

# D&D Price Comparison Charts

compiled by Jeff Rients

Starting GP	OD&D	AD&D1	AD&D2	3e	3.5
Fighter	30-180	50-200	50-200	60-240	60-240
Magic-User	30-180	20-80	20-50	30-120	30-120
Cleric	30-180	30-180	30-180	50-200	50-200

Starting GP	OD&D	Holmes	Moldvay	Mentzer	RC
Fighter	30-180	30-180	30-180	30-180	30-180
Magic-User	30-180	30-180	30-180	30-180	30-180
Cleric	30-180	30-180	30-180	30-180	30-180

Starting GP	OD&D	FFC	Arduin	EC	Hackmaster	C&C	C&C Box
Fighter	30-180	?	?	100-800	-2,300 to 230+	30-240	30-240
Magic-User	30-180	?	?	100-800	-2,300 to 230+	10-100	10-100
Cleric	30-180	?	?	300-1,200	-2,300 to 230+	20-200	20-200

The *Arduin Grimoire* and *First Fantasy Campaign* may have starting gold ranges in them, but I'll be damned if I can find them.

I used the Doxy's gold range for *Encounter Critical's* cleric line, since I consider it the EC profession most closely related to the cleric.

<b>Weapons</b>	<b>OD&amp;D</b>	<b>AD&amp;D1</b>	<b>AD&amp;D2</b>	<b>3e</b>	<b>3.5</b>
dagger	3	2	2	2	2
handaxe	3	1	1	6	8
mace (foot/heavy)	5	8	8	12	12
sword (normal/long)	10	15	15	15	15
battleaxe	7	5	5	10	10
morningstar	6	5	10	8	8
flail (foot/heavy)	8	3	15	15	15
spear (short)	1	1	.4	2	1
polearm (glaive)	7	6	6	8	8
halberd	7	9	10	10	10
2-handed sword	15	30	50	50	50
lance (heavy)	4	6	15	10	10
pike (long spear)	5	3	5	5	5
shortbow	25	15	30	30	30
longbow	40	60	75	75	75
composite bow (long)	50	100	100	100	100
light crossbow	15	12	35	35	35
heavy crossbow	25	20	50	50	50
quiver w/20 arrows	10	2.2	1.3	-	-
case w/30 quarrels (heavy)	10	3	6.8	-	-
20 arrows	5	1.6	.5	1	2
30 quarrels (heavy)	5	2	6	3	3
silver-tipped arrow	5	1	?	1	.3

<b>Weapons</b>	<b>OD&amp;D</b>	<b>Holmes</b>	<b>Moldvay</b>	<b>Mentzer</b>	<b>RC</b>
dagger	3	3	3	3	3
handaxe	3	3	4	4	4
mace (foot)	5	5	5	5	5
sword (normal/long)	10	10	10	10	10
battleaxe	7	7	7	7	7
morningstar	6	6	-	-	-
flail (foot)	8	8	-	-	-
spear (short)	1	2	3	3	3
polearm	7	7	7	7	7
halberd	7	7	-	-	7
2-handed sword	15	15	15	15	15
lance (heavy)	4	4	5	10	10
pike (long spear)	5	5	-	-	3
shortbow	25	25	25	25	25
longbow	40	40	40	40	40
composite bow	50	50	-	-	-
light crossbow	15	15	-	-	30
heavy crossbow	25	25	30	30	50
quiver w/20 arrows	10	10	5	5	6
case w/30 quarrels	10	10	10	10	11
20 arrows	5	5	-	-	5
30 quarrels	5	5	-	-	10
silver-tipped arrow	5	5	5	5	5

<b>Weapons</b>	<b>OD&amp;D</b>	<b>FFC</b>	<b>Arduin</b>	<b>EC</b>	<b>Hackmaster</b>	<b>C&amp;C</b>	<b>C&amp;C Box</b>
dagger	3	5	3-15	6	2	2	2
handaxe	3	4.5	3-7	-	1	4	8
mace (foot)	5	4	5-12	64	8	12	12
sword (normal/long)	10	10	8-20	50	15	15	15
battleaxe	7	7	10-25	85	5	20	20
morningstar	6	6	7-18	58	10	8	8
flail (foot)	8	8	9-18	75	15	15	15
spear (short)	1	5	2-5	25	.8	1	2
polearm	7	10	7-15	77	6	8	-
halberd	7	10	7-15	60	10	10	10
2-handed sword	15	15	9-18	125	50	30	50
lance (heavy)	4	6	4-10	45	15	10	10
pike (long spear)	5	10	7-15	35	5	5	5
shortbow	25	25	20-40	26	30	30	30
longbow	40	40	30-60	65	75	75	75
composite bow	50	40	40-80	73	100	100	100
light crossbow	15	15	15-35	110	35	35	35
heavy crossbow	25	-	25-75	200	50	100	50
quiver w/20 arrows	10	-	-	-	-	6	-
case w/30 quarrels	10	-	-	-	-	9	-
20 arrows	5	-	3.3-4.62	5.2	.25	2	2
30 quarrels	5	-	5-7	3.3	1.5	2.5	3
silver-tipped arrow	5	-	-	-	-	-	-

Armor	OD&D	AD&D1	AD&D2	3e	3.5
Leather Armor	15	5	5	10	10
Chain Mail	30	75	75	150	150
Plate Mail (half plate)	50	400	600	600	600
Helmet (great)	10	15	30	?	?
Shield (see below)	10	10	7	20	20
Barding (plate)	150	500	2,000	2400	2400

Armor	OD&D	Holmes	Moldvay	Mentzer	RC
Leather Armor	15	15	20	20	20
Chain Mail	30	30	40	40	40
Plate Mail	50	50	60	60	60
Helmet (great)	10	10	-	-	-
Shield (see below)	10	10	10	10	10
Barding	150	150	150	150	500

Armor	OD&D	FFC	Arduin	EC	Hackmaster	C&C	C&C Box
Leather Armor	15	22	15-40	690	5	10	10
Chain Mail	30	24	30-85	810	350	150	150
Plate Mail	50	40	50-250	1,000	2,000	600	600
Helmet (great)	10	2	10-20	-	30	-	20
Shield (see below)	10	2	10-18	60	30	15	3
Barding	150	320	250-500	-	2,000	4,000	-

For shields I tried to use the price for whatever shield size/weight would best reflect a knightly shield.

<b>Transport</b>	OD&D	AD&D1	AD&D2	3e	3.5
mule	20	20	8	8	8
draft horse	30	30	200	200	200
light (riding) horse	40	25	75	75	75
warhorse	100	225	225	150	150
warhorse, heavy	200	300	400	400	400
saddle (riding/military)	25	10	10	60	20
saddle bags (large)	10	4	4	4	4
cart	100	50	-	15	15
wagon	200	150	-	35	35
raft	40	50	100	-	-
small boat	100	75	-	50	50
small merchant ship	5,000	5,000	-	10,000	10,000
large merchant ship	20,000	15,000	-	-	-
small galley	10,000	10,000	-	-	-
large galley	30,000	25,000	30,000	30,000	30,000

<b>Transport</b>	OD&D	Holmes	Moldvay	Mentzer	RC
mule	20	20	30	30	30
draft horse	30	30	40	40	40
light horse	40	40	75	75	75
warhorse, medium	100	100	-	-	-
warhorse, heavy	200	200	250	250	250
saddle	25	25	25	25	25
saddle bags	10	10	5	5	5
cart	100	100	100	100	100

wagon	200	200	200	200	200
raft	40	40	1/sq ft	1/sq ft	1/sq ft
small boat	100	100	1,000	1,000	1,000
small merchant ship	5,000	-	5,000	5,000	5,000
large merchant ship	20,000	-	20,000	20,000	20,000
small galley	10,000	-	10,000	10,000	10,000
large galley	30,000	-	30,000	30,000	30,000

<b>Transport</b>	OD&D	FFC	Arduin	EC	Hackmaster	C&C	C&C Box
mule	20	-	20-30	50	8	25	25
draft horse	30	30	60-95	-	200	200	200
light horse	40	20	40-75	200	75	75	75
warhorse, medium	100	100	100-150	900	225	150	150
warhorse, heavy	200	400	200-335	-	500	400	400
saddle	25	-	25-75	-	10	20	36
saddle bags	10	-	10-30	-	4	4	-
cart	100	80	65-80	-	60	15	15
wagon	200	160	100-500	500	125	35	35
raft	40	40	-	-	100	100	-
small boat	100	400	95	-	100	250	-
small merchant ship	5,000	-	5,750-8,750	-	7,500	-	-
large merchant ship	20,000	20,000	21,575-67,500	-	15,000	-	-
small galley	10,000	10,000	10,000-20,000	-	30,000	-	-
large galley	30,000	40,000	21,500-39,750	-	45,000	-	-

<b>Misc. Equipment</b>	OD&D	AD&D1	AD&D2	3e	3.5
50' rope (hemp)	1	.2	1	1	1
10' pole	1	.015	-	.2	.2
12 iron spikes (pitons)	1	.06	.36	1.2	1.2
small sack	1	.05	.05	.1	.1
large sack	2	.08	.2	-	-
backpack	5	2	2	2	2
wineskin	1	.75	.8	1	1
6 torches	1	.03	.06	.06	.06
lantern (hooded)	10	7	7	7	7
flask of oil (weaponized)	2	1	10	20	20
3 stakes & mallet	3	-	-	-	-
steel mirror	5	10	10	10	10
small silver mirror	15	20	-	-	-
wooden holy symbol	2	.35	-	1	1
silver holy symbol	25	50	25	25	25
holy water	25	25	25	25	25
wolfsbane	10	.5	-	-	-
belladonna	10	.2	-	-	-
garlic	5	.025	-	-	-
wine	1	.5	-	.2	.2
iron rations, week	15	5	3.5	3.5	3.5
standard rations, week	5	3	2.1	2.1	2.1



<b>Misc. Equipment</b>	<b>OD&amp;D</b>	<b>Holmes</b>	<b>Moldvay</b>	<b>Mentzer</b>	<b>RC</b>
50' rope	1	1	1	1	1
10' pole	1	1	1	1	1
12 iron spikes	1	1	1	1	1
small sack	1	1	1	1	1
large sack	2	2	2	1	2
backpack	5	5	5	2	5
wineskin	1	1	1	1	1
6 torches	1	1	1	1	1
lantern	10	10	10	10	10
flask of oil	2	2	2	2	2
3 stakes & mallet	3	3	3	3	3
steel mirror	5	5	5	5	5
small silver mirror	15	15	-	-	-
wooden holy symbol	2	2	-	-	-
silver holy symbol	25	25	25	25	25
holy water	25	25	25	25	25
wolvesbane	10	10	10	10	10
belladonna	10	-	-	-	-
garlic	5	5	5	5	5
wine	1	1	1	1	1
iron rations, week	15	15	15	15	15
standard rations, week	5	5	5	5	5

Misc. Equipment	OD&D	FFC	Arduin	EC	Hackmaster	C&C	C&C Box
50' rope	1	-	1	8.3	1	1	1
10' pole	1	-	1	-	-	.2	.2
12 iron spikes	1	-	2	-		-	-
small sack	1	-	1	-	.05	.1	.1
large sack	2	-	2	-	.1	.5	.5
backpack	5	-	3-15	-	2	2	2
wineskin	1	-	3	.4	.4	1	-
6 torches	1	-	8-15	12	.06	.06	.06
lantern	10	-	8-15	24	7	7	7
flask of oil	2	-	2	-	10	1	1
3 stakes & mallet	3	-	3	-	-	-	-
steel mirror	5	-	5	-	10	10	10
small silver mirror	15	-	15	-	-	-	-
wooden holy symbol	2	-	-	-	1	1	1-100
silver holy symbol	25	-	-	-	10	25	10-1,000
holy water	25	-	25	-	25	30	30
wolfsbane	10	-	10	-	-	2	-
belladonna	10	-	10	-	-	-	-
garlic	5	-	5	-	-	-	-
wine	1	-	-	4	.1	.2	.2
iron rations, week	15	-	14	-	5	-	-
standard rations, week	5	7	2.8	7	3	3	3