### Basic Adventuring Kit 1 COST 19 GP WEIGHT 10 LBS

Weapon belt with two frogs
Backpack
Whetstone
Mess kit
Tinderbox with Flint & Steel
Waterskin, I 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

Tinderbox with Flint & Steel
Waterskin, I 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 S
Blanket, wool
Bedroll
Coal Keeper
Cooking Supplies
Fishhooks (6) S
Garlic, 6 buLBS
Iron Frying Pan
Pliers V
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

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:

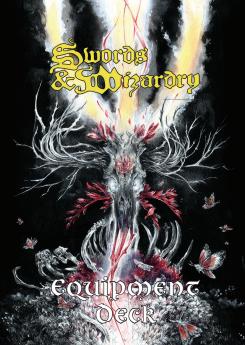
4 pouches of cheap halfling pipeweed 9 LBS 2 pouches of fine halfling pipeweed 7 LBS 1 pouch of the best halfling pipeweed 6 LBS



### **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 Appleiack 3 gp.

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)

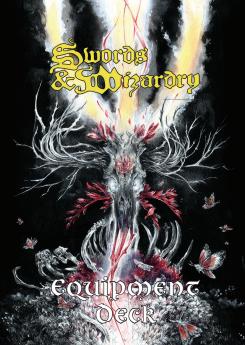
COST see below WEIGHT 10 LBS

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

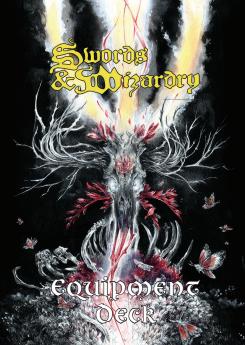


### Wizard

COST 30 GP WEIGHT 13 LBS

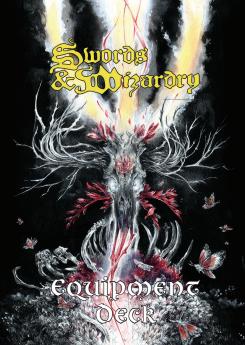
Dagger Staff

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



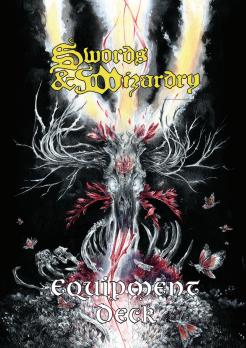
## Southern Skirmisher

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



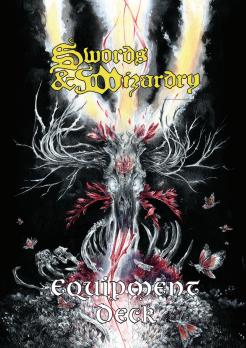
# Southern Legionnaire

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)

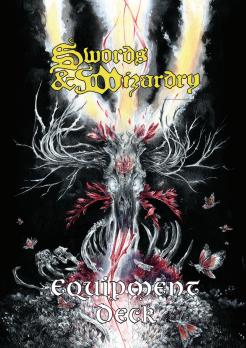


## Nonhern Axe Raider

COST 15 GP WEIGHT 30 LBS

Daneaxe (battle axe) Skeggox (hand axe) x2

Seax (short sword)

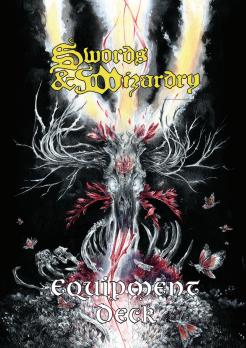


# Eastern Noble Soldier

COST 38 GP WEIGHT 30 LBS

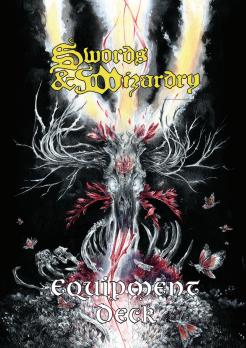
Katona (bastard sword) Wakizashi (short sword)

Vakizashi (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

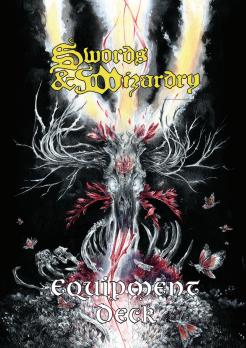
Plate Armor, Helmet, and Tabard

Shield with Heraldry

Bedroll

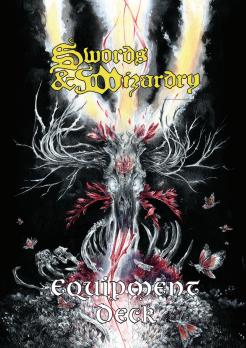
Tent, Personal

Rations, Dried (1 week)



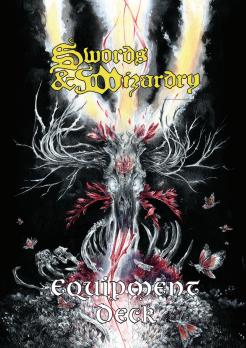
# Heavy Infantry Kit

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)

