

Pathfinder Core Rules

TABLE 6-6: ARMOR AND SHIELDS

Armor	Cost	Armor/Shield	Maximum	Armor	Arcane Spell	Speed		Weight ¹
		Bonus	Dex Bonus	Check Penalty	Failure Chance	30 ft.	20 ft.	
Light armor								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lbs.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lbs.
Studded leather	25 gp	+3	+5	−1	15%	30 ft.	20 ft.	20 lbs.
Chain shirt	100 gp	+4	+4	−2	20%	30 ft.	20 ft.	25 lbs.
Medium armor								
Hide	15 gp	+4	+4	−3	20%	20 ft.	15 ft.	25 lbs.
Scale mail	50 gp	+5	+3	−4	25%	20 ft.	15 ft.	30 lbs.
Chainmail	150 gp	+6	+2	−5	30%	20 ft.	15 ft.	40 lbs.
Breastplate	200 gp	+6	+3	−4	25%	20 ft.	15 ft.	30 lbs.
Heavy armor								
Splint mail	200 gp	+7	+0	−7	40%	20 ft. ²	15 ft. ²	45 lbs.
Banded mail	250 gp	+7	+1	−6	35%	20 ft. ²	15 ft. ²	35 lbs.
Half-plate	600 gp	+8	+0	−7	40%	20 ft. ²	15 ft. ²	50 lbs.
Full plate	1,500 gp	+9	+1	−6	35%	20 ft. ²	15 ft. ²	50 lbs.
Shields								
Buckler	5 gp	+1	—	−1	5%	—	—	5 lbs.
Shield, light wooden	3 gp	+1	—	−1	5%	—	—	5 lbs.
Shield, light steel	9 gp	+1	—	−1	5%	—	—	6 lbs.
Shield, heavy wooden	7 gp	+2	—	−2	15%	—	—	10 lbs.
Shield, heavy steel	20 gp	+2	—	−2	15%	—	—	15 lbs.
Shield, tower	30 gp	+4 ³	+2	−10	50%	—	—	45 lbs.
Extras								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lbs.
Gauntlet, locked	8 gp	—	—	special	n/a ⁴	—	—	+5 lbs.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lbs.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

2 When running in heavy armor, you move only triple your speed, not quadruple.

3 A tower shield can instead grant you cover. See the description.

4 Hand not free to cast spells.

TABLE 6-8: ARMOR FOR UNUSUAL CREATURES

Size	Humanoid		Nonhumanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller*	x1/2	x1/10	x1	x1/10
Small	x1	x1/2	x2	x1/2
Medium	x1	x1	x2	x1
Large	x2	x2	x4	x2
Huge	x4	x5	x8	x5
Gargantuan	x8	x8	x16	x8
Colossal	x16	x12	x32	x12

*Divide armor bonus by 2.

Iron Kingdoms Character Guide

TABLE 3-3: ARMOR

Armor	Cost	A armor/Shield Bonus	Maximum Dex Bonus	A armor Check Penalty	A arcane Spell Failure Chance	Speed (30 ft.)	Weight (20 ft.)
Light armor							
Armored apron ¹	30 gp	+2	+4	-2	15%	30 ft.	20 lb.
Shields							
Blastbuckler ¹	235 gp	+1	—	-1	5%	—	6 lb.
Rifleman's bulwark ¹	40 gp	+4 ²	—	-10	50%	—	45 lb.
Shield gun, light ¹	260 gp	+1	—	-2	10%	—	8 lb.
Warcaptain's shield ¹	375 gp	+2	—	-3	20%	—	17 lb.
Extras							
Greatcoat ³	20 gp	+1	—	0	—	—	5 lb.
Greatcoat, armored ^{1, 3}	75 gp	+2	+6	-1	5%	30 ft.	10 lb.
Greatcoat, reinforced ^{1, 3}	35 gp	+1	+8	0	—	30 ft.	7 lb.
Mantle, iron ¹	Special	+2	+4	-3	15%	30 ft.	20 lb.

¹ See description for special rules.

² The rifleman's bulwark can instead grant cover. See the description for details.

³ A greatcoat can be worn over light armor, see description.

Pathfinder Companion: Adventurer's Armoury

ARMOR AND SHIELDS

Armor	Cost	A armor/Shield Bonus	Maximum Dex Bonus	A armor Check Penalty	A arcane Spell Failure Chance	Speed (30 ft.)	Weight (20 ft.)
<i>Light armor</i>							
Leaf armor ¹	500 gp	+3	+5	0	15%	30 ft.	10 lbs.
Parade armor	25 gp	+3	+5	-1	15%	30 ft.	20 lbs.
Rosewood armor ⁵	50 gp	+2	+6	0	10%	30 ft.	15 lbs.
<i>Heavy armor</i>							
Field plate ¹	1,200 gp	+7	+1	-5	35%	20 ft. ²	50 lbs.
Stoneplate ¹	1,800 gp	+9	+1	-6	35%	15 ft. ²	75 lbs.
<i>Shields</i>							
Klar ¹	12 gp	+1	—	-1	5%	—	6 lbs.
Madu, leather	30 gp	+1	—	-2	5%	—	5 lbs.
Madu, steel	40 gp	+1	—	-2	5%	—	6 lbs.
<i>Extras</i>							
Throwing shield	+50 gp	—	—	—	—	—	—

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

² When running in heavy armor, you move only triple your speed, not quadruple.

³ This item originally appeared in the *Pathfinder Chronicles Campaign Setting*.

Pathfinder Core Rules

TABLE 6-4: WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
<i>Unarmed Attacks</i>								
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	B	—
Unarmed strike	—	1d2	1d3	x2	—	—	B	nonlethal
<i>Light Melee Weapons</i>								
Dagger	2 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	P or S	—
Dagger, punching	2 gp	1d3	1d4	x3	—	1 lb.	P	—
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	P	—
Mace, light	5 gp	1d4	1d6	x2	—	4 lbs.	B	—
Sickle	6 gp	1d4	1d6	x2	—	2 lbs.	S	trip
<i>One-Handed Melee Weapons</i>								
Club	—	1d4	1d6	x2	10 ft.	3 lbs.	B	—
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lbs.	B	—
Morningstar	8 gp	1d6	1d8	x2	—	6 lbs.	B and P	—
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lbs.	P	—
<i>Two-Handed Melee Weapons</i>								
Longspear	5 gp	1d6	1d8	x3	—	9 lbs.	P	brace, reach
Quarterstaff	—	1d4/1d4	1d6/1d6	x2	—	4 lbs.	B	double, monk
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lbs.	P	brace
<i>Ranged Weapons</i>								
Blowgun	2 gp	1	1d2	x2	20 ft.	1 lb.	P	—
Darts, blowgun (10)	5 sp	—	—	—	—	—	—	—
Crossbow, heavy	50 gp	1d8	1d10	19–20/x2	120 ft.	8 lbs.	P	—
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—	—
Crossbow, light	35 gp	1d6	1d8	19–20/x2	80 ft.	4 lbs.	P	—
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—	—
Dart	5 sp	1d3	1d4	x2	20 ft.	1/2 lb.	P	—
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lbs.	P	—
Sling	—	1d3	1d4	x2	50 ft.	—	B	—
Bullets, sling (10)	1 sp	—	—	—	—	5 lbs.	—	—
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
<i>Light Melee Weapons</i>								
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lbs.	S	—
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lbs.	B	—
Handaxe	6 gp	1d4	1d6	x3	—	3 lbs.	S	—
Kukri	8 gp	1d3	1d4	18–20/x2	—	2 lbs.	S	—
Pick, light	4 gp	1d3	1d4	x4	—	3 lbs.	P	—
Sap	1 gp	1d4	1d6	x2	—	2 lbs.	B	nonlethal
Shield, light	special	1d2	1d3	x2	—	special	B	—
Spiked armor	special	1d4	1d6	x2	—	special	P	—
Spiked shield, light	special	1d3	1d4	x2	—	special	P	—
Starknife	24 gp	1d3	1d4	x3	20 ft.	3 lbs.	P	—
Sword, short	10 gp	1d4	1d6	19–20/x2	—	2 lbs.	P	—
<i>One-Handed Melee Weapons</i>								
Battleaxe	10 gp	1d6	1d8	x3	—	6 lbs.	S	—
Flail	8 gp	1d6	1d8	x2	—	5 lbs.	B	disarm, trip
Longsword	15 gp	1d6	1d8	19–20/x2	—	4 lbs.	S	—
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lbs.	P	—
Rapier	20 gp	1d4	1d6	18–20/x2	—	2 lbs.	P	—
Scimitar	15 gp	1d4	1d6	18–20/x2	—	4 lbs.	S	—
Shield, heavy	special	1d3	1d4	x2	—	special	B	—
Spiked shield, heavy	special	1d4	1d6	x2	—	special	P	—
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lbs.	P	brace
Warhammer	12 gp	1d6	1d8	x3	—	5 lbs.	B	—

Martial Weapons (cont.)	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
<i>Two-Handed Melee Weapons</i>								
Falchion	75 gp	1d6	2d4	18–20/x2	—	8 lbs.	S	—
Glaive	8 gp	1d8	1d10	x3	—	10 lbs.	S	reach
Greataxe	20 gp	1d10	1d12	x3	—	12 lbs.	S	—
Greatclub	5 gp	1d8	1d10	x2	—	8 lbs.	B	—
Flail, heavy	15 gp	1d8	1d10	19–20/x2	—	10 lbs.	B	disarm, trip
Greatsword	50 gp	1d10	2d6	19–20/x2	—	8 lbs.	S	—
Guisarme	9 gp	1d6	2d4	x3	—	12 lbs.	S	reach, trip
Halberd	10 gp	1d8	1d10	x3	—	12 lbs.	P or S	brace, trip
Lance	10 gp	1d6	1d8	x3	—	10 lbs.	P	reach
Ranseur	10 gp	1d6	2d4	x3	—	12 lbs.	P	disarm, reach
Scythe	18 gp	1d6	2d4	x4	—	10 lbs.	P or S	trip
<i>Ranged Weapons</i>								
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lbs.	P	—
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lbs.	P	—
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lbs.	P	—
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lbs.	P	—
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—	—
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
<i>Light Melee Weapons</i>								
Kama	2 gp	1d4	1d6	x2	—	2 lbs.	S	monk, trip
Nunchaku	2 gp	1d4	1d6	x2	—	2 lbs.	B	disarm, monk
Sai	1 gp	1d3	1d4	x2	—	1 lb.	B	disarm, monk
Siangham	3 gp	1d4	1d6	x2	—	1 lb.	P	monk
<i>One-Handed Melee Weapons</i>								
Sword, bastard	35 gp	1d8	1d10	19–20/x2	—	6 lbs.	S	—
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	8 lbs.	S	—
Whip	1 gp	1d2	1d3	x2	—	2 lbs.	S	disarm, nonlethal, reach, trip
<i>Two-Handed Melee Weapons</i>								
Axe, orc double	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lbs.	S	double
Chain, spiked	25 gp	1d6	2d4	x2	—	10 lbs.	P	disarm, trip
Curve blade, elven	80 gp	1d8	1d10	18–20/x2	—	7 lbs.	S	—
Flail, dire	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lbs.	B	disarm, double, trip
Hammer, gnome hooked	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	6 lbs.	B or P	double, trip
Sword, two-bladed	100 gp	1d6/1d6	1d8/1d8	19–20/x2	—	10 lbs.	S	double
Urgrosh, dwarven	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lbs.	P or S	brace, double
<i>Ranged Weapons</i>								
Bolas	5 gp	1d3	1d4	x2	10 ft.	2 lbs.	B	nonlethal, trip
Crossbow, hand	100 gp	1d3	1d4	19–20/x2	30 ft.	2 lbs.	P	—
Bolts (10)	1 gp	—	—	—	—	1 lb.	—	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/x2	120 ft.	12 lbs.	P	—
Bolts (5)	1 gp	—	—	—	—	1 lb.	—	—
Crossbow, repeating light	250 gp	1d6	1d8	19–20/x2	80 ft.	6 lbs.	P	—
Bolts (5)	1 gp	—	—	—	—	1 lb.	—	—
Net	20 gp	—	—	—	10 ft.	6 lbs.	—	—
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	1/2 lb.	P	monk
Sling staff, halfling	20 gp	1d6	1d8	x3	80 ft.	3 lbs.	B	—
Bullets, sling (10)	1 sp	—	—	—	—	5 lbs.	—	—

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² A weapon with two types is both types if the entry specifies “and,” or either type (wielder’s choice) if the entry specifies “or.”

Iron Kingdoms Character Guide

TABLE 3-2: WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Unarmed Attacks							
Glove, clawed	12 gp	1d2	1d3	x2	—	1 lb.	Slashing
Glove, reinforced	6 gp ³	1d2	1d3	x2	—	1 lb.	Bludgeoning
Light Melee Weapons							
Baton, collapsing	12 gp	1d4	1d6	x2	—	3 lb.	Bludgeoning
Bayonet	8 gp	1d4	1d6	x3	—	2 lb.	Piercing
Dirk, Cryxian	10 gp ¹	1d3	1d4	18-20/x2	10 ft.	2 lb.	Piercing
Gaff	2 gp	1d3	1d4	x3	—	1 lb.	Piercing
Knife, Folding	6 gp	1d2	1d3	19-20/x2	10 ft.	0 lb.	Piercing
Springblade	10 gp ¹	1d2	1d3	19-20/x2	10 ft.	1 lb.	Piercing
Stiletto	3 gp	1d3	1d4	x3	10 ft.	1 lb.	Piercing
Two-Handed Melee Weapons							
Spear, gaff	7 gp	1d6	1d8	x3	10 ft.	7 lb.	Piercing
Staff, collapsing	75 gp	1d4/1d4	1d6/1d6	x2	—	6 lb.	Bludgeoning
Staffspear ^{4,5}	50 gp	1d4/1d6	1d6/1d8	x2/x3	20 ft.	5 lb.	Bludgeoning or piercing
Stave of authority ⁴	special	—	1d8/1d6	x2	—	7 lb.	Bludgeoning
Ranged Weapons							
Grenade, explosive	special	—	2d10	x2	10 ft.	2 lb.	Piercing
Grenade, flash	special	—	—	—	10 ft.	2 lb.	—
Grenade, incendiary	special	—	1d10	—	10 ft.	2 lb.	—
Grenade, smoke	special	—	—	—	10 ft.	2 lb.	—
Knife, throwing	2 gp	1d2	1d3	19-20/x2	10 ft.	1/2 lb.	Piercing
Harpoon	10 gp	1d6+1	2d4+1	x3	20 ft.	5 lb.	Piercing

Weapon	Cost	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type
Arcantrik Torch	125 gp	special	special	x2	—	4 lb.	Fire
Buzz Cutter	185 gp	2d4	2d6	19-20/x3	—	8 lb.	Slashing
Coal Shovel	1 gp	1d4	1d6	x2	—	3 lb.	Bludgeoning
Gearstave	special	1d8/1d6	1d10/1d8	19-20/x3	—	16 lb.	Slashing/Bludgeoning
Mechanik's Drill	130 gp	1d8	1d10	x3	—	6 lb.	Piercing
Jacks Wrench	15 gp	1d6	1d8	x2	—	5 lb.	Bludgeoning
Steam Ram	145 gp	1d10	2d6	x2	—	10 lb.	Bludgeoning
Steam Shears	165 gp	1d10	2d6	x3	—	15 lb.	Slashing

AND SPECIAL MECHANICAL TRIPS BUILT INTO THEM AND CANNOT BE DEFEATED WITH A DRILL. IN THESE CASES, USING A DRILL ON SUCH A LOCK SIMPLY GRANTS A +5 EQUIPMENT BONUS TO OPEN IT WITH THE OPEN LOCKS SKILL.

A steam ram deals substantial damage to whatever it hits, and it is easily capable of crushing bone with a single blow.

TABLE 3-2: WEAPONS CONTINUED

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Light Melee Weapons							
Chain, light	—	1d3	1d4	x2	—	3 lb.	Bludgeoning
Garrote	10 gp ³	—	0	19-20/x4	—	1 lb.	Slashing
One-Handed Melee Weapons							
Battleblade, Caspian	22 gp	—	2d4	x3	—	12 lb.	Slashing
Two-Handed Melee Weapons							
Greatsword, cleft	350 gp	—	2d6	18-20/x2	—	14 lb.	Slashing or piercing
Maul	20 gp	1d10	3d4	x2	—	15 lb.	Bludgeoning
Spear, cleft ⁴	302 gp	—	1d8/1d8	19-20/x2	20 ft.	8 lb.	Piercing
Spear, hunting ^{5,6}	20 gp	1d6	2d4	19-20/x2	—	8 lb.	Piercing
Spear, Khardic ⁵	12 gp	—	1d8	x3	20 ft.	5 lb.	Piercing
Ranged Weapons							
Net launcher	175 gp	special	special	x2	25 ft.	10 lb.	Bludgeoning
Shortbow, Khardic composite	150 gp	—	1d6	x3	70 ft.	4 lb.	Piercing
Exotic Weapons							
Light Melee Weapons							
Katrena's hook ⁴	15 gp	—	1d6/1d6	x3	—	6 lb.	Slashing or piercing
One-Handed Melee Weapons							
Axe, light horseman's	36 gp	1d6	2d4	x3	—	16 lb.	Slashing
Mechanoflail, light	special	1d6	1d8	19-20/x2	—	8 lb.	Bludgeoning
Two-Handed Melee Weapons							
Axe, heavy horseman's	50 gp	—	2d6	x3	—	25 lb.	Slashing
Battle glaive	46 gp	—	3d4	x3	—	18 lb.	Slashing
Chain, aldar's ⁴	25 gp	—	1d6/1d6	x3/x2	10 ft.	6 lb.	Bludgeoning or piercing
Claymore, Nyss	1000gp+	—	2d6	19-20/x2	—	8 lb.	Slashing
Locharn ^{4,6}	25 gp	1d6/1d6	1d8/1d8	19-20/x2	—	16 lb.	Bludgeoning or slashing

<< Libre Mechanika

Iron Kingdoms Character Guide

TABLE 3-2: WEAPONS CONTINUED

Two-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Staff, pincer	special	1d6	2d4	x3	—	15 lb.	Piercing
Waraxe, Umbrean ⁴	38 gp	—	2d8/1d6	x3	—	25 lb.	Slashing or piercing
Ranged Weapons							
Blastbuckler	235 gp	—	2d4+2	19-20/x3	5 ft.	6 lb.	Piercing
Blunderbuss	150 gp	—	4d4	x3	30 ft.	16 lb.	Bludgeoning and piercing
Carbine, military	600 gp	—	2d8	19-20/x3	150 ft.	10 lb.	Piercing
Clockwerk Arms pepperbox	325 gp	—	2d4+2	19-20/x3	20 ft.	8 lb.	Piercing
Clockwerk Arms revolving rifle	900 gp	—	2d6+2	19-20/x3	120 ft.	20 lb.	Piercing
Grappling gun	500 gp	—	1d8	x3	30 ft.	12 lb.	Bludgeoning
Harpoon, wrist	125 gp	1d4+1	1d6+1	x3	40 ft.	3 lb.	Piercing
Harpoon gun	500 gp	2d4+1	2d6+1	x3	60 ft.	12 lb.	Piercing
Menoth's sting	1 gp	—	1	x2	10 ft.	1/10 lb.	Bludgeoning and slashing
Musket	400 gp	—	1d12	x2	100 ft.	12 lb.	Piercing
Pistol, pinlock	150 gp	—	2d3	x2	30 ft.	5 lb.	Piercing
Pistol, military	300 gp	—	2d6	19-20/x3	80 ft.	5 lb.	Piercing
Pistol, musket	175 gp	—	1d8	x2	20 ft.	5 lb.	Piercing
Pistol, small	200 gp	—	2d4	19-20/x3	40 ft.	4 lb.	Piercing
Radcliffe quad-iron pistol	375 gp	—	4d4	19-20/x3	20 ft.	6 lb.	Piercing
Radcliffe twoshot rifle	625 gp	—	2d6+2	19-20/x3	140 ft.	10 lb.	Piercing
Rifle, long	500 gp	—	2d6	19-20/x3	160 ft.	10 lb.	Piercing
Rifle, pinlock	350 gp	—	2d4	x2	140 ft.	12 lb.	Piercing
Rifle, military	600 gp	—	2d8	19-20/x3	200 ft.	15 lb.	Piercing
Rynnish holdout pistol	225 gp	—	2d4+2	19-20/x3	20 ft.	2 lb.	Piercing
Rynnish walking stick	375 gp	—	2d4+2	19-20/x3	20 ft.	4 lb.	Piercing
Serricsteel long rifle	800 gp	—	2d6	18-20/x2	160 ft.	8 lb.	Piercing

TABLE 3-2: WEAPONS CONTINUED

Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
Serricsteel military rifle	900 gp	—	2d8	18-20/x2	200 ft.	12 lb.	Piercing
Shield gun, light	260 gp	—	2d4	19-20/x3	10 ft.	8 lb.	Piercing
Vanar liberator	725 gp	—	2d8+2	19-20/x3	240 ft.	20 lb.	Piercing
Vislovski rifle	600 gp	—	2d6+2	19-20/x3	180 ft.	14 lb.	Piercing
Warcaptain's shield	375 gp	—	2d6	19-20/x3	20 ft.	17 lb.	Piercing
Large Exotic Weapons							
Two-Handed Melee Weapons	Dmg (L)						
Mechanoflail, heavy	special	—	2d8	19-20/x2	—	40 lb.	Bludgeoning
Warcleaver, ogrun ^{5,6}	35 gp	—	2d8	x3	—	35 lb.	Slashing or piercing
Ammunition	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Arrow or bolt, barbed	2 sp	as weapon	as weapon	x3	as weapon	1/10 lb.	Piercing
Arrow or bolt (20), blunt-headed	5 sp	special	special	x2	as weapon	3 lb.	Bludgeoning
Arrow, cleft	7 gp	as weapon	as weapon	19-20/x3	as weapon	1/10 lb.	Piercing
Arrow or bolt, explosive	5 gp	+1d4	+1d4	19-20/x3	half normal	1/10 lb.	Piercing
Arrow or bolt, flaming	5 sp	+1d4 fire	+1d4 fire	x2	half normal	1/10 lb.	Piercing
Arrow or bolt, grappling	20 sp ³	special	special	x2	half normal	2 lb.	Bludgeoning
Arrow or bolt, message	3 sp	as weapon	as weapon	x3	as weapon	1/10 lb.	Piercing
Arrow or bolt, rope cutter	2 sp	as weapon	as weapon	x2	as weapon	1/10 lb.	Piercing
Arrow or bolt, screaming	2 sp	special	special	x2	half normal	1/10 lb.	Bludgeoning
Basic rounds	see weapon	—	as weapon	—	as weapon	1/10 lb.	Piercing
Incendiary rounds	+6 gp	—	+1d6 fire	—	as weapon	1/10 lb.	Piercing
Precision rounds	+5 gp	—	as weapon	—	as weapon	1/10 lb.	Piercing

¹ Weights listed are for Medium weapons. Small weapons weigh half as much, while Large weapons weigh twice as much.

² When two types are given, the weapon is both types if the entry says "and." If the entry states "or," then the player chooses which type of damage is dealt at the time of the attack.

³ Only available on the black market.

⁴ Double weapon.

⁵ Weapon may be set to receive charge as a ready action, doing double damage against a charging enemy.

⁶ Reach weapon.

Weapon	Cost	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type
Gearbow, Clockwork	175 gp	1d6	1d8	19-20/x2	40 ft.	4 lb.	
Gears (1 dozen)	15 gp	—	—	—	—	1 lb.	
Gearbow, Wrist	200 gp	1d4	1d6	19-20/x2	40 ft.	2 lb.	
Gears, small (2 dozen)	15 gp	—	—	—	—	1 lb.	
"Brassbarrel" Warcannon	2500 gp	—	4d8	x3	200 ft.	90 lb.	Piercing
Amblerose Rivet Gun	75 gp	—	1d8	x2	10 ft.	5 lb.	Piercing

Pathfinder Core Rules

TABLE 6-9: GOODS AND SERVICES

Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 gp	2 lbs. ¹
Barrel (empty)	2 gp	30 lbs.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lbs. ¹
Bell	1 gp	—
Blanket, winter	5 sp	3 lbs. ¹
Block and tackle	5 gp	5 lbs.
Bottle, glass	2 gp	1 lb.
Bucket (empty)	5 sp	2 lbs.
Caltrops	1 gp	2 lbs.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	1/2 lb.
Chain (10 ft.)	30 gp	2 lbs.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lbs.
Crowbar	2 gp	5 lbs.
Firewood (per day)	1 cp	20 lbs.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lbs.
Flask (empty)	3 cp	1-1/2 lbs.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lbs.
Hammer	5 sp	2 lbs.
Hourglass	25 gp	1 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lbs.
Ladder, 10-foot	2 sp	20 lbs.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lbs.
Lantern, hooded	7 gp	2 lbs.
Lock		
Simple	20 gp	1 lb.
Average	40 gp	1 lb.
Good	80 gp	1 lb.
Superior	150 gp	1 lb.
Manacles	15 gp	2 lbs.
Manacles, masterwork	50 gp	2 lbs.
Mirror, small steel	10 gp	1/2 lb.
Mug/Tankard, clay	2 cp	1 lbs.
Oil (1-pint flask)	1 sp	1 lbs.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lbs.
Pitcher, clay	2 cp	5 lbs.
Piton	1 sp	1/2 lb.
Pole, 10-foot	5 cp	8 lbs.
Pot, iron	8 sp	4 lbs.
Pouch, belt (empty)	1 gp	1/2 lb. ¹

Ram, portable	10 gp	20 lbs.
Rations, trail (per day)	5 sp	1 lb. ¹
Rope, hemp (50 ft.)	1 gp	10 lbs.
Rope, silk (50 ft.)	10 gp	5 lbs.
Sack (empty)	1 sp	1/2 lb. ¹
Sealing wax	1 gp	1 lbs.
Sewing needle	5 sp	—
Shovel or spade	2 gp	8 lbs.
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lbs.
Soap (per lb.)	5 sp	1 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lbs. ¹
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	—
Water clock	1,000 gp	200 lbs.
Waterskin	1 gp	4 lbs. ¹
Whetstone	2 cp	1 lbs.

Special Substances and Items

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	1/2 lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lbs.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	200 gp	40 lbs.
Artisan's tools	5 gp	5 lbs.
Artisan's tools, masterwork	55 gp	5 lbs.
Climber's kit	80 gp	5 lbs. ¹
Disguise kit	50 gp	8 lbs. ¹
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lbs. ¹
Musical instrument, masterwork	100 gp	3 lbs. ¹
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	2 lbs.
Spellbook, wizard's (blank)	15 gp	3 lbs.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lbs.
Tool, masterwork	50 gp	1 lb.

Clothing

Item	Cost	Weight
Artisan's outfit	1 gp	4 lbs. ¹
Cleric's vestments	5 gp	6 lbs. ¹
Cold-weather outfit	8 gp	7 lbs. ¹
Courtier's outfit	30 gp	6 lbs. ¹
Entertainer's outfit	3 gp	4 lbs. ¹
Explorer's outfit	10 gp	8 lbs. ¹
Monk's outfit	5 gp	2 lbs. ¹
Noble's outfit	75 gp	10 lbs. ¹
Peasant's outfit	1 sp	2 lbs. ¹
Royal outfit	200 gp	15 lbs. ¹
Scholar's outfit	5 gp	6 lbs. ¹
Traveler's outfit	1 gp	5 lbs. ¹

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 sp	8 lbs.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, loaf of	2 cp	1/2 lb.
Cheese, hunk of	1 sp	1/2 lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	1/2 lb.
Wine		
Common (pitcher)	2 sp	6 lbs.
Fine (bottle)	10 gp	1-1/2 lbs.

Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	x2 ²	x1 ²
Large creature	x4 ²	x2 ²
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lbs.
Horse		
Horse, heavy	200 gp	—
Horse, heavy (combat trained)	300 gp	—
Horse, light	75 gp	—
Horse, light (combat trained)	110 gp	—
Pony	30 gp	—
Pony (combat trained)	45 gp	—

Saddle

Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddle, Exotic		
Military	60 gp	40 lbs.
Pack	15 gp	20 lbs.
Riding	30 gp	30 lbs.
Saddlebags	4 gp	8 lbs.
Stabling (per day)	5 sp	—

Transport

Item	Cost	Weight
Carriage	100 gp	600 lbs.
Cart	15 gp	200 lbs.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lbs.
Oar	2 gp	10 lbs.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lbs.
Wagon	35 gp	400 lbs.
Warship	25,000 gp	—

Spellcasting and Services

Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spellcasting	Caster level x spell level x 10 gp ³

— No weight, or no weight worth noting.

- These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.
- Relative to similar armor made for a Medium humanoid.
- See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available. Use a spell level of 1/2 for 0-level spells to calculate the cost.

Libre Mechanika

TABLE 1-22: CLOTHING

Item	Cost	Weight
Armored apron	30 gp	20 lb.
Boots, mechanic's	3 gp per pair	2 lb.
Cloak, waterproof	7 gp	3 lb.
Cloak, weighted	4 gp	4 lb.
Hat, bowler	2 gp	*
Hat, cocked (bicorn or tricorn)	5 sp – 2 gp	*
Hat, Khadoran fur	1–5 gp	1 lb.
Hat, stovepipe	1 gp	1 lb.
Greatcoat	20 gp	5 lb.
Greatcoat, armored	75 gp	10 lb.
Greatcoat, rain slicked	30 gp	5 lb.
Greatcoat, reinforced	35 gp	7 lb.

Cloak, waterproof: This hooded cloak has been alchemically treated to repel water.

Cloak, weighted: These cloaks are particularly popular with Llaelese duelists who use them in conjunction with longswords, short swords, or other light dueling blades. Made from heavy canvas, the cloak has a series of heavy lead weights sewn into the hem making it a useful tool when fighting. Not particularly useful on the battlefield, the weighted cloak is most often seen on the streets and is sometimes carried as an off hand weapon by adventurers. When used in the off hand, it grants a +2 bonus to any trip or disarm check the character makes. If the cloak is worn, it requires a move action to ready. More expensive cloaks (15+ gp), equipped with quick release clasps, can be readied as a free action.

Greatcoat, rain slicked: These greatcoats have all of the protective capacity of a normal greatcoat but have also been alchemically treated to repel water.

TABLE 1-23: INDUSTRIAL SERVICES

Item	Cost
Accumulator charging, arcane condensation	30 gp/charge
Accumulator charging, alchemical (1 day per charge)	20 gp/charge

Accumulator charging, swap for fresh	35 gp/charge
Mechanic, routine maintenance, one task (simple device)	2 sp
Mechanic, routine maintenance, one task (steam engine)	3–4 sp
Mechanic, routine maintenance, one task (simple clockwork)	5 sp
Mechanic, routine maintenance, one task (complex clockwork)	1 gp
Mechanic, per day plus materials	1 gp
Mechanic, simple task (charge accumulator, clean conduits, etc.)	1–3 gp
Mechanic, routine task (change rune plate, install trigger, etc.)	5–50 gp
Mechanic, complex task (remove or install cortex, etc.)	250+ gp
Mechanic, per day plus materials	5 gp
Rune plate etching	Caster level x spell level x 275 gp
Steamjack handling per day	5 sp – 1 gp/day
Steamjack rental, light laborjack (without handler fee)	15–25 gp/day
Steamjack rental, heavy laborjack (without handler fee)	25–40 gp/day

TABLE 1-24: TOOLS, KITS, AND GAMING

Item	Cost	Weight
Alchemist's apron	50 gp	5 lb.
Alchemist's beard	125 gp	1/2 lb.
Anvil	20 gp	30 lb.
Calligraphy set	10 gp	1/2 lb.
Clockwork tool kit	300–700 gp	15 lb.
Deck of cards (various games)	5 sp – 5 gp	1/2 lb.
Demolition kit	500 gp	20 lb.
Dice, gambling (various types)	5 sp – 5 gp/set	1/4 lb.
Drafting tools	3 gp	5 lb.
Dye, exotic	2 gp/pint	1 lb.
Dye, standard	2 sp/pint	1 lb.
Foundry tools	500–1000 gp	20–200 lb.
Fountain pen	3 sp	*

TABLE 1-21: ALCHEMICAL SUPPLIES

Item	Cost	Weight
Acids¹		
Acid, standard	10 gp/flask	2 lb.
Bone stripper	8 gp/flask	2 lb.
Buzzard beetle tenderizer	30 gp/flask	2 lb.
Carrock's sure-fire etcher	40 gp/flask	2 lb.
Carvalo's wound cleanser	250 gp/flask	2 lb.
Crypt spider acid	45 gp/flask	2 lb.
Dragon bile	300 gp/flask	2 lb.
Lemax spittle	36 gp/flask	2 lb.
Vitriol (green)	18 gp/flask	2 lb.
Antitoxins²		
Antitoxin, standard	50 gp/gill	1/2 lb.
Bile brew	30 gp/gill	1/2 lb.
Blood polyp draught	20 gp/gill	1/2 lb.
Chain breaker	300 gp/gill	1/2 lb.
Dire troll antitoxin	200 gp/gill	1/2 lb.
Scorik's soother	900 gp/gill	1/2 lb.
Tatzylwurm antitoxin	80 gp/gill	1/2 lb.
Troll antitoxin	120 gp/gill	1/2 lb.
Curatives³		
Ansleigh's wound seal	20 gp/dose	1/2 lb.
Blackroot balm	90 gp/dose	1/2 lb.
Corben's essential elixir	450 gp/gill	1/2 lb.
Corben's healing elixir	750 gp/gill	1/2 lb.
Corben's invigorating elixir	180 gp/gill	1/2 lb.
Corben's wound closer	30 gp/gill	1/2 lb.
Cure-all cream	20 gp/jar	1 1/2 lb.
Doc Petrok's rejuvenator	15 gp/pint	2 lb.
Solovin's seal	150 gp/gill	1/2 lb.
General⁴		
Balelight	8 sp/flask	2 lb.
Baron Voratchik's clawed grip	225 gp/flask	2 lb.
Blade resins	Poison cost + 30 gp/oz.	1/10 lb.
Blasting powder	50+ gp/lb.	1 lb.
Blood polyp incense	2 gp/12 cones	1 lb.
Burning powder	75 gp/tube	1/2 lb.
Cane leech repellant (jelly)	8 gp/jar	1 lb.

Cane leech repellant (liquid)	6 gp/jar	1 lb.
Clear mind	150 gp/gill	1/2 lb.
Dust of dizziness	75 gp/dram	1/10 lb.
Earrings of fire	50 gp/set	1/10 lb.
Embalming fluid	20 gp/pint	2 lb.
Exalted incense	12 gp/cone	1/10 lb.
Flame ward	30 gp/quart	1/2 lb.
Flash freeze	12 gp/flask	2 lb.
Glue, water soluble	3–5 sp/jar	1 lb.
Hot grease	200 gp/canister	1 lb.
Ivona's bonding resin	10 gp/gill	1/2 lb.
Leatherskin	180 gp/jar	1 lb.
Liniment of insulation	300 gp/jar	1 lb.
Mist piercer	300 gp/gill	1/2 lb.
Morrow's hand oil	9 gp/jar	1/2 lb.
Mufflefoot	75 gp/oz.	1/10 lb.
Muting mist	200 gp/gill	1/2 lb.
Quicksilver tonic	600 gp/dose	2 lb.
Sambertine	180 gp/gill	1/2 lb.
Sharpsalve	40 gp/jar	1/2 lb.
Sleep gas	200 gp/stick	1/5 lb.
Spark powder	5 gp/dram	*
Stinging dust	60 gp/tube	1/2 lb.
Tearjerker	500 gp/vial	1/5 lb.
Tracer oil	150 gp/oz.	1/10 lb.

¹IKCG pages 303–304

²IKCG pages 304–305

³IKCG pages 305–307

⁴IKCG pages 307–313

Pathfinder Companion: Adventurer's Armoury

Item	Cost	Weight
Sextant	1,000 gp	2 lbs.
Shaving kit	15 sp	1/2 lb.
Shield Sconce	1 gp	1/2 lb.
Shovel	2 cp	3 lbs.
Signal horn	1 gp	2 lbs.
Skeleton key	85 gp	—
Soap	1 cp	1/2 lb.
Spear-thrower	1 gp	1 lb.
Spellbook, traveling (blank)	10 gp	1 lb.
Stationary	1 gp	—
Stove can	10 gp	1 lb.
String or twine (50 feet)	1 cp	1/2 lb.
Tattoo	1 cp–20 gp	—
Tent, small	10 gp	15 lbs. ¹
Tent, medium	15 gp	20 lbs. ¹
Tent, large	30 gp	40 lbs. ¹
Tent, pavilion	100 gp	50 lbs. ¹
Thurible	50 gp	3 lbs.
Wandermeal	1 cp/serving	—
Waterproof bag	5 sp	1/2 lb.
Wax key blank	15 gp	1/2 lb.
Weapon Cord	1 sp	—
Whetstone	2 cp	1 lb.
Whistle	5 cp	—
Whistle, silent	2 sp	—
Wrist sheath	1 gp	1 lb. ¹
Wrist sheath, spring loaded	5 gp	1 lb. ¹

Special Substances and Items

Item	Cost	Weight	Craft DC
Alchemical Grease	5 gp	1 lb.	15
Alchemical Solvent	20 gp	1/2 lb.	20
Antiplague	50 gp	—	25
Beast Lure	30 gp	1/2 lb.	20
Bladeguard	40 gp	—	15
Bloodblock	25 gp	—	25
Bodybalm	25 gp	—	25
Distilled terrap sap	30 gp	1/2 lb.	15
Firework, Desnan candle	5 gp	—	20
Firework, paper candle	1 gp	—	20
Firework, skyrocket	50 gp	1 lb.	25
Firework, starfountain	500 gp	100 lbs.	25
Flash powder	50 gp	—	20
Fuse grenade	100 gp	1 lb.	25
Glowing ink (vial)	5 gp	—	15
Invisible ink, simple	2 gp	—	15
Invisible ink, average	10 gp	—	20
Invisible ink, good	25 gp	—	20
Invisible ink, superior	75 gp	—	25
Itching powder	60 gp	2 lbs.	25
Kaava musk	40 gp	1/2 lb.	20

Item	Cost	Weight	Craft DC
Keros oil	5 gp	—	15
Liquid ice	40 gp	2 lbs.	25
Marker dye	15 gp	1 lb.	15
Scent cloak	20 gp	2 lbs.	20
Smoke pellet	25 gp	—	20
Sneezing powder (packet)	60 gp	2 lbs.	25
Vermin repellent	5 gp	—	20
Water purification sponge	25 gp	1 lb.	15

Tools and Skill Kits

Item	Cost	Weight
Abacus	2 gp	2 lbs.
Alchemist's lab, portable	75 gp	20 lbs.
Anvil	5 gp	40 lbs.
Balancing pole	8 sp	12 lbs.
Bear trap	2 gp	10 lbs.
Bellows	1 gp	3 lbs.
Compass	1 gp	1/2 lb.
Cooking kit	1 gp	2 lbs.
Doctor's mask	50 gp	2 lb.
Doctor's outfit	150 gp	6 lbs.
Drill	5 sp	1 lb.
Eyeglasses	5 gp	—
Flotation device	1 gp	2 lbs. ¹
Juggler's kit	15 gp	10 lbs. ¹
Portable altar	250 gp	40 lbs.
Printing press (1–page)	250 gp	150 lbs.
<i>The Prophecies of Kalistrade</i>	75 gp	10 lbs.
Saw	4 cp	2 lbs.
Sawback sword	+5 gp	—
Stretcher	1 gp	10 lbs.
Surgeon's tools	20 gp	5 lbs. ¹
Swim fins	1 sp	5 lbs. ¹
Thermometer	25 gp	1 lb.
Trespasser's boot	8 sp	2 lbs.

Clothing

Item	Cost	Weight
Cleats	5 gp	2 lbs.
Furs	12 gp	5 lbs. ¹
Hat	1 sp to 50 gp	1/2 lb. to 2 lbs. ¹
Hot weather outfit	8 gp	4 lbs.
Jewelry	varies	varies
Mask	1 sp to 50 gp	1 lb. ¹
Pickpocket's outfit	5 gp	3 lbs. ¹
Scarf	1 sp to 5 gp	1/2 lb. ¹
Scarf, pocketed	8 gp	1/2 lb. ¹
Scarf, reinforced	10 gp	1 lb. ¹
Snowshoes	5 gp	4 lbs. ¹
Tear-away clothing	+5 gp	varies ¹

Item	Cost	Weight
Vest	1 sp to 50 gp	1/2 lb. ¹
Wig	5 gp to 500 gp	1/2 lb. to 4 lbs. ¹
<i>Food, Drink, and Lodging</i>		
Item	Cost	Weight
Caydenbrew	5 cp/mug	1/2 lb.
Coffee	1 cp/cup	1/2 lb.
Corentyn wine	15 gp/bottle	1/2 lb.
Dwarven stout	4 cp/mug	1/2 lb.
Grog	2 cp/mug	1/2 lb.
Kahve	2 cp/cup	1/2 lb.
Linnorm mead	5 cp/mug	1/2 lb.
Mwangi coffee	3 cp/cup	1/2 lb.
Oldlaw whiskey	20 gp/bottle	1 lb.
Rumboozle	1 sp/glass	1/2 lb.
Tea	2 cp/cup	1/2 lb.
Tea, ceremonial	4 cp/cup	1/2 lb.
Tea ceremony set	25 gp	5 lbs.

Mounts, Pets, and Related Gear

Item	Cost	Weight
Animal harness	2 gp	2 lbs.
Bat	5 gp	1 lb.
Bat, Uskwood	50 gp	2 lbs.
Cage, Diminutive or Fine	10 gp	2 lbs.
Cage, Huge	60 gp	960 lbs.
Cage, Large	30 gp	240 lbs.
Cage, Small or Medium	15 gp	60 lbs.
Cage, Tiny	2 gp	5 lbs.
Canary	4 cp	9 oz.
Cat	3 cp	8 lbs.
Cat, Osirion wise-eye	6 gp	8 lbs.
Dog, combat-trained	25 gp	90 lbs.
Dog, riding	150 gp	120 lbs.
Dog sled	20 gp	300 lbs.
Donkey rat	1 gp	50 lbs
Elephant	1,000 gp	5 tons
Falcon	40 gp	20 lbs.
Falconry gauntlet	10 gp	1 lb.
Hawk	18 gp	20 lbs.
Horse, heavy war	300 gp	1,200 lbs.
Horse, heavy	200 gp	1,000 lbs.
Horse, light war	110 gp	900 lbs.
Horse, light	75 gp	600 lbs.
Lizard	5 cp	2 oz.
Lizard, Nex gecko	12 gp	4 oz.
Monkey	3 gp	5 lbs.
Owl	10 gp	1 lb.
Owl, Verduran	20 gp	1 lb.
Pack animal, donkey/mule	8 gp	600 lbs.

Item	Cost	Weight
Pack animal, ox	15 gp	1 ton
Pack animal, yak	24 gp	2 tons
Pseudodragon	200 gp	7 lbs.
Rat	1 cp	1 lb.
Rat, blue	1 gp	1 lb.
Rat, dire	5 gp	50 lbs.
Raven	2 gp	3 lbs.
Snake, constrictor	5 gp	60 lbs.
Snake, viper	5 gp	10 oz.
Stirge	20 gp	1 lb.
Toad	2 cp	7 oz.
Toad, vision	10 gp	5 oz.
Weasel	2 gp	8 oz.

Entertainment Items

Item	Cost	Weight
Board games	1 sp–10 gp	2 lbs.
Bowling set	5 sp–10 gp	15 lbs.
Kites	1 sp–2,000 gp	1 lb.–5 lbs.
Loaded dice, average	10 gp	—
Loaded dice, superior	50 gp	—
Marked cards	1 gp	1 lb.
Puzzle box	1 gp–1,000 gp	1 lb.–5 lbs.

Black Market Items

Item	Cost	Weight
Allnight	75 gp	—
Bachelor snuff	1 gp	—
Belladonna	2 gp	—
Clear ear	15 gp	—
Flayleaf	20 gp	2 lbs.
Garlic	1 sp	1 lb.
Holly	—	—
Mistletoe	—	—
Night tea	1 sp	—
Pesh	20 gp	—
Shoanti barbarian chew	1 gp	—
Slave	75 gp	175 lbs.
Slave, hard labor	100 gp	200 lbs.
Slave, household	50 gp	130 lbs.
Slave, slip (halfling)	100 gp	39 lbs.
Slave, specialized	500 gp	160 lbs.
Tobacco	1 gp	2 lbs.
Wolfsbane	5 sp	—
Woundweal	100 gp	—

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter of the normal amount.

IK Character Guide

Libre Mechanika

Pathfinder Companion: Adventurer's Armoury

TABLE 3–4: GEAR

Item	Cost	Weight
Ascendant figurine	4+ gp	1–2 lb.
Ascendant talisman	5 sp	1/2 lb.
Bandolier, ammunition	5 sp	1 lb.
Boots, mechanics [*]	3 gp per pair	2 lb.
Field glass	20 gp	1 lb.
Flintstriker	6 gp	*
Gobber bellows	see description	25 lb.
Goggles	4 gp	1 lb.
Gunner's kit	100 gp	15 lb.
Hand-pump	5 gp	2 lb.
Holster	4 gp	1/2 lb.
Holster, wrist-loader	30 gp	1 lb.
Inflatable raft pack	55 gp	11 lb.
Ladder, collapsing	7 gp	12 lb.
Lantern, magnified bullseye	15 gp	3 lb.
Launching flare	8 gp	1 lb.
Mechanik's wrench	20 gp	5 lb.
Morrow statue	10 + gp	3 lb.
Oar, collapsible	15 gp	2 lb.
Parka, bog trog	50–200 gp	2 lb.
Pocket watch	150+ gp	1/2 lb.
Poncho, gobber	100 gp	1 lb.
Portable flare launcher	6 gp	6 lb.
Pouch, ammunition	2 gp	1/2 lb.
Saw, collapsing	8 gp	3 lb.
Scion figurine	15 gp	1–2 lb.
Shovel, collapsing	8 gp	7 lb.
Slip dagger harness	15 gp	*
Spyglass	10 gp	1 lb.
Spyglass, collapsing	35 gp	1 lb.
Thamar statue	25 + gp	1–3 lb.

^{*}No weight, or no weight worth noting.

TABLE 1–20: ADVENTURING GEAR

Item	Cost	Weight
Backpack, frame	8 gp	4 lb.
Bandolier, ammunition	5 sp	1 lb.
Chair, collapsible	6 gp	5 lb.
Field glass	20 gp	1 lb.
Flint striker	6 gp	*
Goggles	4 gp	1 lb.
Hand pump	5 gp	2 lb.
Holster	4 gp	1/2 lb.
Holster, wrist loader	30 gp	1 lb.
Ladder, collapsing	7 gp	12 lb.
Lantern, magnified bull's-eye	15 gp	3 lb.
Launching flare	8 gp	1 lb.
Pocket watch	150+ gp	1/2 lb.
Portable flare launcher	6 gp	6 lb.
Potion belt	10 gp	1 lb.
Potion belt, cushioned	50 gp	2 lb.
Pouch, ammunition	2 gp	1/2 lb.
Saw, collapsing	8 gp	3 lb.
Shovel, collapsing	8 gp	7 lb.
Slip dagger harness	15 gp	*
Spyglass	10 gp	1 lb.
Spyglass, collapsing	35 gp	1 lb.
Tent, ten-person	45 gp	50 lb.
Gaming set, simple	1–10 gp	2 lb.
Gunner's kit	100 gp	15 lb.
Gunsmith's kit	150 gp	25 lb.
Mechanik's wrench	20 gp	5 lb.
Mechanika tool kit	75 gp	30 lb.
Paper, rag	1 cp/sheet	*
Paper, good	5 cp/sheet	*
Paper, large schematic sized	1 sp/sheet	*
Portable forge	300 gp	50 lb.
Steamo's tool kit	150 gp	15 lb.
Trap maker's kit	500 gp	12 lb.
Tool Harness	5 sp	1 lb.
Steam plant, portable	235 gp	20 lb.

Adventuring Gear			GOODS AND SERVICES		
Item	Cost	Weight	Item	Cost	Weight
Area map	50 gp	2 lbs.	Helmet candle	2 gp	4 lbs.
Astrolabe	1,000 gp	6 lbs.	Hollowed pommel	5 gp	—
Blanket	2 sp	1 lb. ¹	Hourglass (one hour)	25 gp	1 lb.
Backpack, masterwork	50 gp	4 lbs. ¹	Hourglass (one minute)	20 gp	1/2 lb.
Block and tackle	5 gp	5 lbs.	Hourglass (six seconds)	10 gp	—
Breakaway chains	65 gp	2 lbs.	Iron spike	5 cp	1 lb.
Chest, small	2 gp	25 lbs.	Iron vial	1 sp	1 lb.
Chest, medium	5 gp	50 lbs.	Lantern, waterproof	+5 gp	—
Chest, large	10 gp	100 lbs.	Magnet	5 sp	1/2 lb.
Chest, huge	25 gp	250 lbs.	Marbles	1 sp	2 lbs.
Collapsible plank	4 sp	10 lbs.	Mithral manacles	1,000 gp	2 lbs.
Coffin, common	10 gp	30 lbs. ¹	Paper (sheet)	4 sp	—
Coffin, ornate	100 gp	50 lbs. ¹	Perfume/Cologne	5 gp	—
Copy of a key	1 gp	—	Pickle extractor	2 cp	2 lbs.
Earplugs	3 cp	—	Pocket watch	250 gp	1 lb.
False-bottomed chest	52 gp	25 lbs.	Poison pill ring	+20 gp	—
False-bottomed cup	1 gp	—	Powder	1 cp	1/2 lb.
False-bottomed scabbard	45 gp	1 lb.	Prosthetic arm	10 gp	3 lbs. ¹
False manacles	65 gp	2 lbs.	Prosthetic foot	1 gp	2 lbs. ¹
Folding chair	2 gp	10 lbs. ¹	Prosthetic hand	1 gp	1 lb. ¹
Folding ladder	2 gp	16 lbs.	Prosthetic leg	20 gp	6 lbs. ¹
Grappling arrow	1 gp	1/2 lb.	Pump water canister	75 gp	5 lbs.
Hammock	1 sp	3 lbs. ¹	Rice paper (sheet)	5 cp	—
Harrow deck	100 gp	—	Scroll case	1 gp	1/2 lb.

TABLE 1–25: TRADE GOODS

Item	Cost	Weight
Bronze	7 sp	1 lb.
Coal, common	2 cp – 1 sp	10 lb.
Coal, coke (factory grade)	1 sp	1 lb.
Coal, coke (steel grade)	2 sp	1 lb.
Firewood	2 cp/cord	20 lb.
Oil, peat	1 sp/pint	2 lb.
Oil, "Blood of Menoth" (used to create Menoth's Fury)	5 sp/pint	2 lb.
Oil, whale	2 sp/pint	2 lb.
Silk, common	5 sp – 1 gp	1 lb.
Silk, fine	2–10 gp	1 lb.