

Melee Weapons	Dam.	Notes	Wt	Cost
Battle axe	1d8	<i>slow, 2h</i>	50	7 q
Club	1d4	<i>blunt</i>	30	1 q
Dagger	1d4		10	3 q
Dagger, silver	1d4		10	20 q
Hand axe	1d6		30	4 q
Javelin	1d4		20	1 q
Knife	1d3		8	2 q
Lance	1d6	<i>charge</i>	120	5 q
Mace	1d6	<i>blunt</i>	30	5 q
Mace, heavy	1d8	<i>blunt</i>	50	10 q
Pole arm	1d10	<i>brace, slow, 2h</i>	150	7 q
Spear	1d6	<i>brace</i>	40	4 q
Staff	1d6	<i>blunt, slow, 2h</i>	40	2 q
Sword, bastard †	1d8	<i>1h or 2h</i>	80	15 q
Sword, Long	1d8		60	10 q
Sword, short	1d6		35	7 q
Sword, two-handed	1d10	<i>slow, 2h</i>	150	20 q
Warhammer	2d4	<i>blunt</i>	40	8 q

† does 1d8+1 damage when used 2h.

Starting coins



Characters start with **60 + (3d10) quids** to buy equipment. You have to buy everything except for these clothes that you get for free: *boots, wool skirt or breeches, leather belt, shirt, and a large cloak with hood.*

Adventuring Gear	Wt	Cost	Adventuring Gear (cont.)	Wt	Cost
Bedroll	50	2 s	Oil, throwing (1-pint ampulla w/fuse)	7\20	1 q
Bell	∅	1 q	Pick, miner's	100	3 q
Belladonna, sprig	∅	4 s	Pipe, smoking	∅	1 q
Blanket, winter	30	10 s	Pole, 10-foot	80	3 hp
Caltrops (10'x10')	20	1 q	Rations, iron (1 week)	70	5 q
Chain (10 ft.)	20	30 q	Rations, standard (1 week)	210	3 q
Chalk (1 pc)	∅	1 hp	Rope, hemp (50 ft.)	75	1 q
Cloak	50	5 s	Rope, silk (50 ft.)	50	10 q
Crowbar	50	2 q	Scales, merchant's	10	2 q
Fishhook & line	∅	2 s	Sewing needle	∅	10 s
Fishing net (25 sq. ft.)	50	4 q	Signal whistle	∅	16 s
Flint and steel	2	1 q	Soap (per lb.)	10	10 s
Garlic, bud	∅	5 hp	Spade or shovel	80	2 q
Grappling hook	40	1 q	Spellbook	30	15 q
Hammer (small)	20	10 s	Spike, iron, large	10	5 q
Hourglass	10	25 q	Spyglass	10	200 f
Ladder, 10-foot	200	1 s	Tent (2-person)	200	10 q
Lock picks	∅	5 q	Thieves' tools	10	25 q
Magnifying glass	∅	100 q	Tobacco (per lb.)	10	10 s
Mirror, small steel	5	10 q	Vial (1 fl. oz.)	1	16 s
Musical instrument, common	30	5 q	Waterskin (2 quarts)	5\55	1 q
Musical instrument, master	30	100 q	Whetstone	10	2 p
Oil, lantern/lamp (1-pint bottle)	7\20	2 q	Wolfsbane (sprig)	∅	10 s

Missile Weapons	Dam.	S (+1)	M	L (-1)	Wt	Cost
Crossbow <i>slow, 2h</i>	1d6	60'	120'	180'	50	30 q
Crossbow, hvy $\frac{1}{2}$, 2h	1d8	80'	160'	240'	80	50 q
Dagger	1d4	10'	20'	30'	10	3 q
Dart	1d4	15'	30'	45'	5	10 s
Hand axe	1d6	10'	20'	30'	30	4 q
Holy water <i>splash</i>	1d8	10'	30'	50'	20	25 q
Javelin	1d4	30'	60'	90'	20	1 q
Long bow <i>2h</i>	1d6	70'	140'	210'	40	40 q
Oil flask <i>splash</i>	1d8	10'	30'	50'	20	1 q
Short bow <i>2h</i>	1d6	50'	100'	150'	30	25 q
Sling <i>blunt</i>	1d4	40'	80'	160'	2	2 q
Spear	1d6	20'	40'	60'	40	4 q

Weapons' Notes

Blunt: may be used by clerics, more efficient versus some creatures (e.g. skeletons)

Brace: bracing against the ground doubles damage versus charging creatures

Charge: on horseback, moving at least 60' in a round and attacking doubles damage

Slow: -2 to initiative $\frac{1}{2}$: attack once every other round

Splash: on a successful attack the container breaks and damage is inflicted over 2 rd

2h: requires two hands to use, cannot use a shield

Weights are given in 'coins.'



Coins	Value	#/1q
hp: halfpenny (iron)	2 hp = 1 p	200
p: penny (copper)	5 p = 1 s	100
tp: two pence (brass)	1 tp = 2 p	50
s: shilling (silver)	1 s = 5 p	20
hq: halfquid (electrum)	1 hq = 10 s	2
q: quid (gold)	1 q = 20 s	
f: fiver (platinum)	1 f = 5 q	1/5
b: bar (gloomium)	1 b = 10 f	1/50

Encumbrance vs MVR

≤ 750 c. = 120' (40')

≤ 950 c. = 90' (30')

≤ 1,150 c. = 60' (20')

≤ 1,600 c. = 30' (10')

Strength adjustment

STR 3 = + 300 c.

STR 4-5 = + 200 c.

STR 6-8 = + 100 c.

STR 13-15 = - 100 c.

STR 16-17 = - 200 c.

STR 18 = - 300 c.

Encumbrance

Add all items carried except worn clothes. Clothes carried but not worn do count. Adjust total with modifier from strength to find the movement rate.



Ammunitions	Weight	Cost
Arrow (1)	2	4 s
Arrows (quiver of 20)	45	5 q
Bolt (1)	2	6 s
Bolts (case of 30)	65	10 q
Case (holds 30 bolts)	5	1 q
Pouch (holds 20 stones)	5	16 s
Quiver (holds 20 arrows)	5	1 q
Silver tipped arrow (1)	2	5 q
Sling stone (1)	2	1 hp
Sling stones (pouch of 20)	45	18 s

Armour

AC	Wt	Cost	
Padded	8	100	4 q
Leather	7	200	30 q
Scale mail	6	300	50 q
Chain mail	5	400	70 q
Banded mail	4	550	85 q
Plate mail	3	500	450 q
Shield	+1	100	10 q
Shield, wooden	+1	60	5 q

• Breaks if subject to a critical hit



Religious & scribe

Wt	Cost	
Holy symbol, iron	10	2 q
Holy symbol, silver	10	50 q
Holy symbol, wooden	2	7 s
Holy water (ampulla)	7\20	25 q
Ink (1 fl. oz. vial)	2	8 q
Inkpen	∅	2 s
Paper (sheet)	∅	8 s
Parchment (sheet)	∅	4 s
Sealing wax	10	1 q



Containers

Cap.	Wt.	Cost	
Backpack	400 c.	20	2 q
Case, maps or scrolls (leather)	10	6	1 q
Case, maps or scrolls (bone)	10	12	6 q
Case, wand (leather)	1	5	15 s
Case, wand (bone)	1	10	5 q
Pouch, belt, large	80 c.	10	1 q
Pouch, belt, small	40 c.	5	16 s
Sack, large	600 c.	20	8 p
Sack, small	100 c.	5	5 p



Light sources

Illum.	Dur.	Wt.	Cost	
Candle, tallow	5' rd.	1 hr.	1	1 hp
Candle, wax	10' rd.	8 hr.	1	1 s
Lamp, common	15' rd.	4 hr./pt.	12\25	2 s
Lantern, bullseye	50'x10'	4 hr./pt.	27\40	12 q
Lantern, hooded	30' rd.	4 hr./pt.	17\30	7 q
Torch	30' rd.	1 hr.	10	1 hp