

ADVENTURING GEAR

| Adventuring Gear | |
|----------------------------|-----------|
| Item | Cost (gp) |
| Backpack | 5 |
| Crowbar | 10 |
| Garlic | 5 |
| Grappling hook | 25 |
| Hammer (small) | 2 |
| Holy symbol | 25 |
| Holy water (vial) | 25 |
| Iron spikes (12) | 1 |
| Lantern | 10 |
| Mirror (hand-sized, steel) | 5 |
| Oil (1 flask) | 2 |
| Pole (10' long, wooden) | 1 |
| Rations (iron, 7 days) | 15 |
| Rations (standard, 7 days) | 5 |
| Rope (50') | 1 |
| Sack (large) | 2 |
| Sack (small) | 1 |
| Stakes (3) and mallet | 3 |
| Thieves' tools | 25 |
| Tinder box (flint & steel) | 3 |
| Torches (6) | 1 |
| Waterskin | 1 |
| Wine (2 pints) | 1 |
| Wolfsbane (1 bunch) | 10 |

Backpack: 400 coin capacity.

Lantern: Burns 1 oil flask per 4 hours. 30' radius light.

Oil: Pools burn for 1 turn, 3' diameter. 1d8 damage on passing.

Rope: Supports the weight of 3 humans.

Sack (large): 600 coin capacity.

Sack (small): 200 coin capacity.

Tinder box: 2-in-6 success per round.

Torch: Burns for 1 hour. 30' radius light.

Waterskin: Holds 2 pints.

Wolfsbane: Repels lycanthropes hit with the herb in melee.

WEAPONS & ARMOUR

| Weapons | | |
|------------------|-----------|----------------|
| Weapon | Cost (gp) | Weight (Coins) |
| Battle axe | 7 | 50 |
| Club | 3 | 50 |
| Crossbow | 30 | 50 |
| Dagger | 3 | 10 |
| Hand axe | 4 | 30 |
| Javelin | 1 | 20 |
| Lance | 5 | 120 |
| Long bow | 40 | 30 |
| Mace | 5 | 30 |
| Polearm | 7 | 150 |
| Short bow | 25 | 30 |
| Short sword | 7 | 30 |
| Silver dagger | 30 | 10 |
| Sling | 2 | 20 |
| Spear | 3 | 30 |
| Staff | 2 | 40 |
| Sword | 10 | 60 |
| Two-handed sword | 15 | 150 |
| War hammer | 5 | 30 |

| Ammunition | |
|-----------------------------|-----------|
| Ammunition | Cost (gp) |
| Arrows (quiver of 20) | 5 |
| Crossbow bolts (case of 30) | 10 |
| Silver tipped arrow (1) | 5 |
| Sling stones | Free |

| Armour | | | |
|------------|--------|-----------|----------------|
| Armour | AC | Cost (gp) | Weight (Coins) |
| None | 9 [10] | – | – |
| Leather | 7 [12] | 20 | 200 |
| Chainmail | 5 [14] | 40 | 400 |
| Plate mail | 3 [16] | 60 | 500 |
| Shield | +1 | 10 | 100 |