**Glittershard's End - Mundane Items**

**Melee weapons:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Item | Price | Weight | Accuracy | Damage | Hand | Type | Other |
| Axe | 2 | 3 | +1/+2 | 1d6 | 1/2 | Blade |  |
| Broadsword | 4 | 5 | +2 | 1d8 | 2 | Blade |  |
| Club | 1 | 4 | +2 | 1d6 | 1 | Blunt |  |
| Crowbar | 4 | 3 | +2 | 1d6 | 1 | Blunt | Can negate locks |
| Dagger | 1 | 0.5 | +1 | 1d4 | 1 | Blade | Thrown, small |
| Flail | 10 | 2.5 | +1 | 2d4 | 1 | Blunt | Small |
| Greataxe | 12 | 6 | +1 | 1d12 | 2 | Blade |  |
| Hammer | 1 | 1 | +1 | 1d4 | 1 | Blunt | Small |
| Handaxe | 2 | 2 | 0 | 1d4 | 1 | Blade | Small, Thrown |
| Javelin | 5 | 3 | +1 | 1d10 | 2 | Blade |  |
| Longsword | 7 | 4 | +1/+2 | 1d8 | 1/2 | Blade |  |
| Mace | 4 | 3 | +1 | 1d8 | 1 | Blunt | AP, Small |
| Morningstar | 6 | 2 | 0 | 1d6 | 1 | Blunt | AP |
| Polearm | 5 | 4 | +1 | 1d6 | 2 | Blade | +1 range |
| Quaterstaff | 4 | 3 | +2 | 2d4 | 2 | Blunt |  |
| Rapier | 12 | 1 | +3 | 1d6 | 1 | Blade |  |
| Scimitar | 2 | 2 | +1 | 1d8 | 1 | Blade |  |
| Scythe | 12 | 3 | +2 | 2d6 | 2 | Blade | Slow Attack |
| Shortsword | 4 | 2.5 | +2 | 1d8 | 1 | Blade | Small |
| Sickle | 3 | 1.5 | +2 | 1d4 | 1 | Blade | Small |
| Spear | 6 | 3 | +1 | 1d8 | 2 | Blade | +1 range |
| Staff | 10 | 5 | +1 | 1d6 | 2 | Blunt | Magical |
| Trident | 8 | 5 | +2 | 1d8 | 2 | Blade | +1 range |
| Warhammer | 10 | 7 | +1 | 1d12 | 2 | Blunt |  |
| Whip | 5 | 2 | +2 | 1d6 | 1 | Blunt | +1 range |

**Ranged weapons:**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Item | Price | Weight | Hands | Range | Accuracy | Damage | Other |
| Small Bow | 3 | 1 | 2 | 30 | +1 | 1d6 |  |
| Large Bow | 10 | 2 | 2 | 60 | +2 | 1d8 |  |
| Great Bow | 15 | 4 | 2 | 90 | +3 | 1d10 |  |
| Small Crossbow | 15 | 3.5 | 1 | 45 | +1 | 1d8 |  |
| Large Crossbow | 30 | 6.5 | 2 | 75 | +2 | 1d12 |  |
| Throwing Needles | 1 | 0 | 1 | 20 | +2 | 1d4 |  |
| Throwing Stars | 1 | 0 | 1 | 20 | +1 | 1d4 | Restricts movement |
| Throwing Axes | 3 | 1 | 1 | 15 | 0 | 1d6 | AP |
| Dagger | 1 | 0.5 | 1 | 10 | +1 | 1d4 | Also Melee |

**Ranged Ammo:**

|  |  |  |
| --- | --- | --- |
| Item | Price | Description |
| Quiver | 5 | A quiver to hold ammunition. Can be slung from hip, around back, or attached to backpack. Holds 15 at a time |
| Arrow - standard | 0.1/arrow | An arrow for all bows. Stored in quiver for quick access |
| Arrow - Vicious | 0.5/arrow | An arrow that causes 3 damage when forcibly removed. |
| Arrow - Flaming | 1/arrow | An arrow that can magically be set on fire before being shot. |
| Crossbow Bolt | 0.1/bolt | A bolt for all crossbows. Stored in quizer for quick access |
| C. Bolt - AP | 1/bolt | A bolt that negates armor. |

**Magic focuses:**

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Price | Weight | Description |
| Staff | 10 | 5 | A large mage staff. May be used as a blunt weapon in an emergency. Grants +1 to stamina while travelling. |
| Wand | 10 | 1 | A small, foot long wand. Can be hidden in sleeve |
| Orb | 10 | 2 | A ball of magical glass. Can be rolled. +1 to search. Fragile |
| Shard | 15 | 1 | A shard of a magical crystal. Can be used as a dagger |
| Ring | 20 | 0 | A ring that acts as a magical focus. Unlikely to be noticed during searches |
| Necklace | 25 | 0.5 | A necklace that acts as a magical focus. Unlikely to be noticed during searches. Grants +2 Magic stamina |

**Armor:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Item | Price | Weight | Armor rating | Class | Dex Penalty |
| Clothes | 0 | 0 | 0 | None | 0 |
| Fancy clothes | 50 | 4 | 0 | None | 0 |
| Leather | 10 | 2 | +1 | Light | -1 |
| Studded L | 20 | 10 | +2 | Light | -1 |
| Reinforced L | 25 | 15 | +3 | Medium | -2 |
| Chainmail | 35 | 25 | +3 | Medium | -2 |
| Plate mail | 40 | 30 | +4 | Heavy | -3 |
| Scalemail | 60 | 25 | +4 | Heavy | -3 |

**Shields:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Item | Price | Weight | Handed | Armor rating | Description |
| Buckler | 5 | 5 | 0 (Worn on arm) | +1 | Small round shield |
| Heater shield | 15 | 10 | 1 | +3 | Large, covers body |
| Tower shield | 25 | 20 | 1 | +5 | Large, covers person |

**Adventure gear:**

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Price | Weight | Description |
| Bag - Backpack | 5 | 0 | Can hold up to 50 lbs of items. Cannot be worn with wings unless modified for 10 gold extra |
| Bag - Hip pouch | 3 | 0 | Can hold 20 lbs of items. Two can be worn at once |
| Bag - Shoulder Pouch | 3 | 0 | Can hold 25 lbs of items. Will not fall off when shapeshifting or transforming. Cannot be worn with backpack or another shoulder pouch |
| Bag - Apron | 4 | 0 | Can hold 10 lbs of items. +1 resist fire. |
| Bag - Parchment tube | 5 | 0 | Can hold 10 lbs of items. Keeps paper safe from elements. Cannot be work with backpack or shoulder bag |
| Rope - Hemp | 0.1/ft | 0.1/ft | Used to climb around, secure items to carts, etc |
| Rope - Chain | 10/ft | 2/ft | Unbreakable form of hemp rope |
| Awl | 2 | 0.5 | Can be used to shape wood |
| Bedroll | 5 | 3 | Bedroll for sleeping on. |
| Box | 2 | 2 | A small wooden box for holding small items separate |
| Chalk | 2 | 0 | Used for drawing magic circles and writing up drafts |
| Chisel | 1 | 0.5 | Used for carving. |
| Compass | 10 | 0.5 | Used for navigation. +2 to Exploration checks |
| Compass (Writing) | 3 | 0 | Used to create perfect circles. Increases success of drawing maps. |
| Flask | 2 | 1 | Used to store liquid. Stores two servings. |
| Flint and Steel | 3 | 1.5 | Can be used to start fires |
| Grappling Hook | 5 | 2 | Used with rope to climb |
| Ink | 10 | 1 | Ink used for drawing and writing. Comes in glass bottle |
| Lock | 5 | 0.5 | Locks used to secure items |
| Lock Picks | 1/pick | 0 | Used to pick locks. Break after 5 uses or when startled |
| Lock wrench | 2 | 0 | Used with lock picks to be able to twist locks. |
| Manacles | 15 | 3 | Used to restrain hands or feet |
| Mirror | 10 | 1 | A small piece of glass that reflects light |
| Nails | 0.1/n | 0 | Used to secure wooden structures together. |
| Needle | 5 | 0 | Used to sew leather and other cloth |
| Ointments | 15 | 0 | Various oils and powders to be used as makeup |
| Parchment | 1/sh | 0 | Used to draw maps on |
| Quill | 1 | 0 | Quill used for writing and drawing |
| Rations | 1 | 1 | One meal’s worth of food. Keeps for a week. |
| Soap | 0.1 | 0.5 | Used to clean up and remove makeup |
| Spell Components | 0.2 | 0 | Used in certain magic rituals |
| Sponge, small | 3 | 0 | Used to apply and remove makeup |
| Sponge, large | 3 | 0.5 | Used to get rid of water |
| Stakes, wood | 0.5 | 0.5 | Stakes for rope. Does not work on chains |
| Stakes, iron | 2 | 1 | Stakes for rope. Works on Hemp and chain |
| Straightedge | 1 | 0.5 | A straight rule for use in drawing |
| Thread | 0.05/ft | 0 | Thread for sewing cloth and leather |
| Tent | 10 | 5 | Used for camping |
| Torch | 2 | 2 | Used to create light in dungeons |
| Waterskin | 10 | 1 | Can hold ten servings of water |

**Tool kits:**

|  |  |  |  |
| --- | --- | --- | --- |
| Kit | Price | Weight | Contains |
| Lockpick | 42 | 1.5 | 20 sets of lock picks, lock wrench, 3 locks, hip pouch |
| Makeup | 30.1 | 3.5 | Ointments, soap, sponge, mirror, box |
| Smithing | 21 | 4 | Hammer, 20 nails, apron, awl, needle, 100 ft thread, chisel |
| Spell | 32 | 2 | 150 spell components, chalk, box |
| Standard | 47.5 | 30 | Backpack, bedroll, waterskin (empty), 100 feet rope, torch, 5 wood stakes, flint, 10 rations |
| Writing | 32 | 1.5 | 10 sheets of parchment, ink, quill, straightedge, compass (writing), chalk, Parchment tube |

**Medical items:**

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Price | Weight | Description |
| Bandages | 0.05 | 0.1 | A wrap of cloth to stop bleeding |
| Doctor’s kit | 17 | 8 | 20 bandages, 20 poultice, 2 splint, fever, cough |
| Cough medicine | 5 | 0 | Some pills to stop a cough |
| Fever medication | 5 | 0 | Some pills to stop a fever |
| Poultice | 0.1 | 0.2 | A mixture that stops bleeding |
| Splint | 2 | 1 | A device to set a limb |

**Misc. items:**

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Price | Weight | Description |
| Amulet | 50 | 0.5 | A small talisman in the form a necklace |
| Diamonds | 300 | 0 |  |
| Emeralds | 100 | 0 |  |
| Instrument - Flute | 10 | 0.5 |  |
| Instrument - Harp | 50 | 2 | Fragile |
| Instrument - Lute | 30 | 4 | Fragile |
| Rubies | 200 | 0 |  |
| Sapphires | 150 | 0 |  |
| Wagon wheel | 5 | 8 | A wheel for a wagon |
| Wagon | 50 | 150 | A wagon to carry items and the party |