**DnD Equipment**

**Simple Weapons**

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

**Martial Weapons:**

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

**Items:**

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

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| Magic Essence 50c | Restore (x1) cast to spell |
| Smelling Salts 50c | Restore (x1) cast to ability |
| Thieves Tool 100c | Pocket Knife/Lock pick/Fire Starter/ Trap Disarm all in one pocket tool |
| Chalk 5c | Can be used to give notes or scribe spells on to the surface |
| Alchemy Kit 100c | Can be used to craft advance potions |
| Alcohol 25c | Strong Alcohol used for crafting/flammable. |
| Magnified Scope 100c | Used to see long distances |
| Drug Vile 50c | Can be a Sleeping/Debuff/Enhancement drug that can be used or used in crafting |
| Rocks (x5) 5c | Just a pile of rocks/thrown |

**Head Armor**

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

**Body Armor**

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

**Hand Armor**

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

**Leg Armor**

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

**Shields**

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| --- | --- | --- |
| **Shield** | **Type** | **Block Type** |
| Leather Buckler 5c 5 lb | light | Physical/magic d4 |
| Wood Parma 5c 8 lb | light | Physical/magic d6 |
| Wood Targe 10c 10 lb | medium | Physical/magic d8 |
| Kite Shield 15c 10 lb | medium | Physical d10 |
| Scutum 100c 15 lb | 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 movement per equipped

**Medium:** -1 movement per equipped

**Heavy:** -2 movement per equipped

**Kits**

|  |  |  |  |
| --- | --- | --- | --- |
| **Rouges Kit** 100c | **Mages Kit** 100c | **Clerics Kit** 100c | **Survivors Kit** 100c |
| 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**

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