

MISCELLANEOUS EQUIPMENT

Acid (vial) ¹	rare	5d10 + 50 gp +
Anti-toxin (1 dose) ²	rare	5d10 + 50 gp +
Arrows or Bolts (20)	common	1d6 gp
Backpack	common	1d6 gp
Barrel	common	1d6 gp
Bedroll	common	1d6 gp
Bell	common	1d6 gp
Belt pouch	common	1d6 gp
Block and tackle	common	1d6 gp
Boot blade (concealed)	uncommon	2d10 + 10 gp
Caltraps (bag of 50)	uncommon	2d10 + 10 gp
Candle	common	1d6 gp
Canvas (sq. yd)	common	1d6 gp
Case (map or scroll)	common	1d6 gp
Chain (10 ft)	common	1d6 gp
Chalk	common	1d6 gp
Chest	common	1d6 gp
Clothes (including footwear, cloaks, etc)	common	1d6 gp
Clothes with secret pockets	uncommon	2d10 + 10 gp
Compass ³	rare	5d10 + 50 gp +
Crowbar	common	1d6 gp
Disguise kit (clothes, dye, powder, etc)	uncommon	2d10 + 10 gp
Fire Pot ⁴	rare	5d10 + 50 gp +
Fishing net (25 sq feet)	common	1d6 gp
Flask	common	1d6 gp
Flint & Steel	common	1d6 gp
Forged Papers ⁵	rare	5d10 + 50 gp +
Garlic (1 pound)	common	1d6 gp
Grappling Hook	common	1d6 gp
Hammer	common	1d6 gp
Healer's Kit (10 uses) ⁶	rare	5d10 + 50 gp +
Holy Symbol (wooden or silver)	uncommon	2d10 + 10 gp
Holy Water (one vial – see Undead)	uncommon	2d10 + 10 gp
Hook Hand ⁷	rare	5d10 + 50 gp +
Hunting Trap	uncommon	2d10 + 10 gp
Ink (1 oz)	common	1d6 gp
Jewellery ⁸	rare	5d10 + 50 gp +
Ladder (10 ft)	common	1d6 gp
Lamp	common	1d6 gp
Lantern (bullseye or hooded)	common	1d6 gp
Lock (standard quality)	uncommon	2d10 + 10 gp
Magifying Glass ⁹	rare	5d10 + 50 gp +
Manacles	uncommon	2d10 + 10 gp
Mirror (small steel)	common	1d6 gp
Musical Instrument	uncommon	2d10 + 10 gp
Oil (1 pint)	common	1d6 gp
Parchment (sheet)	common	1d6 gp
Parchment suitable for a spell scroll	uncommon	2d10 + 10 gp
Peg Leg ¹⁰	rare	5d10 + 50 gp +
Pickaxe	common	1d6 gp
Poison (1 dose) ¹¹	rare	5d10 + 50 gp +
Poisoner's Ring ¹²	rare	5d10 + 50 gp +
Pole (10 ft)	common	1d6 gp
Pommel Blade (spring loaded)	uncommon	2d10 + 10 gp
Pot (iron)	common	1d6 gp
Rations (one + weeks)	common	1d6 gp
Rope (hemp or silk)	common	1d6 gp
Sack	common	1d6 gp
Sealing wax	common	1d6 gp
Secret Sheath	uncommon	2d10 + 10 gp
Sextant and Nautical Almanac ¹³	rare	5d10 + 50 gp +
Shovel	common	1d6 gp
Signal Whistle	common	1d6 gp
Signet Ring	uncommon	2d10 + 10 gp
Spike (iron, pack of 5)	common	1d6 gp

Spyglass ¹⁴	rare	5d10 + 50 gp +
Tent	common	1d6 gp
Thieves Tools ¹⁵	rare	5d10 + 50 gp +
Tool	common	1d6 gp
Torch (pack of 5)	common	1d6 gp
Tripwires ¹⁶	rare	5d10 + 50 gp +
Waterskin	common	1d6 gp

Notes:

1- Acid: A vial of acid is useful for (slowly) melting through locks, hinges, chains and other items. It can also be thrown (range 40 ft) at an enemy, causing 1d6 acid damage.

2- Anti-toxin (1 dose): Anti-toxin administered within one minute of being poisoned grants the user a second Luck save to resist the poison or some other beneficial effect at the GM's discretion. It does not undo any attribute drain or hit point damage already caused, but will stave off further loss, paralysis or death. Anti-toxin may also be taken ahead of time, granting the same protection for 2d6 rounds.

3- Compass: Magnetic compasses may or may not be available depending on your GM. Historically speaking they appeared in China by about 200 BC, and made their way to Western Europe by the 13th Century. An explorer armed with a map and compass is unlikely to become lost and has advantage on navigation checks. Compasses can be misled however by natural anomalies in the earth, iron armour and other gear.

4- Fire Pot: A favourite among alchemists everywhere, the fire pot is a thrown missile weapon (range 40 ft) which explodes in a 5 ft radius, causing 1d6 fire damage and creating a thick cloud of smoke (33% miss chance, disperses after 1 round). Unattended combustibles in the area tend to catch fire.

5- Forged Papers: From time to time, adventurers might find a use for forged party invitations, identity documents, maps, merchant charters and other written works.

6- Healer's Kit (10 uses): If a party member has the *Apothecary skill* and a healer's kit, each character recovers a bonus 1d4 hit points after a long rest. Additionally, tending with the *Apothecary skill* allows a character to roll with advantage for injury recovery times. Finally, an apothecary might be able to delay the onset or reduce the severity of poison and disease, at the GM's discretion. Each use of the *Apothecary skill* in this manner consumes one use of the kit's supplies (bandages, healing herbs, poultices and salves, etc).

7- Hook Hand: For those adventurers, thieves, pirates or other unfortunates absent a hand or forearm, the practicalities of a hook hand or similar prosthesis cannot be understated. Hook hands cause 1d4 damage if used as a weapon and may be attached to customised shields. Advanced mechanical hand replacements are not unknown, with life like shapes and colours, hidden compartments, swappable tools or weapon grafts, more complex movement range, etc.

8- Jewellery: Like today, jewellery is available in a wide range of styles, quality and price, and may be demonstrative of wealth, artistry or social status.

9- Magnifying Glass: A magnifying glass can assist in locating minuscule clues, starting fires (magnifying daylight) and appraising small objects such as gemstones.

10- Peg Leg: A lower leg prosthetic to replace lost limbs beneath the knee. With practice the subject will be able to walk at the same speed as a normal humanoid. The user suffers disadvantage on movement based Dex checks, including Luck (Dex) saves. Advanced mechanical leg replacements are not unknown, with life like shapes and colours, hidden compartments, more complex movement range, etc.

11- Poison (1 dose): Poisons come in a wide variety of effects, but the most common types cause hit point loss and/or attribute loss (excluding Cha). More potent poisons may cause paralysis, sleep, and even death. Some poisons take hold immediately whilst others require a number of rounds or hours before applying their effect. Different poisons are administered in different ways, by skin contact, blood injury, inhalation and/or ingestion. Applying poison to a weapon takes an action, and remains on the weapon until a strike is delivered or 1 minute passes (at which time the poison has either run off the blade or become inert after exposure to air). The GM decides which poisons (if any) are available for sale on a case by case basis. Some example poisons are provided below.

- Giant Centipede poison: as the monster entry.

- Elderberry Toxin: applied by injury or ingestion, causes 1d4 Dex loss. Luck (Con) save resists.

- Fireblood: applied by injury, causes 2d6 damage plus 1d3 Str loss. Luck (Con) save for half.
 - Choking Spore: distributed in a 5 ft radius, must be inhaled, causes 1d3 Con loss for the next 1d4 rounds. Luck (Con) save resists.
 - Ghoulshen Admixture: applied by injury, immediate paralysis for 1d4 rounds. Luck (Con) save resists.
 - Whisperfog: Applied by contact (not injury; does not work on an injured target). Fall asleep for 1d4 minutes, plus loss of short term memory for the prior 1d6 x 10 minutes. Luck (Con) save resists.

12- Poisoner's Ring: This special ring includes a small secret compartment to store one dose of poison or some other tiny object. Some variants include a pop out needle.

13- Sextant and Nautical Almanac: Armed with a sextant and nautical almanac, an explorer might be able to determine the correct course using celestial navigation. The process is not easy and requires accurate measurement of the angle between the moon and sun, and a series of difficult computations. The process takes about half an hour, at which point an Int check is required. If successful, the explorer deduces his current longitude and latitude.

14- Spyglass: A portable telescope allows the user to see up three times as far as normal. Also a fashion item among pirates.

15- Thieves Tools: A mix of skeleton keys, picks, files, saws, clamps and pliers, this tool kit allows a character to pick locks or disarm traps. Without such a kit, improvised tools will generally be required.

16- Tripwires: Commonly a spool of thin fishing line, strung between ankle height weights topped with bells or connected to a trap of some kind (such as a brace of rigged crossbows on a wooden frame).

MELEE WEAPONS

Battle Axe ¹	1d8	5 gp
Club ²	1d6	free
Dagger or Knife ³	1d4	1 gp
Great Sword, Axe, Hammer ⁴	1d12	30 gp
Light Hammer, Mace ⁵	1d6	3 gp
Light Axe ⁶	1d6	2 gp
Flail ⁷	1d6+1	8 gp
Heavy Mace or Hammer ⁸	1d8	10 gp
Lance ⁹	2d4+1	8 gp
Longsword, Bastard Sword or Rapier ¹⁰	1d8	15 gp
Polearm ¹¹	1d10	20 gp
Shortsword ¹²	1d6	6 gp
Spear ¹³	1d6+1	3 gp
Staff ¹⁴	1d6	1 gp
Whip ¹⁵	1d4	6 gp

Notes:

- +1 damage if used two handed. On a natural 19 to hit roll, the target must roll on the Injuries & Setbacks table (players may choose to make a Luck save to negate). Also good for chopping through trees, doors, chains and chests.
- Often masquerades as a tree branch, fire log or table leg.
- May be thrown up to 40 ft. Easily concealed. +2 on initiative checks.
- Two handed. Suffers disadvantage in cramped quarters. On a natural 19 to hit roll, you daze, rattle or unbalance your foe, imposing disadvantage on their next initiative check.
- May be thrown up to 25 ft. On a natural 19 to hit roll, you knock your target prone, or backwards up to 10 ft.
- May be thrown up to 25 ft. On a natural 19 to hit roll, the target must roll on the Injuries & Setbacks table (players may choose to make a Luck save to negate). Also good for chopping through trees, doors, chains and chests.
- On a natural 19 to hit roll, you trip or disarm your foe.
- +1 damage if used two handed. On a natural 19 to hit roll, you knock your target prone, or backwards up to 10 ft.
- Double damage via mounted charge.
- +1 damage if used two handed (excluding rapier). On a natural 19 to hit roll, you disarm your foe. Rapier gains +2 bonus on interception checks.
- Two handed. Suffers disadvantage in cramped quarters. May make melee attacks up to 10 ft distant.

12- On a natural 19 to hit roll, you disarm your foe. +2 on initiative checks.

13- +1 damage if used two handed. May be thrown up to 50 ft. May make melee attacks up to 10 ft distant.

14- +1 damage if used two handed. May make melee attacks up to 10 ft distant. Great for hiking, monks and the elderly.

15- On a natural 19 to hit roll, you trip or disarm your foe. May make melee attacks up to 10 ft distant.

RANGED WEAPONS

Heavy Crossbow ¹	2d8 / 200'	100 gp
Javelin ²	1d6 / 70'	3 gp
Light Crossbow ³	2d4+1 / 150'	35 gp
Long Bow ⁴	1d8 / 250'	50 gp
Short Bow ⁵	1d6 / 150'	25 gp
Sling ⁶	1d4 / 100'	1 gp

Notes:

- Two handed. On a natural 19 to hit roll, the target is knocked prone. Costs an action to reload, but if the user suffers damage during a reloading round, the action is lost.
- May be used in melee without disadvantage.
- May be fired with one hand. Costs an action to reload, but if the user suffers damage during a reloading round, the action is lost. Requires two hands to reload.
- Two handed.
- Two handed. More concealable and less bulky than the Long Bow. May be used while mounted.
- Two handed. Stones are free.

ARMOUR

Shield ¹	+1	20 gp
Light Armours:		
Heavy Robes, Hide	+1	5 gp
Leather, Studded leather	+1	5 gp
Medium Armours:		
Chain shirt ² , Scale shirt ² , Breastplate ²	+3	40 gp
Bone ¹ , Reinforced Hide ² , Monstrous Chitin ²	+3	40 gp
Heavy Armours:		
Plate mail ³ , Splint armour ³	+5	100 gp
Chain mail ³ , Ring mail ³	+5	100 gp

Notes:

- In addition to providing +1 AC, a shield may be used to negate a single directional attack, be it a sword strike, lightning bolt or dragon bite. To use this ability, a player simply declares that the shield negates the hit or damage. The shield cannot be used again in this manner until it is repaired (a task of several hours, requiring materials, tools and often a forge). The damaged shield continues to provide +1 AC. In some instances, the GM might rule that a Luck check is required to avoid destruction of the shield, or to preserve the +1 AC bonus until repaired.
- 2 penalty on Move Silently & Swim checks.
- 2 penalty on Move Silently, Intercept, Swim, Jump & Climb checks.

SPECIAL METALS

Silvered weapons are a silver-steel alloy useful against Lycanthropes and Aberrant Terrors. Weapons forged of **cold iron** (the oldest and purest iron ore, mined deep and sometimes exhibiting mild ferromagnetism) are best against Demons and Undead. **Mithril** is a fey metal, incredibly light and flexible. **Adamantine** is the hardest metal known to man, impervious to mundane forces once tempered.

Armour may be made of special metals, similar to weapons.

Prices and availability are left to GM discretion.