

Adventuring Gear

Item	Cost (gp)	Description
Backpack	5	A leather bag that can be strapped over the shoulders, requiring no hands. Holds up to 400 coins.
Crowbar	10	An iron bar, 2–3' long. Used for prying open doors, chest lids, etc.
Garlic	5	
Grappling Hook	25	Made of iron, with 3–4 hooks and a ring to attach a rope.
Hammer (small)	2	Useful for hammering in iron spikes or tapping stonework.
Holy Symbol	25	Divine spell casters must carry a holy symbol of their deity, often in the form of a pendant around the neck. Each deity has their own holy symbol.
Holy Water (vial)	25	Water blessed by a holy person, stored in a special vial for use in religious rituals. Holy water inflicts damage on undead monsters (see Weapon Combat Stats). Loses its power if transferred from the blessed vials it is stored in.
Iron Spikes (12)	1	May be used for wedging doors open or shut (see Dungeon Adventuring), as an anchor to attach a rope to, and many other purposes.
Lantern	10	Shutters allow the light to be hidden and the flame protected. Burns one oil flask every four hours (24 turns). Casts light in a 30' radius.
Mirror (hand-sized, steel)	5	Useful for looking around corners or for reflecting a gaze attack.
Oil (1 flask)	2	A flask of oil fuels a lantern for four hours (24 turns). Burning oil can also be used as a weapon.
Pole (10' long, wooden)	1	A 2" thick wooden pole useful for poking and prodding suspicious items in a dungeon.
Rations (iron, 7 days)	15	Preserved food for long journeys.
Rations (standard, 7 days)	5	Fresh, unpreserved food.
Rope (50')	1	Strong enough to hold the weight of three people and their equipment.
Sack (large)	2	Can hold up to 600 coins.
Sack (small)	1	Can hold up to 200 coins.



Adventuring Gear (cont)

Stakes (3) & Mallet	3	A wooden mallet and three 18" long stakes. Valuable when confronting vampires.
Thieves' Tools	25	A set of lock picking tools in a small case.
Tinder Box (flint & steel)	3	Used to light fires, including torches. Using a tinder box takes one round. There is a 2-in-6 chance of success per round.
Torches (6)	1	When lit, casts light in a 30' radius and burns for 1 hour (6 turns). Torches may also be used in combat
Waterskin	1	A leather container that holds up to 2 pints (1 quart) of liquid.
Wine (2 pints)	1	
Wolfsbane (1 bunch)	10	This herb can be used to repel lycanthropes. The creature must be hit with the herb in melee combat.

Weapons

Weapon	Cost (gp)	Weight (coins)	Damage	Qualities
Battle Axe	7	50	1d8	Melee, Slow, Two-handed
Club	3	50	1d4	Blunt, Melee
Crossbow	30	50	1d6	Missile (5'-80' / 81'-160' / 161'-240'), Reload, Slow, Two-handed
Dagger	3	10	1d4	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Hand Axe	4	30	1d6	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Holy Water (vial)	25	-	1d8	Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Javelin	1	20	1d4	Missile (5'-30' / 31'-60' / 61'-90')
Lance	5	120	1d6	Charge, Melee
Long Bow	40	30	1d6	Missile (5'-70' / 71'-140' / 141'-210'), Two-handed
Mace	5	30	1d6	Blunt, Melee
Oil (flask), burning	2	-	1d8	Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Pole Arm	7	150	1d10	Brace, Melee, Slow, Two-handed



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 Page 2 of 8.

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Weapons (cont)

Short Bow	25	30	1d6	Missile (5'-50' / 51'-100' / 101'-150'), Two-handed
Short Sword	7	30	1d6	Melee
Silver Dagger	30	10	1d4	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Sling	2	20	1d4	Blunt, Missile (5'-40' / 41'-80' / 81'-160')
Spear	3	30	1d6	Brace, Melee, Missile (5'-20' / 21'-40' / 41'-60')
Staff	2	40	1d4	Blunt, Melee, Slow, Two-handed
Sword	10	60	1d8	Melee
Torch	1 (for 6)	-	1d4	Melee
Two-Handed Sword	15	150	1d10	Melee, Slow, Two-handed
War Hammer	5	30	1d6	Blunt, Melee

Animals of Burden

Animal	Cost (gp)	Unencumbered			Encumbered		
		Miles per Day	Movement Rate	Max Load (coins)	Miles per Day	Movement Rate	Max Load (coins)
Camel	100	30	150' (50')	3,000	15	75' (25')	6,000
Horse (draft)	40	18	90' (30')	4,500	9	45' (15')	9,000
Horse (riding)	75	48	240' (80')	3,000	24	120' (40')	6,000
Horse (war)	250	24	120' (40')	4,000	12	60' (20')	8,000
Mule	30	24	120' (40')	2,000	12	60' (20')	4,000

Land Vehicles

Vehicle	Cost (gp)	Miles per Day	Movement Rate	Minimum Animals	Max Load (coins)	Extra Animals	Max Load (coins)
Cart	100	12	60' (20')	1 Draft Horse or 2 Mules	4,000	2 Draft Horses or 4 Mules	8,000
Wagon	200	12	60' (20')	2 Draft Horses or 4 Mules	15,000	4 Draft Horses or 8 Mules	25,000

Seaworthy Vessels

Vessel	Cost (gp)	Cargo Capacity (Coins)	Usage	Length	Beam	Draft	Description
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 Page 3 of 8.

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Seaworthy Vessels (cont)

Lifeboat	1,000	15,000	Any	20'	4'- 5'	1'- 2'	A small boat with a mast that collapses down for storage. A lifeboat weighs 5,000 coins and reduces the cargo capacity of the ship on which it is carried by this much. 1-2 lifeboats are usually purchased for small ships, 3-4 for larger ships. A lifeboat is usually stocked with a week's rations for ten human-sized characters.
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Page 4 of 8.

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Seaworthy Vessels (cont)

Longship	15,000	40,000	Any	60'– 80'	10'– 15'	2'– 3'	A narrow ship which may be used in rivers, coastal waters, or the open seas. A longship may be rowed or sailed, depending on the conditions. The crew typically fill the role of oarsmen, sailors, and fighters, as needed.
Sailing ship (large)	20,000	300,000	Coastal waters, open Seas	100'– 150'	25'– 30'	10'– 12'	A large, seaworthy vessel with up to three masts. Usually has multiple decks and raised "castles" at the bow and stern, providing a good vantage point for archers.
Sailing ship (small)	5,000	100,000	Coastal waters, open Seas	60'– 80'	20'– 30'	5'– 8'	A small, seaworthy vessel with a single mast.



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Page 5 of 8.

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Seaworthy Vessels (cont)

Troop transport (large)	26,600	300,000	Coastal waters, open Seas	100'–150'	25'–30'	10'–12'	Vessels similar to normal sailing ships, but adapted for the mass transportation of troops and mounts. Often include large hatches allowing horses to board.
Troop transport (small)	6,600	100,000	Coastal waters, open Seas	60'–80'	20'–30'	5'–8'	Vessels similar to normal sailing ships, but adapted for the mass transportation of troops and mounts. Often include large hatches allowing horses to board.
Warship (large)	26,600	300,000	Coastal waters, open Seas	100'–150'	25'–30'	10'–12'	Vessels similar to normal sailing ships, but adapted for warfare, with space for mercenaries and catapults.

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Page 6 of 8.

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Seaworthy Vessels (cont)

Warship (small)	6,600	100,000	Coastal waters, open Seas	60'–80'	20'–30'	5'–8'	Vessels similar to normal sailing ships, but adapted for warfare, with space for mercenaries and catapults.
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Weapons Qualities

Blunt	May be used by clerics.
Brace	Bracing against the ground doubles damage against charging monsters.
Charge	On horseback, moving at least 60' in a round and attacking doubles any damage done with a successful hit.
Melee	Close quarters weapon (5' or less).
Missile	Thrown or fired weapon (greater than 5' distance). The distances for short (+1 to hit), medium, and long (-1 to hit) range are shown in parentheses.
Reload (optional rule)	Requires a round to reload between shots; can only be fired every second round.
Slow	The character acts last in each combat round
Splash Weapon	On a successful attack, the container smashes and douses the target with the liquid. The listed damage is inflicted for two rounds, as the liquid drips off.
Two-Handed	Requires both hands; the character cannot use a shield.

Currency Unit Conversion

	1pp	1gp	1ep	1sp	1cp
Value in pp	1	1/5	1/10	1/50	1/500
Value in gp	5	1	1/2	1/10	1/100
Value in ep	10	2	1	1/5	1/50
Value in sp	50	10	5	1	1/10
Value in cp	500	100	50	10	1

Ammunition

Ammunition	Cost (gp)
Arrows (quiver of 20)	5
Crossbow bolts (case of 30)	10
Silver tipped arrow (1)	5
Sling stones	Free

Armour

Armour	AC	Cost (gp)	Weight (Coins)
Leather	7 [12]	20	200
Chainmail	5 [14]	40	400
Plate Mail	3 [16]	60	500
Shield	+1 bonus	10	100

Tack & Harness

Item	Cost (gp)
Barding	150
Saddle & Bridle	25
Saddle Bags	5



