

# EQUIPMENT

## BASIC KIT

All characters start with the following items: **a backpack, a waterskin, 3 stuff sacks, a bedroll, a tarp, a tinderbox (flint & steel), and a mess kit.** These items do not require slots, and are assumed to be carried until obviously left behind.

## ADVENTURING EQUIPMENT

### ESSENTIAL

Rations, standard (7 days, 7 slots)	5 gp
Signal bags, 2 (blue & red)	10 gp

### POPULAR

Crowbar	10 gp
Grappling hook	25 gp
Hammer, small	2 gp
Iron spikes, 12	1 gp
Rope (50')	1 gp
Torches, 6	1 gp

### USEFUL

Lantern	10 gp
Mirror (hand-sized)	2 gp
Oil flask, 3 uses	2 gp
Pole, wooden (10', 2 slots)	1 gp
Rations, iron (7 days, 7 slots)	15 gp
Thieves' tools	25 gp
Wine, 2 pints	1 gp

### UNCOMMON

Garlic	5 gp
Holy symbol	25 gp
Holy water, 1 vial	25 gp
Wolfsbane, 1 bunch	10 gp

### BASIC KIT (20 gp)

Backpack	5 gp
Waterskin	1 gp
Sack (small)	1 gp
Sack (large)	2 gp
Bedroll	3 gp
Tarp	2 gp
Tinderbox (flint & steel)	3 gp
Mess Kit	2 gp

## UNLISTED

Need something that isn't listed below? It might already be found in Rand's Retreat, or the Martels may be able to procure it for you. Note that specific, unusual, or custom requests may be expensive, slow to arrive, or both.

## COMBAT GEAR

### POPULAR WEAPONS

#### Melee:

Sword	10 gp
Spear	4 gp
Staff	2 gp
Warhammer	5 gp
Battle axe	7 gp
Mace	5 gp
Daggers, 2	6 gp
Hand axes, 2	8 gp
Short swords, 2	7 gp

#### Ranged:

Javelins, 4	4 gp
Shortbow & quiver, 20 arrows (2 slots)	30 gp
Sling & sack, 20 stones	2 gp

### UNCOMMON WEAPONS

#### Melee:

Two-handed Sword (2 slots)	15 gp
Lance (2 slots)	5 gp
Polearm (2 slots)	7 gp
Silver dagger	30 gp
Club	3 gp

#### Ranged:

Long bow & quiver, 20 arrows (3 slots)	45 gp
Crossbow & case, 30 bolts (3 slots)	40 gp
Silver-tipped arrow, 1	1 gp

### ARMOUR

No armour (10 AC, 0 slots)	free
Leather (12 AC, 2 slots)	20 gp
Chainmail (14 AC, 4 slots)	40 gp
Plate mail (16 AC, 5 slots)	60 gp
Shield (+1 AC)	10 gp