

# Equipment

## Standard

All items listed in the PHB and DSG 56 are available for purchase.

Item	Cost	Enc	Description
Caltrop, singular	2 sp	4	See UA for rules. 10 caltrops covers 1 square yard (3"/1"). Can purchase caltrops with 2 ENC for the same price, but they are only effective against M-size or smaller creatures who are barefoot with soft feet (like humans, and rarely monsters).
Cards, deck	5 gp (50 gp)	1	Marked decks (50 gp) are crafted keenly, but will likely be detected by adventurers (10% chance per hand), especially thieves (13% chance per hand).
Chalk, 1 stick	1 cp	1	
Chalk, 20 cn powder	2 sp	20	Comes in a small pouch.
Charcoal, 1 stick	5 cp	1	
Crowbar	3 gp	75	
Dice, pair	1 gp or 10 gp	1	Weighted dice are not perfectly loaded, but do have a tendency to show a certain face. Weighted dice will likely be detected quickly by adventurers (4-in-6 chance per 10 throws), especially thieves (5-in-6 chance per 10 throws).
Flask, empty	1 sp or 1 gp	7	Likely made of pottery material. Glass is 1 gp.
Grapnel / grappling hook	75 gp	75	DSG 56.
Ink, well of	15 gp	10	
Ladder, 10'	3 sp	300	Larger or smaller sizes can be obtained, scaling the cost and encumbrance appropriately.
Mess kit, adventurer's	1 gp	40	Breaks down into a pan, pot, plate, cup, and a set of pottery silverware.
Parchment (or papyrus or vellum)	DMG 117	10	A case (listed in PHB) can hold up to three of these sheets (or scrolls). However, scroll retrieval takes 2 segments per scroll in the same case.
Quarterstaff	Free	50	This is in the core books, but no cost is listed.
Quill, non-magical	1 cp	1	
Scroll case, bronze	20 gp	200	Saves as hard metal.
Spellbook, blank	Variable	Variable	See <a href="#">Spellbooks</a> .
Tent, 2 person	5 gp	125	Fits one person with gear and some treasure, or two people very close with gear stacked up. Around 6' x 4' x 4'.

## Silver and cold iron

Silver or cold iron weapons may be of interest to those expecting to face certain monsters. The following items can be commonly purchased, but may have especially limited availability. Listed is the

time it takes for a smith to produce the item. Since prices are inflated for PCs, smiths will prioritize their orders over others, so it can be assumed that work will start promptly unless there are other pressing matters, such as the settlement being under siege.

Silver weaponry saves as soft metal. Cold iron weaponry saves as hard metal, but at -2. Equipment encumbrance is equal to the standard versions of each item.

Generally, silver weaponry not listed below, such as swords, are very rare and require great skill to forge. They also dull quickly with use unless some special enchantment is placed on them.

Item	Cost	Production Time
Arrow, silver-tipped	1 gp	30/month*
Light quarrel, silver-tipped	1 gp	30/month*
Heavy quarrel, silver-tipped	2 gp	30/month*
Sling bullet, solid silver	2 gp	30/month*
Dagger, silver	30 gp	5 days**
Jo stick, silver-topped	50 gp	3 days
Spear, silver-tipped	75 gp	3 days**
Hammer, silver-topped	125 gp	3 days
Horseman's mace, silver-balled	150 gp	1 week
Horseman's flail, silver-balled	200 gp	2 weeks
Footman's mace, silver-balled	300 gp	1 week
Maul, silver-topped	350 gp	2 weeks
Footman's flail, silver bar	400 gp	2 weeks
Cold iron weapon	10x regular price, +300 gp per item (or dozen arrows, or score of quarrel or bullets)	Varies, but requires special facilities, so typically can only be forged in certain cities, dwarven settlements, or gnomish settlements.

**\*Towns** will typically keep a dozen of these in stock at any time, and **cities** ten dozen.

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