

Equipment Lists

Common Starting Equipment List

All characters start each expedition with the following set of basic items, plus a **Survival Knife** and the **choice of a Basic Weapon**: Staff, Club, Mace, Dagger, Spear, Sling (with Ammo Pouch), or Pistol (with Bullet Box).

- Practical Clothes and Hefty Cloak
- Bedroll or Thick Blanket
- Large Backpack
- Small Sack
- Flint and Steel
- Waterskin or Canteen
- Trail Rations: hard bread, salted fish or meat, crusty cheese, dried fruit, etc.
- Torches wrapped in waterproof (waxed or oiled) linen (d6)

Class Equipment Lists (4 Picks)

Warrior Equipment List

- Sword and Shield*
- Pair of Light Weapons (Javelins, Hand axes, Short Sword and Dagger, etc.)*
- Heavy Weapon (War Ax, War Hammer, Halberd, Lance, etc.)*
- Heavy Ranged Weapon (Longbow, Musket, etc.); Ammo Box*
- Warhorse
- Shieldbearer Hireling (Level 1)
- Breastplate and Chain Armor (+2 HP)†
- Full Plate Armor (+3 HP)† [Costs 2 Picks]
- Item from Another Class's List [Costs +1 Pick]

Explorer Equipment List

- Pair of Matching Hand Weapons*
- Crossbow or Blunderbuss; Box of Bullets/Quarrels*
- Pack Animal (Mule, Donkey, or Camel)
- Trained Dog (Mastiff, Hound, or Shepherd)
- Leather Armor or Chain Shirt (+1 HP)†
- 60' Strong Silk Rope
- Set of Lock Picks and Other Burglary Tools
- Climbing Harness and Pitons; Small Icepick*
- Item from Another Class's List [Costs +1 Pick]

Leader Equipment List

- Set of Four Exquisite Daggers
- Embroidered Gambeson (+1 HP)
- Traveling Library: Local Maps, History, Almanacs, Parchment and Ink, etc.*
- Sack of Contraband (Worth 1d8 Cash, if you can sell it)
- Letter of Introduction from a Prominent Local Aristocrat or Other Authority
- Torchbearer or Shieldbearer Hireling (Level 3)
- Mercenary or Bodyguard Hireling (Level 3)
- An Underworld Favor Owed to You [Costs Two Picks]
- Item from Another Class's List [Costs +1 Pick]

Sorcerer Equipment List

- Intricate Staff or Ritual Dagger
- Luxurious Robes or Other Arcane Garb
- Chest of Arcane Tools: Scrolls, Alchemical Beakers, Vials, Magical Reagents, Rare Herbs and Incense, etc.*
- Pouch of Psychoactive Drugs (d8)
- Vial of Poisons (d6)
- Vials of Antitoxins (d6)
- Parchment and Ink
- Trained Animal Companion (Level 3): Cat, Rat, Weasel, Owl, Raven, or Serpent
- Item from Another Class's List [Costs +1 Pick]

* Entry is heavy/unwieldy (takes up two Inventory Slots) or indicates entry with multiple items.

† Armor occupies one Inventory Slot *per point of* +HP bonus.

Miscellaneous (Random) Equipment Lists

Roll 1d20 once per list (or throw three at once and read them left to right).

Hirelings and Animals (d20)

1. Porter (Level 1)
2. Porter (Level 1)
3. Torchbearer (Level 1)
4. Shieldbearer (Level 1)
5. Mercenary (Level 2)
6. Mercenary (Level 3)
7. Expert (Level 2)
8. Expert (Level 3)
9. Porter (Level 1) with Barrow
10. Porter (Level 1) with Large Cart
11. Large Livestock (Cow, Ox, or Buffalo)
12. Pack Animal (Mule, Donkey, or Camel)
13. Riding Animal (Horse or Camel)
14. Large, Untrained Dog (Mutt)
15. Trained Dog (Hound, Shepherd, or Mastiff)
16. Hunting Bird (Eagle, Hawk, or Falcon)
17. 1d2 Goats or Sheep
18. 1d4 Chickens
19. 2d6 Baby Snakes
20. [Roll Twice]

Tools, Instruments, and Curios (d20)

1. Hammer and Iron Spikes
2. Pickax
3. Crowbar
4. Camp Shovel
5. Hooded Lantern and Oil
6. Grappling Hook; 20 ft Rope*
7. 60 ft of Hemp Rope
8. Four Animal Snares
9. Spyglass
10. Set of Powerful Magnets
11. Manacles
12. Fishing Net
13. Wooden Drum/Flute or Tin Penny Whistle
14. Hand Mirror
15. 7' Wooden Pole
16. Medical Instruments
17. Lavish Attire (1 set)
18. Small Obscene Artwork
19. Three Small Voodoo Dolls
20. [Roll Twice]

Expendables (d20)

1. Bundle of Candles (d6)
2. Sticks of Chalk (d6)
3. Tub of Grease (d6) and Bag of Flour (d6)
4. Soap (d6)
5. Bottle of Strong Spirits (d6)
6. Vial of Strong Acid (d6)
7. Dropper of Undetectable Poison (d4)
8. Jug of Strong, Fast-Acting Glue (d6)
9. Alchemical Lubricant (d6)
10. Set of Strong Dyes (d6)
11. Pack of Strong Incense (d6)
12. Flask of Strong Animal Scent (d6)
13. Bundle of Fireworks (d6)
14. Small Bomb (3d damage)
15. Large Bomb (6d damage)
16. Bag of Ball Bearings (d6)
17. Bag of Caltrops (d6)
18. Box of Hundreds of Tiny Silver Bells (d6)
19. Spool of Wire (d8)
20. [Roll Twice]