

UW:PE

Dungeons
and

Delves

Gear

Currency

Talon ⌘ (T)

A monstertalon valued for its magical properties and scarcity. Used for trade in periphery between villages.

Crown Ⓜ (C)

Imperial currency used by merchants of fine goods.

Bar 1 (B)

A gold bar weighing one ounce. Used for larger transactions

$$1 \text{ Bar} = 10 \text{ Crowns} = 100 \text{ Talons}$$

Starter Packs

When you recruit
a new delfer, you
may purchase them
a starter pack.

Thief Pack (15C)

- Backpack
- Leather Armor 105C
- (2) Daggers
- 50ft Rope
- Bag of Ballbearings

Mage Pack (25C)

- Backpack
- Robes
- Wand
- Spellbook
- (10) Paper
- Ink
- quill Pen

Acolyte Pack (5C)

- Backpack
- Robes
- Incense (4)
- Brazier
- Healer's Kit
- Holy Book
- Bell
- Waterskin
- Cloth

Provisioner's Pack (10C)

- Backpack
- Iron Pot
- (4) mess Kit
- Bucket
- Tinderbox
- (10) Iron Ration
- Healer's Kit
- Tent (4 Person)

Torchbearer Pack (Free)

- (10) Torch
- Backpack
- (10) Rock
- 10ft Pole
- Club D6
- 50ft Rope

Soldier Pack (25C)

- Backpack
- Sword 2d6
- Shield 30 10
- (10) Torch
- Waterskin
- Shortbow
- 20 Arrows

Tunnel Fighter Pack (10C)

- Backpack
- Spear 2d6
- Lamp
- (2) oil Flask
- Sling & Kit
- Herbalism Kit

Weapons

⊕ = Damage

- Ammo
- 20 Arrows 1C
 - 20 Bolts 1C

D6 ⊕

- Club 1T
- Dart 5T
- Javelin 5T
- Whip 2C
- Hammer 2C
- Knife/Dagger 2C
- Hand crossbow 75C

3d6 ⊕

- Greatclub 2T
- Warhammer 15C
- Crossbow 25C (Reload takes one turn)
- Greataxe 30C
- Greatsword 50C
- Longbow 50C

2⊕

- Rock (Free of charge)
- Sling 1T
- Boomerang 1C
- Blow dart 10C

2d6 ⊕

- Spear 1C
- Hand Axe 5C
- Sword 10C
- Halberd 20C
- Short Bow 25C
- mace 10C

4d6 ⊕

- Heavy crossbow 50C
(Reload takes one turn)

Armor

$\square = AV = \text{Armor Value} = \text{Flat reduction of physical damage}$

$\square = DV = \text{Durability Value} = \text{Number of attacks armor can take before breaking}$

○ \square clothes

- Common clothes 5T
- Robes 1C
- Fine clothes 5C
- Costume clothes 5C

2 \square Medium

- Shield 10 \square 10C
- Hide 5 \square 10C
- Chain 10 \square 50C
- Breast Plate 20 \square 400C

Light Sources

$\Sigma = \text{Duration} = \text{How long it lasts}$

$\odot = \text{Radius} = \text{How far the light extends}$

- Candle 5ft \odot 1hr Σ 10 per talon
- Torch 30ft \odot 1hr Σ 10 per talon
- Oil Flask 5T
- Lamp 15ft \odot 6hr Σ 5T
- Hooded Lantern 30ft \odot 6hr Σ 5C
- Bullseye Lantern 60ft cone \odot 6hr 10C

1 \square Light 10

- Leather 5 \square 10C
- Studded leather 10 \square 45C

4 \square Heavy

- Half Plate 10 \square 750C
- Full Plate 50 \square 1500C

Misc Gear

- 10 per talon
- Stick of chalk
 - Whetstone

- 5 per talon
- Flask
 - Soap
 - Incense

2 per talon

- Piton
- 10ft Pole
- Pouch
- Fresh Ration
- Signal Whistle
- Quill Pen

1 Talon

- Ladder (10ft)
- Parchment
- Iron spike

2 Talons

- Waterskin
- Paper sheet
- Mess kit
- Brazier

5 Talons

- Basket
- Bucket
- Blanket
- Sealing wax
- Iron Ration
- Tinderbox

1 Crown

- 50ft Rope
- Bag of 1,000 Ball bearings
- Bell
- Block and Tackle
- Scroll case
- Catapults (20)
- Vial
- Fisher's kit

2 Crowns

- Backpack
- Barrel
- Glass Bottle
- Grappling Hook
- Crowbar
- Manacles
- Pickaxe
- Iron Pot
- Tent (4 person)
- Shovel

5 Crowns

- Portable Ram
- Chest
- Chain (10ft)
- Steel Mirror
- Ink (1oz)
- Perfume
- Vial
- Hunting Trap
- Mechanic's scale
- Herbalism kit
- Healer's kit (charges DC)

10 Crowns

- Lock
- Wand
- Forgery kit
- Lockpick

20 Crowns

- Book
- Hourglass
- Climbers kit
- Disguise kit

50 Crowns

- Healing Potion 3d6 \heartsuit
- Spell book
- Poisoner's kit

100 Crowns

- Magnifying Glass
- Spy Glass
- Poison (10 uses +2d6 \heartsuit) (lasts 1 minute on weapon)