



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

EQ 1



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, ½ bar
- Day worth of food

EQ 2



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

EQ 3



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

EQ 4



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

EQ 5



Camp Follower Kit

COST 35 GP **WEIGHT** 40 LBS

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

EQ 6



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)

EQ 7



Riding Kit I

COST 63 GP **WEIGHT** 90 LBS

- Horse, Riding
- Riding saddle, bit and bridle, and saddlebags (holds 100 lbs)
- Feed for one week

EQ 8



Riding Kit 2

COST 103 GP **WEIGHT** 170 LBS

- Horse, Riding
- War Horse saddle, bit and bridle, and saddlebags (holds 100 lbs)
- Light Barding (treat as leather) and horse trappings
- Feed for one week

EQ 9



Minging Mule

COST 26 GP **WEIGHT** 50 LBS

- Mule with pack saddle
- Feed for one week

EQ 10



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

EQ 11



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

EQ 12



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

EQ 13



Game Play

COST 12 GP **WEIGHT** 5 LBS

- Deck of cards
- Set of dice
- Chess set

EQ 14



Crooked Game Play

COST 30 GP **WEIGHT** 5 LBS

- Deck of marked cards
- Loaded dice
- Chess set

EQ 15



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

EQ 16



Wizard

COST 30 GP WEIGHT 13 LBS

- Dagger
- Staff
- Spell book, blank
- Spell component pouch

EQ 17



Cleric

COST 30 GP WEIGHT 13 LBS

- Club
- Holy Symbol, Wooden
- Prayer book
- Spell component pouch

EQ 18



Thief

COST 30 GP WEIGHT 13 LBS

- Two (2) Daggers
- Blackjack or sap (treat as a club)
- Thieves' Tools
- Rope (50' hemp)

EQ 19



Fighter

COST 30 GP WEIGHT 13 LBS

- Club
- Dagger
- Rustproof oil
- Wineskin

EQ 20



Looter

COST 15 GP **WEIGHT** 1 LBS

- Three (3) Large Sack (30 lbs)
- Five (5) Small Sack (15 lbs)
- Seven (7) Pouches (5 lbs)

EQ 21



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)

EQ 22



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

EQ 23



Crusader

COST 110 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

EQ 24



Western Squire
COST 29 GP WEIGHT 14 LBS
 • Short sword
 • Knife
 • Short bow
 • Arrows (40)

EQ 25



Western Knight
COST 31 GP WEIGHT 35 LBS
 • Long sword
 • Heavy mace
 • Lance

EQ 26



Southern Skirmisher
COST 10 GP WEIGHT 20 LBS
 • Pilum (javelin) x2
 • Gladius (short sword)
 • Five (5) Plumbatae (dart)

EQ 27



Southern Legionaire
COST 28 GP WEIGHT 22 LBS
 • Hastae (spear)
 • Gladius (short sword)
 • Arcus (short bow)
 • Sagitta (Arrows, 40)

EQ 28



Northern Spear Man

COST 4 GP **WEIGHT** 22 LBS

- Krokspjot (spear)
- Hoggspjot (javelin) x2
- Knifr (dagger)

EQ 29



Northern Axe Raider

COST 15 GP **WEIGHT** 30 LBS

- Daneaxe (battle axe)
- Skeggox (hand axe) x2
- Seax (short sword)

EQ 30



Eastern Noble Soldier

COST 38 GP **WEIGHT** 30 LBS

- Katana (bastard sword)
- Wakizashi (short sword)
- Naginate (polearm)

EQ 31



Eastern Noble Warrior

COST 92 GP **WEIGHT** 22 LBS

- Katana (bastard sword)
- Wakizashi (short sword)
- Yumi (long bow)
- Arrows (40)

EQ 32



Knight Kit

COST 133 GP **WEIGHT** 107 LBS

- Plate Armor, Helmet, and Tabard
 - Shield with Heraldry
 - Bedroll
 - Tent, Personal
- Rations, Dried (1 week)

EQ 33



Heavy Infantry Kit

COST 100 GP **WEIGHT** 70 LBS

- Chain Armor, Helmet, and Tabard
 - Shield
 - Bedroll
 - Tent, Personal
- Rations, Dried (1 week)

EQ 34



Light Infantry Kit

COST 60 GP **WEIGHT** 60 LBS

- Ring Armor, Helmet, and Tabard
 - Shield
 - Bedroll
 - Tent, Personal
- Rations, Dried (1 week)

EQ 35



Skirmishers Kit

COST 35 GP **WEIGHT** 45 LBS

- Leather Armor and Helmet
 - Shield
 - Bedroll
 - Tent, Personal
- Rations, Dried (1 week)

EQ 36

