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

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, l quart Soap, 1/2 bar Day worth of food

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

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

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

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

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)

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

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

Minging Mule COST 26 GP WEIGHT 50 LBS Mule with pack saddle Feed for one week

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

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

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

Game Play COST 12 GP WEIGHT 5 LBS Deck of cards Set of dice Chess set

Crooked Game Play COST 30 GP WEIGHT 5 LBS Deck of marked cards Loaded dice Chess set

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

Wizard COST 30 GP WEIGHT 13 LBS Dagger Staff Spell book, blank Spell component pouch

Cleric COST 30 GP WEIGHT 13 LBS Club Holy Symbol. Wooden Prayer book Spell component pouch
Thief COST 30 GP WEIGHT 13 LBS Two (2) Daggers Blackjack or sap (treat as a club) Thieves' Tools Rope (50' hemp)

Fighter COST 30 GP WEIGHT 13 LBS Club Dagger Rustproof oil Wineskin

Looter

COST 15 GP WEIGHT 1 LBS Three (3) Large Sack (30 LBS) Five (5) Small Sack (15 LBS) Seven (7) Pouches (5 LBS)

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)

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

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

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

Western Knight COST 31 GP WEIGHT 35 LBS Longsword Heavy mace Lance

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

Southern Legionnaire COST 28 GP WEIGHT 22 LBS Hastae (spear) Gladius (short sword) Arcus (short bow) Sagitta (Arrows. 40)

Northern Spear Man COST 4 GP WEIGHT 22 LBS Krokspjot (spear) Hoggspjot (javelin) x2 Knifr (dagger)

Nonhern Axe Raider COST 15 GP WEIGHT 30 LBS Daneaxe (battle axe) Skeggox (hand axe) x2 Seax (short sword)

Eastern Noble Soldier COST 38 GP WEIGHT 30 LBS Katona (bastard sword) Wakizashi (short sword) Naginate (polearm)

Eastern Noble Warrior COST 92 GP WEIGHT 22 LBS Katona (bastard sword) Wakizashi (short sword) Yumi (long bow) Arrows (40)

Knight Kit COST 133 GP WEIGHT 107 LBS Plate Armor, Helmet, and Tabard Shield with Heraldry Bedroll Tent, Personal Rations, Dried (1 week)

Heavy Infantry Kit COST 1 00 GP WEIGHT 70 LBS Chain Armor, Helmet, and Tabard Shield Bedroll Tent, Personal Rations. Dried (1 week)

Light Infantry Kit COST 60 GP WEIGHT 60 LBS Ring Armor, Helmet, and Tabard Shield Bedroll Tent, Personal Rations, Dried (1 week)

Skirmishers Kit COST 35 GP WEIGHT 45 LBS Leather Armor and Helmet Shield Bedroll Tent, Personal Rations, Dried (1 week)