**DnD Equipment**

**Simple Weapons**

|  |  |
| --- | --- |
| **Weapon** | **Damage** |
| Long sword 15g | +3 versatile/slash |
| Short sword 10g | +2 light/slash |
| Wood Staff 5g | +2 versatile/blunt |
| Club 5g | +2 light/blunt |
| Dagger/Knife 2g | +1 light/piercing/thrown |
| Hand Axe 5g | +2 light/slash/thrown |
| Spear 2g | +3 versatile/piercing/thrown |
| Light Hammer 5g | +3 light/blunt/thrown |
| Sickle 2g | +3 light/slash |
| Light Crossbow 25g | +4 range/piercing/two handed |
| Short Bow 25g | +4 range/piercing/two handed |
| Sling 2g | +1 range/blunt |

**Martial Weapons:**

|  |  |
| --- | --- |
| Battle Axe 10g | +4 versatile/slash |
| Flail 10g | +4 blunt |
| Glaive 20g | +5 heavy/slash/reach/two handed |
| Great Axe 30g | +6 heavy/slash/two handed |
| Great Sword 50g | +6 heavy/slash/two handed |
| Halberd 20g | +6 heavy/slash/reach/two handed |
| Lance 10g | +6 piercing/reach/special |
| Maul 10g | +6 heavy/blunt/two handed |
| Morning Star 10g | +4 piercing |
| Pike 10g | +5 heavy/piercing/reach |
| Rapier 25g | +3 light/piercing |
| Sabre 25g | +3 light/slash |
| Trident 5g | +4 versatile/piercing/thrown |
| War Pick 10g | +5 piercing |
| Warhammer 15g | +5 versatile/blunt |
| Whip 2g | +2 slash/reach |
| Blowgun 10g | +1 range/piercing |
| Hand Crossbow 75g | +3 range/piercing |
| Heavy Crossbow 50g | +6 range/piercing |
| Longbow 50g | +5 range/piercing |
| Net/rope snare 1g | snare/root/thrown |

**Items:**

|  |  |
| --- | --- |
| **Item** | **Description** |
| Backpack 50g | Increase carry load by 5 spaces |
| Acid Vial 25g | Thrown or mixed damages by 2 for 4 turn |
| Magic Flask (fire,ice,lighting) 50g | Flask filled with magic, damages with d8 |
| Arrows (x10) 1g | ammo |
| Blowgun needles (x10) 1g | ammo |
| Crossbow bolts (x10) 1g | ammo |
| Antidote 50g | Cures poison |
| Remedy 50g | Cures all status aliments except posion |
| Health Tonic 50g | Heals for 2 health for 4 turns |
| Medicinal Herbs 10g | Mixed or used to heal 1 health for 4 turns |
| Bedroll 10g | Sleeps 1 person |
| Tent 50g | Sleeps 4 people |
| Chain (10ft) 10g | Use for climbing/weapons/binding |
| Rope (10ft) 5g | Use for climbing/weapons/binding |
| Bottle/Flask 2g | Can contain fluids |
| Chest 5g | Can be used to store goods |
| Talisman/Runes 3c | Used to ward or cast magic |
| Magic staff 20g | Used for magic casting (+5 magic) |
| Magic Wand 10g | Used for magic casting (+3 magic) |
| Chime 5g | Used for magic casting (+3 magic) |
| Pendulum 15g | Used for magic casting (+4 magic) |
| Lute 20g | Guitar to play musical arts |
| Flute 10 c | Play musical arts |
| Drum 20g | Play musical arts |
| Playing Cards 5g | Just 52 playing cards |
| Fire Starter Kit 5g | Flint and Steel |
| Fishing Kit 5g | Rod/line/tackle |
| Torch/Candle 5g | Light to see in the dark can be used as weapon |
| Holy Water 50g | Deals 3 holy damage to undead/demons and stuns |
| Hunting Trap 10g | Traps small animals |
| Bear Trap 20g | Deals 5 damage +2 bleed damage per turn to target |
| Lantern 10g | Alternate light source |
| Lock 10g | Steel lock to lock objects |
| Cooking Kit 10g | Light cooking supplies for camp |
| Poison/Drug vial 50g | Poison can be applied for one hit 2 damage for 4 turns |
| Common Whetstone 10g | Sharpens slashing weapons adds damage of +2 for 2 hits |
| Black Smith Kit 50g | Repairs Broken Weapons |
| Oil flask 20g | Thrown as weaponry/flamable |
| Writing Kit (x10) 10g | Includes pen/paper/chalk |
| Crowbar 5g | Utility/Weapon |
| Stick 5g | Utility/Weapon |
| Ration/Food (1 day) 10g | Food for character |

**Head Armor**

|  |  |  |  |
| --- | --- | --- | --- |
| **Armor** | **Type** | **Health Bonus** | **Resistances** |
| Cloth Hood 5g | light | +1 | none |
| Leather Hat 5g | light | +1 | none |
| Leather Cowl 10g | light | +1 | blunt |
| Norman Cap 10g | medium | +2 | slash |
| Chain Hood 10g | medium | +1 | slash |
| Kettle Helm 15g | heavy | +2 | slash |
| Knight Helm 20g | heavy | +3 | slash/blunt |

**Body Armor**

|  |  |  |  |
| --- | --- | --- | --- |
| **Armor** | **Type** | **Health Bonus** | **Resistances** |
| Cloth Tunic/Vest 2g | light | 0 | None |
| Leather Vest 5g | light | +1 | blunt |
| Chain Shirt 5g | light | +1 | slash |
| Chain Mail 10g | medium | +2 | slash |
| Chain Leather Jacket 15g | medium | +2 | slash |
| Chest Plate 20g | heavy | +3 | slash/blunt |
| Full Plate 30g | heavy | +4 | slash/blunt/pierce |

**Hand Armor**

|  |  |  |  |
| --- | --- | --- | --- |
| **Armor** | **Type** | **Health Bonus** | **Resistances** |
| Cloth Wraps 1g | light | +1 | None |
| Cloth Gloves 1g | light | 0 | None |
| Leather Bracers 5g | light | +1 | slash/blunt |
| Studded Gloves 10g | medium | +2 | slash |
| Leather Mits 10g | medium | +2 | slash/blunt |
| Small Plate Gloves 15g | heavy | +3 | slash/blunt |
| Iron Gauntlets 20g | heavy | +4 | slash/blunt/pierce |

**Leg Armor**

|  |  |  |  |
| --- | --- | --- | --- |
| **Armor** | **Type** | **Health Bonus** | **Resistances** |
| Wood Clogs 1g | light | +1 | none |
| Cloth Shoes 1g | light | 0 | none |
| Leather Shoes 1g | light | +1 | none |
| Leather Boots 5g | medium | +2 | slash |
| Plated Shins 10g | medium | +2 | slash/blunt |
| Greaves 15g | heavy | +3 | slash/blunt |
| Plated Sabatons 20g | heavy | +4 | slash/blunt/pierce |

**Shields**

|  |  |  |
| --- | --- | --- |
| **Shield** | **Type** | **Block Type** |
| Leather Buckler 5g | light | Physical/magic d4 |
| Wood Parma 5g | light | Physical/magic d6 |
| Wood Targe 10g | medium | Physical/magic d8 |
| Kite Shield 15g | medium | Physical d10 |
| Scutum 100g | heavy | Physical d12 |

\*To note that shields can hinder attack rolls with counter roll as a reaction/ability. It can also be used as a weapon if skilled enough

Armor Types:

For the three types of armor the player loses character movement for whatever type they are wearing.

**Light:** -0 mobility per equipped

**Medium:** -1 mobility per equipped

**Heavy:** -2 mobility per equipped

**Mobility:**

-5 mobility = decrease 1 movement space

-10 mobility = decrease 2 movement space

**Kits**

|  |  |  |  |
| --- | --- | --- | --- |
| **Rouges Kit** 100g | **Mages Kit** 100g | **Clerics Kit** 100g | **Survivors Kit** 100g |
| Thieves tool | Magic Staff | Magic Wand | Ration/Food (5) |
| Lock (1) | Magic Flask | Health Tonic (3) | Rope (1) |
| Rope (1) | Bottle/Flask (2) | Bottle/Flask (2) | Tent (1) |
| Chain (1) | Rune (3) | Talisman (3) | Fire Starter |
| Crowbar | Torch (1) | Medicinal Herbs | Fishing Kit |
| Candle (1) | Spell Book | Antidote (2) | Bear Trap (2) |
| Drug Vial (3) | Writing Chalk | Remedy (2) | Medicinal Herbs (5) |

**Standard Shop**

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | | **Description** | |
| Long sword 15g | | +5 versatile/slash | |
| Short sword 10g | | +3 light/slash | |
| Wood Staff 5g | | +2 versatile/blunt | |
| Club 5g | | +2 light/blunt | |
| Dagger/Knife 2g | | +2 light/piercing/thrown | |
| Hand Axe 5g | | +3 light/slash/thrown | |
| Sickle 2g | | +3 light/slash | |
| Short Bow 25g | | +4 range/piercing/two handed | |
| Sling 2g | | +1 range/blunt | |
| Arrows (x10) 1g | | ammo | |
| Medicinal Herbs 10g | | Mixed or used to heal 1 health for 4 turns | |
| Bedroll 10g | | Sleeps 1 person | |
| Tent 50g | | Sleeps 4 people | |
| Rope (10ft) 5g | | Use for climbing/weapons/binding | |
| Bottle/Flask 2g | | Can contain fluids | |
| Chest 5g 1 | | Can be used to store goods | |
| Talisman 10g | | Use to for magic casting(+2 magic) | |
| Magic staff 10g | | Used for magic casting(+5 magic) | |
| Magic Wand 10g | | Used for magic casting(+3 magic) | |
| Flute 10 c | | Play musical arts | |
| Fire Starter 5g | | Flint and Steel | |
| Fishing Kit 5g | | Rod/line/tackle | |
| Torch 5g | | Light to see in the dark can be used as weapon | |
| Hunting Trap 10g | | Traps small animals | |
| Bear Trap 20g | | Deals 5 damage +2 bleed damage per turn to target | |
| Cooking Kit 10g | | Light cooking supplies for camp | |
| Ration/Food (1 day) 10g | | Food for charater | |
| **Armor** | | **Type** | | **Health** | **Resist** |
| Cloth Hood 5g | | light | | +1 | none |
| Leather Hat 5g | | light | | +1 | none |
| Leather Cowl 10g | | light | | +1 | blunt |
| Norman Cap 10g | | medium | | +2 | slash |
| Cloth Tunic/Vest 2g | | light | | 0 | none |
| Leather Vest 5g | | light | | +1 | blunt |
| Chain Shirt 5g | | light | | +1 | slash |
| Chain Mail 10g | | medium | | +2 | slash |
| Cloth Tunic/Vest 2g | | light | | 0 | none |
| Leather Vest 5g | | light | | +1 | blunt |
| Chain Shirt 5g | | light | | +1 | slash |
| Chain Mail 10g | | medium | | +2 | slash |
| Cloth Wraps 1g | | light | | +1 | none |
| Cloth Gloves 1g | | light | | 0 | none |
| Leather Bracers 5g | | light | | +1 | slash/blunt |
| Studded Gloves 10g | | medium | | +2 | slash |
| Wood Clogs 1g | | light | | +1 | none |
| Cloth Shoes 1g | | light | | 0 | none |
| Leather Shoes 1g | | light | | +1 | none |
| Leather Boots 5g | | medium | | +2 | slash |
| **Shield** | **Type** | | **Block** | | |
| Leather Buckler 5g | light | | Physical/magic d4 | | |
| Wood Parma 5g 8 lb | light | | Physical/magic d6 | | |
| Wood Targe 10g | medium | | Physical/magic d8 | | |