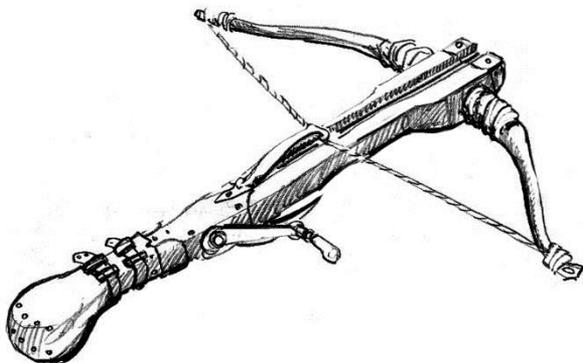


A RULES SUPPLEMENT
COMPATIBLE WITH THE
Swords & Wizardry

RULES AND ALL EDITIONS BASED ON
THE ORIGINAL 1974 ROLEPLAYING GAME



Equipment
For the Majestic Fantasy RPG

by Robert S. Conley

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Equipment

Starting Wealth

Characters start with 3d6 x 100d in wealth.

Coinage

Most prices in the equipment list are given in silver pennies equivalent to a silver piece in other editions. The symbol 'd' for the Latin denarius is used to denote prices in silver. For example 20d mean the item is worth 20 silver. Each silver penny is worth four copper farthings. The system 'f' is used to denote farthings. For example 2f means the item is worth 2 farthings.

For high value transactions gold is used. In the Majestic Realms gold is traded with silver at a 20 to 1 ratio. The assumption in these rules is that gold is rare enough that it is rarely used in common commerce. As a consequence gold coins are minted in heavier coins called crowns. One gold crown is worth 320d or silver pennies. Your campaign may have different assumptions about the use of gold. In which case a gold penny could be used that is equal in weigh to a silver penny. A gold penny will be worth 20d.

One pound of gold pennies, silver pennies, and copper farthings is equal to 250 coins. One pound has 16 gold crowns.

An additional high value coin is the silver mark worth 240d. It weighs one pound. It could be used to represent coinage from a rival realm or culture.

d = denarius = penny = 1 silver piece.

MEASUREMENTS & WEIGHTS

The following lists the various weights and measures used in the equipment list.

Liquid Weight 16 oz.	1.0/lb.
Hogshead	50.0/gal
Gallon	128.0/oz.
Quart	32.0/oz.
Pint	16.0/oz.
Pound	16.0/oz.
Ounce	16.0/lb.
Drams	256.0/lb.

SHIELDS

Shield Slam: After making a successful attack, the target needs to make a saving throw at an advantage or be knocked prone to the ground. The target has to spend a full round getting up. Anybody hitting a prone character has advantage for their attack roll. Fighting from a prone position result in a disadvantaged attack roll for all weapons except a crossbow.

Shield Parry: A shield may be sacrificed to negate one hit. The shield is destroyed but no damage is suffered by the user. A magical shield will lose one +1 bonus per sacrifice. (i.e. a +1 shield can negate two hits before being destroyed).

Opponents: The shield bonus is only usable against this number of attackers. For example a defender using a buckler will only gain it's +1 AC bonus against one attacker.

Buckler **24d/ea.** **2.0/lbs.**

+1 AC, Opponents: 1, Damage: 1d4, Spike +5d; +1 damage

This small round shield held by one hand in front the character. It is made of wood and has a metal rim. The shield doesn't cover much of the body, it is used as an active parrying weapon. The character may opt to attack with the shield. A metal spike may be affixed to the shield to increase its damage.

Shield, small **42d/ea.** **5.0/lbs.**

+1 AC, Opponents: 2, Damage: 1d6, Spike +5d; +1 damage

This round shield is strapped to the off weapon arm. It is made of wood and leather along with a metal rim. The shield covers the character's torso. The character may opt to attack or slam with the shield. A metal spike may be affixed to the shield to increase its damage.

Shield, medium **60d/ea.** **7.0/lbs.**

+1 AC, Opponents: 4, Damage: 1d6

A larger shield in the shape of the knight's heater. Flat on top and tapers to a shallow point on the bottom. The shield covers the character's torso and upper thighs. It made of wood with a metal rim. Nobility often paint their coat of arms on the front of his shield. The character may opt to attack or slam with the shield.

Shield, large **72d/ea.** **9.0/lbs.**

+1 AC, Opponents: 6, Damage: 1d6, Slam +1 to Hit

The largest shield in the Norman kite shape. It has a round top and tapers to a long point. The shield covers the entire front of the character's body from the neck down. It made of wood with a metal rim. Nobility often paint their coat of arms on the front of his shield. The character may opt to attack or slam with the shield.

AXE/MACE/HAMMER

Axe, throwing

10d/ea.

4.0/lbs.

Damage: 1d6, Rate of Fire: 1, Range: 10 ft, Max Range: 20ft

This is a small single head axe with a handle between 18 inches and 24 inches. The axe head is shaped longer from the blade to the butt of the axe. Also the bottom of the blade or heel extends out further into a beard shape. At the attackers options you can use this to pin an opponent's weapon or shield. After making a successful to hit roll, the opponent needs to make a saving throw or the weapon or shield is pinned. The attacker can't use the axe to attack with.

The axe is balanced for throwing. The effective range is 10 feet and the maximum range is 20 feet. The axe is thrown overhand similar to a modern baseball. The attacker needs to be able to fully stand to throw an axe. It is usable in the off-hand when dual wielding.

Axe, battle

50d/ea.

8.0/lbs.

Damage: 1-Hand, 1d8

This is a single head axe between 24 to 36 inches long. Like the throwing axe, the head is shaped longer from the blade to the butt of the axe. At the attacker's option you can use this to pin an opponent's weapon or shield. After making a successful to hit roll, the opponent needs to make a saving or the weapon or shield is pinned. The attacker can't use the axe to attack with.

Rob's Note: the double head axe that commonly found in fantasy art is not typically used in the Majestic Wilderlands outside of ceremonies. It typical role is used to depict two opposing attributes like future and past, light and dark, etc.

Hammer, war

8d/ea.

3.5/lbs.

Damage: 1d4+1

The spread of plate armor in the last few centuries has seen the adoption of the war hammer as a weapon. This version is designed to be used by one hand. It is 18 to 24 inches long, with a hammer shaped lump of metal affixed to one end. It gets +1 to hit when used against plate armor and creatures with natural plate like armor. It is usable in the off-hand when dual wielding.

Mace, small

9d/ea.

3.0/lbs.

Damage: 1d4+1

Used since the beginning of recorded history, maces became a popular battlefield weapon when chainmail became common a millennia ago. It is still a popular choice despite the spread of plate armor and war hammers. This weapon is between 18 to 24 inches long and has a ball of metal affixed to the end. It gets +1 to hit versus opponents wearing chainmail or gelatinous creatures like ochre jellies or black puddings. It is usable in the off-hand when dual wielding.

Mace **13d/ea.** **5.0/lbs.**

Damage: 1d6

This weapon is between 24 to 36 inches long and has a ball of metal affixed to one end. It gets +1 to hit versus opponents wearing chainmail or gelatinous creatures like ochre jellies or black puddings.

Blackjack **5d/ea.** **1.0/lbs.**

Damage, 1d3+1

A small leather sack filled with sand, small stones, or less common metal pellets. When used to deliver a head shot, the target makes a disadvantaged saving throw instead of a normal saving throw if the attack hits. For face shot the saving throw is normal instead of advantaged. See combat rules for the effects of a face or head shot. It is usable in the off-hand when dual wielding.

Club, light **N/A** **3.0/lbs.**

Damage: 1d4

Used since time immortal. A piece of thick wood, 18 to 24 inches long with one end tapered to be used as a handle in one hand.

KNIFE

Dagger, large **10d/ea.** **1.0/lbs.**

Damage: 1d4

This is a weapon with a blade and hilt between 7 to 12 inches long. The hilt usually features a cross guard usable for parrying. It is usable in the off-hand when dual wielding. Add +1 to a Legardaminin check for concealing the weapon.

Dagger, small **3d/ea.** **0.2/lbs.**

Damage: 1d3, Rate of Fire: 1, Range: 10 ft, Max Range: 20ft

This is a weapon with a blade and hilt between 4 to 6 inches long. The difference between this and a knife used for eating that it is a weighted for balancing. It is usable in the off-hand when dual wielding. Add +2 to a Legardaminin check for concealing the weapon. When sheathed in a bandolier the Rate of Fire for daggers goes up to 2 per round.

POLEARM

Rob's Note: Note that the polearms free attack resets if the opponent moves out of the attackers reach and back in. If the opponent stays within reach of the polearm wielder than initiative is handled normally. It is a legitimate tactic for the polearm wielder to attack and then move out of reach from his target resetting the free attack. However understand if the wielder is within reach, his opponent may get a free attack as if the wielder is retreating.

Glaive

25d/ea.

8.0/lbs.

Damage 1d8+1, Reach: 5 ft

This is a 12 to 24 inch blade affixed to a 6 to 7 foot long pole. The blade is made in a variety of shape, each region has their personal favorite. Functionally they all work similarly as a polearm. The wielder of a glaive can attack a target up to 5 feet away. In addition when a target comes within 5 feet of the wielder for the first time during a combat encounter. The wielder gets a free attack. The wielder only gets one free attack in a round.

Pike

30d/ea.

10.0/lbs.

Damage: 1d10, Reach: 10 ft.

This is a 12 inch spike affixed to a 9 to 10 foot long pole. The wielder of a pike can attack a target up to 10 feet away. When a target comes within 10 feet of the wielder for the first time during a combat encounter. The wielder gets a free attack. The wielder only gets one free attack in a round. The pike cannot be used if the target is within 5 feet. In this case the pike can be used as a quarter staff doing 1d6 damage.

Halberd

38d/ea.

12.0/lbs.

Damage: 1d8+1 (blade), 1d10 (spike), Reach: 5 ft (blade, hook)/ 10 ft (spike)

This is a halberd head affixed to an 8 to 9 foot pole. The halberd head consists of a large 12 inch long single sided blade, on the back is a hook, and on the top is a 12 inch spike. The reach of the weapon is 5 feet with the blade and hook, and 10 feet with the spike.

When a target comes within reach of the wielder for the first time, the wielder gets a free attack. The wielder only gets one free attack in a round. The spike cannot be used if the target is within 5 feet. In this case the wielder of the halberd needs to use the blade for 1d8+1 damage.

A character may elect to knock prone a target with the hook of the halberd instead of doing normal damage. On a successful hit the target must make a saving throw against paralyzation at +4 for a pole arm, +2 for a halberd. If failed the target is knocked prone. On a successful hit 1d6 damage is done. If the d6 damage system is used then 2 points of damage are done.

Against mounted foes a halberd may be used to dismount the rider instead of inflicting damage. A rider must make a saving throw vs. paralyzation at +2 or be dismounted. Failure means the rider is prone and must spend the next round standing. Success means the rider immediately regains his feet and may act normally during the next round.

SPEAR

Javelin

8d/ea.

2.0/lbs.

Damage: 1d6, Rate of Fire: 1, Range: 20 ft, Max Range: 40ft

A light spear consisting of a pole about 4 feet long with a two foot metal tap made of soft iron. It is designed to primarily as a throwing weapon. The thrower may opt to target an opponent's shield. If the target fails his saving throw, the javelin hits the shield, the soft iron will bend causing the shield to become useless. A magic shield adds its bonus to the saving throw. The shield can be repaired for a quarter of its normal cost. Magic shields use the cost of a normal shield.

Spear 1H

10d/ea.

4.0/lbs.

Damage: 1d6 (1H), 1d8 (2H), Rate of Fire: 1, Range: 20 ft, Max Range: 40ft

This weapon consists of a six foot pole with a six inch bladed point on the end. It can be used in melee or thrown. If used with two hands it does 1d8 damage.

Lance

60d/ea.

10.0/lbs.

Damage: 2d4+1, Reach 5 ft

This is a 9 to 12 foot long spear. It is designed for use on horseback and it is currently the weapon of choice for use on cavalry. It has a vamplate, a circular plate of metal just forward of the grip to provide protection for the hand. If the wielder of a lance attacks on horseback while charging he has the option of doubling the lance's damage to 4d4+2. When this option is use the lance has to make a saving throw of 15 or better or it be shattered.

Staff

3d/ea.

4.0/lbs.

Damage: 1d6

This is a 5 foot to 6 foot long pole used with two hands as a weapon. With a successful Athletic roll can be used as an aid in jumping increasing the distance of a running long jump by 50%.

SWORD

Broadsword, 1d8

150d/ea.

3.0/lbs.

Damage: 1d8

This has a double edge blade of 27 to 32 inches with a cuneiform hilt forward of the grip providing protection for the hands. It is weapon of choice for warrior wealthy enough to wear chainmail or plate armor.

Bastard Sword, 1d8/1d8+1

163d/ea.

5.0/lbs.

Damage: 1d8

This has a double edge blade of 27 to 32 inches with a cuneiform hilt forward of the grip that provides protection for the hands. The hilt is six inches longer than that of the broadsword allowing this weapon to be used with two hands for an additional point of damage.

Shortsword, 1d6 **100d/ea.** **2.0/lbs.**

Damage: 1d6

This has a single edge blade 12 to 24 inches with a quillion cross guard for a hilt. It is the most common sword in use.

TWO-HANDED AXE/MACE

Long Axe **25d/ea.** **8.0/lbs.**

Damage: 1d10+2

This has a single edge axe blade measuring between 8 to 12 inches along the blade. It is secured to a 4 foot pole and used with two hands. In close quarters it can be used as a staff for 1d6 damage.

Warhammer **25d/ea.** **7.0/lbs.**

Damage: 1d8+1

With the advent of plate armor the long axe was adapted to use a hammer head instead of an axe blade. Like the long axe the hammer head was affixed to a 4 foot pole and used two handed. It gets +2 to hit versus plate armor. In close quarters it can be used as a staff for 1d6 damage.

Maul **N/A** **12.0/lbs.**

Damage: 1d6+1

This is a three to four long heavy wooden club to be used with two hands.

TWO-HANDED SWORD

Greatsword **200d/ea.** **7.0/lbs.**

Damage: 1d10

From pommel to tip this sword is six feet long. It is designed to be used with two hands and has a cuneiform hilt forward of the grip to protect the hands. The first 12 inches of the blade beyond the hilt can be gripped so the weapon can be used in close quarters by attacking with the point.

MISSILE WEAPONS

Note: The range of missile weapons is tripled outdoors as the attacker has the option of arcing the missile for accurate long range fire. This is noted by appending ft./yds. to the range. Feet is the indoor range and yards is the outdoors range.

Blowpipe **8d/ea.** **1.0/lbs.**

Damage 1d3 (dart), Rate of Fire: 1, Range: 5 ft./yds.

A tube made of glue stiffened reed designed to propel small darts. The darts can only do 1d3 point of damage but can be designed to deliver a variety of poisons. If used from a hidden position, the attacker can be make a stealth roll to remain unseen.

BOW

Arrow **2f/ea.** **0.1/lbs.**

A feathered shaft with a metal tip used in hunting or war with bows.

Bow, short, **13d/ea.** **2.0/lbs.**

Damage: 1d6 (arrows), Rate of Fire: 2, Range: 50 ft/yds.

A small 3 foot long self-bow made of a single piece of wood. Typically used as a hunting weapon.

Bow, regular **25d/ea.** **2.0/lbs.**

Damage: 1d6 (arrows), Rate of Fire: 2, Range: 60 ft/yds.

A 3 to 4 foot long self-bow made of a single piece of wood. It is a higher quality bow than the self-bow and is typically used as a hunting weapon by the nobles as well as the most common bow found in guard armories.

Bow, long **50d/ea.** **3.0/lbs.**

Damage: 1d6 (arrows), Rate of Fire: 2, Range: 70 ft/yds.

A six foot long self-bow made of a single piece of wood. This is the most powerful self-bow made. Because of its large size and design it can only be made from a few types of woods like yew. Realms using the longbow often have special traditions to support training longbow equipped troops.

Bow, Composite **225d/ea.** **4.0/lbs.**

Damage: 1d6 (arrows), Rate of Fire: 2, Range: 100 ft/yds.

A bow made of made out of layers of wood, horn, and sinew. It takes much longer to make than a bow (a week versus a day) with more expensive material. The result is a powerful bow with longer range and the ability of the archer to add in his strength bonus to the arrow's damage.

Quiver **3d/ea.** **0.5/lbs.**

Made of leather and sinew, this is a tube with a strap that allows a character to conveniently carry up to 20 arrows.

CROSSBOWS AND OTHER MISSILE WEAPONS

Unlike Bows and other missile weapons, Crossbows do not have a rate of fire. They require a number of reload actions to happen before they are ready to fire again.

Bolts **1f/ea.** **0.1/lbs.**

A short thick feathered shaft with a metal pointed to be used with crossbows.

Bullets, stone **N/A** **0.1/lbs.**

A round stone used with slings and prodds.

Crossbow, Light **30d/ea.** **6.0/lbs.**

Damage: 1d4+1 (Bolts), Accuracy: +2, Reload Actions: 1. Range: 60 ft/yds.

This is a small light draw crossbow that can be cocked by hand. The use of a stock and sight allows the weapon to be more accurate than other missile weapons.

Crossbow, Heavy**38d/ea.****6.0/lbs.***Damage: 1d6+1 (Bolts), Accuracy: +4, Reload Actions: 2 Range: 60 ft/yds.*

This is a larger crossbow that has to be cocked by using a pull lever. The higher draw weight allows the weapons to do more damage. The use of a stock and sight allows the weapon to be more accurate than other missile weapons.

Crossbow, Knight Killer**46d/ea.****6.0/lbs.***Damage: 5d4 (Bolts), Accuracy: +4, Reload Actions: 10. Range: 100 ft/yds.*

This is the largest crossbow capable be carried on a regular basis by fighters. It uses either a windlass or a cranequin to cock the weapon for use. This takes a considerable amount of time, 36 seconds or 6 combat rounds. The result is a weapon capable taking out a heavily armored opponent in a single shot.

Rob's Note: This was developed in a campaign where the characters were members of the city guard. One of their duties was to be responsible for keeping law and order among adventurer types. It designed to be used enemas in the first rounds of combat and then discarded to be retrieved later. It gave the low level group of city guard characters the ability to take out one or two high level adventurers and greatly evening up the odds. In later campaigns in the Majestic Wilderlands the players had far more respect for the city guard.

Prodd**38d/ea.****6.0/lbs.***Damage: 1d4+1 (Bullets), Accuracy: +2, Reload Actions: 1, Range: 60 ft/yds.*

This is a small light draw crossbow that is designed to fire stone bullets instead of bolts. While it does less damage, the ammunition is considerably cheaper.

Sling**3d/ea.****0.5/lbs.***Damage: 1d4 (Bullets), Rate of Fire 1 Range: 40 ft/yds.*

A string of leather with a pouched used for hunting and as a weapon. It requires a lot of room overhead to use and typically only used outdoors.

Sling, Staff**5d/ea.****2.0/lbs.***Damage: 1d6 (Bullets), Rate of Fire 1 Range: 50 ft/yds.*

By attaching a sling to the end of a four to five foot long staff, the slinger can do more damage at a longer range. Like the sling it is typically used outdoors due to the need for room overhead.

Dart**2d/ea.****-.1/lbs.***Damage: 1d3 (Darts), Rate of Fire 3 Range: 15 ft/yds.*

A short length of wood shaped like an elongated teardrop. The narrow end is feathered and a metal point is attached to the larger end. Can be coated with a variety of poisons. A smaller version is used with blowguns.

DUNGEON EQUIPMENT

Backpack, 30 lbs.

48d/ea.

A canvas sack, leather sack, or wicker basket tied to an L shaped frame with sinew. The frame has two straps slung over the shoulder to be carried on the back of a bearer.

Bandolier

10d.

1.0/lb.

This is a strap that can be worn across the chest with holders for 4 daggers. The use of a bandolier allows the rate of fire for small daggers to be increased to 2 per round. Anybody trying to spot a concealed bandolier is +2 to perception checks.

Bedroll

2d/ea.

0.5/lb.

Two blankets, one made of a heavy canvas material to sleep on and other an ordinary wool blanket to sleep under. Comes with two pieces of twine to hold the rolled up blankets.

Bells, small

10d/ea.

0.1/lb.

Small copper, tin, or pewter bells. Can be used with twine, rope, or sinew to make an early warning trap.

Block and Tackle

48d/ea.

20.0/lb.

A pair of pulleys used with the include hook to life large objects upwards. The pulleys are designed as a double tackle, allowing the pullers to raise four times the weight they normally could.

Bottle, glass, 4 oz.

6d/ea.

0.1/lb.

A translucent bottle made of glass capable of holding 4 oz. It is typically used for acids and other caustic substances.

Cask, 32 oz.

5d/ea.

0.2/lb.

A small wooden cask capable of holding 32 ounces of liquid.

Candles, Tallow

3d/ea.

0.1/lb.

This will illuminate a 5 feet circle with a 10 feet radius of dim light. Will last 4 hours.

Candles, Beeswax

24d/ea.

0.1/lb.

This burns much brighter and will illuminate a 10 feet circle with a 20 feet radius of dim light. Will burn for 1 hour.

Canvas

3d/sq-yd.

0.5/lb sq-yd.

A heavy duty cloth useable for sails, tents, backpacks or any other application where a sturdy cloth is needed. It is capable of holding back water for a limited time after which it will slowly leak.

Case, Scroll

15d/ea.

0.1/lb.

A leather tube with end caps used to hold rolled up scrolls. Will protect the contents from water damage.

Chain	1d/ft	1.0/lb-ft.
Made of dozens of metal links fastened together in a rope pattern. It is about ½ inch thick. It is effectively unbreakable, only snapping if more than 6,000 lbs. is applied to a single strand of chain.		
Chalk	1f/ea.	0.1/lb.
A block of the soft white porous mineral, chalk. Can be used to make marks. The only disadvantage is that the marks are easily rubbed or washed away.		
Chest, 100 lbs.	20d/ea.	25.0/lb.
A sturdy wooden chest bound with metal. Features a lock hasp for use with a padlock. More expensive version can have a lock build into the hasp.		
Codex, 100 pages	250d/ea.	5.0/lbs.
A leather bound book of a 100 pages of paper, vellum, or parchment. The leather covers incorporate wood planks for additional protection. More expensive covers are available.		
Crowbar	9d/ea.	1.0/lb.
A metal bar with a flattened end designed to be used as a lever. When used to pry open chests, crates, doors, etc. multiply the wielder strength by 2.		
Flask, leather 4oz	3d/ea.	0.1/lb.
A flask made of leather that can hold 4 oz. of liquid. Usually used to hold drinkable potions and elixirs.		
Flask, pottery 4oz	1d/ea.	0.1/lb.
A flask made of clay that can hold 4 oz. of liquid. Typically filled with oil and thrown. If lit the resulting spill will do 1d4 damage to everything in a 5 foot square.		
Grappling Hook	10d/ea.	2.0/lb.
A grappling hook consist of rods of iron bent into a hook shape welded together. Traditionally three hooks are welded together. Use of this allows a rope to be used for climbing up without having somebody free climb first in order to attach the rope to something at the top of the climb.		
Hammer	6d/ea.	1.0/lb.
A 12 inch long handle with a hammer head on top. Needed to place and affix iron spikes.		
Holy Symbol, wooden	10d	0.1/lb.
A symbol of a religion or deity carved into wood. The minimum needed to cast clerical spells and to turn/destroy undead.		

Holy Symbol, silver**250d****0.1/lb.**

A symbol of a religion or deity made of silver. This can be used to cast clerical spells and to turn/destroy undead. It also grants +1 to all die rolls involving clerical spells and turn/destroy attempts.

Holy Water, 4oz**150d/ea.**

A leather flask filled with blessed holy water. Does 1d6 burn damage when splashed onto an undead creature or demon.

Ink, black**3d/ea.****(100 pages)****Ink, red****6d/ea.****(100 pages)****Ink, blue****40d/ea.****(100 pages)****Ink, green****4d/ea.****(100 pages)****Ink, brown****3d/ea.****(100 pages)**

Comes in a small solid stick. The user shaves small pieces off and mixes it with water. Each stick makes enough ink for a 100 pages.

Black ink is made from charcoal or soot ground up and compressed into solid form.

Red ink is made from ground up red ochre and compressed into solid form.

Blue ink is made from ground up blue semi-precious and precious stones. This is the most expensive ink to use.

Green ink is made from pouring acid onto copper. Then grinding up the result and pressing it into solid form. The only ink that is manufactured rather than gathered.

Brown ink is made from the common form of ochre. The ochre is ground up and pressed into solid form.

Ladder, 8ft**6d/ea.****20.0/lb.**

An 8 foot pole with cross rungs attached every foot. Double climbing speed and +4 to any climbing check.

Lantern**12d/ea.****0.25/lb.**

This is a ceramic lantern designed to be filled with oil and lit. Takes one flask of oil and will last 4 hours. It will shine bright light for 30 feet around and dim light out to 60 feet radius. If dropped the lantern will shatter unless it makes a saving throw of 15 or better. The holder needs to make a saving throw or suffer 1d4 fire damage.

Lantern, Hooded**18d/ea.****0.25/lb.**

This is a metal lantern designed to be filled with oil and lit. Takes one flask of oil and will last 4 hours. It will shine bright light for 30 feet around and dim light out to 60 feet radius. If dropped the lantern will spill unless it makes a saving throw of 15 or better. The holder needs to make a saving throw or suffer 1d4 fire damage. The lantern will remain intact and can be reused.

Lantern, Bullseye**18d/ea.****0.25/lb.**

This is a metal lantern designed to be filled with oil and lit. Takes one flask of oil and will last 4 hours. It will shine a beam of bright light for 60 feet ahead and 10 feet wide. Dim light will extend out a further 90 feet ahead. If dropped the lantern will spill unless it makes a saving throw of 15 or better. The holder needs to make a saving throw or suffer 1d4 fire damage. The lantern will remain intact and can be reused.

Locks**4d/ea.****(15+ to pick)****Locks****16d/ea.****(20+ to pick)****Locks****60d/ea.****(25+ to pick)**

Locks consist of a locking mechanism, tumblers to turn the locking mechanism, and a key. Different prices of varying qualities of locks. Padlocks weigh .1 pounds each.

Manacles**15d/ea.****1.0/lb.**

Two iron rings attached to each other by a ½ inch chain 12 inches long. The rings can be made to be riveted which requires a hammer and chisel to release. Or can be made with a lock hasp for a padlock.

Net**60d/fa.****20.0/lb.**

An open mesh of woven twine used to catch fish and other sea life. Using a net will grant +2 to survival checks to gather food. If used as trap it grapples at +4 if the net completely encloses the target.

Oil, Lamp, gal**12d/ea.****Oil, Lamp 32 oz****3d/ea.****Oil, Lamp, 4oz****2f/ea.**

Various qualities of lamp oil to use in flasks or lanterns.

Parchment, Sheet**2d/ea.**

A durable sheet of animal hide used for writing. It is water resistant for up to a minute if the ink has dried.

Pole, 10 ft**2d/ea.**

A long 10 foot, 1 inch diameter pole. Allows for the checking of traps five feet ahead of the wielder. Two poles roped together can be used to support a block and tackle.

Pot, Bronze**2d/ea.****0.5/lb.**

A small cast bronze pot used to cook up one day's worth of trail rations for one man.

Rations, trail**5d/day****2.0/lb.**

One day's worth of food consisting of sausage, bread, and cheese. This will last for one month before being spoiled.

Rations, dried**20d/day****1.0/lb.**

One day's worth of food consisting of jerky, hard biscuits, and hard cheese. This will last for one year before being spoiled.

Rations, fresh**survival roll****4.0/lb.**

One day's worth of food consisting of game meat, and wild plants gathered by the successful use of the survival ability. This will last for one week before being spoiled.

Rope, hemp**1d/ft.**

A length of rope made from hemp. Can be used to life loads of up to 2,000 lbs.

Rope, silk**10d/ft.**

A length of rope made from silk. Can be used to life loads of up to 3,000 lbs. Provides a +2 check to any ability rolls involving climbing.

Sack, linen, sm., 5 lbs.**2f/ea.****Sack, buckram, lg., 10 lb.****1d/ea.****Sack, canvas, 15 lbs.****4d/ea.****Sack, canvas, 30 lbs.****8d/ea.**

A piece of cloth folded and sewn to provide a bag used to carry things. The material determines how much weight can be carried. Canvas sacks are resistant to water. Their content will remain dry for five minutes after immersion.

Spade**8d/ea.****5.0/lb.**

A four to six long pole with a iron or bronze spade affixed to the end. With a spade the character can dig twice as fast.

Spice, Garlic**12d/oz.**

Sold in small pottery jars, this spice can be used on food or as a defensive against the Blood Children of Kalis (vampires and werewolves). A jar can be thrown at a blood child forcing the target to make a saving throw or succumb in a fit of coughing and pain to the garlic for 1d4 rounds.

Spike**5d/ea.****0.2/lb.**

Spikes can be pounded into door and gates to make them far more resistant to be opened. It takes one round to pound a spike into a door or gate. Each spike lowers the effective strength used to open the door by 5. Four spikes makes it impossible to open the door by any means short of destroying it.

Tent, two man **27d/ea.** **20.0/lb.**

This assemblage of poles and canvas/hide can be used to construct a two man tent. Using the tent will grant +10 to the saving throw versus extreme weather conditions.

Tinderbox **6d/ea.** **0.1/lb.**

A small leather pouch with flint, steel, and tinder. Can be used to automatically start a fire in 2d4 rounds or by a successful survival roll in 1 round.

Torch **2f/ea.** **0.2/lb.**

A two to three foot length of wood wrapped in oil impregnated linen on one end. Will burn for one hour and create a 30 foot radius of bright light and a 60 foot radius of dim light.

Whistle **5d/ea.** **0.1/lb.**

A piece of wood or tin shaped into a small instrument capable of emitting a loud piercing noise when blown. Can be heard up to 1 mile with a successful perceive ability check.

Wineskin, ½ gal **10d/ea.** **0.5/lb.**

A bag of hide or leather with a spout sewn in. Can be used to carry ½ gallon of liquid, typically water or wine.

HIRELINGS

Hirelings can be found in major settlements such as market villages, towns, and cities. A hireling may require an initial investment in order to properly use his skills. Afterwards the hireling requires a monthly wage in coin, as well as a monthly upkeep cost in supplies.

	Wage	Upkeep	Initial
	Monthly	Monthly	Invest
Alchemist	220d	800d	1,000d

A hireling capable of brewing most elixirs, poisons, and magical potions. The monthly upkeep is the outlay for basic supplies. Elixirs and poison have a specific component cost and creation time outlined in the herb section. Potions cost and time are outlined in the magic item creation rules.

Animal Trainer	80d	160d	animal
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The initial investment is the animal that is to be trained. It generally takes one month per hit dice to fully train a domesticated animal and two months per hit dice to train a wild animal or monster. Even after training wild animals and monsters have a chance of disobeying commands. If they make a saving throw at -5 then they will either flee or attack the nearest person.

Assassin, Independent **see chart**
Claw of Kalis **see chart**

The table below show the cost of hiring an assassin to kill a person of average status. The price for nobles, high ranking officials, religious officials, is considerably higher. A notorious individual is an experienced adventurer or is famous. Independent assassins have to make a saving throw or they are discovered if they fail to assassinate their target. Claws of Kalis are religious fanatics that will not voluntary talk about who hired them.

Social Status	Independent Cost	Claw of Kalis Cost	Save by Target to Survive	Save versus Discovery, Independent	Save versus Discovery, Claw of Kalis
Average social rank or below	2,000d	4,000d	15+	Fail only on a 1.	Auto Sucess
High ranking nobles or officials	4,000d	8,000d	10+	5+	Fail only on a 1.
Ruling authority or Notorious individual	10,000d	20,000d	5+	10+	5+

Rob's Note: This chart is meant to be used when the actual process of assassination needs to be abstracted. For example if the campaign has progressed to focus on the PCs ruling a domain. Or a campaign is focused on the machinations of a noble house.

Engineer	100d	350d	project
Laborer	15d	50d	0d
Man-at-arms	30d	90d	arms
Metalsmith	75d	100d	1,000d
Sage	85d	100d	20,000d
Sailor	50d	*see ship	
Servant	25d	50d	0d
Ship - 50d per 100 man day provisions			
Ship Captain	250d or 20% share		
Spy	500d/mission	100d	
Torchbearer	25d	50d	
Weaponcrafter	125d	400d	1,500d

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