

# Equipment Cultural Levels

## A Web Enhancement for Ravenloft Third Edition

*Ravenloft Third Edition* uses Cultural Levels (ranging from 0–9) to adjust equipment prices. In writing *Ravenloft Third Edition* it was decided that it would be better to simply offer a few starting recommendations rather than devote two or three pages to a slightly altered version of the *Player's Handbook* equipment lists. For the DM on the go, however, the complete equipment lists for Chapter Seven of the *Player's Handbook* and Chapter Five of the *Dungeon Master's Guide* are presented here. The tables are numbered here as they appear in their respective books for quick reference.

**Table 7–4: Weapons**  
**Simple Weapons — Melee**

Weapon	CL	Cost	Damage	Critical	Range Increment	Weight	Type**
Unarmed Attacks							
Gauntlet*	5+	2 gp	*	*	—	2 lb.	Bludgeoning
Strike, unarmed (Medium-size being)	—	—	1d3§	x2	—	—	Bludgeoning
Strike, unarmed (Small being)	—	—	1d2§	x2	—	—	Bludgeoning
Tiny							
Dagger*	2+	2 gp	1d4	19–20/x2	10 ft.	1 lb.	Piercing
Dagger, punching	2+	2 gp	1d4	x3	—	2 lb.	Piercing
Gauntlet, spiked*	6+	5 gp	1d4	x2	—	2 lb.	Piercing
Small							
Mace, light	2+	5 gp	1d6	x2	—	6 lb.	Bludgeoning
Sickle	2+	6 gp	1d6	x2	—	3 lb.	Slashing
Medium-size							
Club	1+	—	1d6	x2	10 ft.	3 lb.	Bludgeoning
Halfspear*	1+	1 gp	1d6	x3	20 ft.	3 lb.	Piercing
Mace, heavy	2+	12 gp	1d8	x2	—	12 lb.	Bludgeoning
Morningstar	3+	8 gp	1d8	x2	—	8 lb.	Bludgeoning and piercing
Large							
Quarterstaff*‡	1+	—	1d6/1d6	x2	—	4 lb.	Bludgeoning
Shortspear*	1+	2 gp	1d8	x3	20 ft.	5 lb.	Piercing

**Simple Weapons — Ranged**

Weapon	CL	Cost	Damage	Critical	Range Increment	Weight	Type**
Small							
Crossbow, light*	5+	35 gp	1d8	19–20/x2	80 ft.	6 lb.	Piercing
Bolts, crossbow (10)	5+	1 gp	—	—	—	1 lb.	—
Dart	1+	5 sp	1d4	x2	20 ft.	1/2 lb.	Piercing
Sling	1+	—	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1+	1 sp	—	—	—	5 lb.	—
Medium-size							
Crossbow, heavy*	5+	50 gp	1d10	19–20/x2	120 ft.	9 lb.	Piercing
Bolts, crossbow (10)*	5+	1 gp	—	—	—	1 lb.	—
Javelin	1+	1 gp	1d6	x2	30 ft.	2 lb.	Piercing

**Martial Weapons — Melee**

Weapon	CL	Cost	Damage	Critical	Range Increment	Weight	Type**
Small							
Axe, throwing	2+	8 gp	1d6	x2	10 ft.	4 lb.	Slashing
Hammer, light	2+	1 gp	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	2+	6 gp	1d6	x3	—	5 lb.	Slashing
Lance, light*	6+	6 gp	1d6	x3	—	5 lb.	Piercing
Pick, light*	3+	4 gp	1d4	x4	—	4 lb.	Piercing
Sap	2+	1 gp	1d6§	x2	—	3 lb.	Bludgeoning
Sword, short	2+	10 gp	1d6	19–20/x2	—	3 lb.	Piercing

Weapon	CL	Cost	Damage	Critical	Range Increment	Weight	Type**
Medium-size							
Battleaxe	2+	10 gp	1d8	x3	—	7 lb.	Slashing
Flail, light*	2+	8 gp	1d8	x2	—	5 lb.	Bludgeoning
Lance, heavy*†	6+	10 gp	1d8	x3	—	10 lb.	Piercing
Longsword	4+	15 gp	1d8	19–20/X2	—	4 lb.	Slashing
Pick, heavy*	3+	8 gp	1d6	x4	—	6 lb.	Piercing
Rapier	6+	20 gp	1d6	19–20/X2	—	3 lb.	Piercing
Scimitar	5+	15 gp	1d6	19–20/X2	—	4 lb.	Slashing
Trident*	2+	15 gp	1d8	X2	10 ft.	5	Piercing
Warhammer	2+	12	1d8	x3	—	8	Bludgeoning
Large							
Falchion	4+	75 gp	2d4	18–20/x2	—	16	Slashing
Flail, heavy*	2+	15 gp	1d10	19–20/x2	—	20	Bludgeoning
Glaive*†	5+	8 gp	1d10	x3	—	15	Slashing
Greataxe	2+	20 gp	1d12	x3	—	20	Slashing
Greatclub	1	5 gp	1d10	x2	—	10	Bludgeoning
Greatsword	5+	50 gp	2d6	19–20/x2	—	15	Slashing
Guisarme*†	5+	9 gp	2d4	x3	—	15	Slashing
Halberd**	5+	10 gp	1d10	x3	—	15	Piercing and slashing
Longspear**†	2+	5 gp	1d8	x3	—	9	Piercing
Ranseur*†	5+	10 gp	2d4	x3	—	15	Piercing
Scythe	2+	18 gp	2d4	x4	—	12	Piercing and slashing

### Martial Weapons — Ranged

Weapon	CL	Cost	Damage	Critical	Range Increment	Weight	Type**
Medium-size							
Shortbow*	1+	30 gp	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)*	1+	1 gp	—	—	—	3 lb.	—
Shortbow, composite*	2+	75 gp	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)*	1+	1 gp	—	—	—	3 lb.	—
Large							
Longbow*	7+	75 gp	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)*	1+	1 gp	—	—	—	3 lb.	—
Longbow, composite*	7+	100 gp	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)*	1+	1 gp	—	—	—	3 lb.	—

### Exotic Weapons — Melee

Weapon	CL	Cost	Damage	Critical	Range Increment	Weight	Type**
Tiny							
Kama, halfling*	4+	2 gp	1d4	x2	—	1 lb.	Slashing
Kukri	2+	8 gp	1d4	18–20/ x2	—	3 lb.	Slashing
Numchaku, halfling*	4+	2 gp	1d4	x2	—	1 lb.	Bludgeoning
Siangham, halfling*	4+	2 gp	1d4	x2	—	1 lb.	Piercing
Small							
Kama*	2+	2 gp	1d6	x2	—	2 lb.	Slashing
Nunchaku*	3+	2 gp	1d6	x2	—	2 lb.	Bludgeoning
Siangham*	2+	3 gp	1d6	x2	—	1 lb.	Piercing
Medium-size							
Sword, bastard*	8+	35 gp	1d10	19–20/x2	—	10 lb.	Slashing
Waraxe, dwarven*	4+	30 gp	1d10	x3	—	15 lb.	Slashing
Hammer, gnome hooked*‡	4+	20 gp	1d6/1d4	x3/x4	—	6 lb.	Bludgeoning and piercing
Large							
Axe, orc double*‡	3+	60 gp	1d8/1d8	x3	—	25 lb.	Slashing
Chain, spiked*†	4+	25 gp	2d4	x2	—	15 lb.	Piercing
Flail, dire*‡	3+	90 gp	1d8/1d8	x2	—	20 lb.	Bludgeoning
Sword, two-bladed*‡	3+	100 gp	1d8/1d8	19–20/ x2	—	30 lb.	Slashing
Urgosh, dwarven*‡	4+	50 gp	1d8/1d6	x3	—	15 lb.	Slashing and piercing

## Exotic Weapons — Ranged

Weapon	CL	Cost	Damage	Critical	Range Increment	Weight	Type**
Tiny							
Crossbow, hand*	7+	100 gp	1d4	19–20/x2	30 ft.	3 lb.	Piercing
Bolts (10)*	5+	1 gp	—	—	—	1 lb.	—
Shuriken*	3+	1 gp	1	x2	10 ft.	1/10 lb.	Piercing
Small							
Whip*	2+	1 gp	1d2§	x2	15 ft.	2 lb.	Slashing
Medium-size							
Crossbow, repeating*	8+	250 gp	1d8	19–20/x2	80 ft.	16 lb.	Piercing
Bolts (5)*	5+	1 gp	—	—	—	1 lb.	—
Net*	1+	20 gp	*	*	10 ft.*	10 lb.	*

\* See the description of this weapon in the *Player's Handbook* for special rules

\*\* When two types are given, the weapon is both types.

‡ Double weapon

§ The weapon deals subdual damage rather than normal

damage.

† Reach weapon

• If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

**Table 7–5: Armor**

Armor	CL	Cost	Armor Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure	— Speed — (30 ft.) (20 ft.)		Weight‡
Light armor									
Padded	2+	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lb.
Leather	1+	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Studded leather	2+	20 gp	+3	+5	–1	15%	30 ft.	20 ft.	20 lb.
Chain shirt	6+	100 gp	+4	+4	–2	20%	30 ft.	20 ft.	25 lb.
Medium armor									
Hide	1–2	15 gp	+3	+4	–3	20%	20 ft.	15 ft.	25 lb.
Scale mail	5+	50 gp	+4	+3	–4	25%	20 ft.	15 ft.	30 lb.
Chainmail	6+	150 gp	+5	+2	–5	30%	20 ft.	15 ft.	40 lb.
Breastplate	3+	200 gp	+5	+3	–4	30%	20 ft.	15 ft.	30 lb.
Heavy armor									
Splint mail	5–7	200 gp	+6	+0	–7	40%	20 ft.*	15 ft.*	45 lb.
Banded mail	5–7	250 gp	+6	+1	–6	35%	20 ft.*	15 ft.*	35 lb.
Half-plate	7–8	600 gp	+7	+0	–7	40%	20 ft.*	15 ft.*	50 lb.
Full plate	8	1,500 gp	+8	+1	–6	35%	20 ft.*	15 ft.*	50 lb.
Shields									
Buckler	2+	15 gp	+1	—	–1	5%	—	—	5 lb.
Shield, small, wooden	1+	3 gp	+1	—	–1	5%	—	—	5 lb.
Shield, small, steel	3+	9 gp	+1	—	–1	5%	—	—	6 lb.
Shield, large, wooden	1+	7 gp	+2	—	–2	15%	—	—	10 lb.
Shield, large, steel	3+	20 gp	+2	—	–2	15%	—	—	15 lb.
Shield, tower	3–8	30 gp	**	—	–10	50%	—	—	45 lb.
Extras									
Armor spikes	Base CL+1	+50 gp	—	—	—	—	—	—	+10 lb.
Gauntlet, locked†	6+	8 gp	—	—	Special	—	—	—	+5 lb.
Shield spikes	Base CL+1	+10 gp	—	—	—	—	—	—	+5 lb.

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

\*\* The tower shield grants you cover. See the description in the *Player's Handbook*.

† Hand not free to cast spells

‡ Armor fitted for Small characters weighs half as much.

**Table 1–3: Goods and Services**

Adventuring Gear Item	CL	Cost	Weight	Item	CL	Cost	Weight
Backpack (empty)	5+	2 gp	2 lb.†	Bucket, empty	2+	5 sp	2 lb.
Barrel (empty)	3+	2 gp	30 lb.	Caltrops	3+	1 gp	2 lb.
Basket (empty)	1+	4 sp	1 lb.	Candle	2+	1 cp	*
Bedroll	1+	1 sp	5 lb.†	Canvas (sq. yd.)	2+	1 sp	1 lb.
Bell	2+	1	*	Case, map or scroll	2+	1 gp	1/2 lb.
Blanket, winter	1+	5 sp	3 lb.†	Chain (10 ft.)	3+	30 gp	2 lb.
Block and tackle	2+	5 gp	5 lb.	Chalk, 1 piece	1+	1 cp	*
Bottle, wine, glass	7+	2 gp	*	Chest (empty)	3+	2 gp	25 lb.
				Crowbar	3+	2 gp	5 lb.

Item	CL	Cost	Weight	Item	CL	Cost	Weight
Firewood (per day)	—	1 cp	20 lb.	Spellbook, wizard's (blank)	4+	15 gp	3 lb.†
Fishhook	2+	1 sp	*	Thieves' tools	4+	30 gp	1 lb.
Fishing net, 25 sq. ft.	1+	4 gp	5 lb.	Thieves' tools, masterwork	5+	100 gp	2 lb.
Flask	•	3 cp	*	Water clock‡	6+	1,000 gp	200 lb.
Flint and steel	3+	1 gp	*				
Grappling hook	3+	1 gp	4 lb.	<b>Clothing</b>			
Hammer	1+	5 sp	2 lb.	<b>Item</b>	<b>CL</b>	<b>Cost</b>	<b>Weight</b>
Ink (1 oz. vial)	4+	8 gp	*	Artisan's outfit	2+	1 gp	4 lb.†
Inkpen	6+	1 sp	*	Cleric's vestments	2+	5 gp	6 lb.†
Jug, clay	1+	3 cp	9 lb.	Cold weather outfit	1+	8 gp	7 lb.†
Ladder, 10-foot	1+	5 cp	20 lb.	Courtier's outfit	4+	30 gp	6 lb.†
Lamp, common	2+	1 sp	1 lb.	Entertainer's outfit	3+	3 gp	4 lb.†
Lantern, bullseye	6+	12 gp	3 lb.	Explorer's outfit	4+	10 gp	8 lb.†
Lantern, hooded	4+	7 gp	2 lb.	Monk's outfit	2+	5 gp	2 lb.†
Lock‡			1 lb.	Noble's outfit	3+	75 gp	10 lb.†
Very simple	2+	20 gp	1 lb.	Peasant's outfit	2+	1 sp	2 lb.†
Average	3+	40 gp	1 lb.	Royal outfit	2+	200 gp	15 lb.†
Good	6+	80 gp	1 lb.	Scholar's outfit	3+	5 gp	6 lb.†
Amazing	8+	150 gp	1 lb.	Traveler's outfit	2+	1 gp	5 lb.†
Manacles	3+	15 gp	2 lb.				
Manacles, masterwork	3+	50 gp	2 lb.	<b>Food, Drink, And Lodging</b>			
Mirror, small steel	3+	10 gp	1/2 lb.	<b>Item</b>	<b>CL</b>	<b>Cost</b>	<b>Weight</b>
Mug/tankard, clay	2+	2 cp	1 lb.	Ale			
Oil (1-pint flask)	2+	1 sp	1 lb.	Gallon	2+	2 sp	8 lb.
Paper (sheet)	4+	4 sp	*	Mug	2+	4 cp	1 lb.
Parchment (sheet)	2+	2 sp	*	Banquet (per person)	1+	10 gp	—
Pick, miner's	3+	3 gp	10 lb.	Bread, per loaf	1+	2 cp	1/2 lb.
Pitcher, clay	1+	2 cp	5 lb.	Cheese, hunk of	1+	1 sp	1/2 lb.
Piton	3+	1 sp	1/2 lb.	Inn stay (per day)‡			
Pole, 10-foot	1+	2 sp	8 lb.	Good	2+	2 gp	—
Pot, iron	3+	5 sp	10 lb.	Common	2+	5 sp	—
Pouch, belt	1+	1 gp	3 lb.†	Poor	2+	1 sp	—
Ram, portable	3+	10 gp	20 lb.	Meals (per day)‡			
Rations, trail (per day)	1+	5 sp	1 lb.†	Good	1+	5 sp	—
Rope, hemp (50 ft.)	1+	1 gp	10 lb.	Common	1+	3 sp	—
Rope, silk (50 ft.)	7+	10 gp	5 lb.	Poor	1+	1 sp	—
Sack (empty)	1+	1 sp	1/2 lb.	Meat, chunk of	—	3 sp	1/2 lb.
Sealing wax	2+	1 gp	1 lb.	<b>Item</b>	<b>CL</b>	<b>Cost</b>	<b>Weight</b>
Sewing needle	1+	5 sp	*	Rations, trail (per day)	1+	5 sp	1 lb.†
Signal whistle	6+	8 sp	**	Wine			
Signet ring‡	4	5 gp	*	Common (pitcher)	2+	2 sp	6 lb.
Sledge	3+	1 gp	10 lb.	Fine (bottle)	7+	10 gp	1 1/2 lb.
Soap (per lb.)	4+	5 sp	1 lb.				
Spade or shovel	2+	2 gp	8 lb.	<b>Mounts and Related Gear</b>			
Spyglass	8+	1,000 gp	1 lb.	<b>Item</b>	<b>CL</b>	<b>Cost</b>	<b>Weight</b>
Tent	1+	10 gp	20 lb.†	Barding			
Torch	1+	1 cp	1 lb.	Medium-size creature	§	x2	x1
Vial, ink or potion	•	1 gp	*	Large creature	§	x4	x2
Waterskin	1+	1 gp	4 lb.†	Bit and bridle	2+	2 gp	1 lb.
Whetstone	2+	2 cp	1 lb.	Cart	2+	15 gp	200 lb.
				Dog, riding or mastiff	1+	150 gp	—
				Donkey or mule	1+	8 gp	—
				Feed (per day)	1+	5 cp	10 lb.
				Horse			
				Horse, heavy	1+	200 gp	—
				Horse, light	1+	75 gp	—
				Pony	1+	30 gp	—
				Warhorse, heavy	4+	400 gp	—
				Warhorse, light	4+	150 gp	—
				Warpony	4+	100 gp	—
				Saddle			
				Military	4+	20 gp	30 lb.
				Pack	3+	5 gp	15 lb.
				Riding	4+	10 gp	25 lb.
				Saddle, Exotic			
				Military	5+	60 gp	40 lb.
				Pack	4+	15 gp	20 lb.
				Riding	5+	30 gp	25 lb.
				Saddlebags	4+	4 gp	8 lb.

### Class Tools And Skill Kits

Item	CL	Cost	Weight
Alchemist's lab	4+	500 gp	40 lb.
Artisan's tools‡	2+	5 gp	5 lb.
Artisan's tools, masterwork#	2+	55 gp	5 lb.
Climber's kit	3+	80 gp	5 lb.†
Disguise kit	7+	50 gp	8 lb.†
Healer's kit	3+	50 gp	1 lb.
Holly and mistletoe	—	—	*
Holy symbol, wooden	1+	1 gp	**
Holy symbol, silver	3+	25 gp	1 lb.
Hourglass	3+	25 gp	1 lb.
Magnifying glass‡	7+	100 gp	*
Musical instrument, common	1+	5 gp	3 lb.†
Musical instrument, masterwork	1+	100 gp	3 lb.†
Scale, merchant's‡	6+	2 gp	1 lb.
Spell component pouch	2+	5 gp	3 lb.†

Item	CL	Cost	Weight
Sled	2+	20 gp	300 lb.
Stabling (per day)	1+	5 sp	—
Wagon	3+	35 gp	400 lb.

\* No weight worth nothing

\*\* Ten of these items together weigh 1 pound.

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

‡ See description in the *Player's Handbook*.

• CL is determined by construction material: ceramic CL 1+, metal (bronze) CL 2+, metal (iron) or glass CL 3+.

§ Same CL as respective armor type.

**Table 7–8: Containers and Carriers Hauling Vehicles**

Item	CL	Cost	Weight‡	Holds or Carries
Cart	2+	15 gp	200 lb.	1/2 ton
Sled	2+	20 gp	300 lb.	1 ton
Wagon	3+	35 gp	400 lb.	2 tons

**Dry Goods**

Item	CL	Cost	Weight‡	Holds or Carries
Backpack	5+	2 gp	2 lb.†	1 cu. ft.
Barrel	3+	2 gp	30 lb.	10 cu. ft.
Basket	1+	4 sp	1 lb.	2 cu. ft.
Bucket	2+	5 sp	2 lb.	1 cu. ft.
Chest	3+	2 gp	25 lb.	2 cu. ft.
Pouch, belt	1+	1 gp	1/2 lb.†	1/5 cu. ft.
Sack	1+	1 sp	1/2 lb.†	1 cu. ft.

Item	CL	Cost	Weight‡	Holds or Carries
Saddlebags	4	4 gp	8 lb.	5 cu. ft.
Spell component pouch	2	5 gp	1/4 lb.†	1/8 cu. ft.

**Liquids**

Item	CL	Cost	Weight‡	Holds or Carries
Bottle, wine, glass	7	2 gp	*	1 1/2 pint
Flask	5	3 cp	*	1 pint
Jug, clay	2	3 cp	1 lb.	1 gallon
Mug/tankard, clay	2	2 cp	*	1 pint
Pitcher, clay	2	2 cp	1 lb.	1/2 gallon
Pot, iron	3+	5 sp	2 lb.	1 gallon
Vial, ink or potion	4	1 gp	*	1 ounce
Waterskin	1+	1 gp	*	1/2 gallon

\* No weight worth noting.

† These items weight one-quarter this amount and carry one-quarter the normal amount when made for Small characters.

‡ Empty weight.

**Table 7–9: Special and Superior Items**

Weapon or Armor	CL	Cost
Weapon, masterwork	Base CL	+300 gp
Arrow, bolt, or bullet, silvered	4	1 gp
Arrow, bolt or bullet, masterwork	Base CL	7 gp
Mighty composite shortbow		
(+1 Str bonus)	2+	150 gp
(+2 Str bonus)	2+	225 gp
Mighty composite longbow		
(+1 Str bonus)	8+	200 gp
(+2 Str bonus)	8+	300 gp
(+3 Str bonus)	8+	400 gp
(+4 Str bonus)	8+	500 gp
Dagger, silvered	3+	10 gp
Armor or shield, masterwork	Base CL	+150 gp*

Special Substances and Items	CL	Cost
Acid (flask)	5+	10 gp
Alchemist's fire (flask)	4+	20 gp
Antitoxin (vial)	5+	50 gp
Holy water (flask)	2+	25 gp
Smokestick	4+	20 gp
Sunrod	4+	2 gp
Tanglefoot bag	4+	50 gp
Thunderstone	4+	30 gp
Tindertwig	6+	1 gp

Miscellaneous	CL	Cost
Tool, masterwork	Base CL	+50 gp*

Spells	CL	Cost
0-level	2+	Caster level x 5 gp
1st-level	2+	Caster level x 10 gp
2nd-level	2+	Caster level x 20 gp
3rd-level	2+	Caster level x 30 gp
4th-level	2+	Caster level x 40 gp
5th-level	2+	Caster level x 50 gp
6th-level	2+	Caster level x 60 gp
7th-level	2+	Caster level x 70 gp
8th-level	2+	Caster level x 80 gp
9th-level	2+	Caster level x 90 gp

\* Plus the cost of the normal item. For example, a masterwork bastard sword costs 335 gp. Double weapons cost double (+600 gp).

\*\* See description for additional costs. If the additional costs put the item's total cost above 3,000 gp, that item is not generally available.

**Table 7–10: Grenadelike Weapons**

Weapon*	CL	Cost	— Damage —		Rng.	Wt.
			D. Hit	Spl.		
Acid (flask)	7+	10 gp	1d6	1 pt**	10 ft.	1 lb.
Alchemist's fire (flask)	4+	20 gp	1d6	1 pt**	10 ft.	1 lb.
Holy water (flask)	2+	25 gp	2d4	1 pt**	10 ft.	1 lb.
Tanglefoot bag	4+	50 gp	Entan gles	—	10 ft.	4 lb.
Thunderstone	4+	30 gp	Sonic attack	—	20 ft.	1 lb.

\* Grenadelike weapons require no proficiency to use. See text in the *Player's Handbook* for full details on using these weapons.

\*\* Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land.

## Dungeon Master's Guide Equipment Lists

Table 5–6: Additional Goods and Services

### Ships

Item	CL	Cost
Rowboat	1+	50 gp
Oar	1+	2 gp
Galley	2+	30,000 gp
Longship	3+	10,000 gp
Keelboat	3+	3,000 gp
Sailing ship	7+	10,000 gp
Warship	3+	25,000 gp

### Transportation

Item	CL	Cost
Ship's passage	2+	1 sp per mile
Coach cab	7+	3 cp per mile
Messenger	2+	2 cp per mile

### Siege Engines

Item	CL	Cost	Damage	Critical	Range Increment	Crew
Catapult, heavy	4+	800 gp	5d6	—	200 ft. (100 ft. minimum)	5
Catapult, light	3+	550 gp	3d6	—	150 ft. (100 ft. minimum)	2
Ballista	4+	500 gp	3d6	X3	120	1
Ram	2+	2,000 gp	4d6	x3	—	10
Siege tower	5+	1,000 gp	—	—	—	—

Teleportation	1+	Varies*
Road or gate toll	2+	1 cp

### Buildings

Item	CL	Cost
Simple house	2+	1,000 gp
Grand house	3+	5,000 gp
Mansion	4+	100,000 gp
Tower	2+	50,000 gp
Keep	4–9	150,000 gp
Castle	5–8	500,000 gp
Huge castle	6–7	1,000,000 gp
Moat with bridge	5–8	50,000 gp

\* See "NPC Spellcasting," pg. 149 of the *Dungeon Master's Guide*.

Compiled by Chris Nichols.

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