

EQUIPMENT

ARMAMENTS				
ARMORS	COST	AC	WEIGHT	EV
Padded Armor	5 gp	+1	10 lbs.	2 (w)
Leather Coat	7 gp	+1	10 lbs.	2 (w)
Leather Armor	10 gp	+2	15 lbs.	2 (w)
Ring Mail	30 gp	+3	20 lbs.	3 (w)
Hide	20 gp	+3	25 lbs.	4 (w)
Studded Leather	25 gp	+3	20 lbs.	3 (w)
Laminar, Leather	55 gp	+3	25 lbs.	2 (w)
Mail Shirt	100 gp	+4	25 lbs.	3 (w)
Scale Mail	50 gp	+4	30 lbs.	4 (w)
Cuir Bouille	45 gp	+4	25 lbs.	4 (w)
Breastplate, bronze	95 gp	+4	20 lbs.	3 (w)
Brigadine	85 gp	+4	25 lbs.	4 (w)
Breastplate, steel	300 gp	+5	30 lbs.	3 (w)
Mail Hauberk	150 gp	+5	35 lbs.	4 (w)
Coat of Plates	100 gp	+5	45 lbs.	4 (w)
Ensemble, Greek ¹	120 gp	+5	40 lbs.	4 (w)
Banded Mail	250 gp	+6	40 lbs.	4 (w)
Splint Mail	200 gp	+6	45 lbs.	4 (w)
Ensemble, Greek ²	230 gp	+6	50 lbs.	4 (w)
Ensemble, Roman ³	240 gp	+6	30 lbs.	4 (w)
Full Chain Suit	200 gp	+6	45 lbs.	4 (w)
Plate Mail	600 gp	+7	45 lbs.	4 (w)
Ensemble, Roman ⁴	650 gp	+7	45 lbs.	4 (w)
Full Plate	1000 gp	+8	50 lbs.	4 (w)
Polish Hussar	1750 gp	+8	50 lbs.	3 (w)

1 Greek, bronze armor leg greaves, arm greaves, breastplate and medium helm.

2 Greek, iron leg greaves, iron arm greaves, iron breastplate and iron medium helm.

3 Roman Scale body armor, copper leg and arm greaves, copper helmet.

4 Roman Segmented body armor, iron leg and arm greaves, iron helmet.

SHIELDS	COST	AC	WEIGHT	EV
Buckler	2 gp	+1 ¹	2 lbs.	2
Shield, Small Steel	9 gp	+1 ¹	5 lbs.	2
Shield, Small Wooden	3 gp	+1 ¹	3 lbs.	2
Shield, Med. Steel	15 gp	+1 ²	10 lbs.	3
Shield, Med. Wooden	5 gp	+1 ²	6 lbs.	3
Shield, Large Steel	20 gp	+1 ³	15 lbs.	4
Shield, Large Wooden	7 gp	+1 ³	10 lbs.	4
Pavis	55 gp	+6 ⁴	90 lbs.	12

1 Armor class bonus is applicable against one foe in a round.

2 Armor class bonus is applicable against two foes in a round.

3 Armor class bonus is applicable against three foes in a round.

4 Made to be rested on the ground and fired over, like a mobile wall. The AC bonus applies to all foes in front of the shield.

WEAPONS	COST	DMG.	RNG. ¹	WGT.	EV
Axe, Battle	10 gp	1d8	—	7 lbs.	3
Axe, Bearded*	20gp	3d4	—	15 lbs.	4
Axe, Hand/Throwing	4 gp	1d6	10 ft.	4 lbs.	2
Axe, Piercing	17gp	1d8+1	—	7 lbs.	3
Axe, Two-Handed *	20 gp	1d12	—	20 lbs.	4
Bardiche*	15 gp	2d4	—	10 lbs.	4
Bec De Corbin* ²	60gp	1d10	—	4 lbs.	5
Bill or Billhook*	12 gp	2d4	—	6 lbs.	5
Brass Knuckles	1gp	1d3	—	1 lbs.	1 (w)
Cat-O-Nine-Tails	9 gp	1d3	—	1 lbs.	2
Cestus	1 gp	+1dmg	—	—	1 (w)
Cleaver	5sp	1d4	—	1 lbs.	2
Club	—	1d6 +1	10 ft.	3 lbs.	2
Crowbill	15 gp	1d6	—	6 lbs.	2
Dagger	2 gp	1d4	10 ft.	1 lbs.	1

Dirk	3 gp	1d4+1	—	1 lbs.	1
Fauchard *	6 gp	1d6	—	6 lbs.	5
Fauchard Fork *	15 gp	1d8	—	6 lbs.	5
Fist	—	1d2	—	—	—
Flail, Heavy*	15 gp	1d10	—	20 lbs.	4
Flail, Light	8 gp	1d8	—	5 lbs.	3
Flamberg*	75gp	2d4+2	—	12 lbs.	4
Flatchet	5gp	1d6+1	—	6 lbs.	3
Fork, Military*	10 gp	1d8	—	7 lbs.	5
Gauntlet, Spiked	5 gp	1d3	—	2 lbs.	1 (w)
Glaive*	8 gp	1d8	—	15 lbs.	5
Glaive Guisarme*	15 gp	2d4	—	8 lbs.	5
Godentag	15gp	1d6+3	—	7 lbs.	3
Guisarme*	10 gp	2d4	—	15 lbs.	5
Halberd *	10 gp	1d10	—	15 lbs.	5
Hammer, Light	1 gp	1d4	20 ft.	2 lbs.	2
Hammer, War	6 gp	1d8	—	8 lbs.	4
Hatchet	1gp	1d4	—	2lbs.	2
Hook Sword ⁶	25gp	1d4+1	—	4 lbs.	3
Hook, hafted	5gp	1d6	—	3 lbs.	4
Katar	3gp	1d4+1	—	1 lbs.	2
Knife	3sp	1d2	10 ft.	1 lbs.	1
Lance, Heavy ⁷	10 gp	1d8	—	10 lbs.	7
Lance, Light ⁷	6 gp	1d6	—	5 lbs.	5
Lucerne Hammer*	60gp	1d12	—	8 lbs.	5
Mace, Heavy	12 gp	1d8	—	12 lbs.	4
Mace, large ⁷	25gp	1d10	—	10 lbs.	4
Mace, Light	5 gp	1d6	—	6 lbs.	3
Main Gauche ³	25gp	1d4+1	—	1 lbs.	2
Man Catcher* ⁴	45gp	1d4	—	6 lbs.	4
Maul*	12gp	1d10	—	15 lbs.	5
Morningstar	8 gp	2d4	—	8 lbs.	3
Nine Ring Broadsword	30gp	1d10	—	10 lbs.	3
Partisan *	10 gp	1d8	—	5 lbs.	5
Pick, Heavy	8 gp	1d6	—	6 lbs.	4
Pick, Light	4 gp	1d4	—	4 lbs.	3
Pike* ⁸	5 gp	1d8	—	14 lbs.	6
Poniard	25gp	1d4+1	—	1 lbs.	1
Ranseur*	8 gp	2d4	—	15 lbs.	5
Sap	1 gp	1d3	—	1 lb.	1
Scimitar, Great*	55gp	2d6	—	14 lbs.	4
Scythe	18 gp	2d4	—	12 lbs.	4
Sickle	6 gp	1d4	—	3 lbs.	3
Sleeve Tangler ⁵	100gp	1d10	—	7 lbs.	5
Spear ⁷	1 gp	1d6	20 ft.	3 lbs.	2
Spear, Long ⁸	5 gp	1d8	—	9 lbs.	4
Spear, Wolf	3 gp	1d8	10 ft.	4 lbs.	3
Staff	—	1d6	—	4 lbs.	4
Sword, Bastard ⁹	25 gp	1d10	—	10 lbs.	4
Sword, Broad	12 gp	2d4	—	8 lbs.	3
Sword, Falchion	40 gp	2d4	—	16 lbs.	3
Sword, Long	15 gp	1d8	—	4 lbs.	3
Sword, Rapier	20 gp	1d6	—	2 lbs.	3
Sword, Scimitar	15 gp	1d6	—	4 lbs.	3
Sword, Short	10 gp	1d6	—	3 lbs.	2
Sword, Two-Handed*	30 gp	2d6	—	15 lbs.	5
Trident	10 gp	1d8	10 ft.	5 lbs.	5
Tulwar	8 gp	1d6	—	2 lbs.	2
Voulge*	8 gp	2d4	—	6 lbs.	5

Weapons marked with an * must be used two-handed.

1 Melee weapons with indicated range can also be used as missile weapons.

2 This weapon receives a +2 when used against chain, plate or scale armors.

3 This weapon can be used as a melee weapon or alternately, can confer a +1 to the wielder's armor class. The decision should be made by the wielder prior to the beginning of a round.

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4 This weapon can be used in melee as normal or can be used to trap a medium sized or small opponent. In the latter case, the wielder must decide beforehand to use it as such and must strike an armor class 15 or better plus the opponent's level or hit dice. A successful hit indicates the opponent is trapped and cannot move unless a successful dexterity check is made. In the latter case, whether successful or not, the opponent receives 1–4 points of damage.

5 This weapon is designed to disarm opponents. Anyone proficient in this weapon's use can attempt to disarm an opponent as described in *Combat Maneuvers* but with a +3 to their roll.

6 This weapon can be used for melee, to disarm or overbearing. The wielder must decide beforehand which attack will be used. In the case of disarming and overbearing, use normal attack procedures but add +3 to the to hit roll.

7 Deals double-damage if used from a charging mount.

8 Deals double-damage if firmly set to receive a charge.

9 The bastard sword does 1d12 damage when used with two hands.

MISSILE & RANGED	COST	DMG.	RNG.	WGT.	EV
Aclis	1 gp	1d4	20 ft.	1 lb.	2
Arrows (20)	2 gp	as bow	—	3 lbs.	2
Arrows (12)	15 sp	as bow	—	2 lbs.	1
Arrow, Silver (2)	2 gp	as bow	—	0.2 lb.	1
Blowpipe	1 gp	1	10 ft.	1 lb.	3
Bolas	5 gp	1d4	20 ft.	2 lbs.	2
Bolts (12)	1 gp	as x-bow	—	1 lb.	1
Bow, Long	75 gp	1d6	100 ft.	3 lbs.	4
Bow, Long Composite	100 gp	1d8	110 ft.	3 lbs.	4
Bow, Short	30 gp	1d6	60 ft.	2 lbs.	3
Bow, Short Composite	75 gp	1d8	70 ft.	2 lbs.	3
Crossbow, Light	35 gp	1d6	80 ft.	6 lbs.	4
Crossbow, Hand	100 gp	1d4	30 ft.	3 lbs.	2
Crossbow, Heavy	50 gp	1d10	120 ft.	9 lbs.	5
Dart	5 sp	1d3	20 ft.	0.5 lb.	1
Harpoon	1 gp	1d6	20 ft.	4 lbs.	5
Javelin	1 gp	1d4	30 ft.	2 lbs.	3
Rock	—	1d2	30 ft.	—	—
Sling	—	1d4	50 ft.	—	1
Whip	1 gp	1d2	15 ft.	2 lbs.	2

TRANSPORT AND TACK	COST	WGT.	EV
Barding, Chain*	500 gp	125 lbs.	6 (w)
Barding, Full Plate*	4,000gp	250 lbs.	8 (w)
Barding, Leather*	50 gp	50 lbs.	5 (w)
Barding, Padded*	20 gp	25 lbs.	5 (w)
Barding, Studded*	100 gp	60 lbs.	6 (w)
Bit and Bridle	1 gp	1 lb.	2 (w)
Boat, Long	500 gp	—	—
Boat, Row	50 gp	75 lbs.	25
Boat, Skiff	300 gp	—	—
Boat, Small	250 gp	—	—
Canoe	35 gp	50 lbs.	23
Cart	15 gp	200 lbs.	—
Chariot	100 gp	350 lbs.	—
Coach	200 gp	—	—
Donkey	8 gp	—	—
Feed (per day)	5 cp	10 lbs.	2
Harness	1 gp	2 lbs.	2
Horse, Heavy	200 gp	—	—
Horse, Light	75 gp	—	—
Mule	25 gp	—	—
Ox	18 gp	—	—
Pony	30 gp	—	—
Raft	100 gp	100 lbs.	—
Saddle	20 gp	30 lbs.	5 (w)
Saddle Bags	4 gp	8 lbs.	3 (w)
Saddle Blanket	5 sp	1 lbs.	1

Sled	20 gp	300 lbs.	—
Wagon	35 gp	400 lbs.	—
Walrus	350 gp	—	—
Warhorse, Heavy	400 gp	—	—
Warhorse, Light	150 gp	—	—
Warpony	100 gp	—	—

* Barding for a pony is 1/2 the cost and 2/3 the weight of horse barding. Reduce EV by one as well.

EQUIPMENT	COST	WGT.	EV	CAP
Armor and Weapon Oil	1 gp	1 lbs.	1	—
Awl	1 gp	0.5 lbs.	1	—
Backpack	2 gp	2 lbs.	2(w)	8
Bagpipe	35gp	8lbs.	4	—
Bandages (2 wounds)	1 sp	0.5 lbs.	*	—
Barrel, Large	4 gp	45 lbs.	9	9
Barrel, Small	2 gp	30 lbs.	6	6
Basket	4 sp	1 lbs.	2	2
Bedroll	1 sp	5 lbs.	3	—
Belt Pouch, Large ²	1 gp	1 lbs.	1(w)	2
Belt Pouch, Small ²	5 sp	0.5 lbs.	*	1
Belt Pouch, Spell Component ¹	10 gp	0.5 lbs.	2(w)	—
Blanket, Winter	5 sp	3 lbs.	2	—
Bottle	2 gp	0.5 lbs.	1	1
Broom	5 cp	1 lbs.	3	—
Bucket	5 sp	2 lbs.	2	3
Candle (5 sticks)	5 cp	0.1 lbs.	1	—
Canteen (½ gallon)	2 gp	2 lbs.	1 ¹	½ gallon
Case, Map or Scroll	1 gp	0.5 lbs.	1 ¹	10 sheets
Casket	2 gp	15 lbs.	4	6
Chain (20 feet)	2 gp	4 lbs.	12	—
Chalk (per piece)	1 cp	0.5 lbs.	1	—
Chest, Large	5 gp	40 lbs.	12	8
Chest, Small	2 gp	25 lbs.	4	6
Chisel	1 gp	0.5 lbs.	1	—
Cord (50 feet)	5 gp	8 lbs.	2	—
Crowbar / Prybar	2 gp	5 lbs.	2	—
Diggery-do	1gp	.25 lbs.	—	—
Drum	9 gp	8 lbs.	5	—
Dust, Bag of	—	1 lbs.	1	—
Fife	2 gp	1.5 lbs.	1	—
File	1 gp	0.5 lbs.	1	—
File, Metal	1 gp	0.5 lbs.	1	—
Firewood, per day	1 cp	20 lbs.	8	—
Fishing Gear (hook, line, etc.)	5 sp	1 lbs.	2	—
Flask	3 cp	0.1 lbs.	1 ¹	1 pt
Flint and Steel	1 gp	0.5 lbs.	*	—
Flute	15 gp	0.5 lbs.	1	—
Gong	18 gp	3 lbs.	3	—
Gord	3 sp	1 lbs.	1	—
Grappling Hook	1 gp	4 lbs.	2	—
Grease, Crock (per pound)	2 cp	1 lbs.	1	—
Hammer	1 gp	2 lbs.	2	—
Hammer, Sledge	6 gp	8 lbs.	4	—
Hammock	8 gp	8 lbs.	4	—
Harp	35gp	4 lbs.	4	—
Holy Symbol, Silver	25 gp	1 lbs.	1	—
Holy Symbol, Wooden	1 gp	0.5 lbs.	1	—
Holy Water, Flask	30 gp	1 lbs.	1 ¹	1 pt
Hook, Iron	1 gp	0.5 lbs.	1	—
Horn	5 gp	3 lbs.	2	—
Incense, Stick	1 gp	—	*	—
Ink (1 ounce)	8 gp	0.1 lbs.	*	—

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Kettle, Iron	1 gp	4 lbs.	3	—
Lamp, Open	3 gp	2 lbs.	2	—
Lantern, Bullseye	12 gp	3 lbs.	2	—
Lantern, Hooded	7 gp	2 lbs.	2	—
Lodestone	25 gp	1 lb.	1	—
Manacles	15 gp	2 lbs.	1	—
Mandolin	10gp	4 lbs.	2	—
Marbles (bag of 25)	1 gp	0.1 lbs.	*	—
Mirror, Small Steel	10 gp	0.5 lbs.	1	—
Mortar and Pestle	3 gp	2 lbs.	2	—
Mug or Tankard	2 cp	0.5 lbs.	—	—
Nails, Iron (50)	5 sp	1 lbs.	1	—
Oil, Flask of	1 gp	1 lbs.	1 ¹	1pt
Pack, Shoulder	2 gp	2 lbs.	3(w)	10
Padlock and Key	25 gp	1 lbs.	1	—
Panpipes	11 gp	1 lbs.	1	—
Paper (10 sheets)	10 gp	—	*	—
Parchment (10 sheets)	5 gp	—	*	—
Pickaxe, miner's	3 gp	10 lbs.	4	—
Pipe	5 gp	0.1 lbs.	*	—
Pitons/Spikes (5)	5 sp	2 lbs.	1	—
Pole (10 ft)	2 sp	8 lbs.	5	—
Pot	3 gp	8 lbs.	4	—
Prayer Beads	2 gp	—	—	—
Quill	1 sp	—	—	—
Quiver, Dozen	2 gp	1 lbs.	2(w)	12 projectiles
Quiver, Score	4 gp	1 lbs.	2(w)	20 projectiles
Razor	5 sp	—	1	—
Rogue's Tools	30 gp	1 lbs.	1	—
Rope, Hemp (50 feet)	1 gp	15 lbs.	3	—
Rope, Silk (50 feet)	10 gp	5 lbs.	2	—
Sack, Large	5 sp	1 lbs.	2	10
Sack, Small	1 sp	0.5 lbs.	1	6
Saw, Metal	5 gp	1 lbs.	2	—
Sealing Wax	1 gp	0.1 lbs.	*	—
Sewing Kit (needle, thread, etc.)	5 sp	1 lbs.	1	—
Shovel	2 gp	8 lbs.	3	—
Soap (per bar)	5 sp	1 lbs.	1	—
String (50 feet)	4 sp	1 lbs.	2	—
Tent, large	45 gp	50 lbs.	10	5 person
Tent, medium	25 gp	30 lbs.	7	3 person
Tent, small	10 gp	20 lbs.	4	1 person
Tinder Box (10 fires)	1 gp	4 lbs.	2 ¹	—
Tongs	6 sp	1 lbs.	1	—
Torch	1 cp	1 lbs.	1	—
Trap, large animal, metal	35 gp	25 lbs.	9	—
Trap, medium animal, metal	15 gp	12 lbs.	6	—
Trap, Small animal, metal	7gp	3 lbs.	3	—
Trunk, travel	2 gp	10 lbs.	3	5
Vellum (10 sheets)	15 gp	—	*	—
Vial (1 ounce)	1 sp	0.1 lbs.	*	1 ounce
Waterskin (1 gallon)	1 gp	4 lbs.	3 ¹	1 gallon
Wedge, splitting	2 cp	—	*	—
Whetstone	1 gp	0.5 lbs.	1	—
Whistle	5 sp	—	*	—
Wolvesbane	2 gp	0.1 lbs.	*	—
Zither	40 gp	5 lbs.	3	—

Items marked with a * have no appreciable EV. If carried in bulk (more than 10) treat the EV as 1 per 10 items carried.

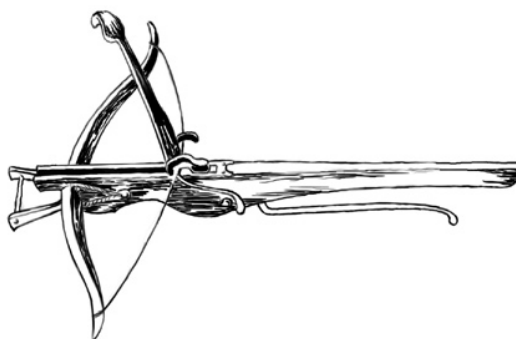
1 The EV for these items is listed as if they were full. If they are empty, reduce the EV by 2, to a minimum of 1.

2 A human-sized character cannot place more than two large pouches and one small pouch on a belt. Large belt pouches equal one scabbard, one quiver, two small pouches, or one spell component pouch in size.

CLOTHING	COST	WEIGHT	EV
Belt	6 sp	1 lbs.	*
Belt, Baldric	2 sp	3 lbs.	*
Boots, Heavy	1 gp	4 lbs..	1 (w)
Boots, Soft	4 sp	2 lbs.	*
Caftan	3 sp	2lbs.	1 (w)
Cap/Hat	4 sp	—	*
Cape	8 sp	1 lb.	*
Cloak	5 sp	3 lbs.	1 (w)
Cowl	2 sp	1 lb.	3 (w)
Dalmatic	5 sp	4 lbs.	2 (w)
Doublet	1 gp	3-5 lbs.	1 (w)
Frock	5 sp	1 -10 lbs.	2 (w)
Girdle	7 sp	3 lbs.	1 (w)
Gloves, Cloth	2 sp	—	*
Gloves, Leather	8 sp	—	*
Gown	1 gp	5- 20 lbs.	4 (w)
Jewelry	varies	—	*
Leggings	5 sp	0.5 lbs.	2 (w)
Mantle	1 gp	3-5 lbs.	1 (w)
Robe	1 gp	4 lbs.	2 (w)
Scarf	5 cp	0.5 lbs.	*
Shoes, Normal	2 sp	1 lbs.	1 (w)
Signet Ring	15 gp	—	—
Skirt	4 sp	0.5 lbs.	1 (w)
Smock	3 sp	0.5 lbs.	1 (w)
Trousers	4 sp	0.5 lbs.	1 (w)
Tunic	3 sp	0.5 lbs.	1 (w)
Vest	2 sp	0.5 lbs.	1 (w)
Winter Clothing, Set	5 gp	6 lbs.	4 (w)

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PROVISIONS & LODGING	COST	WEIGHT	EV
Ale, Mug	5 cp	1 lbs.	1
Beer, Mug	2 cp	1 lbs.	1
Cheese, Block	2 sp	1 lbs.	1
Grains, Bag	4 sp	5 lbs.	3
Liquor, Cask	25 gp+	½ gallon	5
Liquor, Shot	2 sp	—	—
Lodging, Common Inn	5 sp	—	—
Lodging, Good Inn	2 gp	—	—
Lodging, Poor Inn	1 sp	—	—
Mead, Mug	2 sp	1 lbs.	1
Rations (1 day)	5 sp	1 lbs.	1
Rations (1 week)	3 gp	7 lbs.	4
Tavern Meal, Common	2 sp	—	—
Tavern Meal, Good	1 gp	—	—
Tea Leaves, 1 lbs.	1 sp	1 lbs.	1
Tobacco, 1 lbs.	5 sp	1 lbs.	1
Wine, Common (Bottle)	2 sp	1 lbs.	1
Wine, Fine (Bottle)	10 gp	1 lbs.	1



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