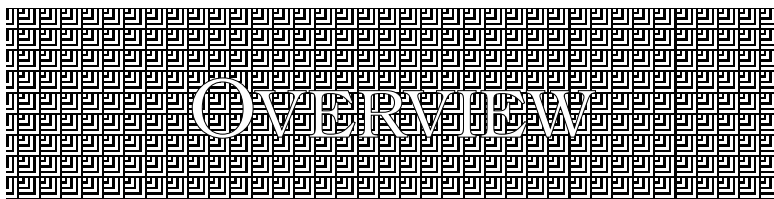


Gear

Yabec1-4

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This chapter details adventuring gear, and where it can be bought. For rules on item slots and carrying capacity, see Global page 22, and for weapon properties see page 24.

Shopping

During Warm Up in an urban area, players are free to frequent shops and guilds.

All prices are in copper pieces.

Storing In Town

The characters adventures guild provides a bank in which coins can be stored, and a locker in which any number of items can be stored.

Kits

The following are preselected packages of items, presented for convenience.

Dungeon Kit – 19 cp

Compass, iron spikes x5, hammer, chalk, match box

Soldier Kit – 96 cp

Chainmail, sword, shield, javelins x5, bandages x5

Cleric Kit – 130 cp

holy symbol, holy water, chain, mace, shield

Adventure Kit – 8 cp

Sack, torches, pole, backpack

Thief Kit – 68 cp

Thieves tools, caltrops, rope, leather armor, dagger x5

Assayer

A clerk who assesses precious metals.

Currency

They can convert between currency types.

CHARGE: 10% on transactions over 100gp.

TYPES: Platinum Piece (pp), Gold Piece (gp), Electrum Piece (ep), Silver Piece (sp), Copper Piece (cp), and Nickle Piece (np)

	pp	gp	ep	sp	cp	np
pp	1	5	10	50	500	10k
gp	-	1	2	10	100	2k
ep	-	-	1	5	50	1k
sp	-	-	-	1	10	200
cp	-	-	-	-	1	20
np	-	-	-	-	-	1

Apothecary

An artisan who collects plants and brews potions.

Item	Price
Antidote	50
Dreambliss	200
Garlic	5
Ointment	15
Smoke Bomb	25
Spell Book, Blank	100
Stink Bomb	25
Wine (2 pints)	2
Wolfsbane (1 bunch)	10

ANTIDOTE: Herbal remedy. Can stop some poisons.

DREAMBLISS: White extract from rare herb. One turn after ingestion, save vs paralyses or fall asleep as though by a Sleep spell.

GARLIC: Useful against vampires. **Stacks.**

OINTMENT: Applied when bandaging wounds. +1 healing. **Stacks.**

SMOKE BOMB: Obscures a 10' diameter for one combat round, using harmless smoke. Thrown.

SPELL BOOK, BLANK: An empty book of fine paper.

STINK BOMB: Fills one square with powerful odor for 1d6 combat rounds. Thrown.

WINE: Intoxicating beverage made from fermented fruit.

WOLFSBANE: Herb used to repel lycanthropes. The creature must be hit with the herb. **Stacks.**

Armor Smith

An artisan who forges metal armor.

Item	Price
Barding	200
Chainmail	60
Leather Armor	20
Platemail	100

BARDING: Armor for horses made from leather and steel. Provides a base AC of 5

LEATHER ARMOR: Sturdy but quiet. Provides a base AC of 7.

CHAINMAIL: Mesh armor made from interlocking links. Provides a base AC of 5.

PLATEMAIL: Heavy armor made from steel plates provides an AC of 3, but negates dexterity bonus to AC. **Heavy.**

Carpenter

An artisan who creates wooden objects.

Item	Price
Cart	100
Chest	50
Club	3
Lance	5
Musical Inst.	100
Pole	1
Sack	1
Shield	15
Staff	1
Wagon	250
Wooden Stakes (5)	3

CART: Needs one horse. Has twenty item slots.

CHEST: Holds 500 coins or gems. **Heavy.**

CLUB: Heavy stick.

LANCE: Thrusting weapon.

MUSICAL INSTRUMENT: Such as flute, drum, or guitar. **Heavy.**

POLE: 2" thick, 10' long, wooden pole.

STAFF: Stout wooden cane.

SHIELD: Wooden plate used to rebuff attacks. Reduces AC by one when held in one hand.

WAGON: Needs two horses. Has eighty item slots.

WOODEN STAKES: five 18" long stakes. Valuable when confronting vampires.

Dungeon Supply

A specialty store selling items of interest to adventurers.

Item	Price
Battering Ram	15
Caltrops (1 bag)	7
Crowbar	10
Iron Spikes (5)	1
Grappling Hook	35
Mirror	10
Thieves' Tools	25
Torches (5)	1

BATTERING RAM: Used to force open or break doors. **Heavy.**

CALTROPS: One bag covers a 10' diameter. Crossing deals 1d4 damage and halves speed that round. **Stacks.**

CROWBAR: 2–3' long and made of solid iron. Used for forcing open doors, chests, etc.

IRON SPIKES: Can be used to anchor ropes, or hold doors. Includes a mallet. **Stacks.**

GRAPPLING HOOK: Has three prongs. Used to anchor a rope.

MIRROR: Hand sized and made of steel.

THIEVES' TOOLS: This kit contains various implements needed to pick locks, disarm traps, and burglarize dungeons.

TORCH: The tip of this 2' wooden pole is holds resin. Burns unreliably. See Global page 10. **Stacks.**

Fletcher

An artisan who makes bows and arrows.

Item	Price
Arrows (5)	3
Crossbow	30
Long Bow	50
Quiver	75
Short Bow	10

ARROWS: Ammo for both bows and crossbows. **Stacks.**

CROSSBOW: Bow mechanized to hold tension on a trigger.

LONG BOW: Ranged weapon of war.

QUIVER: Takes one item slot. Holds 20 arrows.

SHORT BOW: Suitable for hunting and fighting.

General Store

A store that sells mainly to villagers.

Item	Price
Backpack	5
Bandages	2
Candle (5)	1
Chalk	1
Flint & Steel	3
Lantern	10
Match Box	5
Oil (1 flask)	2
Ration	2
Rope (50')	1
Sack	1
Waterskin	1
Wool Clothes	10

BACKPACK: While wearing a backpack, player characters have five additional item slots. Multiple backpacks have no bonus.

BANDAGES: Used to treat injuries. Global page 19. **Stacks.**

CANDLE: Slow burning wax. See Global page 10. **Stacks.**

CHALK: Useful for making temporary marks. 20 uses.

FLINT AND STEEL: Flammable material has a 2-in-6 chance to light per use.

MATCH BOX: Lights flammable material. 20 uses.

LANTERN: Enclosed oil lamp. See Global page 10.

OIL: Highly flammable. Fuels lanterns. Pools cover a 5' diameter and burns for 2 turns; inflicts damage on any monster moving through it. **Stacks.**

RATIONS: Fresh and preserved food. **Stacks.**

ROPE: Can hold the weight of approximately three human-sized beings.

SACK: Holds 100 coins or gem. Takes up 1 item slot.

WATERSKIN: This container, made of hide, holds 2 pints.

WOOL CLOTHES: Prevents damage from cold weather.

Stables

A store that sells animals and related goods.

Item	Price
Bell	3
Dog	30
Horse	50
Saddle and Bridle	25
Saddle Bags	5
Shackles	10
Whistle	5

BELL: makes **Quiet** noise when moved. **Silenced** by a small piece of cloth (included).

DOG: Hunting dog.

HORSE: Powerful land animal used for transport.

SADDLE AND BRIDLE: Leather tack and seat needed to ride a horse.

SADDLE BAGS: Grants five more item slots to a horse that is being ridden.

SHACKLES: Can be applied to a status creature. Keeps their status until unlocked with the key (included).

WHISTLE: makes a loud noise when blown.

Temple

Local place of worship.

Item	Price
Compass	10
Holy Symbol	25
Holy Water (vial)	25
Silver Arrow	10
Silver Dagger	40

COMPASS: A small device that always points north.

HOLY SYMBOL: A divine spell caster is required to own a holy symbol of their deity, often worn as a necklace. Each religion has its own holy symbol.

HOLY WATER: Water that has been blessed by a holy person. It is used in some religious rituals and inflicts damage on undead monsters. Holy water does not retain its power if stored in any other container than the special vials it is blessed in.

SILVER ARROW: A single silver tipped arrow. Useful against some monsters. **Stacks** with arrows.

SILVER DAGGER: Useful against certain monsters. **Stacks** with daggers.

Weapon Smith

An artisan who makes weapons.

Item	Price
Battle Ax	7
Dagger	3
Great Sword	25
Hand Ax	5
Javelin	1
Mace	5
Pole Arm	35
Short Sword	40
Sling	2
Sling Stone	Free
Spear	5
Sword	20

BATTLE AX: Double side axe. Also useful for breaking wood.

DAGGER: Pointed knife.
Stacks.

GREAT SWORD: Very heavy.

HAND AX: Good for throwing. Useful for breaking wood.
Stacks.

JAVELIN: a light pointed stick. **Stacks.**

MACE: Metal ball on a stick.

POLE ARM: Blade on a pole.

SHORT SWORD: Arm length.

SLING: Flings stones.

SPEAR: Pointed shaft.
Stacks.

SWORD: 4' ft. blade.

Gear