proficiency in No Tools
- Proficiency in Wisdom, Charisma Saving Throws.
- Proficiency in two skills from History, Insight, Medicine, Persuasion, and Religion.
- At 1st level, you can cast Divine Spells
- At 1st level, your Spell Save DC is 8 + prof bonus + Wisdom mod.
- At 1st level, your Spell Attack Mod is prof bonus + Wisdom mod.
- At 1st level, you can prepare a number of cleric spells equal to your Wisdom Mod + Cleric Level.
- At 1st level, you can learn cantrips, the number of which depends on your level.
- At 1st level, you can cast spells marked ritual as a 10 minute ritual.
- At 1st level, you have the Life Domain as a Cleric. You have *bles*s, *and cure wounds*, automatically prepared and doesn't count towards your prepared spell limit.
- At 1st level, Life Domain grants proficiency in heavy armor.
- At 1st level, Life Domain allows you to cast healing spells with a bonus of 2 + the spell's levels to the number of HP healed.
- At 1st level, Your Holy Symbol acts as a spellcasting focus. Allowing spells to be cast without the need for material components unless there is a specific cost.
- At 2nd level, you can channel divine energy. You can do this once in between a long or short rest.
- At 2nd level, you can use your Channel Divinity to Turn Undead. You present your holy symbol and all undead within 30 feet of you must make a wisdom saving thrown. Any undead that fails is turned. For 1 minute or until it takes damage.
- At 2nd level, you can use your Channel Divinity to Preserve Life. You present your holy symbol, you can heal up to a five times your level in HP anybody within 30 feet of you. Nobody can be healed beyond ½ of their HP Maximum.

- At 3rd level, Life Domain allows you to prepare *lesser restoration*, and *spiritual weapon* with counting towards your prepared spell maximum.
- At 4th level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.
- At 5th level, when you use Channel Divinity to Turn Undead, undead of CR ½ or lower are instantly destroyed if they fail their wisdom saving throw.
- At 5th level, Life Domain allows you to prepare *beacon of hope*, and *revivify* without counting towards your prepared spell limit.
- At 6th level, you can use Channel Divinity twice between a long or short rest.
- At 6th level, your Life Domain makes you a Blessed Healer. When you casting a healing spell on a creature you heal 2 + spell level in HP.

Class Features

Level	Class Features
1	Spellcasting, Life Domain
2	Channel Divinity (1/ rest), Turn Undead, Preserve Life
3	---
4	Ability Score Improvement
5	Destroy Undead (CR ½)
6	Channel Divinity (2/ rest), Blessed Healer

Spells

Level	Cantrips	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	2	---	---	---	---	---	---	---	---
2	3	3	---	---	---	---	---	---	---	---
3	3	4	2	---	---	---	---	---	---	---
4	4	4	3	---	---	---	---	---	---	---
5	4	4	3	2	---	---	---	---	---	---
6	4	4	3	3	---	---	---	---	---	---

Starting Equipment

- a mace or (b) a warhammer (if proficient)
- scale mail, (b) leather armor, or (c) chain mail (if proficient)
- a light crossbow and 20 bolts or (b) any simple weapon
- a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Priest's Pack

A backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.



Fighter, Champion Archetype

- A Fighter gains 1dX10 HP/Level. Max hit points at first level.
- Proficiency in All armor, shields.
- Proficiency in Simple weapons, martial weapons.
- Proficiency in Strength, and Constitution Saving Throws.
- Proficiency in any two skills from this list: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.
- At 1st level, the Fighter may pick one Fighting Style

Fighting Style

- **Archery**, You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense**, While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling**, When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting**, When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection**, When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Two-Weapon Fighting**, When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

- At 1st level, the Fighter may take Second Wind as a Bonus Action. Roll 1d10 + your fighter level and regain that many hit points. The fighter must take a short or long rest before using this ability again.
- At 2nd level, the Fighter may do an Action Surge. An Action Surge gives the fighter one additional action on top of his normal action and bonus action. The fighter must take a short or long rest before using this ability again.
- At 3rd level, as a Champion, the Fighter now has an Improved Critical. The Fighter scores a critical hit when he rolls a natural 19 or 20.
- At 4th level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.

- At 5th level, the Fighter now can attack twice by using his Attack action.
- At 6th level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.

Class Features

Level	Class Features
1	Fighting Style, Second Wind
2	Action Surge (one use)
3	Improved Critical
4	Ability Score Improvement
5	Extra Attack
6	Ability Score Improvement

Starting Equipment

- (a) chain mail or (b) leather, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Dungeoneer's Pack

A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.



Rogue, Thief Archetype

- A Rogue gains 1d8 HP/Level. Max hit points at first level.
- Proficiency in Light Armor.
- Proficiency in Simple Weapons, hand crossbows, longswords, rapiers, and shortswords.
- Proficiency in Thieves Tools
- Proficiency in Dexterity, Intelligence.
- Proficiency in Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.
- At 1st level, you gain Expertise, choose two of your skill proficiencies or one of your skill proficiencies and thieves' tools. Your proficiency bonus is doubled for any check involving your two choices.
- At 1st level, you gain a Sneak Attack, Once per turn you can strike for 1d6 damage when you have advantage, or an ally is within 5' of the target, that the enemy isn't incapacitated, and you don't have disadvantage.
- At 1st level, you learn Thief Cant as a language. This includes both language and a system of secret signs.
- At 2nd level, you learn Cunning Action. You can take a bonus action on any of your turns in combat to do a Dash, Disengage or Hide action.
- At 3rd level, your Sneak Attack improves, Your Sneak Attack damage increases to 2d6.
- At 3rd level, as a Thief, you can now use the bonus action of your Cunning Action to use your Dexterity (Sleight of Hand) skill, use your thieves' tools to disarm a trap or open a lock, or use the Use an Object action.
- At 3rd level, as a Thief, you learn Second Story Work, you can climb without having to pay extra movement. Your running jump is increased by a number of feet equal to your Dex bonus.
- At 4th level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.
- At 5th level, your Sneak Attack improves, Your Sneak Attack damage increases to 3d6.
- At 5th level, you learn Uncanny Dodge, when an attacker you can see hits you, you can take your reaction to halve the damage.

- At 6th level, you gain additional Expertise, choose two of your skill proficiencies or one of your skill proficiencies and thieves' tools. Your proficiency bonus is doubled for any check involving your two choices.

Class Features

Level	Class Features	Sneak Attack
1	Expertise, Sneak Attack, Thieves' Cant	1d6
2	Cunning Action	1d6
3	Fast Hands, Second-Story Work	2d6
4	Ability Score Improvement	2d6
5	Uncanny Dodge	3d6
6	Expertise	3d6

Starting Equipment

- (a) a rapier or (b) a shortsword
- (a) a shortbow and a quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack.
- (a) Leather Armor, two daggers, and thieves' tools

Burglar's Pack

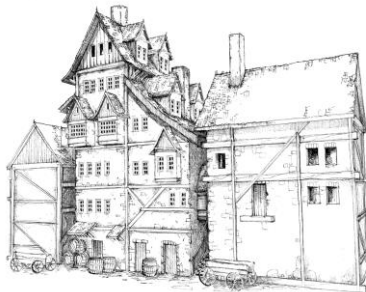
A backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. Fifty feet of hempen rope strapped to the side of it.

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Dungeoneer's Pack

A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.



Wizard, Evocation Tradition

Describe Class

- A Wizard gains 1d6 HP/Level. Max hit points at first level.
- Proficiency in Daggers, darts, slings, quarterstaves, and light crossbows.
- Proficiency in Intelligence, and Wisdom saving throws
- Proficiency in two skills from Arcana, History, Insight, Investigation, Medicine, and Religion.
- At 1st level, you can cast Arcane Spells.
- At 1st level, your Spell Save DC is 8 + prof bonus + Intelligence mod.
- At 1st level, your Spell Attack Mod is prof bonus + Intelligence mod.
- At 1st level, you can prepare a number of wizard spells equal to your Intelligence Mod + Wizard Level.
- At 1st level, you can learn cantrips, the number of which depends on your level.
- At 1st level, you can cast spells marked ritual as a 10 minute ritual.
- At 1st level, you can use an arcane focus as a spellcasting focus.
- At 1st level, you can use Arcane Recovery, once per day when you finish a short rest you can recover a number of expended spell slots equal to half of your wizard level (rounded up). Only spell slots 5th level or lower can be recovered in this way.
- At 1st level, you can copy Wizard spells into your spell book. You have to have a spell slot level of the spell level, it takes 2 hours per spell level, and 50 gp per spell level to copy the spell into your spellbook. If you already have a spell in your spellbook you can copy it to another book at a cost of 10 gp and 1 hour per spell level.
- At 2nd level, because you study the School of Evocation, you are now an Evocation Savant and can copy Evocation spells into spellbook at half cost.
- At 2nd level, because you study the School of Evocation, you can Sculpt Spells, when you cast an evocation spell that effects other creatures that you can see, you can choose a number of them equal to 1+ the spell's level. The chosen automatically succeed on their save and will take no damage if they normally take half damage on a successful save.
- At 4th level, the character can increase one score by 2 or two scores by 1. No ability scores can be raised above 20. As an option allowed by your referee, you may take a feat instead.

- At 6th level, because you study the School of Evocation, you learn to cast Potent Cantrips, if a creature succeeds on a saving throw against a damaging cantrip, they take half damage but suffer no additional effects.

Class Features

Level	Class Features
1	Spellcasting, Arcane Recovery
2	Evocation Savant
3	
4	Ability Score Improvement
5	
6	Potent Cantrip

Spells

Level	Cantrips	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	3	2	---	---	---	---	---	---	---	---
2	3	3	---	---	---	---	---	---	---	---
3	3	4	2	---	---	---	---	---	---	---
4	4	4	3	---	---	---	---	---	---	---
5	4	4	3	2	---	---	---	---	---	---
6	4	4	3	3	---	---	---	---	---	---

Starting Equipment

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch, or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

Explorer's Pack

A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. Fifty feet of hempen rope strapped to the side of the backpack.

Scholar's Pack

A backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.



Character Generation

Various useful charts for character creation.

Ability Scores & Bonuses

Roll 4d6, drop the lowest die, and add the remaining 3 de. Do this 6 times and arrange to taste.

Score	Mod.	Score	Mod.
1	-5	16-17	3
2-3	-4	18-19	4
4-5	-3	20-21	5
6-7	-2	22-23	6
8-9	-1	24-25	7
10-11	0	26-27	8
12-13	1	28-29	9
14-15	2	30	10

Starting XP

Roll 3d6 and find the result starting XP total for your character.

Roll	XP	Roll	XP
3	0	11	4,500
4	250	12	6,000
5	500	13	7,500
6	750	14	9,000
7	1,000	15	10,500
8	1,500	16	12,000
9	2,000	17	14,000
10	3,000	18	16,000

Character Advancement

XP	Level	Prof Bonus
0	1	2
300	2	2
900	3	2
2,700	4	2
6,500	5	3
14,000	6	3
23,000	7	3

Starting Equipment

Character Level	Starting Equipment
1st to 4th level	Normal Starting Equipment
5th to 6th level	500 gp plus 1d10 x 25 gp 1 uncommon magic item or 5 common magic items

Normal Starting Equipment

Either use starting equipment choices at the end of each class description or roll your starting funds and buy equipment off of the price lists.

Class	Funds
Cleric	5d4 × 10 gp
Fighter	5d4 × 10 gp
Rogue	4d4 × 10 gp
Wizard	4d4 × 10 gp

Common Magic Items (Option #1)

Choose five, Spell Scrolls must be from spells your class can cast.

Common Magic Items
Potion of climbing
Potion of healing
Spell scroll (1st level)
Spell scroll (cantrip)

Uncommon Magic Items (Option #2)

Choose one, Spell Scrolls must be from spells your class can cast.

Uncommon Items	Uncommon Items
Adamantine armor	Eversmoking bottle
Alchemy jug	Eyes of charming
Ammunition +1	Eyes of minute seeing
Amulet of proof against detection and location	Eyes of the eagle
Bag of holding	Figurine of wondrous power (silver raven)
Bag of tricks	Gauntlets of ogre power
Boots of elvenkind	Gem of brightness
Boots of striding and springing	Gloves of missile snaring
Boots of the winterlands	Gloves of swimming and climbing
Bracers of archery	Gloves of thievery
Brooch of shielding	Goggles of night
Broom of flying	Hat of disguise
Cap of water breathing	Headband of Intellect
Circlet of blasting	Helm of comprehending languages
Cloak of elvenkind	Helm of telepathy
Cloak of protection	Immovable rod
Cloak of the manta ray	Instrument of the bard (Doss lute)
Decanter of endless water	Instrument of the bard (Fochlucan bandore)
Deck of illusions	Instrument of the bard (Mac- Fuirmidh cittern)
Driftglobe	Javelin of lightning
Dust of disappearance	Keoghtom's ointment
Dust of dryness	Lantern of revealing
Dust of sneezing and choking	Mariner's armor
Elemental gem	Medallion of thoughts
	Mithral armor

Uncommon Items	Uncommon Items
Necklace of adaptation	Rod of the pact keeper +1
Oil of slipperiness	Rope of climbing
Pearl of power	Saddle of the cavalier
Periapt of health	Sending stones
Periapt of wound closure	Sentinel shield
Philter of love	Shield +1
Pipes of haunting	Slippers of spider climbing
Pipes of the sewers	Spell scroll (2nd level)
Potion of animal friendship	Spell scroll (3rd level)
Potion of fire breath	Staff of the adder
Potion of giant strength (hill giant)	Staff of the python
Potion of greater healing	Stone of good luck (luckstone)
Potion of growth	Sword of vengeance
Potion of poison	Trident of fish command
Potion of resistance	Wand of magic detection
Potion of water breathing	Wand of magic missiles
Quiver of Ehlonna	Wand of secrets
Ring of jumping	Wand of the war mage +1
Ring of mind shielding	Wand of web
Ring of swimming	Weapon +1
Ring of warmth	Weapon of warning
Ring of water walking	Wind fan
Robe of useful items	Winged boots

Armor

Armor	Cost	AC	Strength	Stealth	Weight
Light Armor					
Padded	5 gp	11 + Dex mod.	—	Disad.	8 lb.
Leather	10 gp	11 + Dex mod.	—	—	10 lb.
Studded leather	45 gp	12 + Dex mod.	—	—	13 lb.
Medium Armor					
Hide	10 gp	12 + Dex mod. (max +2)	—	—	12 lb.
Chain shirt	50 gp	13+ Dex mod. (max +2)	—	—	20 lb.
Scale mail	50 gp	14+ Dex mod. (max +2)	—	Disad.	45 lb.
Breastplate	400 gp	14+ Dex mod. (max +2)	—	—	20 lb.
Half plate	750 gp	15+ Dex mod. (max +2)	—	Disad.	40 lb.
Heavy Armor					
Ring mail	30 gp	14	—	Disad.	40 lb.
Chain mail	75 gp	16	Str 13	Disad.	55 lb.
Splint	200 gp	17	Str 15	Disad.	60 lb.
Plate	1,500 gp	18	Str 15	Disad.	65 lb.
Shield					
Shield	10 gp	+2	—	—	6 lb.

Weapons

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Unarmed strike	—	1 bludgeoning	—	—
Simple Ranged Weapons				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)

Weapons

Martial Melee Weapons				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
Martial Ranged Weapons				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)

Item	Cost	Wgt.	Item	Cost	Wgt.
Abacus	2 gp	2 lb.	Holy Amulet	5 gp	1 lb.
Acid (vial)	25 gp	1 lb.	Holy Emblem	5 gp	—
Alchemist's fire flask	50 gp	1 lb.	Reliquary	5 gp	2 lb.
Ammunition			Holy water (flask)	25 gp	1 lb.
Arrows (20)	1 gp	1 lb.	Hourglass	25 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.	Hunting trap	5 gp	25 lb.
Crossbow bolts (20)	1 gp	1½ lb.	Ink (1 z bottle)	10 gp	—
Sling bullets (20)	4 cp	1½ lb.	Ink pen	2 cp	—
Antitoxin (vial)	50 gp	—	Jug or pitcher	2 cp	4 lb.
Arcane focus			Ladder (10-foot)	1 sp	25 lb.
Crystal	10 gp	1 lb.	Lamp	5 sp	1 lb.
Orb	20 gp	3 lb.	Lantern, bullseye	10 gp	2 lb.
Rod	10 gp	2 lb.	Lantern, hooded	5 gp	2 lb.
Staff	5 gp	4 lb.	Lock	10 gp	1 lb.
Wand	10 gp	1 lb.	Magnifying glass	100 gp	—
Backpack	2 gp	5 lb.	Manacles	2 gp	6 lb.
Ball bearings (bag)	1 gp	2 lb.	Mess kit	2 sp	1 lb.
Barrel	2 gp	70 lb.	Mirror, steel	5 gp	.5 lb.
Basket	4 sp	2 lb.	Oil (flask)	1 sp	1 lb.
Bedroll	1 gp	7 lb.	Paper (one sheet)	2 sp	—
Bell	1 gp	—	Parchment Sheet	1 sp	—
Blanket	5 sp	3 lb.	Perfume (vial)	5 gp	—
Block and tackle	1 gp	5 lb.	Pick, miner's	2 gp	10 lb.
Book	25 gp	5 lb.	Piton	5 cp	.25 lb.
Bottle, glass	2 gp	2 lb.	Poison, basic (vial)	100 gp	—
Bucket	5 cp	2 lb.	Pole (10-foot)	5 cp	7 lb.
Caltrops (bag of 20)	1 gp	2 lb.	Pot, iron	2 gp	10 lb.
Candle	1 cp	—	Potion of healing	50 gp	.5 lb.
Case, crossbow bolt	1 gp	1 lb.	Pouch	5 sp	1 lb.
Case, map or scroll	1 gp	1 lb.	Quiver	1 gp	1 lb.
Chain (10 feet)	5 gp	10 lb.	Ram, portable	4 gp	35 lb.
Chalk (1 piece)	1 cp	—	Rations (1 day)	5 sp	2 lb.
Chest	5 gp	25 lb.	Robes	1 gp	4 lb.
Climber's kit	25 gp	12 lb.	Rope, hemp (50 ft)	1 gp	10 lb.
Clothes, common	5 sp	3 lb.	Rope, silk (50 ft)	10 gp	5 lb.
Clothes, costume	5 gp	4 lb.	Sack	1 cp	.5 lb.
Clothes, fine	15 gp	6 lb.	Scale, merchant's	5 gp	3 lb.
Clothes, traveler's	2 gp	4 lb.	Sealing wax	5 sp	—
Component pouch	25 gp	2 lb.	Shovel	2 gp	5 lb.
Crowbar	2 gp	5 lb.	Signal whistle	5 cp	—
Druidic focus			Signet ring	5 gp	—
Sprig of mistletoe	1 gp	—	Soap	2 cp	—
Totem	1 gp	—	Spellbook	50 gp	3 lb.
Wooden staff	5 gp	4 lb.	Spikes, iron (10)	1 gp	5 lb.
Yew wand	10 gp	1 lb.	Spyglass	1,000 gp	1 lb.
Fishing tackle	1 gp	4 lb.	Tent, two-person	2 gp	20 lb.
Flask or tankard	2 cp	1 lb.	Tinderbox	5 sp	1 lb.
Grappling hook	2 gp	4 lb.	Torch	1 cp	1 lb.
Hammer	1 gp	3 lb.	Vial	1 gp	—
Hammer, sledge	2 gp	10 lb.	Waterskin	2 sp	5 lb.
Healer's kit	5 gp	3 lb.	Whetstone	1 cp	1 lb.

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