

## **Basic Adventuring Kit 1**

COST 19 GP WEIGHT 10 LBS

Weapon belt with two frogs

Backpack

Whetstone

Mess kit

Tinderbox with Flint & Steel

Waterskin, 1 quart

Soap, ½ bar

Day worth of food



Swords  
& Wizardry

Equipment  
Deck

## **Basic Adventuring Kit 2**

COST 19 GP WEIGHT 10 LBS

Baldric with three frogs

Belt

Belt Pouch x2

Satchel

Whetstone

Mess Kit

Tinderbox with Flint & Steel

Waterskin, 1 quart

Soap, 1/2 bar

Day worth of food



Swords  
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## **Undead Slayer Kit**

COST 50 GP WEIGHT 10 LBS

Holy Symbol, Wooden

Holy Water, Flask

Hammer or Mallet

Wooden Stakes (10)

Nails, Iron (20 LBS)

Garlic, Charmed Sprig

Salt (1 lb)

Mirror, Steel

Spade or Shovel



Swords  
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## **Pyrotechnic Kit**

COST 5 GP WEIGHT 10 LBS

Torches (12)

Candles (12)

Wicks (12) - Burn as long as candles,  
but give negligible light

Oil, Lamp (6 pints)

Coal Keeper



Swords  
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## **Dungeon Raider Kit**

COST 45 GP WEIGHT 40 LBS

Block and Tackle set

Crowbar (3 ft)

Grappling Hook

Grease Pot

Iron Spikes (12)

Pole. Wooden 10 ft

Rope, Hemp (100 ft)

Climbing Harness

Glass Cutter

Acid, Lock eater (10) - damages  
locks, if thrown does 1 point of  
damage

Hammer or mallet



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## **Camp Follower Kit**

COST 35 GP WEIGHT 40 LBS

Bandages	Sewing Needles (6)
Blanket, wool	Salt, 1 lb
Bedroll	Scissors
Coal Keeper	Soap (1 lb bar)
Cooking Supplies	Straight Razor
Fishhooks (6)	String, Silk (100 ft)
Garlic, 6 buLBS	Tongs
Iron Frying Pan	Tea Pot
Pliers	Wineskin, 1 gallon
Rations, Dried (1 weeks' worth)	of good quality wine



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## **Cartography Kit**

COST 65 GP WEIGHT 15 LBS

Chalk, small bag of multiple colors

Drafting Tools

Lamp, bronze

Map Cases (5)

Parchment (50 sheets)

Quill (10)

Quill Knife

Satchel, Oilskin Signet

Ring - Map sigil

String, 100 ft

Wax, sealing (1 lb)

Writing Board

Writing Ink (6 vials)



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## **Riding Kit 1**

COST 63 GP WEIGHT 90 LBS

Horse, Riding

Riding saddle, bit and bridle, and  
saddlebags (holds 100 LBS)

Feed for one week



Swords  
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## **Riding Kit 2**

COST 103 GP WEIGHT 170 LBS

Horse, Riding

War Horse saddle, bit and bridle,  
and saddlebags (holds 1 00 LBS)

Light Barding (treat as leather) and  
horse trappings

Feed for one week



Swords  
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## **Minging Mule**

COST 26 GP WEIGHT 50 LBS

Mule with pack saddle

Feed for one week



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## **Smoking Kit**

COST 8 GP WEIGHT see below

Clay smoking pipe

Smoking pouch

Tinder box (flint and steel)

Travel case - 8 gp 5 LBS

CHOOSE what the pouch  
is filled with:

4 pouches of cheap halfling pipeweed 9 LBS

2 pouches of fine halfling pipeweed 7 LBS

1 pouch of the best halfling pipeweed 6 LBS



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## **Drinking Kit (Barrel)**

COST see below WEIGHT 55 LBS

Stout wooden barrel

Two (2) pewter tankards

CHOOSE what the barrel

is filled with:

Firkin of Applejack 3 gp

Firkin of good beer 3 gp

Firkin of cheap Ale 5 gp

Firkin of good Mead 5 gp



Swords  
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## **Drinking Kit (Glass)**

COST see below WEIGHT 10 LBS

Wooden glass case  
(holds three bottles)

Two (2) metal wine glasses

CHOOSE what the  
case is filled with:

Three (3) bottles of rotgut, 3 gp

Three (3) bottles of strong spirits, 7 gp

Three (3) bottles of quality wine, 16 gp



Swords  
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## **Game Play**

COST 12 GP WEIGHT 5 LBS

Deck of cards

Set of dice

Chess set



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## **Crooked Game Play**

COST 30 GP WEIGHT 5 LBS

Deck of marked cards

Loaded dice

Chess set



Swords  
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## **Performer**

COST 40 GP WEIGHT see below

CHOOSE which instrument:

Small wind, 2 LBS

Large wind & brass, 5 LBS

String or harp, 5 LBS

Percussion, 10 LBS

Case for instrument



Swords  
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## **Wizard**

COST 30 GP WEIGHT 13 LBS

Dagger

Staff

Spell book, blank

Spell component pouch



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## **Cleric**

COST 30 GP WEIGHT 13 LBS

Club

Holy Symbol. Wooden

Prayer book

Spell component pouch



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## **Thief**

COST 30 GP WEIGHT 13 LBS

Two (2) Daggers

Blackjack or sap (treat as a club)

Thieves' Tools

Rope (50' hemp)



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## **Fighter**

COST 30 GP WEIGHT 13 LBS

Club

Dagger

Rustproof oil

Wineskin



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## **Looter**

COST 15 GP WEIGHT 1 LBS

Three (3) Large Sack (30 LBS)

Five (5) Small Sack (15 LBS)

Seven (7) Pouches (5 LBS)



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## **Juggler**

COST 10 GP WEIGHT 40 LBS

Three (3) Juggling Balls

Three (3) Juggling Clubs  
(treat as clubs)

Five (5) Juggling Knives  
(treat as daggers)



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## **Grenadier**

COST 75 GP WEIGHT 25 LBS

Ten (10) Flask of Oil

Ten (10) Bottles (empty)

Four (4) Flask of Acid

Flask of Holy Water



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## **Crusader**

COST 11 0 GP WEIGHT 22 gp

Aspergillum (mace that drips holy  
water for 3 rounds)

Sling & Sling stones (40)

Holy symbol, silver

Three (3) Flask of Holy Water



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## **Western Squire**

COST 29 GP WEIGHT 14 LBS

Short sword

Knife

Short bow

Arrows (40)



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## **Western Knight**

COST 31 GP WEIGHT 35 LBS

Longsword

Heavy mace

Lance



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## **Southern Skirmisher**

COST 10 GP WEIGHT 20 LBS

Pilum (javelin) x2

Gladius (short sword)

Five (5) Plumbatae (dart)



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## **Southern Legionnaire**

COST 28 GP WEIGHT 22 LBS

Hastae (spear)

Gladius (short sword)

Arcus (short bow)

Sagitta (Arrows. 40)



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## **Northern Spear Man**

COST 4 GP WEIGHT 22 LBS

Krokspjot (spear)

Hoggspjot (javelin) x2

Knifr (dagger)



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## **Nonhern Axe Raider**

COST 15 GP WEIGHT 30 LBS

Daneaxe (battle axe)

Skeggox (hand axe) x2

Seax (short sword)



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## **Eastern Noble Soldier**

COST 38 GP WEIGHT 30 LBS

Katana (bastard sword)

Wakizashi (short sword)

Naginata (polearm)



Swords  
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## **Eastern Noble Warrior**

COST 92 GP WEIGHT 22 LBS

Katana (bastard sword)

Wakizashi (short sword)

Yumi (long bow)

Arrows (40)



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## **Knight Kit**

COST 133 GP WEIGHT 107 LBS

Plate Armor, Helmet, and Tabard

Shield with Heraldry

Bedroll

Tent, Personal

Rations, Dried (1 week)



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## **Heavy Infantry Kit**

COST 1 00 GP WEIGHT 70 LBS

Chain Armor, Helmet, and Tabard

Shield

Bedroll

Tent, Personal

Rations. Dried (1 week)



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## **Light Infantry Kit**

COST 60 GP WEIGHT 60 LBS

Ring Armor, Helmet, and Tabard

Shield

Bedroll

Tent, Personal

Rations, Dried (1 week)



Swords  
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## **Skirmishers Kit**

COST 35 GP WEIGHT 45 LBS

Leather Armor and Helmet

Shield

Bedroll

Tent, Personal

Rations, Dried (1 week)



Swords  
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