

# ANCIENT ARMS & ARMOR

## BRONZE AGE ARMOR

Many Core 5e Armor types would be identical (*scale mail*, *Leather*, etc) but others weren't possible with Archaic Bronze age materials or technology. For example the PHB's *Chain Shirt*, *Chain Mail*, *Half Plate* and *Plate* requires steel and advanced smithing

## ARMOR & SHIELDS

Cost					Weight Availability & Materials	
Light Armor	Cost (cp)	AC	Stealth			
Padded	20	11 + Dex modifier	Disadvantage	8 lb.	Common - Natural Cloth: Hemp, Linen	
Leather	75	11 + Dex modifier	—	10 lb.	Very Common - Leather	
<b>Superior Padded</b>	—	12 + Dex modifier	—	8 lb.	Rare & Special Cloths: Silk, Giant Spider Web	
Studded Leather	220	12 + Dex modifier	—	13 lb.	Uncommon - Leather & Bronze	
Medium Armor	Cost (cp)	AC	Stealth	Weight Availability & Materials		
Hide	100	12 + Dex modifier (Max 2)	—	12 lb.	Common - Thick Leather / Hides	
Leather Scale Mail	300	13 + Dex modifier (Max Disadvantage 2)	20 lb.	Common - Cloth & Leather		
Linothorax	600	13 + Dex modifier (Max 2)	—	10 lb.	Uncommon - Fine Linen/Silk Cloth	
Scale mail	1500	14 + Dex modifier (Max Disadvantage 2)	35 lb.	Uncommon - Bronze/Large Creature Scales on Cloth/Leather backing		
Breastplate	2000	14 + Dex modifier (Max 2)	—	25 lb.	Rare, Bronze	
Heavy Armor	Cost (cp)	AC	Stealth	Weight Availability & Materials		
Lamellar armor	2500	15	Disadvantage	35 lb.	Rare - Bronze & Woven Fibers or Ligaments, STR 13	
Laminar armor	4000	17	Disadvantage	60 lb.	Very Rare - Bronze, STR 15	
Shield	Cost (cp)	AC	Stealth	Weight Availability & Materials		
Shield	100	+2	—	6 lb.	Very Common - Wood, Bone, Hide or Bronze	

## NEW ARMOR DETAILS:

- Superior Padded Armor:** A superior version crafted using best fibers such as silk or giant spider webs sewn in quilted layers, effective at stopping weapons like modern kevlar while thinner and quieter than common padded cloth. The cost of the armor is not provided as it would vary based on access or cost of the superior material needed and is not a commoditized market armor.
- Leather Scale Mail:** Innovative answer to metal scarcity, used a lot in bronze age. Essentially a leather version of scale mail, of dense and overlapped Lamellar leather scales woven into a padding cloth backing material so that usually 2 or 3 layers of scales always overlap. Only minorly less effective than metal scale, still able to stop arrows. While simple in design it requires high quality leather.

techniques so have been excluded.

*Splint* has also replaced with *Laminar Armor*, the strongest but most costly armor of the bronze era. *Lamellar Armor* also fills the most common heavy armor niche that *Chain Mail* later would dominate with steel.

*Scale mail* was reduced 10 lbs to 35 lbs, and the *Breastplate* was increased to 25 lbs so each would be to a more accurate historic weight and cost.

- Linothorax:** Breastplate made of either laminated layers of tough cloth/leather & animal glue or from twinned (ropelike thickness) linen/silk cloth. While very stiff it was lightweight, cool and very effective so was used extensively and personally worn by Alexander the Great, until it was mostly forgotten with the advent of medieval steel armors. Takes significant craftsmanship and is custom fitted.
- Lamellar armor:** Made of small uniform bronze plates, woven together with tough fibers methodically interlocking, needed no backing but still provided flexibility and was much more rigid than scale mail. The armor is heavy and requiring a 13 Str like *Chainmail*. Set includes Helmet, Gauntlet and Greaves.

- **Laminar armor:** Very Rare, heavy, custom and costly. Made of horizontal overlapping rows or bands of wide solid bronze plates. It provided better protection from weapons than any other armor of the age, but it was also heavy, inflexible and requires a 15 Str like *Splint*. Set includes Helmet, Gauntlet and Greaves.

## BRONZE AGE WEAPONS

Bronze is a larger impact to weapon technology, as the so many classical weapons actually rely on high quality

metallurgical steel. Long bladed weapons such as *longswords* and *rapiers* in particular require the right combination of tensile strength, stiffness and flexibility found only in Steel. Martial weapons in particular are especially impacted.

Complex polearms besides the simple pointed spear / lances (alternatively labeled Longspear) also tended to developed in response to armored cavalry formations, which have been chosen to not be represented in keeping with the times as generally the cavalry was limited to lighter troops in Bronze Age era as larger horse breeds allowing heavier armor were bred later.

### SIMPLE WEAPONS:

Simple Melee Weapons	Cost (cp)	Damage	Weight	Weapon Properties, Availability & Materials
Club	10	1d4 bludgeoning	2 lb.	Light, Very Common - Wood, Bone, Stone, Bronze
Dagger	30/60	1d4 piercing	1 lb.	Finesse, Light, thrown (range 20/60), Very Common - Stone, Bronze
Greatclub	60/200	1d8 bludgeoning	10 lb.	Two-handed, Common - Wood, Bone, Stone, Bronze
Handaxe	50/120	1d6 slashing	2 lb.	Light, thrown (range 20/60), Common - Stone, Bronze
Javelin	20/50	1d6 piercing	2 lb.	Thrown (range 30/120), Common - Wood, Bone, Stone, or Bronze
Light hammer	35/90	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60), Common - Stone, Bone, or Bronze
Mace	50/240	1d6 bludgeoning	4 lb.	Uncommon - Stone, Bone, or Bronze
Quarterstaff	25	1d6 bludgeoning	4 lb.	Versatile (1d8), Common - Wood or Bone
Sickle	120	1d4 slashing	2 lb.	Light, Very Common - Bronze
Spear	20/60 (all)	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8), Very Common - Stone, Bone, Bronze
Simple Ranged Weapons	Cost (cp)	Damage	Weight	Weapon Properties, Availability & Materials
Dart	5/15	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60), Common - Wood, Bone, Bronze
Shortbow	500	1d6 piercing	2 lb.	Ammunition (range 80/320), Two-Handed, Uncommon, Wood/Horn base, Ligament/Rope string
Sling	10	1d4 bludgeoning	—	Ammunition (range 30/120), Very Common - Leather

### NON-METAL MELEE WEAPONS & CHANCE OF WEAPON DAMAGE

Due to the lower toughness of common non-metal materials: bone/ivory, wood and stone, and the great stresses placed on a most weapon designs intended for strong materials, *Melee* weapons have a chance to be permanently damaged. **Non-magical & Non-Metal Martial Melee Weapons** have a chance to be damaged on a critical failure where a natural 1 is rolled on the d20 die during the attack roll (so bronze weapons are not affected).

The *Whip*, *Club*, *Quarterstaff* are excluded from damage as they are intrinsically designed for tough common non-metal materials. But this does include *Thrown* Melee Weapons such as the *Javelin*.

**On Critical Failure:** Roll a d20 with no modifiers, and if the result is equal to or greater than the max damage die value (e.g. 4 or greater for a d4 Dagger, 12 or greater for 2d6 Maul), the weapon is okay, Otherwise it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

The chance of weapon being damaged per attack ranges from a sensible less than a one percent chance on a **d4** weapon, to a more moderate few percent on **d12** weapon.

## MARTIAL WEAPONS:

Martial Melee Weapons	Cost (cp)	Damage	Weight	Weapon Properties, Availability & Materials
Battleaxe (Khopesh)	75/300	1d8 slashing	4 lb.	<i>Versatile (1d10), Common - Stone, or Bronze</i>
Greataxe	400	1d12 slashing	7 lb.	<i>Heavy, Two-Handed, Rare - Bronze</i>
Lance (Longspear)	100/250	1d12 piercing	6 lb.	<i>Reach, special, Common (as longspear) - Wood, Stone, Bone, or Bronze</i>
Maul	125/600	2d6 bludgeoning	10 lb.	<i>Heavy, two-handed, Uncommon - Stone (can break on crit fail), Bronze</i>
Macuahuitl	125/600	d6 slashing	4 lb.	<i>Light, Rare (except Newara) - wood and obsidian</i>
Morningstar	300	1d8 piercing	4 lb.	<i>Uncommon - Bronze</i>
Scimitar	250	1d6 slashing	3 lb.	<i>Finesse, light, Very Rare (ship/calvary weapon) - Bronze</i>
Shortsword	150	1d6 piercing	2 lb.	<i>Finesse, light, Uncommon - Bronze</i>
Trident	50/150	1d6 piercing	4 lb.	<i>Thrown (range 20/60), versatile (1d8), Rare (except Coasts) - Wood or Bronze</i>
Tepoztopilli	25/100	1d6 piercing	3 lb.	<i>Thrown (range 20/60), versatile (1d8), Rare (except Newara) - Wood and obsidian</i>
Warhammer	50/200	1d8 bludgeoning	2 lb.	<i>Versatile (1d10), Uncommon - Stone or Bronze</i>
Whip	170	1d4 slashing	3 lb.	<i>Finesse, reach, Uncommon - Leather</i>
Martial Ranged Weapons	Cost (cp)	Damage	Weight	Weapon Properties, Availability & Materials
Atlatl (Javelin Thrower)	50	1d8 piercing*	3 lb.	<i>Special, Ammunition, Thrown (range 50/150), Uncommon - Wood, Stone, Bronze</i>
Blowgun	60	1 piercing	1 lb.	<i>Ammunition (range 25/100), Stealthy, Rare - Wood</i>
Net	100	—	3 lb.	<i>Special, thrown (range 5/15) Rare - Rope, Woven Fibers or Ligaments</i>
Crossbow	500	1d6 piercing	3 lb.	<i>Ammunition (range 30/120), Rare - Wood and bronze</i>

Each piece of ammunition is handcrafted, usually by the intended user, and being so valuable, especially arrows, they are generally not sold in bulk but as individual pieces.

## AMMUNITION TABLE

Item	Cost (cp)	Availability & Materials
Arrow (each)	10/20	Bone, Stone, Wood, Bronze
Blowgun needles (20)	20	Bone, Wood, Plant Spines
Sling bullets (20)	2	Smoothed Stones

## NEW WEAPON DETAILS:

- Atlatl (aka the Spear Thrower):** Known as the 'spear thrower' it was perhaps the greatest weapon invention in history, providing a massive advantage in hunting from arctic tundra to the Australian bush but is forgotten in modern times. It was used most recently in war with deadly sucess by Indigenous South Americans in their the war resisting the Spanish Conquistadors. The Atlatl has many varieties but basically adds to the throwers arm length to significantly increase the speed, accuracy and overall deadliness, of a Javelin.

**Special Properties** - You cannot use a Atlatl to Attack a target within 5 feet of you. Javelin's are the Atlatl's ammunition, extending it's normal range and increasing to 1d8 damage.

- **Blowgun:** When shooting from an hidden position, roll a hide check against a perception check of the creature shot. On a won check, you remain hidden.

- **Macuahuitl & Tepoztopilli:** Unlike bronze, obsidian is very hard and doesn't lose its edge, like Weapons made from bronze or bone do. Obsidian pierces easily through leather and whenever you attack someone who is wearing leather, you'll get a +1 to hit.

# ADVENTURING GEAR: ADJUSTED LIST

**B**ELOW ADVENTURING GEAR WAS ADJUSTED BY copper cost in a (very imperfect) attempt to collate 5e Adventuring gear into one mostly sensical table. All items should be restricted to the available materials, e.g. pitchers are likely to be clay.

## NON-METAL: SCARCITY + SENSE = TABLES

Common sense had to be applied to guess a reasonable (but not necessary historically accurate!) ratio of costs for non-metal items. Note that *Glass* and *Metal* items are especially expensive compared to items of natural materials and sources clay, stone, wood and plants.

## AVAILABLE BUT LIMITED OR RESTRICTED ITEMS:

Some goods and items exist, but not on the typical 'Market' level, typically for the reasons listed below. Thus prices for these items (if available) typically are much skewed and will be labeled as **Limited/Restricted** in the *Adventuring Gear Table* presented on the next page.

**Therefore Items Marked as Limited/Restricted should be controlled as thus by the DM.** However think of this as an opportunity to encourage Player Based crafting of items rather than a straight restriction:

- **Economics & Survival:** Items have few legitimate uses for general bronze age population so are not made as they would be wasted resources. Like how would *Grappling Hooks*, *Bullseye Lantern* or a *Silk Rope* contribute to a small farming settlement with limited bronze, oil and far far more valuable uses for silk.
- **State Control Or Black Market:** If useful for cities state and illegal, like poison and grappling hooks, so only exist on the Black Market, or with the State, or must be player made. *Alchemist Fire* and *Poison* being good examples. However exceptions exist like an Indigenous people using poisonous blow darts, there would be no taboo (just scarcity issues) with trading them.
- **Trade, Magical or State Secret:** Similar to a state controlled item, this can be more than just "illegitimate" type items. *Potion of Healing*, *Locks*, and *Mirror* all could have secret creation techniques and so be very hard to find on the market or only purchasable in one location. One of the more likely items should be **spell components**, even spells themselves. Magic might rarer or more taboo thus more coveted in Sword & Sorcery Setting.

## SPELLCASTING GEAR:

**Spell Components, Holy Symbols and Casting Foci** in a Bronze Age, specifically a Sword & Sorcery, setting are especially impacted by scarcity, and material components of spells are to be *individually aquired and tracked by Player or Game Master*.

Generally availability and cost of **Casting Focus** items (e.g. *Arcane Focus like a Crystal*) are left to the individual Dungeon Master to decide, but I suggest multiplying the base gp cost by 5x and converting that number to copper pieces (e.g. *Crystal* goes from 10 gp to 50 cp)

## AVAILABLE ITEMS: MARKET SIZE AND LOCATION

### MATTERS

Most mundane goods necessary for life and survival like clothing, food, basic weapons and implants, are found throughout the world. But some luxury goods might only be found in settlements with expertise and materials.

Dyed clothing, wine, silk and glass are some luxury goods that might not be found in small settlements or even in all city states. But all but the most destitute settlements have food, clothing, some weaponry and usually some alcoholic beverages.

So Availability of all items are categorized in the *Adventuring Gear Table* presented on the next page as such:

- **Basic Good** - Only the most destitute areas of civilization lack these, found almost everywhere a typical settlement, tribe or civilization would be, necessary for survival.
- **Specialized Good** - Requires some specialized labor, trade, tools, skills or resources. Basically a common and useful luxury dyes for cloth or specific use tool like an Abacus or Merchants scale for trade. Might occur in the smallest settlements but usually in very limited quantities and not for sale, but exceptions like Healers Kits made by tribal shamans. Larger settlements and city states would sell reasonable quantities.
- **Luxury/Rare Good** - Not at required for survival but purely as costly or specialize item like Incense and mirrors. Also some warfare items like rams, chains, or might have to have a larger city state concerned with warfare and plenty of bronze smelters.

# CUSTOM & MODIFIED ITEMS

A few items have been added for flavor or survival (rather than combat) such as incense, dyes (and thus dyed clothing), and gill nets for fishing.

Other items like a cooking pot or minors pick have been rather modified in weight or material as seemed fitting. Mostly to reduce copper cost and match real world item.

## NOTE ON MULTI COST VALUES LISTED

For Cost given with multiple values the costs are representing the different values of materials listed, in order. Generally metal is more expensive. For example a 5 lb Pot could be made of Fired Clay (mere 10 cp) or much more expensive amount of Copper. Rations are an exception, as it's cost might grossly vary in different places due to scarcity and cost is generally higher due to world scarcity.

# ADVENTURING GEAR: MARKET AVAILABLE LIST

Item	Cost (cp)	Weight	Availability	Materials & Notes
Abacus	20	2 lb.	Specialized Good	Wood & Clay -
Acid (vial)	250	1 lb.	Limited/Restricted	Various - Possible but prohibitedly rare or expensive
Alchemist's fire (flask)	350	1 lb.	Limited/Restricted	Various - Possible but prohibitedly rare or expensive
Antitoxin (vial)	150	-	Limited/Restricted	Various - Possible but prohibitedly rare or expensive
Backpack	20	5 lb.	Basic Good	Cloth, Leather -
Bedroll	25	7 lb.	Basic Good	Cloth, Leather, Fur/Hides -
Bell	15	-	Specialized Good	Bronze - Small bell
Blanket	30	3 lb.	Basic Good	Cloth, Leather, Fur/Hides -
Bottle, glass	40	2 lb.	Luxury/Rare Good	Glass - Glassmaking is rare
Bucket, wooden	7	2 lb.	Specialized Good	Wood - Buckets require a lot of craftsmanship compared to clay pots
Caltrops (20)	120	2 lb.	Limited/Restricted	Bronze - Possible but prohibitedly rare or expensive
Candle	3	-	Basic Good	Animal Fat, Beeswax -
Case, map or scroll	10	1 lb.	Luxury/Rare Good	Bone, Wood -
Chain (10 feet)	600	10 lb.	Specialized Good	Bronze -
Chalk (2)	1	-	Basic Good	Stone (Chalk) - Two pieces for a Copper
Chest	75	25 lb.	Specialized Good	Wood, Stone -
Clothes, Common	10	3 lb.	Basic Good	Linen, Hemp, wool - Undyed only
<b>Clothes, Dyed</b>	35	3 lb.	Specialized Good	Linen or Fine Leather - Custom Item, obvious status symbol
Clothes, Fine	50	6 lb.	Luxury/Rare Good	Silk or Rare Fur - Dyed or complex patterns
Clothes, Traveler's	25	4 lb.	Basic Good	Warm Fur, Wool, Thick Linens - Warm
<b>Cloth Dye (2 sets)</b>	30	-	Specialized Good	Various - Custom Item, dye for 2 sets of clothes
Crowbar	300	5 lb	Specialized Good	Bronze -
Flask or tankard	2	1 lb.	Basic Good	Clay -
<b>Gill Net</b>	17	5 lb.	Specialized Good	Woven Fibers - Custom Item, Weave is fixed for either small, medium or large fish
Grappling hook	240	4 lb.	Specialized Good	Bronze
Hammer	50/100/150	3 lb.	Basic Good	Stone, Bronze - Metal is Expensive, Stone can break
Hammer, sledge (Maul)	125/600	10 lb.	Specialized Good	Stone, Bronze - Metal is Expensive, Stone can break
Healer's kit	85	3 lb.	Specialized Good	Various - Skilled maker
Holy water (flask)	50	1 lb.	Limited/Restricted	Various -
<b>Incense (5 lbs)</b>	50		Luxury/Rare Good	Various - Custom Item, solid resins, can be used to make perfumes as well
Ink (5 ounces)	30	-	Luxury/Rare Good	Various -
Ink pen	1	-	Specialized Good	Quill, Reed, Wood -
Jug or pitcher	6	4 lb.	Basic Good	Clay -
Ladder (10 foot)	8	25 lb.	Basic Good	Wood -
Lamp	10/40	1 lb.	Basic Good	Clay, Stone or Copper -
Lantern, bullseye	100	2 lb.	Specialized Good	Metal -

## ADVENTURING GEAR: MARKET AVAILABLE

## LIST - CONTINUED

Item	Cost (cp)	Weight	Availability	Materials & Notes
Lantern, hooded	25	2 lb.	Luxury/Rare Good	Clay, Stone or Copper -
Lock	120	1 lb.	Limited/Restricted	Bronze - Possible but prohibitedly rare or expensive
Manacles	360	6 lb.	Specialized Good	Bronze - Common in Societies with Slavery
Mess kit	15 / 50	1 lb.	Basic Good	Bone, Wood, Bronze -
Mirror	300	1/2 lb.	Luxury/Rare Good	Glass and Silver - Very rare, expensive
Oil (flask)	10	1 lb.	Specialized Good	Animal Fat, Plant Oils - Oil requires good source to produce saleable quantities
Parchment (one sheet)	50	-	Luxury/Rare Good	Special Plants (papyrus) or Young Animal skins
Perfume (vial)	50	-	Luxury/Rare Good	Various -
Pick, miner's	150	4 lb.	Specialized Good	Bronze - Reduced weight to match ancient adz style picks
Piton	20	1/4 lb.	Specialized Good	Bronze - Way more expensive than 5 cp, bronze weight alone is 15
Poison, basic (vial)	75	-	Limited/Restricted	Various - Possible but prohibitedly rare or expensive
Pole (10-foot)	11	7 lb.	Basic Good	Plants - #longstick
Pot	10/200	5 lb.	Basic Good	Fired Clay or Copper - Weight modified for large cooking pot, not witch's cauldron
Potion of healing	200	1/2 lb.	Limited/Restricted	Various - Possible but prohibitedly rare or expensive
Pouch	5	1 lb.	Basic Good	Cloth, Leather -
Quiver	15	1 lb.	Basic Good	Leather - Needs Cheaper
Ram, portable	100/300/500	35 lb.	Luxury/Rare Good	Head of Stone, Copper or Bronze -
	Rations (1 day)	3/7/15	2 lb.	Basic Good
Reed Basket	5	0.5 lb.	Basic Good	Woven Reeds are 1/2 lb -
Robes	10	4 lb.	Basic Good	Linen, Hemp, wool - Undyed only
Rope, hempen (50 feet)	50	10 lb.	Basic Good	Plants - Good rope costs way more
Rope, silk (50 feet)	330	5 lb.	Limited/Restricted	Silk - Possible but prohibitedly rare or expensive
Sack	5	1/2 lb.	Basic Good	Cloth, Leather -
Scale, merchant's (brass)	180	3 lb.	Specialized Good	Copper, Brass -
Sealing wax	12	-	Specialized Good	Animal Fat, Beeswax -
Shovel	50	5 lb.	Basic Good	Metal, Wood -
Signal whistle	5	-	Specialized Good	Copper, Tin -
Signet Ring	90	-	Luxury/Rare Good	Silver, Gold - Assuming high status ring worthy of notice, cheap ones cost less
Soap	10	-	Specialized Good	Animal Fat - Go stick your own valuable fat tallow in lime just to smell good for a priestess....
Spikes	90	1.5 lb.	Specialized Good	Bronze - Weight modified
Tent, two-person	35	20 lb.	Basic Good	Cloth, Leather, Fur/Hides -
Tinderbox	15	1 lb.	Basic Good	Wood, Flint -
Torch	4	1 lb.	Basic Good	Reeds, Branches -
Vial	17	-	Luxury/Rare Good	Glass - Glassmaking is rare
Waterskin (wineskin)	15	5 lb. (full)	Basic Good	Leather - Comes Empty unless you pay for the wine
Whetstone	4	1 lb.	Basic Good	Course Stone -

# ARTISAN'S TOOLS: MARKET AVAILABLE LIST

Item	Cost (cp)	Weight	Availability	Materials & Notes
Brewer's supplies	300	9 lb.	Specialized Good	Clay & Copper - Large Copper Still required
Carpenter's tools	200	6 lb.	Basic Good	Copper or Tin, Wood and Stone -
Cobbler's tools	40	5 lb.	Basic Good	Stone, Wood, Tin or Copper - Knife/Shears & punch is metal
Cook's utensils	72	8 lb.	Specialized Good	Copper or Tin, Wood and Stone - Actual complex cooking set is rare, reserved for elite and wealthy
Glassblower's tools	300	5 lb.	Luxury/Rare Good	Stone and ceramics - Ancient glass techniques were coveted trade secrets and rudimentary
Jeweler's tools	120	2 lb.	Specialized Good	Bronze - Dedicated Jewelers are pretty limited to wealthy cities
Leatherworker's tools	80	5 lb.	Basic Good	Stone, Wood, Bone, Tin or Copper - Metal is optional, adds cost
Mason's tools	200	8 lb.	Basic Good	Bronze, stone & wood - 3 lbs of bronze chisels typically
Painter's supplies	375	5 lb.	Specialized Good	Various Brushes & Pigments - Pigments very expensive and limited
Potter's tools	15	3 lb.	Basic Good	Wood and Stone - Clay Pit/source still needed
Smith's tools	350	8 lb.	Specialized Good	Bronze, stone & wood - Forges and Casting molds still required to actually bronze cast
Weaver's tools	15	5 lb.	Basic Good	Stone, Bone or wood - Distaff, Spindle & Whorl are most common
Woodcarver's tools	200	5 lb.	Basic Good	Bronze, Bone & wood - 3 lbs of bronze blades & chisels typically

## GAMING SET: MARKET AVAILABLE LIST

Item	Cost (cp)	Weight	Availability	Materials & Notes
Dice set	16	-	Basic Good	Bones, Ivory or Stones

## MUSICAL INSTRUMENT: MARKET AVAILABLE LIST

Item	Cost (cp)	Weight	Availability	Materials & Notes
Drum	23	3 lb.	Basic Good	Wood, Hide
Flute	11	1 lb.	Basic Good	Wood, Reed, Bone
Lute	52	2 lb.	Specialized Good	Wood, Animal Gut
Lyre	29	2 lb.	Specialized Good	Wood, Animal Gut
Horn	20 / 35 / 120	2 lb.	Basic Good	Animal Horn, Wood, Brass
Pan flute		2 lb.	Basic Good	Reeds
Shawm	26 / 40	1 lb.	Specialized Good	Wood, Copper

## OTHER TOOLS: MARKET AVAILABLE LIST

Item	Cost (cp)	Weight	Availability	Materials & Notes
Herbalism kit	45	3 lb.	Specialized Good	Various - Ceramics, herbs, small copper pot
Navigator's tools	600	2 lb.	Luxury/Rare Good	Bronze or Brass - Requires secret knowledge, Celestial navigation only, guarded secret
Poisoner's kit	700	2 lb.	Luxury/Rare Good	Glass, Ceramics, small copper pot, rare plants and minerals - Black Market only, or must craft by hand

# ADVENTURING GEAR: EXCLUDED LIST



COMMON MATERIALS FITTING THE AESTHETIC of a proper sword and sorcery world should emphasize the gritty and scarce nature of manufactured goods and even common materials like clothing should generally be less advanced or refined. For example any kind of *Dyed Clothing* should be a sign of status, elevating the wearer above the drab natural colors.

## LOW MATERIAL PRODUCTION RATES

Material goods produced should be a fraction of even what even a prototypical fantasy setting late Medieval society would produce. The baseline fantasy Medieval society so common to our sensibilities was actually quite advanced, to the point entire kingdoms were subject to the decisions a merchant guild. But as Scarcity rules in an emerging civilization since efficiencies of labor from technologies and ideas taken for granted later simply did not exist.

Instead most wealth was home grown, cottage industry produced. Not to say a healthy trade network of valuable and typically non-perishable commodities wasn't flourishing. Indeed metals, silk & other cloths, incense, ivory and all manner of raw material would and should be available.

## UNAVAILABLE ITEMS:

Many items listed in the **Adventuring Gear & Tools** would require advanced materials, production techniques or theories not known in the Bronze Age. Simple seeming item like a spring wasn't manufactured till thousands of years later after the bronze age (Antikythera device not with standing).

Basic products like pulp paper, ball bearings, quality glass for optics are far beyond this ancient era. Even Spinning Wheels, so commonly identified with cottage medieval industries were a few millennia from being invented, leaving distaffs, spindles and whorls as primary thread production tools.

In keeping with the Ancient aesthetic, items have been removed from market availability, either because the material (typically steel) or the techniques were not yet developed. And in some specific cases, like books, the existence of say scrolls made of plants, hides or even paper could exist and writing was known, but the economics at that time of crafting then writing an entire Book would make it a rare and priceless item.

**Items may simply be only found as individual components like a *Climbers Kit* due to material scarcity as each component would be a valuable tool on its own.**

Other items might not have culturally relevance given natural material scarcity like *Costume Clothes*, since most people wouldn't have even dyed clothing. Ceremonial clothing might be found in every culture but don't expect a set to be hocked on the street.

## NON-MARKET AVAILABLE GEAR

Item(s) Removed	Reasoning
<b>Adventuring Gear</b>	
Alchemist's supplies	Components Separate, Scarcity
Ball bearings (bag of 1,000)	Not invented, Scarcity
Barrel	Not invented
Block and tackle	Not invented
Book	Utterly rare, each is unique
Case, crossbow bolt	No crossbows
Climber's kit	Components Separate, Scarcity
Clothes, costume	Not Culturally relevant, Scarcity
Component pouch	Components Separate, Scarcity
Crowbar	Requires Steel
Fishing tackle	Components Separate, Scarcity
Hourglass	Not invented
Hunting trap	Requires Steel, Not Invented
Magnifying Glass	Not invented
Paper (one sheet)	Not invented, use papyrus instead
Spellbook	Utterly rare, each is unique
Spyglass	Not invented
<b>Tools &amp; Instruments</b>	
Calligrapher's supplies	Components Separate, Scarcity
Cartographer's tools	Utterly rare, each is unique
Thieves' tools	Locks are Rare, Components Separate
Tinker's tools	Not invented
Disguise kit	Components Separate, Scarcity
Forgery kit	Not invented
Playing card set	Paper Scarcity
Bagpipes	Scottish?
Dulcimer	Not invented
Viol	Not invented