

Basic Fantasy

Role-Playing Game

Equipment Emporium

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INTRODUCTION

This book serves as a single source for expanded equipment, adventuring gear, and other items for use with the Basic Fantasy Role-Playing Game, but the items listed herein should also be compatible with most "OSR" or "retro-clone" game systems. If you don't have a copy of the Basic Fantasy RPG but would like one, please visit the website and download a copy... like this book, it's free in PDF format.

As with all Basic Fantasy supplements, the contents of this book are suggestions; Game Masters are encouraged to pick and choose what they want to use, omitting those things which do not "fit" in the individual GM's world.

Setting, Materials, and Quality

Most of the equipment provided here assumes that the campaign is set in a *Medieval Fantasy* setting, with iron and steel being the standard for arms and armor. If your campaign is set in a different cultural base or era (Classical, Feudal Japan, Renaissance, Dying Earth), different standards and materials may be more prevalent. To keep things simple, assume that the items on the following

tables are of the standard of technology in your campaign setting in terms of materials, construction, etc. For settings well outside the standard, adjustments may be needed.

A game set in an ancient Egyptian or mythic Greek setting, for example, would find most arms and armor to be made from *bronze*, with iron and steel being rare and highly prized. Similarly, Magic-Users would keep their known spells on a large scroll or set of scrolls rather than a bound tome.

Prices are for new, good quality items with minimal decoration or customization. *Quality* weapons will have a more polished look, personalized style, a more custom and comfortable fit, or incorporate detailed handiwork (tooling/etching/embossing), or rare materials. Prices will be at least double the list price – but the items will be noticeably superior. *High Quality* items are those of exceptional make, such as the armor of a king, a knight's standard with blending colors or large amounts of gold leaf, or the unusual and exacting details needed for creating magical items. High Quality items will be at least ten times the list price, and will be notable in their presence – or in some cases absence – from a character.



WEAPONS

Each weapon type listed represents a general category of weapons sharing some general physical properties and functions. Examples are given from different settings to give a sense of what would fit here. If there is a specific type of weapon you want your character to have, look for the closest match; the GM is the final arbiter.

A quick study of various historical arms will show that significant variations can exist between two examples of a weapon type in material, make, dimension, and mass. The statistics given represent a rough average for a weapon of that type. If more variation in statistics is desired, consider raising/lowering the listed prices and weights by 10% (with a lighter weapon being more expensive).

Weapon Size and Creature Size

People vary in size – in a fantasy setting, this is even more so. Man-sized races and monsters, including Humans, Elves, hobgoblins, and orcs must wield Large weapons with both hands, but may use Small or Medium weapons in one hand. Smaller creatures, including Halflings, kobolds, gnomes, and goblins may not use Large weapons at all, and must use Medium weapons with both hands. By extension, larger humanoids, such as ogres or giants, could conceivably wield some Large weapons one-handed.

Dwarves are a special case, being roughly man-sized, albeit shorter, limiting some options. This is fully detailed in the **Basic Fantasy RPG Core Rules**. Other creature types of unusual builds may have similar limitations.

Note: some weapons must be used with both hands by design (such as bows and crossbows) but the maximum size limits still apply: Dwarves and Halflings are simply too short of stature to effectively wield a longbow, for example.

Weapon Options

Quality: Quality weapons tend to show superior make, better quality materials, added tooling or etching, specialty materials, or decoration. Other than cost and perhaps social impact, these have no bearing on the weapon's effectiveness.

Silver and Silvering: Beyond the examples provided below, many weapons can be edged, coated, or made from silver. Unless listed, costs should be generally 10x the base cost for a given weapon, or around 3 gp to add bands, studs, or caps of silver to wooden weapons. In many cases, weapons are only edged or coated with silver, as a pure silver blade tends to bend or blunt more readily than iron. Silver sling bullets contain a lead core for weight; a bullet of pure silver would do the same damage as a sling stone. Mace and hammer heads can be made entirely of silver (at about 30x cost) with little impact on their effectiveness.

Spiked pommel/basket (one-handed weapons only): Adds 3 gp to weapon cost. The weapon has a basket guard with several large spikes set into it. This weapon can be used as a spiked gauntlet in close quarters (such as while wrestling), but cannot deliver a subdual 'pommel strike.'



EQUIPMENT EMPORIUM

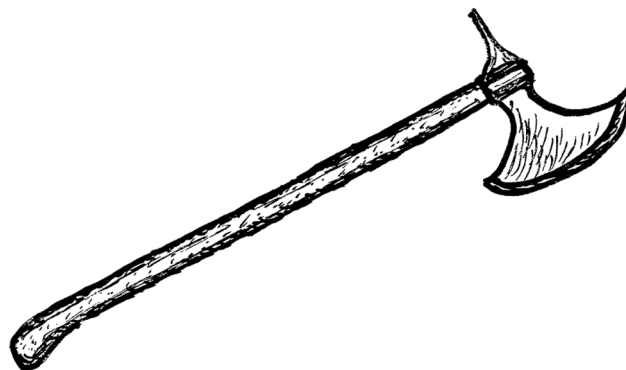
WEAPONS

Melee Weapons

Weapon	Price	Size	Weight	Dmg.
Axes				
Hand Axe	4 gp	S	5	1d6
Battle Axe	7 gp	M	7	1d8
Great Axe	14 gp	L	15	1d10
Pickaxe (Military Pick)	6 gp	S	4	1d6
Mattock (Footman's Pick)	8 gp	M	6	1d8
Daggers				
Dagger	2 gp	S	1	1d4
Defending Dagger	7 gp	S	2	1d4
Silver† Dagger	25 gp	S	1	1d4
Swords				
Shortsword / Cutlass	6 gp	S	3	1d6
Longsword / Scimitar	10 gp	M	4	1d8
Two-Handed Sword	18 gp	L	10	1d10
Hammers and Maces				
Warhammer	4 gp	S	6	1d6
Light Mace	5 gp	S	5	1d6
Mace	6 gp	M	10	1d8
Morningstar	7 gp	M	7	1d8
Maul / Great Mace	10 gp	L	16	1d10
Spears and Polearms				
Spear	5 gp	M	5	
Thrown (one handed)				1d6
Melee (one handed)				1d6
Melee (two handed)				1d8
Fork / Trident (E)	6 gp	M	5	
Thrown (one handed)				1d6
Melee (one handed)				1d6
Melee (two handed)				1d8
Boar Spear	6 gp	M	5	
Thrown (one handed)				1d6
Melee (one handed)				1d6
Melee (two handed)				1d8
Lance	10 gp	L	10	1d8
Quarterstaff	2 gp	L	4	1d6
Pole Arm	9 gp	L	15	1d10

Weapon	Price	Size	Weight	Dmg.
Chain and Flail				
Chain††	9 gp	M/L	3	1d4
Flail	8 gp	M	6	1d8
Great Flail	12 gp	L	15	1d10
Whip	3 gp	M	2	1d3
Other Weapons				
Club/Cudgel/Walking Staff	2 sp	M	1-3	1d4
Silver Walking Stick/Staff†	4 gp	M	1	1d4
Greatclub	3 gp	L	8	1d8
Sap / Blackjack**	1 gp	S	1	1d4
Hook	6 sp	S	1	1d4
Sickle	2 gp	S	2	1d6
Scythe	7 gp	L	10	1d8
Improvised Weapons				
Random Object	–	S	1 to 4	1d3
	–	M	5 to 8	1d4
Spade	2 gp	M	4	1d6
Crowbar	2 gp	M	5	1d6
Pitchfork	1 gp	M	3	1d6
Frying Pan	8 sp	S	4	1d4
Torch (fire damage)	–	S	*	1d3
Brawling				
Punch**	–	–	–	1d3
Kick**	–	–	–	1d4
Gauntlet / pommel**	–	–	–	1d3
Cestus / spiked gauntlet	1 gp	S	2	1d3

* These items weigh little individually. Ten of these items weigh one pound.
 ** This weapon only does subduing damage – see **Basic Fantasy RPG Core Rules**, p. 48.
 (E) Entangling: This weapon may be used to snare or hold opponents
 † Silver tip or blade, for use against lycanthropes.
 †† Minimum weight and price



WEAPONS

EQUIPMENT EMPORIUM

Ranged Weapons

Weapon	Price	Size	Weight	Dmg.
Bows				
Shortbow	25 gp	M	2	
Shortbow Arrow	1 sp		*	1d6
Silver† Shortbow Arrow	2 gp		*	1d6
Longbow	60 gp	L	3	
Longbow Arrow	2 sp		*	1d8
Silver† Longbow Arrow	4 gp		*	1d8
Light Crossbow	30 gp	M	7	
Light Quarrel	2 sp		*	1d6
Silver† Light Quarrel	5 gp		*	1d6
Heavy Crossbow	50 gp	L	14	
Heavy Quarrel	4 sp		*	1d8
Silver† Heavy Quarrel	10 gp		*	1d8
Hand Crossbow	150 gp	S	3	
Hand Quarrel	2 sp		*	1d3
Silver† Hand Quarrel	5 gp		*	1d3
Bullet Crossbow	30 gp	M	7	
Slings & Hurling Weapons				
Sling	1 gp	S	*	
Bullet	1 sp		*	1d4
Stone	n/a		*	1d3
Silver† Bullet	1 gp		*	1d4
Bola (E)	2 gp	S	2	1d3
Dart / Throwing Blade	1 gp	S	* to ½	1d3
Javelin	1 gp	M	2	1d4
Blowgun	2 gp	M	2	
Dart	1 sp		*	1d3
Net (E)	20 gp	M	5	-
Random Object (thrown)	-	S-M	1 to 5	1d3

* These items weigh little individually. Ten of these items weigh one pound.

** This weapon only does subduing damage – see **Basic Fantasy RPG Core Rules**, p. 48.

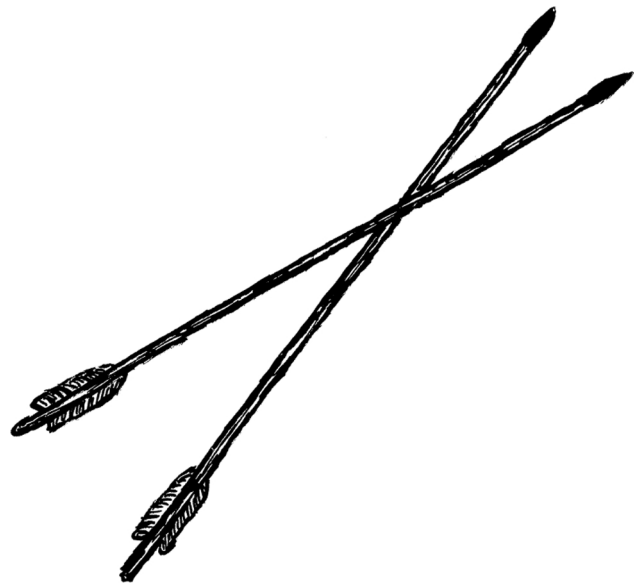
(E) Entangling: This weapon may be used to snare or hold opponents

† Silver tip or blade, for use against lycanthropes.

Missile Weapon Ranges

Weapon	Short (+1)	Medium (0)	Long (-2)
Longbow	70	140	210
Shortbow	50	100	150
Heavy Crossbow	80	160	240
Light Crossbow	60	120	180
Hand Crossbow	30	60	90
Bola	20	40	60
Blowgun	10	20	30
Dagger	10	20	30
Dart	10	20	30
Throwing Blade	10	20	30
Hammer	10	20	30
Hand Axe	10	20	30
Oil or Holy Water	10	30	50
Sling	30	60	90
Spear / Fork / Trident / Boar Spear	10	20	30
Javelin	20	40	60
Net	10	15	20
Random Object	-	10	20

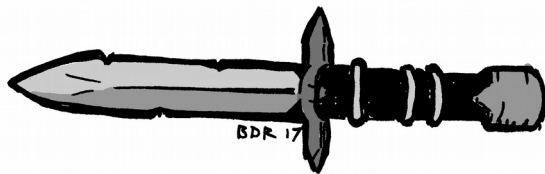
Missile weapon ranges are given in feet. In the wilderness, substitute yards for feet. If the target is at the Short range figure or closer, the attacker gets a +1 attack bonus. If the target is further away than the Medium range figure, but not beyond the Long range figure, the attacker receives a -2 attack penalty.



Weapon Descriptions

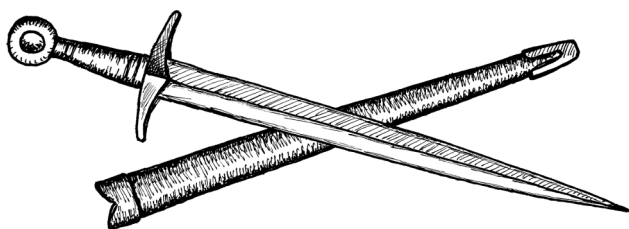
Axes are a group of tools and weapons designed to deliver heavy, chopping blows. *Hand Axes* are small, light axes, generally with good balance for throwing. Examples: hatchet, tomahawk, francisca. *Battle Axes and Great Axes* differ in scale, but share many of the same features. The style of the axe head (crescent, bearded, double-bit, etc.) will be a matter of setting and preference. *Pick Axes* and *Military Picks* are similar weapons, but trade the heavy blade for a sharpened spike. It is not unusual to find both pick and blade on the same weapon.

Daggers represent a variety of short blades (typically under 12" in length). While most daggers will have sharpened edges, these weapons are most often used as thrusting weapons. Daggers are assumed to be balanced for throwing, unless otherwise specified by the GM. Daggers include the dirk, seax, poniard, stiletto (a spike-like dagger), tanto, punch daggers, and smaller types of katar. *Defending Daggers* follow the same basic design, but incorporate additional features to help catch or defend against other blades – an extended or upturned crossguard, basket hilt, bell guard, or forks or tines. When used defensively (including as an off-hand weapon, see *Combat Options*), this weapon is treated as a *Buckler against swords and daggers only*. Defending daggers will rarely be balanced for throwing. The main-gauche and "bladed" sai are two examples.



Swords cover a variety of hilt blade weapons, designed for cutting or thrusting strikes. The different types of swords are based on size, shape, and use. Note that at each size, there are two versions; one straight-bladed, one curved.

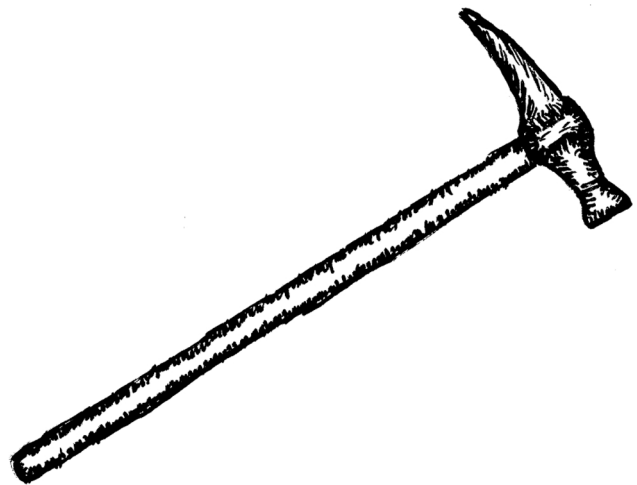
Short Swords are straight thrusting weapons, much like a dagger, but with a longer blade (typically around 2 feet). Some examples may in fact be oversized daggers, including cinquedeas, gladius, xiphos, and katar. The *Cutlass* group represents short blades – curved or straight single-edged – designed for hacking or slashing rather than



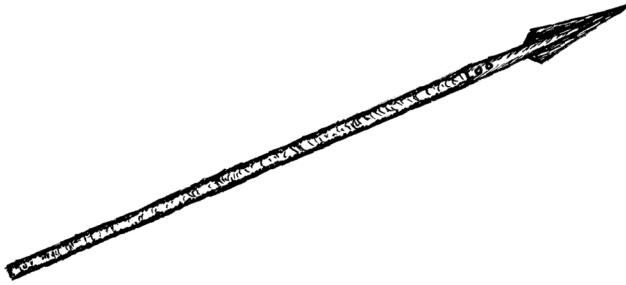
thrusting. This includes the aforementioned cutlass, hangars, and machetes, as well as short reverse-curve blades such as the kukri and kopis.

Long Swords represent a wide range of straight bladed swords, primarily designed for one-handed use. These weapons will typically be between 3 and 4 feet in length and designed for both slashing and thrusting. Examples include the broadsword, pata, spatha, and jian. The *Scimitar* group includes single-edged, curved swords, designed primarily for slashing – though specific types may be straight or balanced enough to be an effective thrusting weapon. This group includes saber, falchion, dao, and katana.

The *Two-Handed Sword* is simply any sword requiring two hands to use – due to weight and balance. These will typically have an elongated handle or hilt, and blades 3½' or longer. Most European-style fantasy two-handers tend to be large, straight double-edged blades, including claymores, zweihander, flamberge, and other "greatswords." This also includes curve-bladed single-edged swords such as kriegsmesser, nodachi, great scimitar, and dadao.



Hammers and Maces are weapons that use weight and force to deliver damage. In game terms, the differences are primarily one of style, although hammers may be balanced for throwing, much like a hand axe. Maces may come with smooth, studded, or flanged heads. The *Light Mace* is a smaller, lighter mace, better suited for mounted combat (or Halflings). The *Maul* and *Great Mace* are larger, two-handed versions of the hammer and mace, respectively. A vicious variation of the mace is the *Morningstar*, which mounts spikes or blades on the head. Whether or not a morningstar may be used by Clerics in a setting is up to the GM.



Spears and Polearms: Covers a variety of hafted or pole-handled weapons, most based on the simple *Spear*. The *Quarterstaff* is included here as it functions as a headless spear (or if you prefer, a spear is a quarterstaff with a pointy bit on one end). *Forks and Tridents* use a double or triple-pronged head. This head makes it possible to catch or hold opponents at a distance. To entangle an opponent is a called attack with a -2 to attack roll and damage counted as subdual. A *Boar Spear* adds a crossbar partway back from the head, not unlike the crossguard of a sword or dagger. This is meant to prevent an impaled opponent (such as a boar) from running up the spear and striking the wielder. The *Lance* is a larger, sturdier spear, and not suited for throwing. A properly balanced lance may be used one-handed while mounted.

Pole arms place a weapon head on a longer pole, usually 6' - 8', sometimes combining different attack forms: blade/axe, spear, pick/spike, bludgeon, or hook. Examples & combinations: Glaive, Voulge, Bardiche, and Bisento (blade), Halberd (axe & spear), Guisarme (blade and hook), Partisan (Spear), Ranseur (Spear – akin to boar spear), Bill (Blade and Hook), Bec de Corbin (bludgeon and spike), and Fork (Spike and “hook”).

Chain Weapons incorporate a length of chain or other flexible material to allow the weapon to swing, using momentum to deliver more damage. The *Chain* is the simplest form – a length of chain, swung as a weapon. *Flails* extend this by adding a weighted striking head of some kind, from long heads mounted on a short cord or hinge, to a variety of ball and chain weapons this includes weapons like nunchaku. Most flails are usable by Clerics, though spiked flails (similar to a morningstar) may be prohibited. The *Whip* operates on similar principle, with an even greater emphasis on speed – to the point that it acts more as a slashing weapon. Whips do poorly against hard armors or thick hides, and will not do damage to targets with an armor or natural AC of 14 or higher.

Other Weapons

Clubs, Cudgels, and Walking Sticks represent a variety of simple bludgeoning weapons and objects. This includes the basic club, gentleman's cane, hiking stick, shillelagh, knobkerry, or wizard's staff. Because of their design and lesser weight, these weapons are less effective than a mace or hammer of similar proportion. A walking stick, staff, or

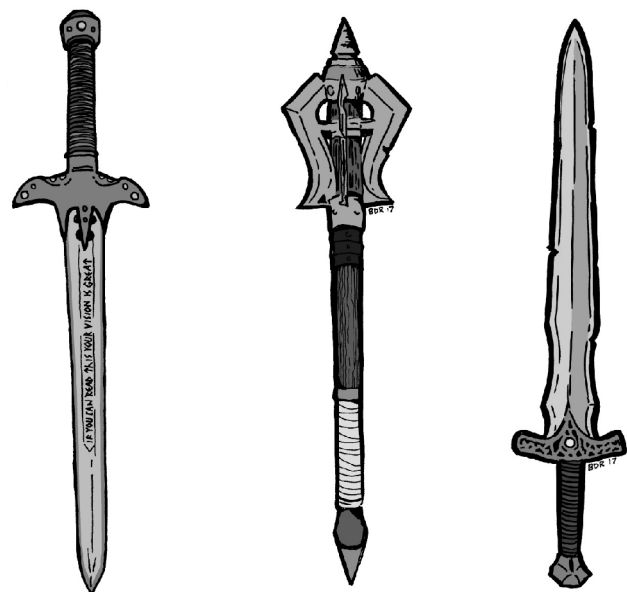
cane may be purchased with a silver head or handle. The *Greatclub* is a heavy, two-handed club, possibly with reinforcing bands or wraps.

The *Sap* or *blackjack* is a leather pouch weighted with sand or lead shot. This weapon is intended to inflict subdual damage only. When used in a sneak attack (as by Thieves), the blackjack has a chance of knocking its victim unconscious with a blow to the head – save vs. Paralysis or be Stunned for 1d4 rounds. A protected head greatly reduces this outcome. If the target is wearing a helmet (as part of their armor), they receive a saving throw bonus equal to their *armor's* AC bonus over no armor (11). For example, a padded cap from a suit of leather armor gives a +2 bonus, while a Fighter wearing a plate mail helmet gets a +6 bonus. Beings with particularly thick skulls may also garner a save bonus, per GM discretion.

Hooks cover a variety of hook-shaped weapons or implements, from short-handled meat hooks to gaff hooks and shepherd's crooks (the latter being Medium-sized). A hook can have a sharpened point, or simply be used as an odd-shaped bludgeon.

Sickles and Scythes cover a variety of inward-curved cutting weapons, derived from grain harvesting tools. The examples here are specifically forged & balanced for use as a weapon. The actual farm implements are treated as *improvised weapons*. Includes *falx, kama, and kusari gama*.

Improvised Weapons are simply those weapons not actually designed for fighting; a random bottle or chair grabbed in a brawl, a pair of scissors used in self-defense, a peasant's hastily grabbed farm tool, and the ever-popular frying pan. These weapons are usually not as sturdy or well-balanced as actual weapons. Improvised weapons



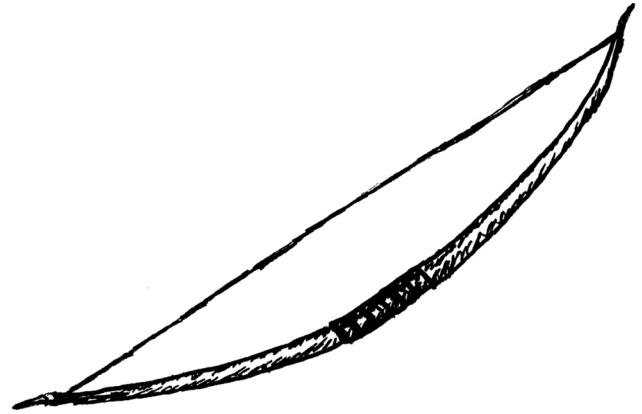
suffer a -2 to strike in melee, and poor range and accuracy when thrown.

If the GM allows, it is possible to acquire versions of some *Quality* items specifically made to be used as weapons; many may fall under an existing weapon type, however.

The *Spiked Gauntlets* and *Cestus* are armored 'gloves' with added weight, ridges, studs, etc. to give a punch a little extra impact. These simply shift punches into normal (non-subdual) damage. A character cannot deliver subdual damage while wearing these. If the GM allows, a boot version of this weapon (*Boot spikes*) can be purchased for the same effect on kick attacks. Note that these weapons somewhat limit fine hand work (such as practicing Thief skills), and the boots are a bit noisier, making silent movement difficult.

Missile Weapons

Bows are slender lengths (staves) of wood or other materials, bent and fastened at the ends with a shorter length of animal tendon or other strong fiber. The tension of the bent staff is what provides the power to launch arrows great distances. Careful selection of materials and changing the length of the stave can increase the power and range of these weapons. *Short bows* have staves around 5 foot unstrung, though shorter staves of more flexible materials may be favored by smaller characters. *Long bows* are typically around 6 feet unstrung, though longer staves are not unheard of.



Crossbows are essentially short, heavy bows (laths) of wood or metal set across a stock or tiller. Much of the popularity of the crossbow comes from its ease in use – and much shorter training time for men-at-arms – compared to bows. The mechanical lock & pulling mechanisms means higher tensions can be drawn and held without tiring the archer. This allows for ready fire, and with greater ranges than a regular bow, at the expense of a slower rate of fire.

Light Crossbows are hand- or lever-drawn, and have a rate of fire of 1 per 2 rounds (one round to draw and set, ready to fire the next). Man-sized creatures (including Dwarves) may attempt to fire a light crossbow with one hand, but at -3 attack roll. The *Bullet Crossbow* is a version of the light crossbow designed to fire small pellets (sling bullets) rather than bolts.



WEAPONS

The *Heavy Crossbow* is a more powerful weapon, usually requiring composite or steel laths. Because of the high draw strength, heavy crossbows can fire 1 per 3 rounds (2 rounds for drawing and setting the bolt). Heavy crossbows are often mechanically drawn, though some may use a braced draw (holding the bow with a stirrup, and using the arms and legs to draw the string back).

Hand Crossbows are something of a novelty – rare, fairly delicate, and difficult to craft. They are easy to draw and set (firing once per round), but have short range and less penetration (damage) compared to the heavier models. Their small size and ease of use makes these popular for assassination using poisoned bolts. As the name suggests, these can be wielded with one hand. The short bolts require a special-sized bolt case.

Slings represent a variety of simple tools that arc or launch a small projectile at high speed. The cup on a length of cord is most common, but also includes short levers and elastic-powered devices. Depending on the exact design, most slings can be “fired” one-handed, but take two hands to load. *Sling Bullets* are shaped, typically metal (lead, bronze), and roughly marble-sized. Stones are often chosen for shape and weight (and fairly easily found while traveling, particularly around rivers). A sling may be used to hurl small, roundish objects (gems, eggs, tiny jars), but with diminished range and accuracy.

Blowguns are long, hollow tubes of metal or wood, which use the wielders' own lung power to fire small darts (or potentially other projectiles). These weapons are typically around 4 feet in length, but lengths of up to 7 feet are not unheard of.

Traditionally a hunting weapon, a blowgun will occasionally find use in combat, and are particularly popular among assassins.

Hurled Weapons are weapons meant to be thrown or hurled. While several melee weapons noted above may be hurled, the following weapons are made primarily to be thrown. Some hurled weapons may be usable in melee, but with a -2 to strike.

Throwing blades are light, edged or pointed throwing weapons. This includes throwing knives, chakram, and large shuriken. *Darts* are short, weighted missiles, similar in size and design to a blowgun dart or hand crossbow bolt.

Javelins are lightweight cousins of the spear, with better range but inflicting less damage. Includes Roman pilum.

A *Bola* is made from 2-3 weights attached by lengths of cord or leather. It is a hunting weapon designed primarily to snare targets. If an entangle attack is made, the target must save vs. Paralysis to avoid being tripped, immediately

EQUIPMENT EMPORIUM



losing movement and DEX AC bonus until he or she can be freed. Note that for flying creatures, a 'trip' means that one or more wings have been pinned. The flying target will start to fall until it can free itself or crashes; see **Falling Damage** on page 52 of the **Basic Fantasy Core Rules** for more details. The target can be freed (or free itself if possible) with a full round of action, or in place of moving or attacking if it can find a way to cut or break the cord. Quadrupeds receive a +2 on their save.

Nets are only used to snare opponents. A net for combat use is typically about 10' in diameter, with a series of weights around the edges to help spread the net in flight, and hold down the edges to better trap targets. On a successful hit, the target must save v. Death Ray or be caught. It will take 1d4+1 rounds to get free, or 1 round if he or she can be cut free. Strong creatures may attempt to tear the net apart. This is similar to a Strength check against a locked door to tear free. A net can normally only catch a single man-sized target when thrown. Larger nets tend to be difficult to manage in combat, but make excellent traps. Nets can be used in melee, but only to attempt to tangle a weapon. It must be thrown to capture a target.

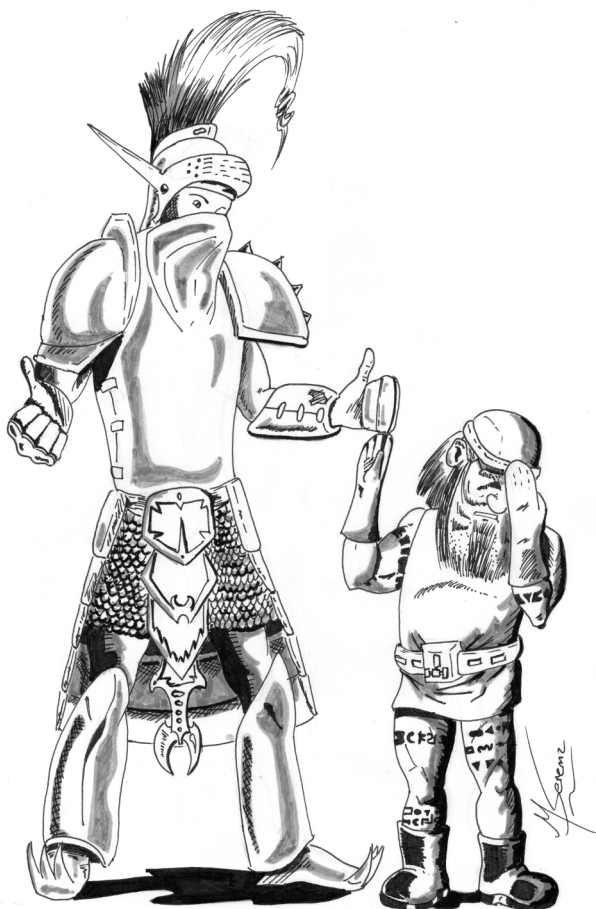
ARMOR & SHIELDS

Materials and Setting

The following armor types are assuming a level of technology at or above the Medieval Fantasy setting. A variety of armor-making techniques have been developed, incorporating iron and steel. Settings with different standards or materials may not have all of the options available. A Bronze-era campaign is unlikely to see any sort of chain armor. Bronze plate mail will utilize leather or other simple mails instead, or simply does without. As with weapons, assume that these statistics reflect the standard for your setting.

Creature Size

Armor for smaller than man-sized characters, such as Halflings, requires less material, and is one-quarter the weight of armor for a man-sized suit. Likewise, armor for larger than man-sized characters (ogres, half-ogres, and bugbears) will cost and weigh twice as much. Much larger creatures, such as giants, will have increasing cost and weight, up to ten times the base.



Armor Options

Quality armors will have a more personal style, a more custom and comfortable fit, or incorporate some detailed handiwork (tooling/etching/embossing) or rare materials. *Field Plate* and *Full Plate* are always considered Quality make, due to their custom fitting and detail. Shields bearing more than the most basic of devices (heraldic designs) are considered Quality shields in regards to pricing.

Armor and Thieves

Studded Leather armor counts as leather armor for the purposes of Thief skills. Ring mail, Brigandine and higher armors will count as metallic for Thief skills. The weights of these armors still count against the weight carried by a character.

Armor

Armor Type	Cost	Weight	AC
No Armor	0 gp	0	11
Padded or Quilted	15 gp	10	12
Hide	10 gp	30	13
Leather	20 gp	15	13
Studded Leather	30 gp	25	14
Ring Mail	25 gp	30	14
Brigandine	80 gp	30	15
Chain Mail	60 gp	40	15
Scale Mail	80 gp	55	16
Splint Mail	100 gp	45	16
Banded Mail	200 gp	35	16
Plate Mail	300 gp	50	17
Field Plate Mail	500 gp	70	18
Full Plate Mail	1,500 gp	80	19

Shields

Shield Type	Cost	Weight	AC Bonus Melee/ Missile
Buckler	5 gp	2	+1/0
Medium Shield	7 gp	5	+1/+1
Tower Shield	15 gp	12	+1/+3

Armor Descriptions

Padded Armor is created from layers of cloth placed on top of each other. It is often ceremonial rather than functional, but does offer minimal amounts of protection.

The layers of cloth are great for winter months because they provide solid insulation, but will get very sweaty and dirty unless properly laundered often. Several types of metal armors include a layer of padded armor or 'arming jacket'.

Hide Armor is much like leather in its working and protection. Often hide armor can be found in remote areas or barbaric lands; it is the most common type used by orcs and many other humanoids. The process of creating hide armor involves curing the beast's hide and sewing it to clothing. It is often hot and itchy, but offers protection similar to regular leather armor.

Leather Armor consists of pieces of hardened and/or layered leather. There are a variety of methods for creating this armor, most of which involve boiling, shaping, then stiffening the armor. The leather pieces are sewn to a cloth undergarment for maximum flexibility.

Studded Leather Armor is similar to regular leather armor, but instead of hardening the leather, metal studs and/or small plates are riveted to it. The studs coupled with the leather material provide added protection from attacks at the slight cost of mobility.

Ring Mail Armor consists of rings of steel directly sewn to an undergarment. The rings themselves offer great flexibility and decent protection. The underlying garment is usually soft and supple leather which can withstand mild punishment.

Brigandine armor consists of a cloth or leather garment, lined with small oblong steel plates set inside or between layers, and riveted to the fabric. Designs may include sleeves or be worn with vambraces. The rivets or nails attaching the plates to the fabric are visible on the outside and often decorated. Brigandine is typically worn over a padded undergarment; if worn without this undergarment, brigandine provides an Armor Class of 14 at a weight of 20 pounds. This type of armor would also include armors with small plates attached to the outside of a quilted or padded garment.

Chain Mail Armor consists of rings of metal that are interwoven, rather than being stitched to a leather garment. Chain mail is worn over a padded undergarment; if worn without the padded undergarment, chain mail armor provides an Armor Class of 14 at a weight of 30 pounds. Chain mail is very flexible and durable. It is one of the most popular and affordable armors available to player characters. Chain mail may be made either in the form of a suit (i.e. tunic and trousers) or in the form of a hauberk, which consists of a tunic with a skirt or kilt to protect the legs.

Scale Mail Armor is made of metal scales directly woven to an undergarment that offers flexibility and moderate protection. A related armor type is *Lamellar*, where the

individual scales or plates are connected together, rather than to a cloth or leather backing.

Splint Mail Armor is a form of chain mail where small strips of thick metal are interwoven amongst the rings of the mail. These small embedded plates offer excellent coverage and better protection than regular chain mail at the price of additional weight and less flexibility. This also covers other types of 'enhanced' chainmail, such as a *lamellar* cuirass, or *Mail* and *Plate* armors without a full breastplate.

Banded Mail Armor is a type of laminar armor, with overlapping strips or bands of metal. The Roman *lorica segmentata* is an example of the form. The armor will also include vambraces, greaves, and/or armored sleeves. This type of armor typically does not include an integrated backing or chain coat (or a very light one), and is significantly lighter than other armors in the same category. Some versions may easily collapse for storage. The number of connecting parts, and the fittings needed to properly fit and secure this armor, may make banded armors more difficult to maintain.

Plate Mail Armor is another common form of metal armor. Large plates of hard metal are fashioned to cover the torso, arms and legs and attached at the joints to an underlying suit of chain mail; a padded undergarment (see Padded Armor, above) is worn underneath. If plate mail is worn without the undergarment, the Armor Class provided is 16 at a weight of 40 pounds.

Field Plate Armor consists of solid pieces of plate armor, fastened together with a variety of complicated sliding parts, hinges, and straps. Small pieces of chain mail are used to cover hard-to-protect joints, such as behind the knees and under the arms. Field plate armor provides greater protection than regular plate mail with a relatively small increase in weight, but must be custom fitted to the wearer; this generally means that a character purchasing this sort of armor must wait at least a full week between placing the order and receiving the finished suit. Field plate armor is worn over a padded undergarment, and if worn without the undergarment, the Armor Class provided is 17 at a weight of 60 pounds.

Full Plate Armor is generally identical to field plate armor, but is of superior design and manufacture; only an expert armorer can fashion it. The plates cover the wearer more fully, and chain mail is generally not used at all. Also, the plates themselves are designed to deflect weapon strikes away from any otherwise-vulnerable joint in the armor. Those who wear Full plate suffer a -1 penalty to attack rolls due to limited mobility while wearing the armor. Full plate cannot be put on alone and takes at least 1 turn to get into with assistance.

Shield Descriptions

A **Buckler** is a small shield worn on the forearm or held by a single handle to block incoming attacks. It is usually about a foot in diameter. The wearer of a buckler receives +1 to his or her Armor Class when in melee combat, but gains no protection against missile fire. The worn buckler may be used by those wielding two weapons, as described in the **Combat Options** supplement; if this is done, the character may either attack with the off-hand weapon or gain the benefit of the shield.

A **Medium Shield** is usually about 3 feet in diameter and is often round, though shields may come in a variety of shapes. These shields may be all metal or wood with leather and metal cladding. A medium shield is worn by looping one's arm through a strap and then grabbing a handle of some sort on the backside of the shield. A medium shield will give the wearer +1 AC from both melee and missile attacks; this is the "standard" shield as described in the **Basic Fantasy RPG Core Rules**.

A **Tower Shield** is a very large shield that is almost the height of the wearer; such a shield is generally rectangular, but oval, elliptical, and curved shapes are not uncommon. Because of the bulky and cumbersome nature of such a large shield, it only offers protection similar to a medium shield while in melee (+1) yet gives superior protection against missile fire (+3) due to its size.

Barding

Barding is the term for the armor used to protect a mount. The armor covers the head, neck, and body of the animal. The prices and weights below are for decent quality barding for a horse or warhorse.

Barding	Price	Weight	AC Bonus
Light Barding	120 gp	50	+2
Mail Barding	400 gp	80	+4
Plate Barding	1,200 gp	100	+6

Barding Descriptions

Light Barding consists of padding and/or leather, with reinforced leather or metal plates for added protection in key areas. Generally the effect is similar to studded leather.

Mail Barding is coat of chain or scale armor with cured leather or metal guards for head, chest, and other strategic locations. In many ways, the effect is similar to *splint* or *banded mail*.

Plate Barding utilizes various plate pieces or segmented metal coat with chain mail support in other areas. The overall look is somewhere between *plate mail* and *field plate*.

Barding Options

Quality Barding will generally be of finer make, more decorative, or more comfortable to the wearer (in this case, the mount). Barding made to perfectly complement the rider's armor would be a Quality design.

Other Mounts and Animals

Barding can be made for other creatures besides horses. Pricing is described below:

Mount	Cost modifier	Weight modifier
Small mount	x 1/2	x 1/2
Dog Armor	x 1/4	x 1/10
Larger Mounts	x2	x2
Flying mount	x 5	x 1
Exotic mount	x 2+	By animal size

Small mounts are those required by Dwarves and Halflings. This includes ponies, riding dogs, and war rams. This is also suitable for other dogs (guard dogs, for example) over 100 lbs.

Dog armor is specifically for smaller animals including hunting cats and the smaller of guard or hunting dogs. Most animals of this size will not tolerate armor heavier than mail, regardless of weight.

Large Mounts is for creatures significantly larger than a draft horse, such as an elephant. For the truly titanic, apply this modifier multiple times.

Flying Mount costs are applied on top of the base size cost. This is in part because of the relative rarity of flying mounts, as well as the more complex designs needed to allow for movement (wings), aerodynamic considerations, better fittings, and possibly under-armor. Regardless of weight allowance, mounts cannot fly in armor heavier than *light barding* or *magical mail barding*.

Exotic Mounts are those not typical to a culture or game setting. Generally this is for exotic creatures, but may apply to 'normal' mounts outside of their usual setting (armor for a camel or elephant; new barding for a war ram outside of Dwarven lands, etc.).



GENERAL EQUIPMENT

Equipment Lists

Item	Price	Wt
Cooking		
Cooking Supplies (per week)	3 gp	7
Fire grate	3 gp	5
Fishhook	1 sp	**
Iron Pan (Frying)	8 sp	2
Iron Pot	5 sp	3
Rations		
Dry, one week	10 gp	14
Elven Waybread, one week	35 gp	7
Standard (perishable), one day	6 sp	4
Tea pot	3 sp	2
Tripod, cooking	3 gp	10
Class Items		
Holy Symbol	25 gp	*
Holy Symbol, Ornate	50 gp	1
Holy Water, per vial	10 gp	*
Quiver or Bolt case (20)	1 gp	1
Thieves' picks and tools	25 gp	1
Whetstone	1 gp	1
Dungeon Exploration		
Candle, Sealing Wax	3 sp	1/2
Candles, 12	1 gp	*
Chalk, colored, small bag of pieces	4 gp	*
Chalk, small bag of pieces	2 gp	*
Charcoal sticks	1 gp	*
Coal Keeper	2 gp	1
Cord/ Strap, per 3'	1 sp	1
Flask, Silver	20 gp	1
Flask, Steel	2 gp	1
Grappling Hook	2 gp	4
Hammock	5 gp	5
Iron Spikes, 12	1 gp	1
Jar or Bottle, Ceramic	4 sp	1
Jar or Bottle, Glass	12 sp	1
Ladder, Rope, 25ft	3 gp	10
Lantern, Bullseye	14 gp	3
Lantern, Hooded	8 gp	2
Lens, small	8 gp	*
Lock, Excellent	200 gp	2
Lock, Good	100 gp	1
Lock, Poor	20 gp	1/2

Item	Price	Wt
Magnet, small	1 sp	*
Magnifying glass	100 gp	*
Mirror, small metal	7 gp	*
Mirror, small silver	25 gp	*
Nails, Iron (20)	2 sp	1
Nails, silver (20)	2 gp	1
Needle, magnetized	1 gp	**
Oil (per flask)	1 gp	1
Fine Paper or Vellum, per sheet	4 gp	**
Paper or Parchment, per sheet	1 gp	**
Rope, Silk (per 50 ft.)	10 gp	2
Signal whistle	1 gp	**
String / Twine, 100 ft	2 sp	1
String / Twine, Silk, 100 ft	6 sp	1/2
Vial, glass	1 gp	*
Wax, beeswax	3 sp	1
Wax, Sealing/candle (per lb.)	1 gp	1
Wooden Stake	2 cp	2
Health		
Bandages	1 sp	**
Crutches	1 gp	4
Oil (per flask), scented / rubbing	5 gp	2
Perfume (per vial)	5 gp	1/2
Razor	1 gp	*
Soap (per lb.)	5 sp	1
Soap, perfumed (per lb.)	5 gp	1
Outdoor		
Air Bladder	15 gp	3
Caltrops	1 gp	2
Crampons	4 gp	*
Hunter's Horn	5 gp	2
Piton, climbing	2 sp	**
Skates	10 gp	2
Snow skis	15 gp	7
Tent, Large (ten men)	25 gp	20
Tent, Pavilion	100 gp	40
Tent, Small (one man)	3 gp	10
Trap, small animal	4 gp	1
Trap, medium animal	7 gp	2
Trap, large animal	14 gp	5
Travois	5 gp	15

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Item	Price	Wt
Personal Equipment		
Bed Roll	17 gp	5
Journal (blank)	20 gp	1
Map or scroll case	1 gp	1/2
Mess Kit	8 gp	2
Rope, Hemp (per 50 ft.)	1 gp	5
Signet ring or personal seal	5 gp	**
Smoking Pipe	1 gp	*
Smoking pouch	1 gp	*
Tinder Box, Flint & Steel	3 gp	1
Torches, 6	1 gp	1
Wineskin/Waterskin	1 gp	2
Wineskin/Waterskin, gallon	3 gp	7
Winter blanket	1 gp	3
Writing ink (per vial)	8 gp	1/2
Tools		
Bell, small	1 gp	*
Bellows	10 gp	3
Block and tackle	5 gp	2
Bucket (up to 5 gal)	5 sp	2 (15)
Canvas (per sq. yard)	4 sp	5
Chain (per ft.), Heavy	4 gp	10
Chain (per ft.), Light	3 gp	5
Chisel	2 gp	2
Crowbar (3')	2 gp	10
Fishing net, 10 ft. sq.	4 gp	1
Grease Pot	5 gp	5
Hammer or Mallet	3 gp	2
Hand Drill	10 gp	3
Hourglass (Hour)	25 gp	3
Ladder, 10 ft.	1 gp	20
Marbles, Bag	8 sp	1
Needle, sewing	5 sp	**
Paint, per gallon	1-2 gp	4
Paint, small pot	2 sp	1
Pick Axe, Mining	4 gp	7
Pliers	1 gp	1
Pole, 10' Collapsing	50 gp	15
Pole, 10' wooden	1 gp	10
Scissors	5 sp	1

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Explanation of Equipment

Cooking

Cooking supplies odds and ends needed for cooking on the road, including some basic sundries, common seasonings, smoking wood, etc.

Rations

Standard Rations include cured meats, seasonal fruits and vegetables, and fresh breads or biscuits, often wrapped in cloth. These are tastier than dry rations, but will generally only keep for a few days in all but the coldest or driest climates (up to 1 week).

Dry Rations may consist of dry bread, hard cheese, dried fruit, nuts, beans, jerky, or any other food which will not "go bad" in less than about a month (if not longer). Dry rations are generally sold in quantities sufficient for one character for a week, and are packaged in waxed or oiled cloth to protect them.

Elven Waybread is famously described to fill a man's stomach for a day with just one bite. While not quite this sustaining, this dry but not-bad-tasting tack biscuit is very nourishing. A single small cake will provide one day's sustenance.

Class

Holy Water is explained in the **Encounter** section of the **Basic Fantasy RPG Core Rules**.

A **Quiver** is an open container used to hold arrows. A **Bolt Case** is a similar sort of container for crossbow bolts. In either case the standard capacity is 20 missiles. The length of a quiver or bolt case must match the length of the ammunition for it to be useful; therefore, there are longbow and shortbow quivers and light and heavy crossbow bolt cases. The price is the same regardless of the type.

A **Whetstone** is used to sharpen and maintain edged weapons such as swords, daggers, and axes.

Dungeon Exploration

A **Candle** will shed light over a 5' radius, with dim light extending 5' further. A normal candle will burn about 3 turns per inch of height.

Chalk is useful for "blazing a trail" through a dungeon or ruin, to ensure that the adventurers can find their way back out again.

Charcoal pieces of carbonized wood, which can be used like chalk (with black markings), or to add to tinder.

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A **Coal Keeper** is a small, lined ceramic pot designed to hold and keep a small coal or ember lit for several hours. While this will resist moisture and wind, immersion will extinguish the coal immediately.

A **Cord/Strap** is a short length or thin rope, leather, or a short belt for tying something to an arm, leg, or other accessories. This can secure a scabbard to an arm or leg, or to attach a pouch to a baldric, or the strap of a backpack.

Flasks are metal containers that hold between 8 and 12 oz. of liquid. Includes stopper.

Iron Spikes are useful for spiking doors closed (or spiking them open) and may be used as crude pitons in appropriate situations.

Jars includes stopper, with 8-16 oz. volume (double or halve price for larger/smaller volumes). Good for wet or dry materials, but prone to breakage.



A **Rope Ladder** is a regularly knotted rope, or two lengths of rope, strung with rungs, with a single line at top for a hook. 850 lb capacity.

A **Lantern** will provide light covering a 30' radius; dim light will extend about 20' further. A lantern will consume a flask of oil in 18+1d6 turns. A **Hooded Lantern** has a shutter mechanism to close off the light and prevent it from being seen.

Lantern (Bulls-eye): Similar to a hooded lantern, only closed on all but one lensed side. This projects light up to 30', and 30' at its widest; includes a shutter.

Lens and **Magnifying Glass** both allow for magnification of objects; lens is smaller, limited to 2-3x, magnifying glass is framed, higher quality, minimum 5x. Both can be used to attempt to start fires (requires strong sunlight).

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A **Mirror** is useful in a dungeon environment for many reasons; for instance, it is the only way to look at a medusa without being turned to stone. Mirrors are also useful for looking around corners, and can be used outdoors to send signals using reflected sunlight.

Paper of decent quality, refined papyrus, cotton, cloth, or wood pulp, or parchment – depending on the setting & availability. **High quality paper** and **vellum** is not necessarily more durable, but will take ink better, and is required for magic writing (both books and scrolls).

Silk Rope is about 3/8 inch in diameter and has a breaking strength of 1,600 pounds, although it weighs considerably less than hemp rope. The notes regarding rope strength given for hemp rope, below, apply here also.

String / Twine holds up to 30 lb.

Wax – Beeswax is a softer wax, useful for making impressions, hasty patches, stuffing in ears, etc. **Sealing wax** is pliable when melted, but dries solid. This is both for sealing containers (bottles), as well as stamping to seal messages.

Health

Bandages: Clean, rolled linens; enough to prevent blood loss for one character's wounds from one combat encounter.

Outdoors

Air Bladder: A leather pouch with a tube fitting into the user's mouth; it will hold an extra breath of air, allowing a swimmer to extend his or her range. The user must overcome the buoyancy the air bladder provides to be able to stay under water.

Along with helping breathe underwater, the air bladder may also be used to help a character float. This allows a moderately-encumbered character to float; a heavily-encumbered character will have to drop enough weight to be moderately-encumbered in order to float. An unencumbered character will need to make a swim check every other round instead of every round.

Caltrops are metal spikes that look like large jacks, shaped so that there is always one sharp point facing up. One bag can be scattered over a 5' area. If a creature moves through or spends a round fighting in an area scattered with caltrops, there is a 2 in 6 chance it will step on one. Heavy boots reduce the chances of stepping on a caltrop to 1 in 6. Stepping on a caltrop deals 1 point of damage and reduces the creature's walking speed by half for 24 hours or until it receives some form of healing. If the creature is attempting to move or charge through the caltrops and it steps on one, the pain forces it to stop, unless the creature is mindless or cannot feel pain.

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GENERAL EQUIPMENT

Crampons: Spikes for your boots – better success at climbing and keeping balance on ice.

Hunter's Horn a signal horn, often made from brass or the actual horn of an animal.

Piton: A spike for climbing; designed to wedge into rock or ice cracks.

Trap: Leg-hold traps for fur-bearing animals. Traps are designed for different sized animals. The jaws of the large-sized traps have teeth to help hold the large animals they are designed for. A trap is staked to the ground with a rope or chain. These traps are typically hidden and will surprise on 1-2 of 1d6. The trap is set by pressing down on the spring and then setting the trigger. There is a chance the trap will trip while the trapper is setting it, for a non-Thief, while setting the trap the GM will roll a d20, a natural roll of 1 means the trap misfired and the trapper has pinched his or her finger, hand or arm depending on the size of the trap.

Traps	Price	Size	Wt	Damage
Small	4 gp	S	5	1d4
Medium	7 gp	M	7	1d8
Large	14 gp	L	15	1d12

A **Travois** is a sort of litter designed to be pulled by a person or animal. Anything loaded on the travois (including people) only counts 1/3 of its weight against carrying capacity. Anyone hauling a travois moves as if *heavily encumbered*, regardless of how much weight is actually being pulled.

Personal Equipment

Journal leather bound, paper, 6" x 9", 50 pages. Good for making notes, sketches, or small maps. The paper is NOT spellbook quality.

A **Map or Scroll Case** is a tubular oiled leather case used to carry maps, scrolls, or other paper items. The case will have a water-resistant (but not waterproof) cap which slides over the end and a loop to allow the case to be hung from a belt or bandolier. A standard scroll case can hold up to 10 sheets of paper, or a single scroll of up to seven spells.

Mess Kit: The essential utensils for eating while camping. Most often this is a trencher (something between a bowl and a plate), spoon, knife, fork if appropriate, and a small cup of wood, tin, or brass.

Hemp Rope is ½ inch in diameter and has a breaking strength of 1,600 pounds. Safe working load for a rope is normally one-quarter of the breaking strength. One or more knots in a rope cut the breaking strength in half. This does not affect the safe working load, because knots are figured into the listed one-quarter ratio.

Smoking Pipe & Pouch: Halfling essentials.

A **Tinderbox** is generally purchased with a **flint and steel**; the flint, a piece of hard rock, is struck vigorously against a C-shaped piece of high-carbon steel. When done correctly, hot sparks will fly from the flint and steel into the tinder, hopefully starting a fire. The best tinder is a dried piece of prepared tinder fungus, carried in the tinderbox to keep it dry; char cloth, hemp rope, or even very dry grass can substitute if prepared tinder fungus is not available. The time required to start a fire should be determined by the GM according to the prevailing conditions; under ideal conditions, starting a fire with a flint, steel, and tinder takes about a turn.

A **Torch** sheds light over a 30' radius, with dim light extending about 20' further, and burns for 1d4+4 turns. Of course, a torch is also useful for setting flammable materials (such as cobwebs or oil) alight.

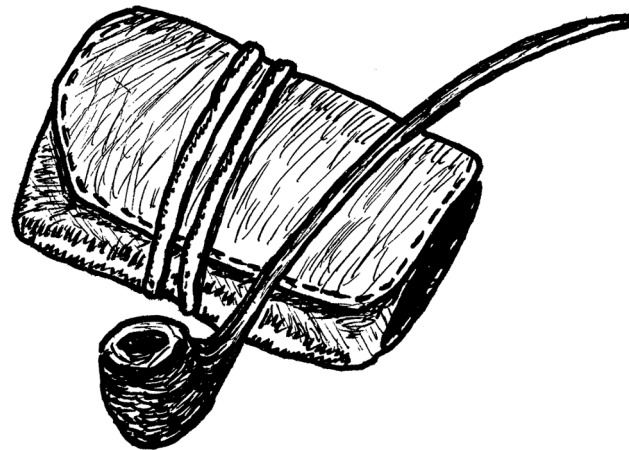
Wineskin/Waterskin is a container for drinking water or wine; though generally water is taken into a dungeon or wilderness environment. The standard waterskin holds one quart of liquid, which is the minimum amount required by a normal character in a single day. If adventuring in the desert or other hot, dry areas, a character may need as much as ten times this amount. Note that the given 2 pound weight is for a full skin; an empty skin has negligible weight.

Writing ink: Stored in a small ceramic jar or tin and sufficient for 50 pages of normal writing.

Tools

Bellows: Wooden handles and leather 'bag', about a foot long. Good for helping fires or clearing dust.

Block and tackle: Can be used to reduce the load for lifting, but uses more rope to do so; up to ¼ weight, with 4 times the rope.



GENERAL EQUIPMENT

Crowbar: A bar of iron with a curve at one end the end is flattened and split to help pull nails out of a board. The other end is flattened without a split, this end used to pry one piece of wood from another.

Grease: A tin or jar of thick, slippery... stuff. The source and nature of this material can vary – not all forms are flammable... or useful for cooking.

Pick Axe: A smaller relative of the weapon designed for prospecting or ice climbing; deals 1d3 damage if used as a weapon.

Collapsing Pole: This handy invention consists of ten 1-foot wood sections, and two metal end caps. Each piece is threaded so that the pieces can be combined to make a pole of any needed length. Collapsing poles from the same maker may be combined for longer reach.



EQUIPMENT EMPORIUM

Specialty Tools & Kits

The following lists cover the tools necessary for jobs other than adventuring. Mostly this is focused on providing a complete tool set; some individual items are noted for additional detail (or replacement).

Item	Price	Weight
Fighters' Fittings		
Armor patch kit	5 gp	3
Arrowhead	5 cp	*
Arrowhead, silver	15 sp	*
Bowstrings (10)	1 gp	*
Sword Oil	1 gp	½
Rustproofing Oil ¹	20 gp	1
Quiver, Fullback / Archer's pack	4 gp	1
Quiver, Secured (corkfoot)	25 gp	1
Clerics' Ceremonials		
Travel Altar	40 gp	15
Altar case, Wood	15 gp	5
Aspergillum	20 gp	6
Censer, brass	1 gp	3
Censer, gold	5 gp	9
Holy Symbol Flask	50 gp	1
Incense, per stick	1 gp	*
Prayer Beads	2 gp	*
Altar Symbol, Elaborate	250 gp	15
Altar Symbol, Metal	50 gp	4
Altar Symbol, Simple	5 sp	1
Prayer Book (Simple)	25 gp	1
Prayer Book (Tome/Ornate)	min 250 gp	5+
Thieves' Tools		
Thieves' picks and tools	25 gp	1
Climbing Tools	20 gp	4
Climbing harness	15 gp	2
Disguise Kit	20 gp	5
Glass cutter	5 gp	*
Lampblack, pot	50 gp	1
Folding / Extending rods	25 gp	3
Dead Hammer	10 gp	3
Wizards' Wares		
Quill	1 sp	**
Quill knife (for sharpening quills)	1 gp	*
Ink pot, hard ceramic	2 gp	½
Spellbook, reference	100 gp	2
Spellbook, traveling	50 gp	½
Spell Pouch ¹	5 gp	*

EQUIPMENT EMPORIUM

Item	Price	Weight
Writing ink (per vial)	8 gp	*
Writing ink (assorted color set)	20 gp	1
Wyvern ink (vial for 1 spell level) ¹	100 gp	*
Book, blank, per 25 pages	12 gp	¼
Tome, blank, per 25 pages	25 gp	¼
Professional Tools		
Artisan tools (Basic set)	5 gp	5
Artisan tools (Complete)	50 gp	5
Craft Tools (Basic Set)	15 gp	15
Craft Tools (Complete)	70 gp	50
Simple Scribe kit (10 paper, ink, quill & tools, writing board)	15 gp	1
Map-maker / Scrivener's Kit (professional)	35 gp	5
Natural Philosophy & Alchemy		
Herbalist's kit	10 gp	3
Alchemist's lab	500 gp	40
Wolfsbane, per sprig	10 sp	*
Belladonna, 1 sprig	4 sp	*
Mandrake, root	25 sp	*
Nightshade, sprig	15 sp	*
Alchemist's glass works, individual pieces	5 sp to 10 gp	* to 2
Chemicals / Drugs/ Herbs – per vial or sample –		
Common substances	1 sp	*
Uncommon components	2 gp	*
Rare reagents	25 gp	*
Exotic ingredients	min 50 gp	*
Acid, flask	10 gp	1
Balance and Weights, Large measures (to 10lb)	150 gp	25
Magnets, per 1" sq	5 sp	1
Reference Books, per 25 pages	5 to 100 gp	¼
Ruler, silk (30')	80 gp	1
Slate, 1 ft sq	10 gp	2
Slate, 4×6 ft	30 gp	16
Lens, Concave/Convex	5 gp	*
Prism	10 gp	*
Games & Toys		
Deck of Cards (Game, Tarot)	5 to 50 gp	*
Marked Cards	+15 gp	
Dice / Knucklebones	1 sp – 5 gp	**
Dice / Knucklebones, loaded	+10 gp	
Chess set	5 gp	3
Toys, common	2 cp - 2 gp	1

GENERAL EQUIPMENT

Item	Price	Weight
Toys, fancy	1 to 25 gp	1
Toys, complex	min 20 gp	3
Juggling balls or pins – set of 3	4 gp	3
Musical Instruments		
Small Wind	5 -to30 gp	1 to 2
Large Wind & Brass	35 to 80 gp	3 to 8
String / Harp	20 to 75 gp	2 to 12
Percussion	1 to 50 gp	* to 15
Standing Instruments	min 20 gp	25+

* These items weigh little individually. Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

1 Optional Rule Item: Consult with GM.

Descriptions

Fighters' Fittings

Armor patch kit consists of steel wire, pliers, leather cord, and other materials needed for making temporary repairs or to hold damaged armor together. In a pinch, they could be used to repair other equipment.

Arrowheads are spares for repairing or making new arrows. **Bowstrings** are needed for fixing or building bows.

Sword Oil is a polish and preservative for metal arms and armor. While not as flammable as lamp oil, it makes a decent lubricant.

Rustproofing Oil is prized by sailors and dungeon delvers alike. It is a special mineral oil that provides exceptional protection against corrosion. Metal equipment treated regularly is immune to "natural" corrosion, and may help resist damage from corrosion attacks. Note that this protection applies only to the equipment, not the person using it.

Back Quiver is a large quiver worn across the entire back, with a capacity for 50 arrows plus room for a bow. Several small pouches are attached for tools and supplies (extra strings, arrowheads, etc.). A back quiver cannot be worn with a backpack.

Secured or 'Corkfoot' Quiver is specifically designed to hold arrows or bolts in place, preventing accidental spillage. A piece of cork or tightly-packed straw at the base are common methods, but quivers with specially-cut or "grabbing" slots are not unheard of.

GENERAL EQUIPMENT

Clerics' Ceremonials

A **Travel Altar** includes all the basic ceremonial needs for your faith in a nice wooden altar case. A useful tool for itinerant priests.

Note: A given faith may not use all (or any) of the following; check with the GM as to what may be used.

Altar cases are large cases used to store the tools of worship. When opened it provides a simple altar for ceremony and worship.

Altar symbol: A larger, often ornate holy symbol to serve as a focal point of worship. This does not affect any clerical abilities focused on holy symbols (e.g. Turning Undead), but it is big enough to be seen from the back row.

Aspergillum: A device for sprinkling holy water – either from an internal reservoir, or drawn from a bucket. Holy water (and bucket) not included.

Censer: Vented pot that can be filled with burning charcoal and incense – often swung from a length of chain.

Prayer Books: Standard texts of a given religion – the specific intent here is for use in service, though this may also include full scriptures. This also applies to texts on scrolls as well.

Incense: smelly stuff; includes fragrant herbs or materials (for scenting or burning) used in rituals.

Thieves' Tools

Thieves' Picks and Tools are required for the use of Thief abilities such as *opening locks* and *removing traps*. These abilities may not be usable without appropriate tools, or may be used at a penalty at the option of the GM.

Climbing tools: Specialized climbing gear (high grip gloves, palm spikes, crampons, etc.) to assist in wall climbing. Note that it is difficult if not impossible to wield weapons or move silently with these equipped.

Climbing harness: A solid-fitting set of belts and straps, with additional straps to be hooked or staked into structures. When secured, this can hold the Thief (and up to 40 lbs total) in place, allowing the Thief to use his hands freely. Any Dexterity AC bonus is lost when secured.

Disguise kit: A simple kit for altering one's appearance. Includes makeup, hair dye, and a few wigs and/or fake beards. Clothing and prosthetics (fake noses and the like) are not included.

Glass cutter: A small, incredibly sharp blade used to cut holes in glass (a window pane, protective case, etc.)

EQUIPMENT EMPORIUM

Lampblack: A sooty, greasy concoction which can coat almost anything in a layer of dull black. Note that combat will quickly remove this coating from weapons. A single pot will be sufficient for the face, arms, and one small weapon.

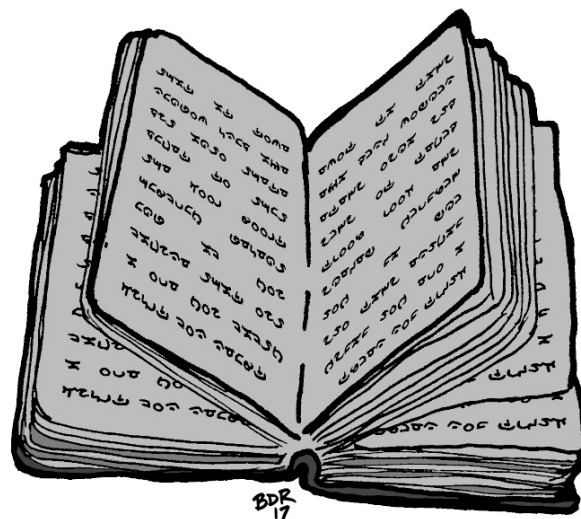
Folding/extending rods: Comes in 4" segments, and extends up to 3' in length. These may either be hinged, or separate pieces akin to a *collapsing pole*. May support up to 10 lb.

Dead Hammer: A hammer or mallet with a head made of treated wood, plant resins, or other materials. The head of this hammer makes very little sound when striking things (such as a stake, nail, or head). This does *not* keep what is being hit from making noise – a glass window will still make noise when it shatters.

Wizards' Wares

The **Spellbook** is an essential feature of any Magic-User's kit. This is where his or her spells and formulae are stored and what's used for reference in preparation. The **Reference book** is a larger hard-bound tome, typically 12.5" x 10" with 128 pages. One reference book can hold up to 256 levels of spells. A smaller, more portable option would be the leather-bound **Traveling spellbook**. This book is typically about 10" x 6.5", with 64 pages, and can store up to 64 levels of spells. Either will fit into a backpack or satchel. The Magic-Users' starting book is assumed to be a Traveling book; a player may start with a Reference book if the GM allows. The initial spellbook a Magic-User is given is a gift from his or her instructors.

Note: If bound books are not the standard in your campaign, the cost, weight, and spell capacity can be used for other media, such as large scrolls.



EQUIPMENT EMPORIUM

Wyvern Ink (optional Rule: consult GM before purchasing): A special magic ink used for inscribing spells into spell books. This is offered as a less-expensive means to copy spells for memorization. Wyvern ink cannot be used to make casting scrolls.

Books & Tomes: Prices are for blank books; pre-scribed or printed books (NOT magical) will vary in price depending on content. Books can be leather or hard-bound (leather-wrapped wood); pages may be as small as 5" x 7", usually closer to 10" x 6". A book will generally use half a sheet of paper per book page. Tomes are larger, heavier volumes, and always hard-bound – sometimes even metal-bound. Typically these will have 12" x 10" pages or larger. A tome will use a full sheet of paper per page of tome.

Professional Tools

Artisan & Craft tools are the various tools and implements needed to practice a profession. The distinction is a matter of scale: Artisan tools are those used for lighter or finer work (painters, barbers, carvers), while Craft tools are those involved in larger constructions (Blacksmiths, Coopers, Stonemasons). Basic sets provide everything needed for day-to-day work; this would be considered a travel kit. Complete sets have all of the tools a professional would be expected to have, including uncommonly-used specialty tools, and as a set is generally impractical to move. This does not cover costs for workshops.

The **Scribe Kit** and **Scrivener Kit** are examples of a basic and complete sets: Simple Scribe kit has 10 sheets of paper, ink, quill & tools, writing board. The Scrivener's Kit is setup for detail work, good for proclamations & official documents – it includes several sheets of higher-quality paper and parchment, various inks (colored or magical), sealing wax, and a folding desk. Of similar content is the Map-Maker's kit, with additional geometric tools for accurately depicting land and coast. Note that this is for detailed, permanent maps – far beyond the needs of a simple dungeon map.

Note: *the equivalent of a Scrivener kit is the minimum needed for transcribing spells (excluding inks); better work is done with Illumination tools (quills & pens/brushes, multiple ink colors, & associated tools; treat as complete artisan's tools).*

An **Alchemy lab** provides the basic tools needed for creating potions and some magic item creation. Special ingredients are sold separately.

Games and Entertainment

Cards: carefully cut and hand-created, most are made from heavy stock, vellum, waxed fabric, or thin veneers of wood or ivory. The quality and condition of the cards will reflect on the status of its owner or user. Note that this

GENERAL EQUIPMENT

includes both playing decks (for games) and Tarot or other divination decks.

Dice: often cut from ivory or wood, but other substances (metal, cut crystal, etc.) are not unknown. It will cost double to closely match a specific set of dice (to substitute a loaded set, for example). Swapping dice requires a successful *pick pockets* roll.

Chess set covers similarly-pieced board games, such as Backgammon, Go, Mancala, Shogi, Senet, Xianqi, etc. *Quality* sets made from exotic materials are much higher in cost.

Musical Instruments: Cover a wide range of music-making devices. Examples from each category:

Winds: Flute, whistle, recorder, oboe, clarinet.

Large Wind: Reed instruments (*a la* bassoon), bass clarinet, bagpipes.

Brass: From bugle to large horns (trombone or tuba).

Strings: Fiddles, shawms, lutes, guitars, harps (small), zither and dulcimer.

Percussion: "Portable" drums, chimes, clappers, and the like.

Standing: Anything too large to readily carry: large harps, drums, gongs, large keyboard instruments (harpichord, organ).

Belts and Accessories

Item	Price	Weight
Baldric, belt sash	8 sp	1
Belt	6 sp	1
Belt, Money Belt	4 gp	1
Belt, Weapon belt	1 gp	2
Suspenders (Bracers)	7 sp	½
Scabbard, Small	1 sp	*
Scabbard, Medium	3 sp	1
Hook or Frog	1 sp	*

Baldric or Belt Sash – A belt worn across the torso, with attachment for scabbard. Typically this rests the weapon at the hip, but a scabbard could easily be attached to the back of the baldric for an over-the-shoulder draw. Small pouches or weapon scabbards may be attached to a baldric strap. This includes Bandoliers.

A **Money belt** is a broad leather belt including one or two slim, hidden pouches for hiding coins or other small goods; maximum capacity is about 50 coins.

A **Weapon belt** is a large, heavy belt designed to distribute the weight of a weapon across the hips, while holding it in position for easy retrieval. Weapon belts will have one or two frogs.

GENERAL EQUIPMENT

Scabbards are made for small or medium weapons it covers the blade of the weapon for safety of the user while it is being carried. Large weapons will use a metal ring or frog.

Equipment Packs

The pre-calculated packs below can help get a new party ready quickly. The listings include general packs of equipment as well as specific packs for each class.

Bag Option 1: (7 gp)

Backpack (normal or Halfling), Weapon Belt, Large Pouch
Capacity: 45 lb (35 lb for Halflings)
Weight: 2.2 lb

Bag Option 2: (11 gp, 8 sp)

Oilskin Satchel, Baldric, Weapon Belt, Large Pouch, Belt Pouch(2)
Capacity: 24 lb
Weight: 3.4 lb

Adventurer Pack 1 – Adventuring Basics (20 gp)

Chalk, small bag of pieces; Grappling hook; Hemp Rope (2×50'); Lantern, hooded; Oil (3 flasks); Tent, Small (one man)
Weight: 29 lb

Adventurer Pack 2 – Ready for anything (10 gp)

Glass bottle; Iron Spikes, 12; Pole, 10' wooden; Map or scroll case; Mirror, small metal
Weight: 12 lb

Cleric pack – Protect and spread the faith (60 gp)

Bandages (10), Holy symbol, holy water (1), parchment (2), ink and quill, 1 week rations, tinderbox, waterskin
Weight: 18.3 lb

Hooks and frogs are weapon attachments for a belt or strap. These are straps or slings for holding weapons scabbards, or a large metal ring or hook to hold axes, hammers, or maces.

Fighter Pack – Camp and battle basics (21 gp)

Bandages (5), Oil, cooking pot, 1 week rations, 3 large sacks, tinderbox, torches (6), waterskin, whetstone
Weight 22.8 lb

Magic-User Pack – Scholar & Spellcaster (37gp)

writing ink and quill, parchment (5), scroll case(2), spellbook*, hand mirror, 1 week rations, Torches (6), Tinderbox, glass vial
Weight 18.7 lb

* - The spell book is free for beginning Magic-Users; weight figure assumes a travel spellbook (½ lb)

Thief Pack (tools of the trade): (58 gp)

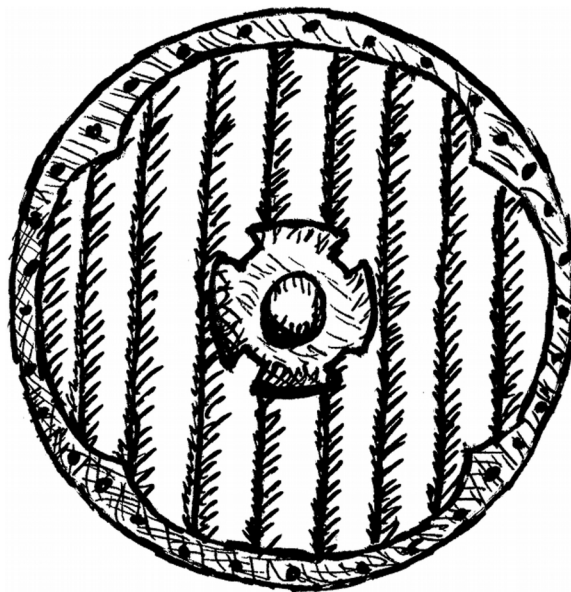
Candles (12), crowbar, grappling hook, mallet, iron spikes (12), 1 wk rations, large sack, small lens, Thieves' tools, tinderbox, waterskin, whetstone
Weight 31.2 lb

Dungeon Mapper (17 gp)

10 sheets paper, ink, quill & quill knife, writing board, bag of chalk pieces
Weight 1.2 lb

Camp Cook (24 gp)

Iron pan, iron pot, Fire grate, mess kit, common spices, dried meat (2lb), standard rations (5 days), teapot
Weight 23 lb



Bags and Pouches

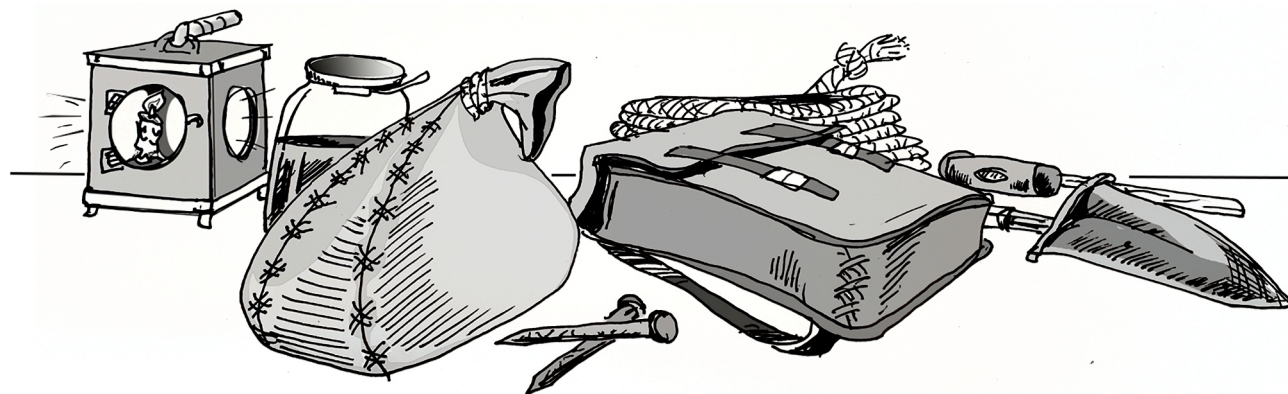
Container	Price	Weight (pounds)	Volume Held (cu. ft.)	Weight Held (pounds)
Belt pouch	1 gp	*	1/4	2
Large Pouch or Purse	2 gp	*	1/2	5
Backpack, Adventurer's	4 gp	*	3	40
Backpack, Halfling	4 gp	*	1 1/2	30
Backpack, Knapsack	3 gp	*	2	25
Backpack, Wicker	7 cp	*	2	15
Pack Vest	10 gp	1	2	15
Satchel / Haversack	12 sp	*	1	10
Satchel, Oilskin (water resistant)	6 gp	*	1	15
Bag, Cloth	8 cp	*	1/4	5
Bag, Cloth, tiny	2 cp	*	*	-
Sack, Large	1 gp	*	4	40
Sack, Large Leather	2 gp	*	4	60
Sack, Small	5 sp	*	2	20
Sack, Small Leather	1 gp	*	2	30
Saddle bags, Large	4 gp	8	5	50
Saddle bags, Small	3 gp	5	3	30

Pouches are small bags or pockets attached to a belt, tucked in a pocket, or hung from a cord.

Backpacks are assumed to be of heavy canvas or leather. A **Knapsack** is a small cloth backpack, basically a sack with shoulder straps. The **Wicker backpack** is essentially a basket with shoulder straps; inexpensive, but not sturdy.

A **Packvest** is a leather vest set with multiple pouches and pockets on the front, sides, and inside, and a thin pouch set into the back. While it does not have the capacity of a full backpack, it is less cumbersome, fitting closer to the body and putting various tools and items within easy reach.

Satchel or Haversack: A cloth or canvas shoulder-slung bag, designed to rest on the hip or slung behind. Generally a satchel is easier to access than a backpack, but displaces most hip weapons (anything larger than a dagger or handaxe). It is not uncommon to attach a Haversack to a Baldric, giving it a sturdier and more useful strap. These bags are large enough to hold a fair-sized book (such as a spellbook), making them popular among Magic-Users. These bags may be built with internal compartments. The **Oilskin Satchel** is made from waterproofed leather, providing better protection to its contents.



CLOTHING

Outfits

Rather than pick and choose every item of clothing, and discover after the fact that you forgot to buy pants, clothing can be purchased as an outfit. These are in many ways similar to the equipment packs and kits outlined previously. Note that prices are for 'good' quality garments; higher-quality materials or heavily-personalized versions will cost at least twice as much. Note that clothing for small-sized characters will weigh $\frac{1}{4}$ as much, to a minimum of 1 lb for outfits or 1/10 lb for individual items. Similarly, large-sized clothing will cost and weigh double.

OUTFIT

Item	Price	Weight
Common Outfit	4 gp	1
Artisan / Craftsman Clothes	6 gp	3
Clerical Vestments	10 gp	5
Cold Weather Outfit	8 gp	8
Scholar's Robes	5 gp	4
Entertainer's Costume	10 gp	1
Adventurer's Outfit	10 gp	7
Travel Clothes	8 gp	4
Peasant Outfit	3 sp	1
Courtier Outfit	min 30 gp	4
Noble's Outfit	min 75 gp	8
Royal Outfit	min 300 gp	15

Explanation for Outfits:

Common Outfit: Basic clothing for a given region or setting. A typical example would be a top (a tunic, a shirt, and vest), leg wear (leggings, pants, a kilt or skirt), a belt or braces (suspenders), and footwear (low boots or shoes). Cloaks and specialty gear are not included

Artisan / Craftsman Clothes: Clothes suited to the daily work of a skilled laborer. A shirt, pants or a skirt, sturdy footwear, and possibly a cap or kerchief. A cloth or leather apron, as appropriate for the craft, is included.

Clerical Vestments: These are the ceremonial robes and accessories associated with religious ceremony. These are not well-suited to adventuring. Does not include a holy symbol or any other expected religious paraphernalia. A High Priest's vestments may be more akin to a Noble's or Royal Outfit, depending on the practices of the faith.

Cold Weather Outfit: A cold-weather outfit includes a heavy coat (usually wool), linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit provides

protection against exposure to cold weather, and may provide a saving throw bonus against cold effects (per GM discretion).

Scholar's Robes: The standard dress for a scholar, but also popular among Magic-Users. This outfit includes a robe, belt, cap, soft shoes, and a cloak. Pockets and/or folds in the robe provide places to stash small tools and implements for magic. Pants are recommended.

Entertainer's Outfit: This is a set of flashy, perhaps even gaudy, clothes worn by professional entertainers. The specific style and cut depends on customs and the type of performance (musician, dancer, acrobat, jester, etc.), but the practical design allows for ease of movement, allowing performances or just run (if the audience turns ugly). The sleeves will have pockets large enough to hold a bird, coins, or small balls to allow slight-of-hand tricks. Most will include a cap of some manner.

Adventurer's Outfit: This is a full set of clothes for someone who needs to be prepared for anything. It includes sturdy boots, leather breeches or skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. A leather overtunic may be worn over a cloth skirt or leggings as an alternative. The clothes will have plenty of pockets. The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Travel Clothes: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), an ample cloak, and a hood, which may be separate.

Peasant Outfit: The clothes of the commoner, as befits the setting. Clothes of a typical setting would include a loose shirt and baggy breeches, a loose shirt and skirt, or overdress. Cloth wrappings are used for shoes, if at all.

Courtier's Outfit: This outfit includes fancy tailored clothes in whatever fashion happens to be the current style in the noble courts. This does not include jewelry appropriate to the class and setting (50 gp worth, minimum).

Noble's Outfit: This set of Quality clothes is designed specifically to be expensive and shown off. Precious metals and gems are worked into the clothing. To truly be complete, the would-be noble also needs a signet ring or emblem and jewelry (worth at least 100 gp).

Royal Outfit: This is just the clothing, not the scepter, crown, ring, or other symbols of authority or position. Royal clothes are always of Quality – and often ostentatious, with gems, gold, silk, and furs in abundance.

EQUIPMENT EMPORIUM**CLOTHING****Individual Items**

Personal Effects	Price	Weight
Belt	6 sp	1
Bracers	7 sp	½
Bustle	6 gp	1
Girdle	3 gp	1
Gorget	50 gp	2
Sash	2 sp	*
Sash, Silk	10 gp	*
Suspenders / Braces	4 sp	*

Hats & Headcover	Price	Weight
Turban	5 cp	2
Cap	1 sp	*
Hat, Cloth	7 sp	1
Hat, Fur	2 gp	2
Hat, Straw	2 cp	1
Headband, men's	25 gp	*
Headband, women's	40 gp	*
Hood or Cowl, Wool or Linen	2 sp	1
Scarf	5 sp	1
Veil, Silk	1 gp	*
Wig	1 gp	1

Outerwear	Price	Weight
Cape, Full	7 sp	3
Cape, Half	4 sp	1
Cloak, Adventurers	2 gp	2
Cloak, Plain	5 sp	2
Cloak, Traveling	8 sp	2
Jacket	4 gp	2
Surcoat	6 sp	2
Tabards	6 gp	2
Toga	1 gp	2
Apron, Canvas	1 gp	1
Apron, Leather	3 gp	3

Shirts, Trousers, and Hosiery	Price	Weight
Blouse, Linen	1 sp	1
Breeches	1 gp	1
Doublet	1 gp	2
Gown or Dress, common	12 sp	2
Hose	2 gp	*
Hose Supporter/Garter	2 gp	*
Jerkin, Leather	10 gp	1
Jerkin, Wool or Linen	1 gp	1

Shirts, Trousers, and Hosiery	Price	Weight
Kilt	3 gp	2
Leggings	5 sp	*
Leggings, Leather	5 gp	*
Loincloth	2 cp	1
Robe, Common	9 sp	2
Robe, Embroidered	20 gp	3
Robe, Lounging	8 gp	2
Tunic	8 sp	1
Shirt or Chemise	8 sp	1/2
Skirt or Trousers	2 gp	1
Vest, Cloth w/Pockets	6 sp	1
Vest, Fur / Leather	12 sp	1

Gloves	Price	Weight
Gloves	7 sp	*
Gloves, Fur Lined	4 gp	1
Mittens	3 sp	*

Footwear	Price	Weight
Boots, High or Swash-topped	3 gp	2
Boots, Low	1 gp	2
Boots, Riding	3 gp	2
Foot wraps	3 cp	1
Sandals	5 cp	1
Shoes	1 gp	1
Shoes, Moccasins	2 gp	1
Slippers	15 sp	1
Snowshoes	20 gp	3

Jewelry & Decorative Items	Price*	Weight
Buckle (for belt) - decorative	10 gp	1
Barrette/ Hair Comb	5 gp	*
Bracelet, Gold	25 gp	*
Bracelet, Silver	10 gp	*
Brooch, Decorative	25 gp	*
Brooch, Plain	10 gp	*
Brush / Comb	1 gp	½
Circlet, brass	2 gp	½
Circlet, gold	15 gp	½
Circlet, silver	5 gp	½
Earring, fancy/jeweled	30 gp	*
Earring, simple	2 gp	*
Fan, paper	2 sp	*
Fan, silk	1 gp	*
Handkerchief, silk	2 sp	*

CLOTHING

Jewelry & Decorative Items	Price*	Weight
Locket	25 gp	*
Pendant	45 gp	*
Pin	6 gp	*
Ring (Compartment)	7 gp	*
Ring (simple)	1 gp	*
Ring, Crest/Signet	5 gp	*
Torc	50 gp	½
Monocle	4 gp	1
Spectacles	8 gp	1

* - Base price given for items; does not include precious gems or additional decorations

Personal Effects

Belt: A strip of leather worn around the waist to help hold up a person's trousers or pants. A scabbard could also be hung from it.

Bracers: Strips of leather that wrap around the lower arm between the elbow and wrist, providing protection to archers from the bowstring striking the inside of the lower arm while firing the bow.

Bustle: Similar to a skirt and actually fits under a skirt to give it a fuller shape.

Girdle: A strip of cloth that is wrapped and tied around a person's midsection and provides some relief to back pain from riding in a saddle over long distances.

Gorget: A band of cloth worn around the neck without the knot showing.

Sash: A cloth or silk version of a belt that is usually used to hold a robe, surcoat, or toga tightly to the body.

Suspenders/Braces: Strips of cloth that connect to trousers or pants and go over the shoulders to hold the trousers/pants up.

Hats and Headcover

Turban: A length of cloth that is wrapped around the wearer's head, usually in arid or desert settings. During dust storms a portion of the turban can be brought down over the wearer's eyes and mouth to prevent sand from getting in the wearer's face.

Cap: Soft fabric with no real shape, usually without a brim.

Hat: Shaped head covering with a brim.

Headband: Leather band to keep the wearer's hair out of his or her eyes.

EQUIPMENT EMPORIUM

Hood: A detachable piece of cloth to wear with a cape that covers the wearers head. A **Cowl** is a hood with a very short cape piece that covers the shoulders.

Scarf: Square of cloth that is folded on the diagonal and then tied under the wearer's chin.

Veil: Short piece of cloth that is hung over the wearer's face for religious ceremonies or to cover a disfigurement. A Thief may want to wear one as part of a disguise.

Wig: Close-fitting cloth with either human or animal hair that is styled, many times worn by members of government or law. A Thief may try to style one as part of a disguise.

Outerwear

Cape: A section of cloth that extends from the neck to the waist (half) or to the floor (full), attached at the neck by a broach or clasp. A hood can be attached to cover the wearer's head during inclement weather.

Cloak: Similar to a cape, but includes a hood to cover the wearer's head. **Adventurer's Cloaks** are full-length with a long hood that can be used to stash valuables. **Traveling Cloaks** are half-length and have a slit to allow the cloak to be draped over either side of a rider's horse. The **Plain Cloak** can be either length and has a closer-fitting hood.

Jacket: A long-sleeved covering for a shirt; it can either be pulled over the head or buttoned.

Surcoat: A section of cloth with a hole cut out that fits over the wearer's head. It is generally worn by knights as a cover over armor and will have the knight's heraldry symbol embroidered onto it. An embroidered version will cost twice as much.

Tabard: Similar to a Surcoat, but is meant for royal courts with even fancier embroidery that is related to the king's heraldry.

Toga: Lightweight material that is wrapped around the body and is draped over one shoulder.

Apron: A loose piece of material that has a loop that goes over the wearer's head and two long strings at the sides that are either tied in the back or are wrapped around the waist and tied at the front. Canvas is used for covering where the user isn't exposed to heat very often; tavern keeps, cooks, butchers, potters, and artists are the most common users. Leather is used where there is a chance of something that could go through a canvas apron; the most common users are smithies (any), coopers (barrel makers), armorers, weapon makers, and masons.

Body

Blouse: Loose-fitting shirt buttoned down the front. This is the upper clothing worn by many commoners and crafts people.

Breeches: Short pants coming just below the knee.

Doublet: Long-sleeve jacket that is fitted down to the waist.

Hose: Tight-fitting footed leggings that come up to the crotch.

Hose Supporters: Comes in two types; a garter fits around the leg. A garter belt fits around the body and has several thongs hanging down that attach to the top of the hose.

Jerkin: Sleeveless jacket that may be worn over a doublet.

Kilt: Skirt worn by men. The pattern of the plaid is an indication of the tribe that a man is from.

Leggings: Tight cloth or leather pants that use a heavier material than hose.

Loincloth: Usually made from leather or animal skins and just covers the wearer's private parts. Mostly used by barbarians, ogres, and trolls.

Robe: Extending to the floor, these garments are usually worn by royalty, Magic-Users, and Clerics. The **Common** version is not adorned and is used for daily wear; **Embroidered** are for formal occasions. The **Lounging** version isn't made for heavy use and is usually of a light material.

Tunic: Loose garment draped over the shoulders and going to the wearer's knees if not the floor.

Shirt or Chemise: Loose-fitting garment similar to a blouse that is pulled over the head.

Skirt or Trousers: Skirts are usually floor length; trousers are looser-fitting than leggings.

Vests: Sleeveless garment worn over a shirt.

**Gloves**

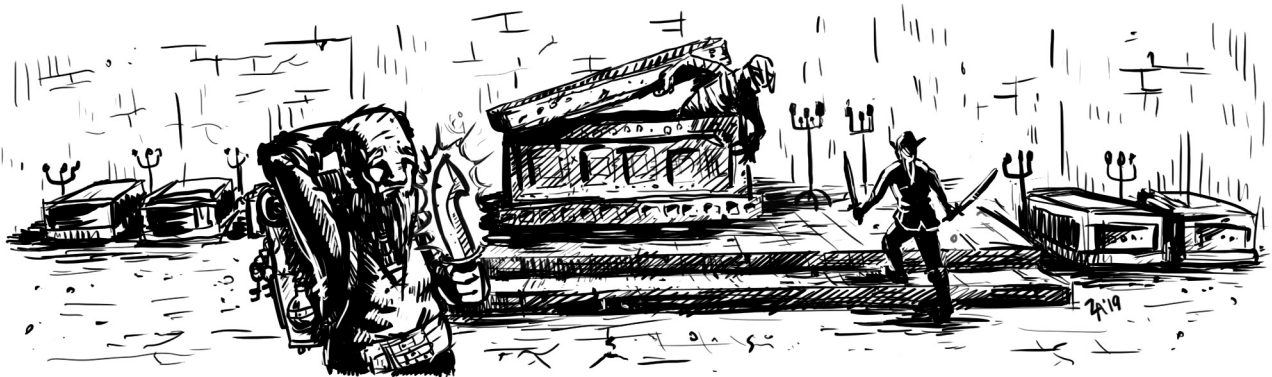
Gloves: Hand coverings with each finger separated. Use a -2 modifier to Dexterity if a character is wearing gloves and tries to do an action requiring a DEX roll.

Mittens: Hand coverings where the fingers are all together. Use a -4 modifier to Dexterity if a character is wearing mittens and tries to do an action requiring a DEX roll.

Footwear

Boots: Shoes with a top that covers the ankle or higher. **High** or **Swash-topped** boots go up to the wearer's knee; the upper portion is loose. Swash-topped have a section that is folded over from the top. **Low** boots come up just over the wearer's ankles. **Riding** boots are knee-high with a tight-fitting upper. Since boots have a harder sole that the leather is attached to, they do make a lot of noise on tile floors. A Thief trying to Move Silently has a 10% penalty.

Foot wraps: Long pieces of cloth that are wrapped around the feet to prevent cuts or scrapes while walking in the cold or over rough ground; usually worn by peasants. Thieves could use this with a bonus of 10% when Moving Silently.



CLOTHING

Sandals: Hard-soled footwear with leather straps to fasten them.

Shoes: Footwear that doesn't go above the user's ankles; they have a hard sole and can be noisy on tiled floors. Moccasins have a soft sole which allows A Thief a better chance of Moving Silently.

Slippers: Moccasins without a back portion; there is a chance that they could fall off while walking or running.

Snowshoes: A loop of wood with a mesh of leather thongs across it. It is tied onto a pair of shoes to allow the wearer to walk on top of snow, but at 1/3 of his or her movement rate.

Jewelry and Decorative Items

Decorative Buckle: A fancier version of a buckle that includes engraving and sometime gems; the gems add to the cost substantially.

Barrette/Hair Comb: A small three- or four-tooth comb with longer tines that have a decorated back. The tines are run through a person's hair and leave the decorative piece above to show to everyone. It can include small metal or wood sculptures, flowers, or small gems.

Bracelet: Decorative jewelry worn around the wrist; can be set with gems at an additional cost.

Brooch: Jewelry worn on a person's chest, and can also be used to clasp a cloak or cape at the throat. The decorative price includes the cost of engraving or filigree; it doesn't include the cost of any gems. The plain price is just for the cost of materials.

Brush/Comb: Used to groom hair; the back is made of wood, while more expensive versions could have silver or gold backs and would need to reflect the cost of material and engraving or gems.

Circlet: A small crown with small gems and filigree; the material used will usually denote the station of the royal. These are sometimes worn while a royal is in public or anywhere besides a state function.

Earring: May be worn in one or both ears; the price includes the cost of any gems included in the setting.

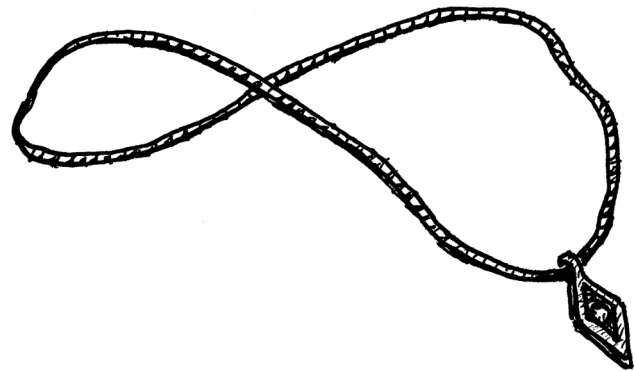
Fan: A small hand fan with a painted design; these are not durable enough to be a weapon.

EQUIPMENT EMPORIUM

Handkerchief: A square of silk usually held in the cuff of a sleeve and doused with perfume or cologne. These are used by royals when in public so the royal nose is not offended by the unwashed masses.

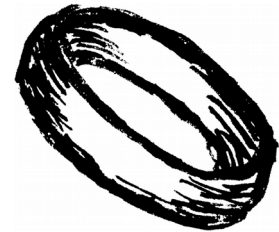
Locket: A special pendant worn on a necklace with a hinged closure and a simple latch to keep it closed. When opened there will generally be a drawing or two of a loved one.

Pendant: A piece of jewelry worn on a necklace, generally made of the same material as the necklace but will have an engraving or gem setting. The cost only covers the materials, engraving, and setting of gems; the gem cost will be extra.



Pin: Similar to a brooch but without the functionality of holding a cloak or cape on.

Ring: Worn on the finger; any gems set into the ring will cost extra. A simple ring will be gold or silver with little or no engraving. A compartment ring is often used by spies or assassins to conceal a poison or drug. A noble will have a signet or crest ring which can be used to make an impression on a circle of melted wax that seals a message, meant to indicate authenticity.



Torc: A ring of metal that is worn like a necklace. These types of necklaces often denoted rulers of more primitive tribes instead of a crown.

Monocle: A glass lens that has a leather thong or chain attached to a shirt. Used to magnify or correct vision in one eye. Two lenses in a wire frame that fits on the face are **Spectacles**.

STORAGE & CONTAINERS

Dry Storage	Price	Weight (pounds)	Volume Held (cu. ft.)		Weight Held (pounds)
Containers					
Basket, large	3 sp	1	3		40
Basket, small	5 cp	*	1		25
Sack, Large	1 gp	*	4		40
Sack, Large Leather	2 gp	*	4		60
Sack, Small	5 sp	*	2		20
Sack, Small Leather	1 gp	*	2		30
Saddle bags, Large	4 gp	8	5		50
Saddle bags, Small	3 gp	5	3		30
Chest					
Small	2 gp	25	2		100
Small Strongbox	25 gp	35	2		200
Medium	5 gp	50	4		250
Large	10 gp	75	6		500
Hidden compartment	+40 gp	-	-		-
Traveling Chest	+100 gp	-10	-		-
Crates					
Small	2 sp	3	1		20
Medium	5 sp	10	8		120
Large	8 sp	40	64		640
Extra Large	1 gp	75	125		1250
Casket					
Small (Child, Halfling)	4 gp	50			150
Large (Human, Elf, Dwarf)	8 gp	60			300

Liquid Storage	Price	Weight (pounds)	Volume Held (cu. ft.)(gal.)		Liquid Weight Held (pounds)	Max. Weight Held (pounds)
Barrels						
Hand Keg	2 sp	1	0.25	2	16	30
Firkin / Quarterbarrel	4 sp	2	1	8	48	80
Kilder/ Cask	8 sp	4	2	15	120	200
Barrel	1 gp	15	4	30	240	300
Hogshead	2 gp	20	6.5	60	400	500
Butt	3 gp	40	13	100	800	1000
Tun	5 gp	100	33	250	2000	2500

Storage Item Descriptions

Dry Storage

1 cubic foot = 1,728 cubic inches (or 8,640 coins). 1 gallon = 231 cubic inches (1,155 coins)

Baskets: Strips of green bark, willow branches, or reeds woven together to form a container; once the material is dried out it will hold its shape. Because there are some large gaps in these types of containers, they are not meant for holding grains, but will hold larger fruit and provide some air flow to prevent the fruits from becoming too wet or spoiling sooner.

Sacks: Made from burlap (a rough hemp fiber material), cotton, or leather, these are basically a tube-shaped container. Burlap is used mostly for large grains and small vegetables like corn (maize), beans, peppers, and hard-rind fruits like apples, oranges, and other citrus. Cotton material is used for small grains like rice, oats, or barley and for dry powdery material like flour and sugar. Leather will provide a waterproof protection for dry powdery material and anything else stored in the sack.

Saddle bags: Leather bags designed to fit over the back of a riding saddle and provide some storage on a ridden animal. The bags are tied to the saddle to prevent them from falling off. A person can throw them over his or her shoulder to make sure any valuables that are in the saddlebags are not stolen while the rider is off his or her mount. The size is in relation to the size of the riding animal.

Chests: Wooden boxes with lids; the sides are made tight to prevent anything from getting out or into the box. The price is for a basic box; consider a sea chest to be a Quality piece since it will have a lining that prevents its contents from getting wet even if immersed in water. A **hidden compartment** is a concealed space in a chest, usually no more than an inch in thickness. This can be a hidden gap along one side, a false bottom, or a secret drawer on the outside of the chest. A successful Find Traps roll will reveal the compartment if the opening area is being searched (a false bottom will only be found by examining the inside of the chest, for example). The price listed for a hidden compartment is in addition to the cost of the chest.

A **Traveling Chest** is one designed for ease of movement. Special materials and design allows it to be lighter than normal, and wheels and a lead are added, effectively turning it into a small wagon. Remove 10 lb from the weight of a similar-sized crate. The price listed is in addition to the initial cost of the size of the chest. There will be an added cost for the lock that closes a chest in addition to the base cost.

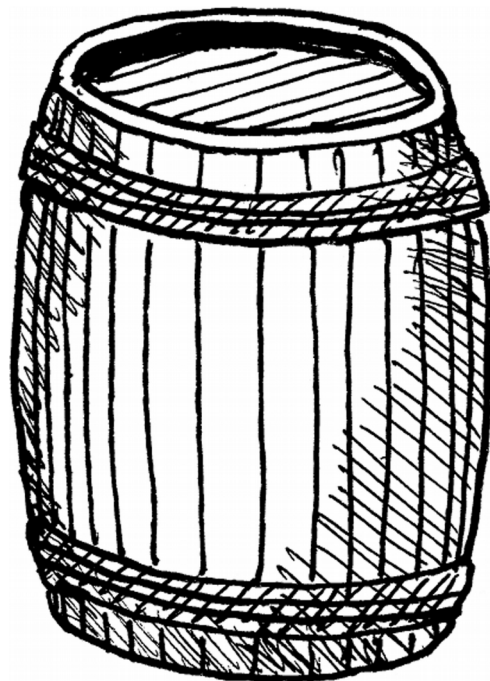
Chests: hardness 2-3; takes 2/3/5 HP to bust a side. **Strongbox:** all metal & reinforced, hardness 8 (3 HP).

Crates: Wooden box that uses thin slats nailed to corner pieces. The slats are generally one to three inches (2.5 to 7.5 cm) wide and have a space of $\frac{3}{4}$ to 1.5 inches (2 to 3.75 cm) between slats on the sides. There is generally no lid or if there is the slats will use the same spacing as the sides. These are generally used for fruits and vegetables or for small animals, like chickens or smaller.

Casket: Specially-designed boxes that hold the body of a humanoid. Used for disposal of bodies after death, if the local religion uses burial as a death rite. The price listed is for a plain pinewood box. There can be added cost for fancier caskets that include engraving, fancier or exotic woods or metal sides; use Quality adjustments for pricing.

Liquid Storage

Barrels are the standard for storing various liquids. A barrel is generally made by having tight fitting slats tied together with a band of steel or iron. Aging barrels for alcoholic beverages will be charred by fire on the inside to help with the aging process. Barrels for beer, wine, or any other liquid will not be charred. This list gives a common range of barrel sizes used for liquids and brewing. *Liquid weight* is the weight of a full load of liquids (water- or alcohol-based). *Max weight* is the most that the barrel can hold if heavier things (i.e. coins) are stored inside; more weight than this may cause a rupture.



ANIMALS

On the tables below, **source** is where animal statistics may be found, as follows: BF: **Basic Fantasy RPG Core Rules**; FG1: **Basic Fantasy RPG Field Guide Volume 1**. A † after the name indicates an **exotic animal**, as explained on page 30.

Mounts and Transport

Item	Price	Source
Camel†	75 gp	BF p. 55
Donkey, mule, or ass	40 gp	BF p. 55
Elephant, Labor†	200 gp	BF p. 79
Elephant, War†	500 gp	
Horse, Draft	120 gp	BF p. 55
Horse, War	200 gp	BF p. 55
Horse, Riding	75 gp	BF p. 55
Pony*	40 gp	BF p. 55
Pony, War*	80 gp	BF p. 55
War Ram*†	200 gp	FG1 p. 60
Riding Dog*	80 gp	BF p. 69
Flying Mounts†		
Griffon	5,000 gp	BF p. 94
Hippogriff	2,000-3,000 gp	BF p. 96
Pegasus	Min 5,000 gp	BF p. 110
Roc, Normal*	min 5,000 gp	BF p. 112
Roc, Large	min 10,000 gp	BF p. 112

Game, Farm, and Livestock

Animal	Price	Source
Bees (100, w/ queen)	10 gp	
Boar	10 gp	BF p. 62
Bull	20 gp	
Calf	5 gp	
Chicken	2 cp	
Cow	10 gp	
Deer, Doe	5 gp	BF p. 56
Deer, Stag	9 gp	BF p. 56
Game Fowl (pheasant, partridge, quail, etc.)	5 sp	
Goat	1 gp	
Goose	5 cp	
Ox	15 gp	
Pig	3 gp	
Rabbit	3 cp	
Ram	4 gp	FG1 p. 60
Sheep	2 gp	
Swan	5 sp	

Guards and Hunting

Animal	Price	Source
Bear	1,000 gp	BF p. 58-59
Cat, Hunting (Cheetah, Jaguar, Mountain Lion)†	1,500 gp	BF p. 64, 99, 107
Cat, Great (Lion, Tiger)†	3,000 gp	BF p. 100, 121
Dog, Guard	25 gp	BF p. 69
Dog, Hunting	17 gp	BF p. 69
Dog, War	50 gp	BF p. 69
Eagle (trained)	1,500 gp	
Hawk/ Falcon (trained)	1,000 gp	BF p. 96
Monkey (Sentry)	1,500 gp	FG1 p. 49
Ape (Guard)	3,000 gp	FG1 p. 5-6
Owl	3 gp	
Wolf	2,500 gp	BF p. 127

Pets and Other Animals

Animal	Price	Source
Cat, Domestic	1 sp	
Cat, Small wild	25 gp	
Crocodilian†	500 to 1,000 gp	BF p. 66
Dog, Pet	5 to 20gp	BF p. 69
Ferret	5 sp	
Ferret, trained	5 gp	
Fish (small)	5 sp	
Fish (medium)	1 gp	
Fowl, exotic (Peafowl, Emu, etc.)†	500 gp	
Lizard / small reptile	1 to 5 gp	
Owl	3 gp	
Parrot / Cockatiel†	100 gp	
Pigeon, homing	100 gp	
Rodent (Common)	1 cp	BF p. 111
Rodent (Giant)	1 gp	BF p. 111
Snake, Pit Viper (poisonous)	5 sp	BF p. 117
Snake, Constrictor †	50 gp	BF p. 117
Snake, Small (nonpoisonous)	7 cp	
Songbird	10 sp	
Turtle	10 sp	

Details & Descriptions

Exotic animals: rare or foreign varieties of creatures, which are valued at least 10 times what they would be in areas where they are common. Note that some creatures considered exotic in the "default" setting may not be so in other settings; adjust prices accordingly.

Guards and Hunting

Cats: Hunting Cats are large cats that are trained to track down and kill prey animals, then bring the prey back to the animal master. Cost includes the animal and training. Jaguars and Cheetahs are the only cats of this type that are listed in the **Basic Fantasy RPG Core Rules** or **Field Guide 1**.

Leopard (Panther)

Armor Class:	16
Hit Dice:	4
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d4
Movement:	60' (10')
No. Appearing:	1, Wild 1d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	240

Leopards are large cats that are 7 to 8 feet long including tail, and weigh about 175 lb. These cats have four black spots that form a large circle (rosette); the center of the circle and around the rosette spots range from yellow tan to white on the underside. An all-black leopard is called a Panther. The tail has a white tip. They don't like to swim as much as jaguars, preferring instead to climb trees; a leopard will drag prey into a tree.

Cougar (Puma): These are other names for the mountain lion (**Basic Fantasy RPG Core Rules**, p 107).

Great Cats: Due to the large size and wild disposition, these cats are very dangerous to train. They are more for show and can be released as guards to attack and kill anyone that comes into the area that is to be patrolled.

Dogs: Hunting dogs are small to large dogs trained to hunt and kill game or vermin, or to retrieve game that is killed by a hunter. Common examples of hunting dogs include any retrievers or terriers. Guard dogs are trained to attack, but not necessarily kill, an intruder to the area the dog is set to watch; think of these bites as subdual damage. Guard dogs include german shepherds and dalmatians. War dogs are trained to kill; some will be given leather barding designed and sized to the dog. War dogs include rottweilers and doberman pinschers.

Eagle: Large birds trained to catch small prey or fish to bring back to the animal's master. The large size and wild disposition of these animals accounts for the higher cost of a trained eagle.

Eagle (Bald, Golden and Harpy)

Armor Class:	13
Hit Dice:	2
No. of Attacks:	2 talons/1 beak
Damage:	1d6/1d6/1d4
Movement:	10' Fly 160' (10')
No. Appearing:	1, Wild 1d4
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	145

Eagles are large birds with wingspans 6½ to 7½ feet in width. They stand about 2½ to 3 feet tall and weigh about 13 lbs. These birds have heavy talons and large beaks with a sharp hooked end. Eagles are known to carry prey up to 15 lbs. An eagle will also kill and start to eat animals that are 5 times the eagles size, up to 80 lbs. The largest eagles tend to be fish-eating or sea eagles; other types of eagles will eat snakes or small animals. Coloring is dependent on the species of eagle from dark browns with a white head, to fully brown, to various grays ranging from black to white. The beaks can be bright yellowish orange to black. Eagles will fly at a prey and attack with both sets of talons, then attack with the beak.

Falcon (Peregrine, Kestrel and Hobby)

Armor Class:	11
Hit Dice:	1d4 HP
No. of Attacks:	2 talons/1 beak
Damage:	1d4/1d4/1d4
Movement:	10' Fly 160'(10')
No. Appearing:	1, Wild 1d4
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	10

Falcons are birds with wingspans of 16 to 20 inches; they stand about 1.5 to 2 feet tall, and weigh about 3 lbs. These birds have talons and a hooked beak with a sharp "tooth" in the middle of the top beak. Falcons are the most popular of the hunting birds used by royalty. Falcons can only carry prey up to 1 lb. Falcons will hunt snakes, small rodents, and other birds like wild ducks. Coloring is dependent on the species of falcon from dark gray on top to white with dark stripes on the bottom, or in kestrels reddish brown to dark brown with dark stripes; hobbies have more of a black and white coloring without the

stripes across the breast. The beaks and lower legs can be bright yellowish orange. Falcons will fly, and kestrels can even hover, then dive at prey and attack with both sets of talons then make the kill with its beak.

Owl

Armor Class:	15
Hit Dice:	1
No. of Attacks:	2 talons/1 beak
Damage:	1d4/1d4/1d4
Movement:	10' Fly 160' (10')
No. Appearing:	1, Wild 1d4
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	25

Owls are birds of prey with large eyes and the ability to fly without making a sound. They come out mostly at night which raises some people's concerns about owls being agents of evil. An owl will stand about 6 to 18 inches tall with a wingspan of 20 inches. An owl's vision is very sharp and comparable to that of a falcon. It can also hear very well, even to the point that a rodent creeping through grass will draw attention. The owl will fly over a field and listen and watch for movement and then dive for a kill with its talons.

Game, Farm, and Livestock

Bees: A honeybee colony; 100 is a starting count; if well settled, they will grow.

Cattle

Armor Class:	16
Hit Dice:	4
No. of Attacks:	1 horn or 1 trample
Damage:	1d4 or 2d4
Movement:	60' (10')
No. Appearing:	Domestic special; Wild 10d12
Save As:	Fighter: 4
Morale:	5
Treasure Type:	None
XP:	240

Cattle are large mammals with cloven hooves and horned heads. Cattle are raised mostly for their meat (beef), leather, and milk. Cattle eat grass and are fairly gentle unless spooked, in which case they will stampede (run in a group); anyone caught in the path of the stampede will suffer at least one trampling attack, as determined by the GM. Male cattle are called bulls, females are cows, and young are calves (calf is singular). If attacked, cattle will

charge, generally using their horns to attack. A bull will become aggressive if he sees quick movements from creatures he might be able to reach with a charge.

A typical small farm with cattle will have a bull, 5d4 cows, and 2d10 calves (but not more than the number of cows).

Chicken

Armor Class:	11
Hit Dice:	1d2 HP
No. of Attacks:	1 beak
Damage:	1d2
Movement:	10' Fly 15' (10')
No. Appearing:	Domestic special; Wild 1d4x10
Save As:	Normal Man
Morale:	3
Treasure Type:	None
XP:	10

Chickens are birds raised for meat and eggs. Chickens can fly but not more than 6ft high, and then only to find a low branch or bar to use as a perch. If disturbed it will run away from its attacker and squawk to alert the other chickens nearby. If cornered, a chicken can peck but only as an irritation to make the attacker let go of the bird. Chickens will not attack on purpose.

A typical farm with chickens will have 2d10 adults. Young develop quickly and will usually only be seen in the spring and early summer.

Deer: Deer are listed as part of the Antelope entry on page 56 of the **Basic Fantasy RPG Core Rules**. Stag are male and doe are female; a stag has a pair of antlers on its head. They stand as tall as cattle, but are much thinner across with almost dainty legs. Deer are hunted for its meat (venison) and leather, which is soft to the touch and durable. Deer have very good hearing and will run away. If cornered a stag will try to attack with its antlers; a doe will butt with its head to knock over the aggressor and then run away. Deer will not intentionally enter combat.

Game Fowl: Use the same stats as a chicken. Pheasant are about the size of a chicken and will fly about 100' when startled from their hiding place. Partridge and Quail are about half the size of a chicken. None of these birds enter combat, but will run at the first opening.

Goat: Goats are a domesticated form of wild ram. Use the stats for wild ram without the climbing ability (**Basic Fantasy RPG Field Guide 1**, page 60).

ANIMALS

Goose

Armor Class:	12
Hit Dice:	1
No. of Attacks:	1 beak
Damage:	1d2
Movement:	10' Fly 150' (10')
No. Appearing:	Farm 2d6 x 5, Wild 1d% x 10
Save As:	Normal Man
Morale:	6
Treasure Type:	None
XP:	25

Geese are large aquatic birds with a long neck and webbed feet. A goose will honk to signal to other geese where they are during flight. Domesticated geese have their wings clipped to prevent them from flying off during migration seasons. A goose's flight feathers are used as standard quills. Geese are often bad-tempered; if approached, make a morale check. If the check is passed, the goose will rise up to its maximum height, spread its wings and make a hissing noise to try to scare the intruder off. If that doesn't work the goose will bite to deter the intruder. Roll another morale check each time a goose is hit in combat.

Ox

Armor Class:	16
Hit Dice:	4
No. of Attacks:	1 horn or 1 trample
Damage:	1d4 or 2d4
Movement:	50' (20')
No. Appearing:	Domestic special; Wild 10d12
Save As:	Fighter: 4
Morale:	6
Treasure Type:	None
XP:	25

Oxen are large mammals related to cattle and strongly resembling them. They are raised mostly for their ability to pull farm machinery and heavy wagons. Oxen are usually paired as a team to pull a fully-loaded wagon (or the equivalent of 3,000 lb). Oxen require less food and water, being able to eat rough grass better than draft horses, which makes them valuable to merchants with large caravans going over semi-arid prairie. Oxen are very gentle and will not stampede as readily as cattle. If attacked, an ox will use its horns and charge at the antagonist. An ox bull will not attack a person waving a cloth like bull cattle will.

A typical small farm with oxen will have a bull, 2d6 cows, and 2d4 calves (but not more than the number of cows).

EQUIPMENT EMPORIUM

Pig (Hog): Pigs are domesticated Boars; use the stats for the boar in the **Basic Fantasy RPG Core Rules** (page 62) with the following changes: damage 1d4; number appearing 2d6; Morale 5; XP 72. Pigs are raised for their meat (pork) and leather.

Rabbit (Hare)

Armor Class:	14
Hit Dice:	1d2 HP
No. of Attacks:	1 kick
Damage:	1d2
Movement:	50'
No. Appearing:	Farm 1d12, Wild 2d12
Save As:	Normal Man
Morale:	3
Treasure Type:	None
XP:	10

Rabbits are small, long-eared mammals that eat grass. Their colors include tan to gray with white on their breast and a small white tail. They do not enter combat willingly and will try to run when possible. If caught alive a rabbit will try to kick free. Hares are large rabbits usually found in prairie areas. Rabbits are hunted for meat and fur leather, used as a liner for gloves or winter clothes since it is soft and able to hold body heat.

Sheep (Ram): Domestic sheep use the same stats as wild rams from the **Basic Fantasy RPG Field Guide 1** (p. 60), without the climb ability. Sheep are raised for their hair (wool) which is shaved off at least once a year to make a fleece weighing about 7 to 10 lb. The fleece is processed and then spun into yarn and used to make clothing and other items. Sheep meat (mutton) is also a staple food. Rams are male sheep that have horns while female sheep, ewe, don't usually have horns for defense.

Swan: Swans are large birds, much like geese with even longer necks. Swans will not vocalize as much as geese do. They will attack like a goose if the nest is attacked. Use the stats for geese listed above with exception of number of animals (Estate 2; Farm 1d6; Wild 1d12). The large flight feathers are used for higher-quality quills. Royalty will keep swans as decorative animals to swim on reflecting pools and not so much for their meat or feathers unless the animal dies naturally.

Pets and Other Animals**Cats (House and Wild)**

Armor Class:	15
Hit Dice:	1d2 HP
No. of Attacks:	1 bite/1 scratch
Damage:	1d2/1d2
Movement:	40'
No. Appearing:	Farm 1d6, Wild 1d12
Save As:	Fighter: 1
Morale:	6
Treasure Type:	None
XP:	10

These are normal cats found in houses and on farms, kept mostly to hunt mice and other vermin that may try to eat grains or stored foods. Wild cats will hunt animals up to the size of a rabbit. A cat can leap straight up about 4 feet to be able to get to a higher point, where they can watch the area around them and then pounce on its prey. Most cats like to also climb trees if outdoors. Cats will not willingly enter combat with anything larger than a rabbit. If attacked a cat will try to scratch or bite and will then run once it can.

Crocodilian: Descriptions are in the **Basic Fantasy RPG Core Rules** (page 66).

Dog, Pet: Use the Dog entry in the **Basic Fantasy RPG Core Rules** (page 69).

Ferret (Weasel, Mink)

Armor Class:	14
Hit Dice:	1d2 HP
No. of Attacks:	1 bite + hold
Damage:	1d4 + 1d4/round
Movement:	40'
No. Appearing:	1d6, Wild 1d8, Lair 1d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	10

These are normal-sized weasels and ferrets; use the description for the giant weasel/ferret in the **Basic Fantasy RPG Core Rules** (pages 125 and 126). A pet ferret can be trained to hunt small vermin. A professionally-trained ferret can crawl into a small hole in a house to look for bright or shiny objects to take back to its master. A ferret can fit into the same size hole as a mouse.

Fish: Ornamental/pet fish, from guppy (small) to carp (medium). These animals will need to be kept in a pond or tank. Quality on these animals would reflect the rarity of their species or markings. Statistics are not given, as few ordinary creatures in this category represent any kind of threat.

Large Exotic Fowl (Emu, Ostrich)

	Emu	Ostrich
Armor Class:	14	14
Hit Dice:	2	3
No. of Attacks:	1 kick	1 kick
Damage:	1d4	1d6
Movement:	50'	60'
No. Appearing:	Wild 1d6	Wild 1d6
Save As:	Fighter: 2	Fighter: 3
Morale:	8	8
Treasure Type:	None	None
XP:	75	145

These birds are sometimes raised (or hunted) as food; in addition, the large, decorative quills of ostriches are in demand in some social circles.

Lizard, Small: Few of these creatures represent any kind of threat to a human or humanoid; they are sometimes kept as pets, but have little value otherwise.

Owl: See page 31 for statistics.

Parrot (or Cockatiel)

Armor Class:	11
Hit Dice:	1d4 HP
No. of Attacks:	1 talon or 1 beak
Damage:	1d4 or 1d4
Movement:	10' Fly 100' (10')
No. Appearing:	Wild 1d4
Save As:	Normal Man
Morale:	6
Treasure Type:	None
XP:	10

These are decorative birds about the size of a hawk. Parrots have green or blue feathers with long multi-colored tail feathers. Cockatiels are white with crested heads. Both types of birds can imitate human speech but cannot normally carry on a true conversation.

Homing Pigeon: These birds are bred and trained to return to a specific location, regardless of where they are released. They are used for communication by means of tying a note to the pigeon's leg.

ANIMALS

Rat: The statistics rats are found in the **Basic Fantasy RPG Core Rules** on page 111. Use the statistics for the normal rat to represent squirrels, moles, and shrews as well.

Snake, Adders: Use the pit viper statistics in the **Basic Fantasy RPG Core Rules** on page 117. Adders don't have the heat sensors of a pit viper nor the rattle of a rattlesnake.

Snake, Constrictor: Use the python statistics in the **Basic Fantasy RPG Core Rules** on page 117.

Snake, Nonpoisonous: Use the pit viper statistics in the **Basic Fantasy RPG Core Rules** on page 117, omitting the poison and changing the morale score to 5.

Note: Snake prices assume animals indigenous to the area; exotic snakes will be significantly more expensive. Constrictors are already priced as an exotic animal, as they are difficult to capture and/or breed even in areas where they are common.

Songbirds: These are small birds the size of a robin or smaller. Songbirds are kept as decorations and for their vocalizations, which are different from species to species. Songbirds do not pose a threat, thus no statistics are given.

Turtle (Tortoise)

	Box Turtle	Snapping Turtle
Armor Class:	15	16
Hit Dice:	1d4 HP	1
No. of Attacks:	1 bite	1 bite
Damage:	1d2	1d6
Movement:	5' Swim 20'	5' Swim 20'
No. Appearing:	Wild 1d4	Wild 1d4
Save As:	Normal Man	Fighter: 1
Morale:	5	6
Treasure Type:	None	None
XP:	10	25

Turtles are reptiles with a hard shell into which the animal can pull its head and legs if threatened. Turtles will be found in marshes and near rivers or ponds; tortoises are terrestrial and typically found in arid regions. The statistics given above are representative, and can be used to represent other species as needed. Turtles are well-camouflaged, and thus will surprise on a roll of 1-3 on 1d6 in their natural habitat.

EQUIPMENT EMPORIUM

Animal Gear

Item	Price	Weight
Bit and bridle	15 sp	3
Cage, Small animal	5 gp	5
Cage, Large animal	15 gp	10
Cart harness	2 gp	10
Large Animal Feed, 1 day	1 sp	5
Medium Animal Feed, 1 day	5 cp	2
Halter	5 cp	*
Feed Bag	5 gp	5
Hobbles, 1 set	2 gp	5
Horse Blanket / Hood	2 gp	6
Horseshoes & shoeing	1 gp	10
Howdah	85 gp	120
Leash, Small-Medium animal	1 gp	½
Leash, Large animal	2 gp	1
Muzzle, Dog, leather	2 gp	*
Saddle blanket	3 sp	4
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddle, Tarn	50 gp	30
Saddle, War Horse	20 gp	40
Team harness, per pair	5 gp	15
Trappings, Horse	10 gp	25
Yoke, Horse	5 gp	15
Yoke, Ox	3 gp	20

Animal Gear Descriptions

Bit and Bridle: A **Bit** is the device put into a horse's mouth; the reins are tied to this and it is also held on the horse's head with leather straps called the **Bridle**. War rams can use a modified bit and bridle too. Riding dogs will not take a bit in the mouth but a bridle is normally used.

Cages: Prices vary depending on the type of animal being caged and the material used for the cage. There are also cages ranging from small to large that affect price. Small mammals like mice or rats, ferrets, and snakes can be put into wire mesh or wicker cages. Song birds will have a more open cage with the bars narrow enough to not let the bird through but it can be seen and heard. Fish can be put into glass cages or small bowls. Larger animals like great cats or large birds will have cages with heavier construction and will be sized to fit on a wagon frame to allow the cage to be moved.

Cart Harness: Harness is the leather straps used to tie a single horse to a cart.

Animal Feed: Depends on the type of animal being fed.

Halter: A halter is similar to a bridle but is used to lead an animal. The halter doesn't have a bit.

Feed bag: Attaches to a bridle or halter and goes over the muzzle of the horse or ram and is filled with oats to allow the animal to eat without having to take the tack off. This also saves on oats since less is wasted while the animal eats. Riding dogs will not eat out of a feed bag.

Hobbles: Hobbles are shackles for a riding animal to stop them from wondering off during the night or while adventurers are in a dungeon.

Horse blanket/hood: A large blanket used to cover a horse when it is cold; the hooded version has a hood that covers the ears and jowls (but not the eyes) of the horse to prevent it from being spooked.

Horseshoes and shoeing: Horses should have their shoes changed every 4 to 6 weeks so a farrier (person that shoes horses) makes sure the hoof is cleaned, trimmed, and that there are no health problems. In many small communities the farrier is also the blacksmith and will run the livery stable too.

Howdah: This is the large box-like saddle that is used on elephants and other large animals for riding.

Leash: A leash has two parts; a collar made of leather or cloth that goes around the animal's neck, and the lead (a leather or cloth strap) that the animal master holds onto to control the animal. Usually used on dogs and great cats; house cats and small cats don't lead well. The collar for a war dog will have spikes to prevent a rival dog from biting the war dog's neck.

Muzzle: Used to cover the mouth of a dog to prevent biting; usually used on war dogs when not in battle, the muzzle is removed before the war dog is let go during battle.

Saddle blanket: This is a piece of cloth put over the back of a riding animal before the saddle is put on to absorb sweat and to prevent the saddle from rubbing sores into the back of the riding animal.

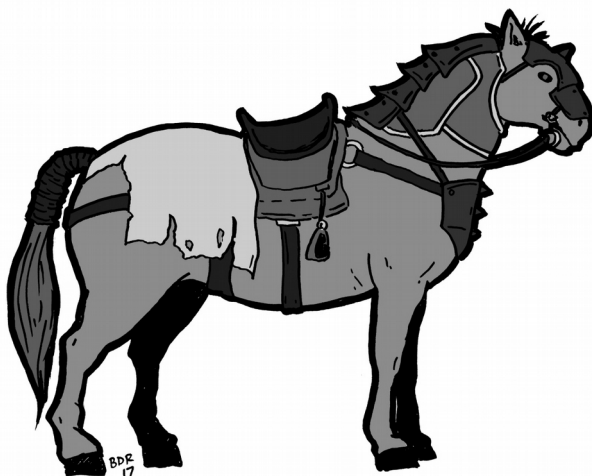
Saddles come in several types: **Pack saddles** have connections to hold boxes or panniers that are filled with merchant goods or extra supplies for a long journey. **Riding saddles** are designed to fit the animal being ridden and has a seat to allow a person to comfortably ride. **Tarn saddles** are made specifically for animals that fly and have extra straps to tie the rider into the saddle to prevent falling off during aerial movements. **War Horse saddles** are made for heavier duty and have extra attachment points to allow more weapons to be attached and ready for the rider.

Team harness: Team harnesses are the straps used for a pair of horses to be attached to a wagon or carriage.

Trapping: Trapping is a fancier horse blanket usually used during tournaments or races; the colors and designs determine who owns the horse.

Horse Yoke: Usually made of leather and form a circle that goes over the horse's head and fits around its neck. The yoke is then attached to a harness which allows the horse to more efficiently pull a heavy load (e.g. a wagon) or farm implement (e.g. a plow).

Ox Yoke: Made of wood for a team of oxen. The top piece is a heavy beam that is shaped to go over the back of the oxen's neck. There is a hoop of wood that goes around the ox's neck underneath. The beam is connected to the tongue of a wagon or plow that the oxen then pull.



SERVICES

There are a number of jobs that NPCs can take to help support player characters. These jobs can help the player characters understand where their hard-got gains are being spent. They can also be sources of information outside the typical tavern setting.

Food and Lodging	Price
City rooms (per month), Common	20 gp
City rooms (per month), Poor	6 sp
Grain and stabling for horse (daily)	5 sp
Inn lodging (per day/week), Private Room	2 gp/ 8 gp
Inn lodging (per day/week), Common	5 sp/ 3 gp
Inn lodging (per day/week), Poor	5 cp/ 2 sp
Separate latrine for rooms (per month)	2 gp
Meals (per day), Poor	1 sp
Meals (per day), Common	3 sp
Meals (per day), Good	5 sp

Services	Price
Bath	3 cp
Clerk (per letter)	2 sp
Guide, in city (per day)	2 sp
Lantern or torchbearer (per night)	1 sp
Hireling, trained, per day	3 sp
Hireling, untrained, per day	1 sp
Hireling, Specialists & Mercenaries	Core Rules p41-42
Messenger, in city (per message)	1 sp
Messenger, overland, per mile	2 cp
Minstrel (per performance)	3 gp
Mourner (per funeral)	2 sp

Travel and Transport	Price
Road or gate toll	1 cp
Ship's passage, per mile	1 sp
Teamster w/wagon, per mile	1 sp
Coach cab (per mile)	3 cp

Service Explanations

City Rooms: City rooms are just the rooms for sleeping and staying in, similar to a hotel. Common amenities include having the room cleaned at least 3 times a week. In larger city settings rooms may have to be shared with 4 other PCs and/or NPCs. Poor amenities mean the rooms cleaned once a week if even then, and there is always a good chance that there will be bedbugs or other creepy crawlies in the beds. The beds must also be shared with 8 to 12 other PCs and/or NPCs.

Grain and stabling for a horse is usually done at a Livery or Stable. A livery is an independent storefront that offers housing for horses, including farrier service and tack. The farrier will feed and care for the horses as part of the housing service. A stable is a barn for housing horses associated with an inn or rooming house. The owners of the horses are responsible for feeding their animals; the inn will charge to replenish the grain and hay eaten by the horses.

Inn lodging: Inn lodging includes a room and a day's meals. A private room includes having the room cleaned on a daily basis and good-quality meals, and not having to share the room or bed with anyone else. Common lodgings include sharing a room with another person, with common meals provided. The rooms are cleaned about 3 times a week. Poor lodgings will include lackluster meals and having to share the room and the bed with 3 others. The room is cleaned about once a week.

Latrine: Having a separate room or shed for a latrine available. For common and poor accommodations a character would have to share with the other PCs and/or NPCs staying in that room.

Meals: an approximate cost for a day's prepared food.

Bath includes tub and hot water. Soaps, oils, or other 'amenities' are extra.

Clerk: Person trained to read and write Common and one or more languages for close races or nations. They can copy, write, or translate letters.

Guide: Person that knows all the hot- and low-spots of the city and most of the dealings that are going on between different criminal organizations.

Lantern or Torchbearer: Similar to a guide but will hold the lantern or torch so a character can see where they are going.

Hirelings: Untrained hirelings are those working jobs requiring no or limited skill: laborers, porters, common cooks and servants. A high-quality servant, akin to a valet or butler, would fall under Trained Hireling. Note that these are *minimum-wage* jobs.

Messenger: A Messenger (usually associated with a Clerk) will deliver a letter or other document that can easily be transported in a saddle bag.

Minstrel: A minstrel's performance will usually last an hour. During the performance the minstrel will sing several popular songs and may tell a few jokes.

EQUIPMENT EMPORIUM

Mourner: A person paid to attend a funeral; may also be a pall bearer if there are not enough people at the funeral (add another 1 sp in this case).

Road or gate toll: A per-person toll; wagons will cost extra. Usually paid upon entry into a city or town.

Coach cab: Overland passenger + light cargo rates. For travel within most cities, 1 cp per person will get you a coach ride to your destination.

At the Tavern

Food	Price
Meal, Poor	5 cp
Meal, Common	1 sp
Meal, Merchant's (Good quality)	2 sp
Meal, Rich	1 gp
Meal, Banquet (per person)	10 gp

Poor: Dark or rough bread, butter or hard cheese, porridge, broth soups or simple stew, "Chef's specials".

Common: Good bread & cheese, hearty stew, roast fowl or small game, cured meats, fruits and vegetables in season.

Merchant's (Good): Roast meats, cheeses, light breads, fruits and vegetables, soups, more 'prepared' dishes; preserved fruits offered as well.

Rich: A few courses of different foods like those listed in the Merchant listing above, of exceptional quality.

Banquets: Includes multiple courses and a variety of offerings; price includes personnel for service, but does not cover entertainment.

Drinks	Drink	Pitcher (Gallon)	Bottle
Draft	pint		
Small Beer / Applejack	5 cp	4 sp	-
Beer, common	5 cp	4 sp	-
Beer, quality	2 sp	16 sp	-
Ale / Cider, common	1 sp	8 sp	-
Ale / Cider, quality	4 sp	3 gp	-
Ale / Cider, exceptional	1 gp	8 gp	-
Wine	glass		
Wine, common	2 sp	16 sp	1 gp
Wine, quality	1 gp	10 gp	5 gp
Wine, exceptional	min 6 gp	-	min 30 gp
Mead	pint		
Mead, common	1 sp	-	5 sp
Mead, quality	4 sp	-	2 gp

SERVICES

Drinks	Drink	Pitcher (Gallon)	Bottle
Spirits	shot		
Spirits, rotgut	3 cp	-	6 sp
Spirits, common	1 sp	-	2 gp
Spirits, quality	1 gp	-	20 gp
Spirits, exceptional	min 5 gp	-	min 100 gp

Alcoholic drinks are not necessarily consumed to get drunk in the medieval worlds as usually portrayed. Water sources were not always as clean and pure as one might wish; beverages containing alcohol were much safer to consume.

Beers and Ales: Brewed or fermented from grains that use yeast to make the alcohol content. These are generally not as potent as spirits and are usually produced at monasteries.

Small Beer: A low-alcohol beer. This lightly-fermented brew is almost a liquid snack, and keeps clean better than water. Suitable for adventuring, though it may turn 'dank' if left in a wineskin for too long.

Cider: Fermented fruit juices, generally non-citrus juices like apple, pear, and peach and many different berries. Citruses like orange, lime, and lemon have acids that kill the yeast used to ferment the juice.

Wine: Fermented grape juices; the type of grapes determine the color and flavor of the wine. Monasteries produce the best wines.

Mead: Honey diluted with water or apple juice, fermented with wine yeast. A potent drink popular in northern climates.

Spirits: Fermented alcohols that are boiled again to remove the water and increase the alcohol content. The type of spirit is dependent on the grain, grape, fruit, or berry used as a base. These are generally made by a local farmer. Quality depends on the experience of the person making the spirit and the quality of the crop.

Spirits are generally mixed or 'cut' with water to make the bottle last longer. **Rotgut** is a poorly-fermented drink mixed with more water than alcohol. **Common spirits** are half water and half alcohol and have an acceptable taste.

Quality spirits are cut with 25% water and have a very good taste. **Exceptional spirits** are not cut and usually are not mixed with any other liquids.

Common drinks are the cheapest, passable-quality offering.

Quality drinks are among the best local brews or vintages. These will be pleasing to more refined tastes

Exceptional drinks are the best available, including rare brews, good vintages, or imports such as *Elvish Wines* and *Dwarven Spirits*. Prices given are minimum.

STOCK AND TRADE GOODS

Cooking and Provisioning

Item	Price	Weight
Pickled fish, 5gal. barrel	3 gp	30
Pickled vegetables, quart	1 gp	1
Sugar	1 gp	1
Fruit, dried	2 sp	1
Nuts	1 gp	1
Fresh fruits, per lb		
Common	1 gp	1
Rare/imported	10 gp	1
Candied fruit/herbs, oz	5 sp to 5 gp	*
Cured meats (salted, smoked, dried, etc)	4 gp	1
Carcass, Game Animal	1 gp/ HD	varies
Herbs / Spices, common	5 sp	1
Herbs / Spices, uncommon	1 gp	1
Herbs / Spices, Rare	2 gp	1
Herbs / Spices, Exotic	15 gp	1
Garlic, 1 bulb	5 cp	*
Salt (1lb)	1 gp	1
Grain (raw)	1 cp	1
Meal (rough)	2 cp	1
Flour (fine)	3 cp	1
Wood (lumber), 1 cord (128 cubic feet)	50 gp	5,000
Firewood (per day)	1 cp	20
Tobacco, per pouch	5 sp	1
Tobacco, high quality	10 sp	1
Halfing pipeweed	2 gp	1

Drinks by the Barrel

Item	Barrel (30 g.)	Tun (250 g.)
Small Beer / Applejack	4 gp	–
Beer, common	4 gp	20 gp
Beer, quality	16 gp	80 gp
Ale / Cider, common	8 gp	40 gp
Ale / Cider, quality	30 gp	150 gp
Ale / Cider, exceptional (min)	80 gp	400 gp
Wine, common	8 gp	40 gp
Wine, quality	80 gp	400 gp
Wine, exceptional (min)	450 gp	2,400 gp
Mead, common	8 gp	40 gp
Mead, quality	30 gp	150 gp

Item	Barrel (30 g.)	Tun (250 g.)
Spirits, rotgut	12 gp	–
Spirits, common	40 gp	200 gp
Spirits, quality	400 gp	2,000 gp
Spirits, exceptional (min)	2,000 gp	10,000 gp

Cloth and Skins

Item	Price	Weight
Cloth (per 10 sq. yds.), Common	7 gp	10
Cloth (per 10 sq. yds.), Fine	50 gp	10
Cloth (per 10 sq. yds.), Rich	100 gp	10
Skins/Furs (Common), Pelt	1 gp	3
Skins/Furs (Rare), Pelt	5 gp	3
Skins/Furs (Exotic), Pelt	50 gp	3
Bulk leather (1 sq ft)	5 sp	½
Fine Leather (per sq ft)	5 gp	½

Plates & Silverware

Item	Price	Weight
Place Settings		
Wooden cup and trencher	6 cp	½
Common (stoneware or ceramic)	6 sp	3
Tavern/Merchant (pewter or stoneware)	3 gp	5
Fine setting (porcelain or silver)	20 gp	8
Individual Items		
Plates & Bowls		
Wood	3 cp	*
Ceramic	8 cp	½
Pewter / Stoneware	2 sp	2
Porcelain	5 sp	1
Silver	2 gp	½
Tableware (forks, knives, spoons)		
Brass	4 cp	*
Silver	8 sp	*
Mug/Tankard, Brass	1 sp	1
Mug/Tankard, Pewter	6 sp	3
Tankard, Stoneware	15 sp	2
Wine Glass, Common (metal)	9 cp	1
Wine Glass, Crystal	1 gp	1
Serving vessel (bowls, pitchers, platters)		
Common	4 sp	1
Tavern	1 gp	2
Fine	5 gp	2

EQUIPMENT EMPORIUM**STOCK AND TRADE GOODS****Household Items**

Item	Price	Weight
Small Furniture		
– Simple	5 sp	
– Complex	2 gp	
Medium Furniture		
– Simple	2 gp	
– Complex	8 gp	
Large Furniture		
– Simple	8 gp	
– Complex	15 gp	
Blanket, Flannel	2 gp	5
Blanket, Wool	3 gp	3
Candlestick, carved wood	4 sp	½
Candlestick, brass	6 sp	½
Candlestick, iron	2 gp	1
Candlestick, silver	5 gp	1
Candlestick, silver candelabra	12 gp	10
Carpets & Rugs, sq yard	4 sp	2
Cauldron (30 gal)	20 gp	75
Chandelier, Candle	7 gp	35
Chandelier, Oil Lamp	10 gp	50
Chandelier, Crystal	min 50 gp	+5
Cushion/Padding, Armchair or Bench	1 gp	4
Cushion/Padding, Chair or Stool	3 sp	1
Cushion/Padding, Mattress	12 gp	20
Cushion/Pillow	2 sp	2
Lamp, ceramic oil	1 sp	1
Lamp, brass, oil or candle	1 gp	2
Lamp, silver, oil or candle	15 gp	3
Loom	6 gp	35
Mirror, sq ft	12 gp	1
Spinning Wheel	6 gp	5
Sundial	25 gp	15
Water Clock	1,000 gp	200

Metals, per lb.

Item	Price	Weight
Brass	1 sp	1
Bronze	7 cp	1
Copper	9 cp	1
Electrum	9 ep	1
Gold	9 gp	1
Iron	1 sp	1
Lead	4 cp	1
Mithral	40 gp	1
Platinum	9 pp	1
Silver	9 sp	1
Steel	3 sp	1
Tin	2 sp	1
Zinc	8 sp	1

Artwork

Item	Price	Weight
Bust, life-sized	100 gp	25
Bust, tiny	15 gp	5
Carvings, common wood/stone	5 sp to 100 gp	-
Carvings, exotic wood/stone	min 20 gp	-
Etching	75 gp	5
Figurine, pewter or wood	2 to 30 sp	½
Figurine, silver or stone	2 to 30 gp	1
Historical artifacts (antiquities)	10 to 500 gp	-
Metalware	5 to 50 sp	-
Native / Folk Art	1 to 100 gp	-
Painting	min 10 gp	2+
Pottery	2 to 8 sp	1-30
Statue, Wood or Clay	10 to 200 gp	50+
Statue, Stone or Marble	50 to 1,000 gp	250+
Tapestries	10 to 200 gp	20+

Descriptions:

A *bushel* of fresh fruits or vegetables is roughly ½ cubic feet in volume and weighs between 32 lb and 50 lb, depending on its contents.

Fruits: includes apples, oranges, and pears as well as berries and vined fruits.

Herbs & Spices specifically refer to those used as aromatics and in seasoning; for medicinal herbs, refer to the alchemist's samples.

Cloth: *Common cloth* includes linen, sackcloth, or broadcloth. *Fine cloth* includes felt, fine cottons and linens, and wool. *Rich cloth* includes silks, satins, velvet, or highly-detailed Fine cloth.

Pelt values are based on a “medium-sized” skin; roughly enough for trimming an outfit, or to make a single-piece vest. Smaller animals (mink or mole) may take several skins to make a 'pelt', while a larger animal (elk, owlbears) could supply two or more “pelts” with its hide.

Drink barrels are listed at stock price, not serving (tavern) price.

Furniture:

Simple items are static items with simple construction. *Complex* items involve doors, hinges, drawers, etc.

Small: Stools, step stools, simple chairs, flat benches, corner tables, and book stands.

Medium: Armchairs, backed benches, single beds, desks, bookcase, and round tables.

Large: Full or larger beds, library tables, dining tables, and wardrobes.

Carpets & Rugs: priced for local standard, with no or simple design work and trim. Quality carpets will have fancier trim, materials, designs, etc.

Cushions/Padding: Padding is attached directly to furniture; assumed material is cloth. Cost is double for leather or silk covering. Cushions are listed with straw filling (standard). Cost is double price for feather filling.

Lamps: Oil lamps or standing candleholders, lampshades optional.

Loom: Weaving textiles (cloth, carpets, etc.).

Spinning wheel is for spinning thread from wool. Cursed spindles and straw-to-gold features extra.

Sundial: Bronze with stand. Add 10 gp for marble stand.

Water Clock: A large and complicated device that uses the flow of water to keep remarkably accurate time. They are large, heavy, require a constant water supply, and must be kept stationary to keep time accurately.

Plates & Silverware:

Wooden cup & trencher – most basic.

Common setting will be made of wood or ceramic, with wood or brass cups. Bowl, plate, cup. Includes silverware.

Tavern/merchant are finer-looking, with stoneware or more durable pewter. Includes large plate, trencher/soup bowl, smaller plate, 2 spoons, 2 forks, tankard (not all of these are set out with your tavern meal, mind you).

Fine Setting: plates fit for a baron or better – plates and glassware sufficient for a multi-course meal. If purchasing, sets of 8 or more are the standard. Quality increases the detail of painting or design.

Artwork

Artwork and Quality: These prices represent the *minimums* for decent quality pieces. Highly decorated, well-made or ‘enhanced’ (gilded and/or bejeweled) pieces can run considerably higher. Note that the value of a piece is not always noticeable. A roughly-carved figurine may only look like it's worth a few cp, but a more knowledgeable eye might recognize the rare material (deep agate); the specific artist (the renowned Dwarven sculptor Arkenfell); or the history behind it (an example of his earlier work; part of a chess set made for the King of Iron Mountain; the rest is still held by the royal family) making it far more valuable in the right hands.

Carvings: Decorative pieces, small figurines, some functional items; includes both wood and stone carvings. Common materials are those local and readily available (but no less decorative) oak, cedar, granite, and sandstone. Exotic materials are those rarer to the setting: ebony, Elven ironwood, jade, gold, and marble.

Historical Artifacts and Antiquities: odds-and-ends tools and knickknacks from past civilizations. These are never magical, but there may be more to the carved or painted symbols than decoration...

Native / Folk Art: wood carvings, textiles, or small items of “traditional” cultures – ones different from the PC's.

Statues: large carved or cast figures or art pieces. Wooden statues also includes figureheads for boats/ships.

VEHICLES

Land Transportation

Vehicle	Length x width*	Weight	Cargo	Movement	Hardness / HP	Price (gp)
Chariot, Racing	16' x 16'	175	250	160'(15')	10 / 12	500
Chariot, War	15' x 8'	500	1000	120' (10')	15 / 20	600
Chariot, Common	15' x 6'	300	750 lbs	120' (10')	10 / 10	400
Coach	30' x 8'	1,000	2,000 lbs	60' (15')	6 / 12	1,500
Wagon	35' x 8'	2,000	4,000 lbs	40' (20')	12 / 16	500
Sedan chair / Rickshaw	8' x 3'	75	400 lbs	10' (5')	4 / 8	100
Dog Cart / Sled	6' x 3'	30	300 lbs	20' (10')	6 / 8	40
Sleigh	15' x 6'	150	500 lbs	20' (10')	10 / 10	300
Sledge	15' x 8'	300	1,000 lbs	10' (20')	12 / 16	400
Carriage, Common	30' x 6'	500	500 lbs	40' (15)	6 / 12	150
Cart	15' x 4'	500	500 lbs	40' (20)	8 / 10	50
Travois, Horse	16' x 3'	50	400 lbs	40' (10')	4 / 8	20
Travois, Dog	12' x 2'	15	70 lbs	40' (10')	4 / 6	10

*Includes hitched horses or mules.

Water Transportation

Vehicle	Length x Width	Cargo	Crew	Movement	Miles/Day	Hardness/HP	Price (gp)
Canoe	15' x 4'	½ ton	1	40' (5')	30	4 / 4	50
Caravel	55' x 15'	75 tons	10	20' (20')	45	4 / 75	10,000
Carrack	60' x 20'	135 tons	20	30' (30')	50	10 / 120	20,000
Galley, Small	100' x 15'	210 tons	90	20' / 15' (20')	40 / 25	8 / 75	15,000
Galley, Large	120' x 20'	375 tons	160	30' / 20' (25')	45 / 25	10 / 120	30,000
Raft/Barge	Per 10' x 10'	1 ton	2	40' (10')	20	6 / 12	100
Riverboat	50' x 20'	50 tons	10	20' (20')	30	8 / 30	3,500
Rowboat	15' x 6'	1 ton	1	30' (10')	25	6 / 8	600
Sailboat	40' x 8'	5 tons	1	40' (15')	40	7 / 20	2,000
Small keelboat	20' x 5'	1 ton	1	40' (20')	25	6 / 12	100
Knarr	60' x 15'	30 tons	12	40' (15')	40	8/60	3,000
Longship, Karfi/Skei	80' x 10'	50 tons	30	30' (25')	45 / 25	8 / 75	10,000
Longship, Drakkar	100' x 15'	100 tons*	70	30' (25')	45 / 25	8 / 100	25,000
Coaster	65' x 20'	100 tons	25	20' (10')	25	10/100	5,000
Cog	80' x 20'	150 tons	20	40' (20')	50	12/125	10,000
Galleon	130' x 30'	500 tons	130	30' (30')	30	10 / 150	50,000

Vehicle Gear

Item	Price	Weight
Paddle	1 gp	5
Oar, Common	2 gp	10
Oar, Galley	10 gp	50
Sail/100'sq	20 gp	30
Wagon or cart wheel	5 gp	7
Anchor, Iron, Boat	40 gp	10
Anchor, Iron, Ship	200 gp	50

Notes Regarding Vehicles

Please see the **Basic Fantasy RPG Core Rules** for explanations of crew, cargo, movement, hardness and HP.

Chariot: A two-wheeled vehicle pulled by horses; there are three versions. **Racing chariots** are pulled by four horses that are run abreast. The body is made for just the driver. **War chariots** are pulled by two war horses. The body is made for two people; a driver and an archer or spear man. The **Common chariot** is pulled by a single war horse. The body is designed for one person. The common chariot is usually used to bring a champion warrior out to the battle field so they aren't tired by running.

Coach: The coach is a long distance vehicle pulled by four to six horses hitched in pairs. A coach will be able to sit six people inside and has a bench on the front for a driver and a guard if traveling through wilderness. There is a place for storage of one or two chests per passenger, either on the top of the coach or on the boot located at the back of the vehicle.

Wagon: A wagon is a large vehicle used to transport goods from farms into towns or transport all a family's possessions across the frontier. The wagon is pulled by a team (pair) of horses or oxen. The sides of the wagon are 4' to 6' high.

A **Sedan chair** is carried by 4 male slaves, and is only large enough for a single person to sit. The sedan chair has sides and a top; the sides have windows cut out and will have cloth curtains. A **Rickshaw** is a two-wheeled cart that is pulled by a single person. There is enough room for two people to sit side-by-side.

A **Dog cart** is a small two-wheeled cart that is pulled by a large dog. There is enough room in the seat for one adult or two children or Halflings. A **Dog sled** is a large sled pulled by 6 dogs attached in teams of two. The sled has room for one or two people; if two people are sitting there will not be enough supplies carried for feeding the animals or humans. When the day is done, if the dogs are not cared for first, the dogs may balk at being hooked up the next day.

A **Sleigh** is an open-topped coach body on a set of iron or steel runners. A sleigh can be pulled by a horse or reindeer (use the antelope entry from the **Basic Fantasy RPG Core Rules**).

A **Sledge** is a short-sided wagon box on large timber runners pulled by a team of draft horses or oxen.

A **Carriage** is a private coach with room for one or two passengers with a driver on the bench up front and a footman (guard) riding on the boot.

A **Cart** is a small two-wheeled vehicle pulled by a horse; there is enough room for two people and their traveling gear.

Travois: A pair of long poles tied to the back of a horse or dog and on rare occasions humans, dragged on the ground after them. There is a rope or canvas across the poles and goods are piled onto it. The poles can be tent poles if the party has a tent. Anything loaded on the travois (including people) only counts as 1/3 of its weight against carrying capacity. Anyone hauling a travois moves as if *heavily encumbered*, regardless of how much weight is actually being pulled.

Water-borne vehicles are propelled by either sail or rowing or a combination of both. Rowed vehicles don't need to tack the way a sailing vessel does, so it can ignore the sailing rules found in the **Basic Fantasy RPG Core Rules** in the **Adventure** section.

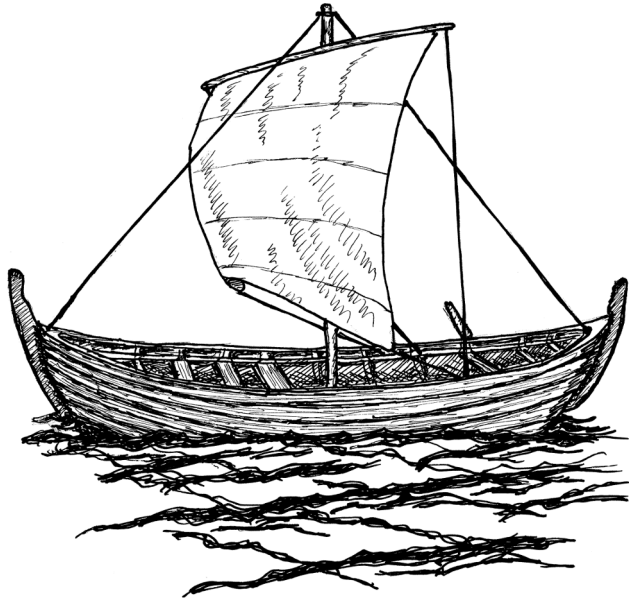
Canoe: A small boat that is rowed with an oar or paddle. There isn't room for lodging and will need to pull to shore to setup camp for the night. Used on calmer rivers and lakes, not built for use on the open ocean.

A **Caravel** is a highly-maneuverable sailing ship with two or three masts. Though superficially similar to the larger carrack, caravels are capable of sailing up rivers, a task for which the larger ship is ill-suited.

A **Carrack** is a large ocean-going sailing ship with three or four masts.

Galleys are equipped with both sails and oars; the second listed movement rate for galleys is the rowing speed. A small galley will have around 20 rows of oars, with each oar pulled by two men (for a total of 80 rowers) while a large galley will have around 35 rows of oars (for a total of 140 rowers). Galleys are generally much more maneuverable than sailing ships such as the carrack or caravel, and may be outfitted with rams. Large galleys can sail on open seas but need to put to shore in stormy conditions. The boat's pilot will use sail on the open seas and will only use the rowers for combat or putting into shore.

A **Raft** is a set of logs bound together for a one way trip, usually downriver. A **Barge** is a shallow, flat-bottomed vessel that is built to go up or down a river or across a



lake. Both crafts use poling and current as its means of propulsion. Poling is using a long pole to poke into the river bed and pull or push on the pole to help move the craft. The pole can also be used as a brace to prevent the craft from bumping into a snag or submerged rock. A barge is dragged up river using ropes and a teamster leading a team of horses or oxen on shore pulling against the current. There is not enough room on the vessels for overnight accommodations and so it will need to be brought to shore and a camp made for the nights.

Riverboats are built similar to a barge with a small cabin for the crew and a merchant that is transporting goods. The crew will tow the riverboat upstream using ropes and the crew walking on the shore similar to a barge. Going downriver the crew uses the poling technique. A riverboat will normally put into shore for the night and the pilot and merchant will sleep in the cabin. The crew will have watch and sleep on deck; they can sleep inside during inclement weather.

A **Rowboat** uses two oars for propulsion. It is not meant for open oceans and needs to be put into shore for the night.

Sailboats are usually for recreational sailing on lakes, seas, and coastal waters. There is room for the pilot to stay on-board during the night but since there isn't another crewman or navigator the ship will anchor for the night and will not do night sailing.

Keelboats are small versions of riverboats and will have a team of horses or mules on shore that will pull the boat up river. They can also be moved by poling.

A **Knarr** is a small cargo version of a longship without any manned warriors. With its shallow draft it is able to go further upriver than caravels.

The **Longship** commonly used by northern raiders is similar to the large galley. However, where more civilized nations have specialist rowers, sailors, and marines, the crew of a longship is more generalized; every crewman is usually qualified for all of these tasks. Longships are generally flat-bottomed, allowing them to easily sail down rivers as well as across seas. **Drakkar**: more of a royal storage barge than a sailing ship – expensive and not much storage.

The **Coaster** is a small merchant ship used to transport goods along the coast of an ocean or sea. It has a single mast and small sail. It is not designed for river travel. A coaster can put in on a beach, but may need to wait for high tide to float off again.

Cog: A single-mast ship used on open seas and oceans. Used to transport cargo over very long distances. The mast is taller and the sail larger than those used on a coaster. A cog needs to put in at a port. A cog can have small siege engines on its deck for protection.

Galleon: A two- or three-mast merchant ship with multiple levels for crew and passenger cabins. These can be armed with siege engines for protection and have a compliment of troops if the merchant is carrying expensive items. A galleon is built for ocean travel and will only put into ports that are built to handle the deep draft of these boats.

Notes Regarding Vehicle Gear

A **Paddle** is a short oar used to propel and steer a small vessel such as a canoe.

Oars come in two styles: one for small vessels like row boats and a larger version used on galleys and longships. A row boat will have two oars; the rower will grasp both oars and maneuver the boat by putting the blades of the oars in the water and pulling. Turns can be made by using one oar or the other to put a drag on the inside corner of the turn. Galleys and long boats use an oar that is much longer and is operated by two people per oar. The timing of the rowing is kept with the use of a drummer. Galleys are often rowed by slaves or indentured servants. A longship is rowed by warriors; rhythm is kept again with the use of a drum. A sail will be used on open water to save the strength of the rowers.

Sail: There are two basic versions of sail: square and triangle. On tall mast ships like galleons and cogs there can be up to three sails from the yards (horizontal beam) attached to the mast. The largest sails are hung from the lowest yard and decrease in size going up the mast. The yard is hung at a slant for triangular sails. Triangular sails are also hung from the foremast (front mast) to the bow (front) of the ship.

SIEGE ENGINES

These are weapons used to attack strongholds or sometimes ships. Their cost may be up to twice as high in a remote location. A siege engine that throws missiles (a ballista, onager, or trebuchet) must have a trained artilleryist to fire it; this is person making the attack rolls for the

weapon. Missile-throwing engines have attack penalties, detailed below. Note that siege engines are not generally usable against individuals or monsters; the GM may make exceptions for very large monsters like giants or dragons.

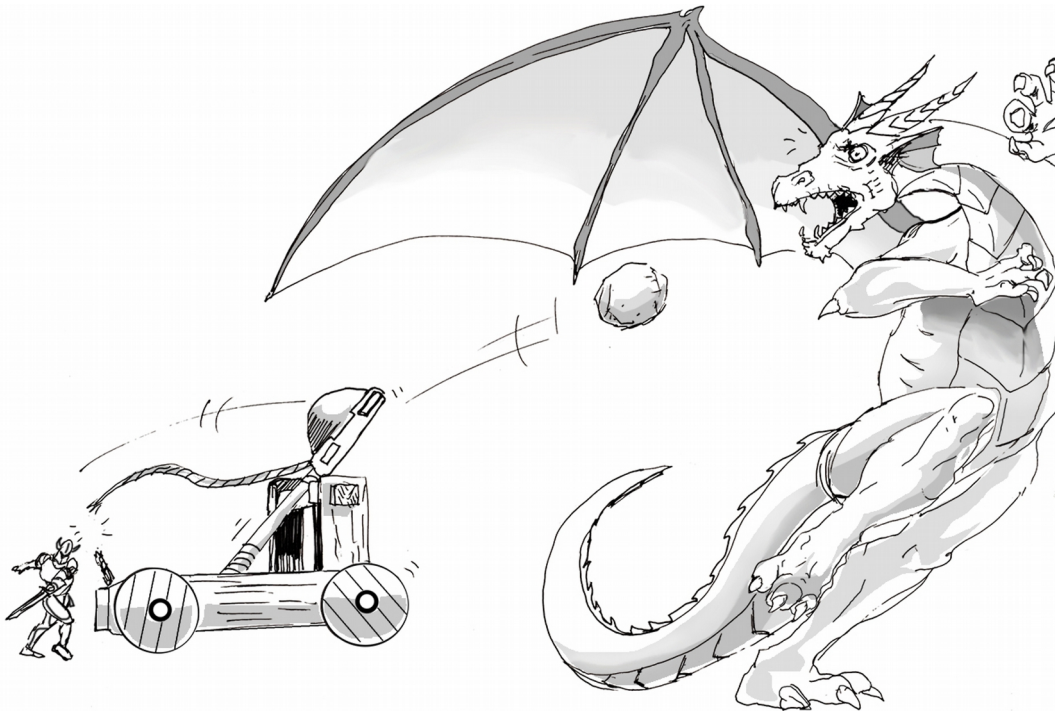
Weapon	Price	Rate of Fire	Attack Penalty	Damage	Short (+1)	Medium (+0)	Long (-2)
Ballista	100 gp	1/4	-3	2d8	50'	100'	150'
Bolts	5 sp						
Battering Ram	200 gp	1/3	+0	2d8	N/A	N/A	N/A
Bore	250 gp	1	N/A	1d8*	N/A	N/A	N/A
Onager	300 gp	1/6	-6	2d12	100'	200'	300'
Trebuchet	400 gp	1/10	-8	3d10	N/A	300'	400'
Siege Tower	800 gp						
Sow	400 gp						

New items

Bore: A breaching tool, similar to the battering ram, save that it uses a screw or drill to continuously dig rather than break with blunt force. A bore ignores hardness. It is operated from under a sow, and cannot strike defenders. It takes a crew of four to operate.

Sow: A roofed structure on wheels, used to shelter a battering ram or bore and its users from attacks from above. Protection on the sides may be lighter or nonexistent. The roofing is Hardness/HP of 15/200.

Siege tower: A tall structure used in the siege of a fortified walled structure. The tower will not directly attack a wall, but will be tall enough to allow the attackers to get to the top of the wall. The tower will be built on wheels and pushed against a wall; once in place it will drop the front doors and allow the attackers to run across to the top of the wall. The attackers will use stairs or ladders inside the tower to climb to the top. Hardness and HP for a tower is 15/400.



GAME MASTER'S INFORMATION

Optional Rules for Arms and Equipment

The main purpose of this supplement is to provide players with a wider range of items for purchase – and ways for a GM to separate them from their hard-earned gold. In keeping with the spirit of the Basic Fantasy Role-Playing Game, we have tried to keep the rules fairly simple, leaving it to the GM as how to handle the options presented.

While a few items suggest specific uses, there may be instances where the enterprising GM wants to expand up on current options. The following are some options you may wish to consider, but remember, **no rule presented herein is required or "official."** The Game Master always has final say over what rules apply in his or her game.

Unusual Materials and High Quality Items

While the given stats are assumed to be the standard for the setting, a GM may want to introduce items of higher or lower technology standards (bronze weapons in a steel campaign, or super-alloys in an iron age setting), or incorporate fantastic materials (mithril, orichalcum, dragon silk, etc.). If the GM chooses, he or she may assign bonuses or penalties to equipment of unusual make. This can take the form of attack bonuses, reduced weight, vulnerability to breakage, or other circumstantial benefits. These are *non-magical* benefits of the make or material.

Similarly, items of exceptionally fine craftsmanship (a true masterpiece of craftwork, one might say) may impart special bonuses for related tasks or actions. Specific benefits befitting *High Quality* work are noted below.

Special Weapon Features

Quality and High Quality Weapon bonuses: Weapons of exceptional make or made of better materials may be given saving throw bonuses against damage at the GM's discretion. Additionally, a GM may allow bonuses to *High Quality* weapons – in the form of balance (+1 to-hit) or keen-edged (+1 damage). These bonuses would be non-magical, and would not stack with bonuses from enchantments.

Unusual Methods and Materials: In addition to silver, other creatures in a setting may possess other unique vulnerabilities. As can be expected, if a creature is susceptible to damage from something, enterprising adventurers will want it made into weapons. Alternatively, they may want special-use weapons to take advantage of other effects or meet unusual requirements. Weapons made of unusual materials will typically have greater

material costs, as well as labor, from working with unfamiliar methods and materials (a blacksmith does not often work with silver – and a silversmith is not used to making weapons).

The final product will be similar to the basic weapon, but you may want to modify the weapon stats based on the materials involved. Other effects or traits of the material may come into play as well.

Example 1: In one GM's setting, fey creatures (true faerie) are a major part of the world, and the party knows to expect conflict with them. One of the traits of the fey is a weakness to *cold iron* (their magic cannot affect it, and they are vulnerable to it). Cold iron weapons are pure iron, poured and hammered rather than reheated and forged. As the weapons are not steel, they would be somewhat softer and more prone to rust. The GM decides that cold iron blades will run double the cost (as most weapon smiths are not set up for making swords this way), and they will weigh 10% more from reinforcement to maintain shape. He or she also decides that these weapons take greater care (a role-playing issue), and are especially tasty to rust monsters.

Example 2: An adventuring party confronts a demon, revealed in prophecy to be impervious to any weapons forged by man. The party Thief decides to get around this by having a set of glass daggers made (glass is poured or blown, not forged). Because of the unusual requirements, these cost 20x normal, and are incredibly fragile – dealing more than four points of damage is likely to break them. They are also blown hollow, and filled with holy water.

Meeting up with the rest of the party, he finds the Fighter managed to acquire a Dwarf-made axe (1.5x cost, as Dwarves are uncommon in that area), and the Elf brings her freshly-made arrows, with fire-hardened tips (no difference on cost, but -1 damage compared to steel heads).

Entangling Weapons

Certain weapons have the potential to trap, bind, or otherwise hold an opponent. When using one of these weapons, the wielder may choose to strike for damage, or strike to entangle. Treat entangle attacks as a modified wrestling attempt or allow the weapons damage to be counted as subduing damage (See the **Basic Fantasy RPG Core Rules**, p. 48). In the case of entangle attacks, after a successful "hit," the target makes an immediate save vs. Death Ray to avoid being caught. Specific effects or usable maneuvers will depend on the type of weapon. Note that most entangling weapons cannot be effectively used while wrestling.

Chain weapons, hooks, and certain pole-arms are well-designed for this sort of use. Exactly what can be achieved in terms of maneuvers depends on the weapon.

Whips and chains 3' or longer can be used to attempt an entangle. If the target fails their save vs. Death Ray, one of its limbs has been caught with the weapon. The target cannot move away from the attacker, and may lose use of a weapon, shield arm, or movement until it can break the grapple. Targets caught in this manner suffer a -2 to AC.

Hook weapons: Instead of doing damage, a hook can be used to try and grab or hold an opponent (treat as a standard wrestling attempt). The hook can only be used to hold or move an opponent or snag a shield or weapon arm. A related weapon, forks, can be used in a similar fashion, except that where a hook will prevent someone from getting away, a fork will prevent them from getting closer.

Other weapons: could be used in similar ways – pinning someone's cloak to a wall, using the shaft of a spear or hook of a scythe to trip someone, etc. This is an unconventional use akin to inflicting *subdual damage*. As such, these attacks are made at a -4 penalty. Note that a Thief attempting this as a sneak attack should still receive their attack bonus.

Using Two-Hand / Hand-and-a-half Weapons

There are some long swords that have a longer hilt to allow the user to use one or two hands. When used two-handed the wielder cannot also use a shield. A bonus of +1 is added to damage done by a successful attack, due to the greater force the character is able to put into the strike.

This technique only works when a weapon has been made to be used in this way, i.e. with the required longer hilt.

Improvised Weapons

The weapons section includes several examples of “common” improvised weapons. The general idea is that the improvised tools of mayhem are not built for combat – they tend to be inappropriately balanced and do not hold up well.

A general guideline used in laying out these statistics is that improvised weapons deal damage one die lower than for a comparable weapon – a pitchfork wielded by an angry peasant would do 1d6 rather than 1d8, a pair of scissors makes a 1d3 dagger, etc. Some improvised tools are almost identical to their weapon counterpart (sledge hammers and hatchets, for example). In these cases, allow the regular damage, but enforce a to-hit penalty.

Piece mail Armor (from Armor and Shields)

In some instances, a GM may wish to allow characters to piece together the various parts of plate armor to create a customized appearance or for some other purpose. This is known as **Piece mail Armor**. For every two pieces of plate armor, other than the breastplate, a character may add +1 to his or her AC, up to a total bonus of +3. The character cannot gain more than +3 AC.

Note: a “piece” of plate mail encompasses both the right and left hand side of the respective part. A single vambrace is not considered a “piece” until a second vambrace accompanies it. A breastplate may only be worn over padded armor and offers a +2 bonus to AC.

For example: Thorus the Dwarven Fighter currently wears chain mail. He finds a suit of Dwarven plate mail while exploring an abandoned mine, but one of the gauntlets and the breastplate is missing. He straps on the greaves, tassets, pauldrons, vambraces, and faulds. Five full pieces have been strapped on, thus raising the Dwarf's overall Armor Class to 17. This also increases the overall weight of his armor by 32 lbs. to a total of 72 lbs., which is heavier than plate due to overlapping the plate mail pieces with the chain mail pieces.

Wizard Armor: (see **Magic-User Options**): Certain settings may allow wizards to wear specially-constructed /designed armor. This can come in the form of armor designed for greater freedom of motion, the use of special materials that do not interfere with magical energy, or whatever the GM decides fits the setting. If this is allowed, the special-made wizard armor will cost at least twice the standard price.

If further balance is needed, wizards may be limited in the armors allowed (only leather or only “magically-neutral” metals), or the build of the armor is such that it does not provide the same protection (-1 AC compared to standard versions).

EQUIPMENT

Specialty tools & Quality tools

Several of the optional tools and items noted under *Thief's Gear* are specialty items with suggested uses that could help in certain endeavors (lampblack improving hiding, etc.). Depending on how these tools are used, they could provide specific bonuses to tasks under certain situations. Similar bonuses could be given to using some of the above equipment for certain tasks (e.g. using a censer may increase the duration or effectiveness of a Cleric's protection magics, rustproofing oil might allow a one-time saving throw against a rust monster's touch).

The GM may choose to allow characters using “Complete” tool sets a similar bonus for performing those tasks. Similar bonuses could be ascribed to *Quality* equipment (a *Quality* magnifying lens has a stronger, clearer focus; a *High Quality* harp has a much nicer sound, improving the quality of a performance).

If bonuses are given, they should only apply to specific uses of these items and should be no greater than +2/+10%.

Animal Quality

Animals used for riding or pulling vehicles are judged by their age, apparent health, and sometimes spirit. Untrained animals will be less valuable. If training continues after the initial period, the better the quality of the animal since it will be trained for more specialized qualities. The second and third training periods will be two and three times as long as the initial training.

The GM should decide how old an animal can be before it dies of natural causes. Except for dragons and some other intelligent monsters, an animal will age and grow weaker. The age the GM uses can then be put into fourths; the first quarter is the animal growing up. This is when most animal trainers would like to get their animals. The sooner training starts the more time to improve the quality of the animal. The second age is when the animal has grown to its full size. Animal trainers will take twice as long to train this age of animal if starting training. The third age the animal is at peak for what it would be used for and will be either wild if untrained or tamed if trained. Wild animals of this age can't be trained. The fourth age is the old age of the animal and it will start to drop a level in quality.

Nag or Inferior Quality: HD rolled by d6 instead of d8, -25% of standard cost

Standard or Average: HD rolled by standard d8, standard cost

Above-Average Quality: HD rolled by d6+2 instead of d8, x2 cost

Superior Quality: HD rolled by d4+4 instead of d8, x4 cost (or more)

The quality designations could be used to tweak other stats depending on the animal. For instance draft horses, mules, oxen, etc. the carry capacity might be enhanced. For speed animals (riding horses, race animals, etc.) it might get extra movement rates. Guard/fighting animals might get better HD for attacking purposes (or lower for Nag quality) reflecting training/natural ability or such.

TREASURE

Coins

As given in the Core Rules, coins weigh 1/10 lb. and fit 5 to a cubic inch. This is a convenient abstraction, but not very realistic. For example, historically a Spanish gold doubloon weighed about 0.015 pounds (i.e. about 66.7 to the pound) while the American double eagle weighed around 0.06 pounds (about 16.67 to the pound). (Note also that the double eagle was 90% gold, 10% copper.) Medieval coins were generally quite a bit smaller. The GM may always choose to set the size and weight of coinage as he or she sees fit.

Note also that gold and platinum weigh roughly twice as much for a given volume than copper and silver; if you want to take this into account, then player characters might carry as much as twice the number of the lower-value coins.

The standard coin, as presented, would be 1 to 1 ½ inches in diameter and about 1/5 or 1/10 inch in thickness. This is a fairly robust coin, on the larger side of historical coins. For a lighter load you might allow 20, 50, or even 100 coins per pound. Something to keep in mind with this is that the smaller and lighter the coins, the easier they are to transport out of dungeons and lairs, and the harder it is to properly fill a room with coins should you so desire.



REVISED MAGIC ITEM TABLES

These tables replicate and replace the Magic Weapons and Magic Armor tables from page 132 of the **Basic Fantasy RPG Core Rules**. These tables incorporate the expanded options provided in this supplement. If the GM decides not to use certain options, feel free to re-roll or substitute your own lists.

Magic Item Generation

Determine the sort of item found by rolling on the following table:

Any	Weapon or Armor	Any Exc. Weapons	Type of Item
01-25	01-70		Weapon
26-35	70-00	01-12	Armor
36-55		13-40	Potion
56-85		41-79	Scroll
86-90		80-86	Ring
91-95		87-93	Wand, Staff, or Rod
96-00		94-00	Miscellaneous Magic

Magic Weapons

d%	Weapon
01-02	Great Axe
03-09	Battle Axe
10-11	Hand Axe
12	Footman's Pick
13-19	Shortbow
20-23	Longbow
24-28	Shortbow Arrow
29-31	Longbow Arrow
32-35	Light Quarrel
36-37	Heavy Quarrel
38	Sling Bullet
39-49	Dagger
50	Flail
51-55	Shortsword
56	Cutlass
57-68	Longsword
69-70	Scimitar
71-74	Two-Handed Sword
75-79	Mace
80	Light Mace
81	Great Mace
82	Morningstar

d%	Weapon
83-86	Warhammer
87	Maul
88	Pole Arm
89	Dart
90	Javelin
91-93	Spear
94	Trident
95-96	Boar Spear
97	Lance
98	Scythe
99	Sickle
100	Unusual Weapon or Item

The *Unusual Weapon or Item* result can be used to create magical versions of weapons not listed here (clubs or crossbows, for example), or to create unusual, exotic, or silly weapons (the **+3 Frying Pan of Doom**).

Magic Armor

Generate the type and bonus of each item of magic armor on the tables below.

d%	Armor Type	d%	Armor Bonus
01-08	Leather Armor	01-47	+1
09-13	Ring Mail	48-75	+2
14-34	Chain Mail	76-85	+3
35-38	Scale Mail	86-95	Roll Again + Special
39-40	Banded Mail	96-98	Cursed *
41-50	Plate Mail	99-00	Cursed, AC 11 **
51-90	Medium Shield		
91-00	Tower Shield***		

* If Cursed armor is rolled, roll again and reverse the bonus (e.g., -1 instead of +1).

** This armor has AC 11 but appears to be +1 when tested.

*** Maximum bonus for a tower shield is +2

The **Armor Types** listed represent “ancient” armors most likely found in lost treasure hoards. GMs may freely substitute an equivalent armor where appropriate (studded leather instead of ring mail, splint instead of banded, etc.).

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