

# Adventuring Gear

The following kits of items are intended to be as broadly useful as possible, rather than being particularly specialised. You will likely wish to purchase additional equipment once you've chosen your kits. The kits are listed in tables so as to make modifications as easy as possible: If you remove an item from the kit, it should be easy to recalculate the cost and weight.

All prices will be listed in gp to prevent confusion. Weights will be given for small characters using the rules as written in the rule book. If you are playing a small character, you may wish to petition your GM to allow you to pay  $\frac{1}{4}$  cost on rations, since you eat less. If they agree, you will save 0.42 gp per week on rations.

## 1st Level

Most characters given average starting gold will have at least 50 gp to 55 gp to spend on adventuring gear after purchasing their weapons and armour, though this will vary from character to character. Most characters should be able to purchase the standard kit plus one of the more specialised kits below, with the likely exception of the thieves' kit. Rogues have slightly more money to start with and should be able to purchase the standard kit plus the thieves' kit.

### Standard Kit

The standard kit should cover an adventurer for most of their basic needs while out and about, including keeping themselves and their gear in good shape. Keep in mind that a low strength character is unlikely to be able to carry much more than their weapons and armour in combat without being encumbered. They should not be afraid to travel at medium encumbrance and allow the stronger characters to carry their gear while in combat areas, or to leave their travelling gear somewhere convenient where they can find it. The lamp oil will last for six hours of continuous usage, so bring extra if you expect to be spending days at a time in the dark.

If you have darkvision, you can save 7.16 gp and 3 lb. on the candles, lantern, and lamp oil.

Your stronger characters may also wish you to pay for your share of a tent. This will cost 7.5 gp in a party of four or 10 gp in a party of three and bring the total up to 26.05 gp or 28.55 gp.

Item	Cost	Weight	Weight (Small)
Backpack	2 gp	2 lb.	$\frac{1}{2}$ lb.
Belt pouch	1 gp	$\frac{1}{2}$ lb.	$\frac{1}{8}$ lb.
Bedroll	0.1 gp	5 lb.	1 $\frac{1}{4}$ lb.
Blanket	0.5 gp	3 lb.	$\frac{3}{4}$ lb.
Hooded Lantern	7 gp	2 lb.	2 lb.

Lamp Oil	0.1 gp	1 lb.	1 lb.
Candles (6)	0.06gp	—	—
Gear Maintenance Kit	5 gp	2 lb.	2 lb.
Whetstone	0.02 gp	1 lb.	1 lb.
Grooming Kit	1 gp	2 lb.	½ lb.
Soap	0.01 gp	½ lb.	½ lb.
Mess Kit	0.2 gp	1 lb.	1 lb.
Waterskin	1 gp	4 lb.	1 lb.
Trail Rations (1)	0.5 gp	1 lb.	¼ lb.
Wandermeal (6)	0.06 gp	3 lb.	¾ lb.
<b>Total</b>	<b>18.55 gp</b>	<b>28 lb.</b>	<b>12 ⅝ lb.</b>

### Extra Rations

This is enough to feed a character for a week.

Item	Cost	Weight	Weight (Small)
Trail Rations (1)	0.5 gp	1 lb.	¼ lb.
Wandermeal (6)	0.06 gp	3 lb.	¾ lb.
<b>Total</b>	<b>0.56 gp</b>	<b>4 lb.</b>	<b>1 lb.</b>

### Minimal Kit

This kit contains the bare minimum of equipment that everyone should carry if they're travelling away from the comforts of civilisation.

Item	Cost	Weight	Weight (Small)
Backpack	2 gp	2 lb.	½ lb.
Blanket	0.5 gp	3 lb.	¾ lb.
Lamp	0.1 gp	1 lb.	1 lb.
Lamp Oil	0.1 gp	1 lb.	1 lb.
Waterskin	1 gp	4 lb.	1 lb.
<b>Total</b>	<b>3.7 gp</b>	<b>11 lb.</b>	<b>4 ¼ lb.</b>

## Pack Mule

The party should consider purchasing a donkey or mule. It can carry up to 300 lb. and still move at 30 ft. per round, allowing it to easily carry the extra equipment the party can't. As a medium creature, it can also fit indoors in dungeons without problems. It is also stubborn enough to follow the party into dungeons without spooking. Extra animal feed is extremely heavy, so you should consider it to be emergency supplies and allow the donkey or mule to graze most of the time while travelling.

Item	Cost	Weight
Donkey	8 gp	—
Pack Saddle	5 gp	15 lb.
Animal Feed (7)	0.35 gp	70 lb.
<b>Total</b>	<b>13.35 gp</b>	<b>85 lb.</b>

## Heavy Extras

The party only needs one of these, and either the strongest character or the pack mule should carry it. Keep in mind that you should only purchase the small version of this package if your entire party is small size.

The tent is chosen based on a three or four person party. Different sizes of party will require different sizes of tent or even additional tents.

Additional rope can be very heavy. If you want to carry more rope but are worried about weight, replacing the hemp rope with 100 lb. of silk rope will cost an additional 19 gp but with no additional weight (5 lb. and 10 gp per 50 ft.).

Item	Cost	Weight	Weight (Small)*
Large Tent	30 gp	40 lb.	10 lb.
Hemp Rope (50 ft.)	1 gp	10 lb.	10 lb.
Iron Pot	0.8 gp	4 lb.	4 lb.
Crowbar	2 gp	5 lb.	5 lb.
Shovel	2 gp	8 lb.	8 lb.
<b>Total</b>	<b>35.8 gp</b>	<b>67 lb.</b>	<b>37 lb.</b>

\*Only in a party of small characters.

## Thieves' Kit

This kit contains tools for lockpicking, trapfinding, and stealth. The grease can be used to squeeze through tight spaces or to grease hinges so they don't squeak.

A glass cutter and glue paper can add 5.1 gp (plus 0.1 gp per additional sheet) to this if you expect to be needing to enter houses via windows, but the basic kit assumes you will mostly be working in dungeons and the like.

Item	Cost	Weight	Weight (Small)
Thieves' Tools	30 gp	1 lb.	1 lb.
Alchemical Grease (2)	10 gp	2 lb.	2 lb.
<b>Total</b>	<b>40 gp</b>	<b>3 lb.</b>	<b>3 lb.</b>

## Climbing Equipment

This kit provides equipment to aid the party's best climber to help the rest of the party up behind them. The block and tackle can be used to help haul heavy items or creatures that cannot climb up surfaces you've ascended.

This kit assumes you already have access to rope (found in the Heavy Extras kit). If you do not, you should also purchase hemp rope for 1 gp and 10 lb.

Item	Cost	Weight	Weight (Small)
Hammer	0.5 gp	2 lb.	2 lb.
Pitons (5)	0.5 gp	2 ½ lb.	2 ½ lb.
Block and Tackle	5 gp	5 lb.	5 lb.
<b>Total</b>	<b>6 gp</b>	<b>9 ½ lb.</b>	<b>9 ½ lb.</b>

## Survival Kit

Characters focusing on wilderness survival might also consider bringing additional equipment to aid in keeping the party alive and on track. The dagger can be used for skinning and butchering, splicing rope, and other useful activities.

Item	Cost	Weight	Weight (Small)
Dagger	2 gp	1 lb.	½ lb.
Compass	10 gp	½ lb.	½ lb.
Flint and Steel	1 gp	—	—
<b>Total</b>	<b>13 gp</b>	<b>1 ½ lb.</b>	<b>1 lb.</b>

## Writing Kit

This kit contains essential supplies for writing and drawing. This allows you to keep notes, observations, maps, or to record symbols and markings you find.

Item	Cost	Weight	Weight (Small)
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Waterproof Bag	0.5 gp	½ lb.	½ lb.
Blank Journal	10 gp	1 lb.	1 lb.
Charcoal (2)	1 gp	—	—
Inkpen	0.1 gp	—	—
Ink	8 gp	—	—
Scroll Case	1 gp	½ lb.	½ lb.
Parchment (10)	1 gp	—	—
<b>Total</b>	<b>21.6 gp</b>	<b>2 lb.</b>	<b>2 lb.</b>

## 2nd Level and Beyond

Some of the following are expensive but provide good upgrades or additions to the items or kits listed above, and none of them should be out of reach by 2nd level. You should consider choosing from among them at higher levels or if you have spare cash after purchasing the basics.

- Masterwork Backpack (50 gp, 4 or 1 lb.)
- Alchemist's Fire (20 gp, 1 lb.)
- Silk Rope (10 gp, 5 lb.)
- Traveler's Any-Tool (250 gp, 2 lb.)
- Masterwork Thieves' Tools (100 gp, 2 lb.)
- Deodorising Agent (30 gp)
- Climber's Kit (80 gp, 5 or 1 ¼ lb.)
- Masterwork Survival Kit (50 gp, 5 lb.)
- Mapmaker's Kit (10 gp, 2 lb.)
- Scent Cloak (20 gp)
- Healer's Kit (50 gp, 1 lb.)
- Swan Boat Feather Token (450 gp., 0 lb.)

In addition, medicine as a whole is expensive for first-level characters. See the medicine kit below for useful medical items.

The following kits replace the 1st-level versions of the same kit.

### Standard Kit

The masterwork backpack helps you carry more gear, while the alchemist's fire should be reserved for fighting swarms, which may otherwise be immune to your attacks.

Item	Cost	Weight	Weight (Small)
Masterwork Backpack	50 gp	4 lb.	1 lb.
Belt pouch	1 gp	½ lb.	⅛ lb.

Bedroll	0.1 gp	5 lb.	1 ¼ lb.
Blanket	0.5 gp	3 lb.	¾ lb.
Hooded Lantern	7 gp	2 lb.	2 lb.
Lamp Oil	0.1 gp	1 lb.	1 lb.
Candles (7)	0.07gp	—	—
Gear Maintenance Kit	5 gp	2 lb.	2 lb.
Whetstone	0.02 gp	1 lb.	1 lb.
Grooming Kit	1 gp	2 lb.	½ lb.
Soap	0.01 gp	½ lb.	½ lb.
Mess Kit	0.2 gp	1 lb.	1 lb.
Waterskin	1 gp	4 lb.	1 lb.
Trail Rations (1)	0.5 gp	1 lb.	¼ lb.
Wandermeal (6)	0.06 gp	3 lb.	¾ lb.
Alchemist's Fire (2)	40 gp	2 lb.	2 lb.
<b>Total</b>	<b>106.55 gp</b>	<b>31 ½ lb.</b>	<b>14 ⅝ lb.</b>

## Heavy Extras

In addition to supplanting the crowbar and shovel, the any-tool serves as a set of masterwork artisan's tools for most crafts.

Item	Cost	Weight	Weight (Small)*
Large Tent	30 gp	40 lb.	10 lb.
Silk Rope	10 gp	5 lb.	5 lb.
Iron Pot	0.8 gp	4 lb.	4 lb.
Traveler's Any-Tool	250 gp	2 lb.	2 lb.
<b>Total</b>	<b>290.8 gp</b>	<b>51 lb.</b>	<b>21 lb.</b>

\*Only in a party of small characters.

## Thieves' Kit

Item	Cost	Weight	Weight (Small)
Masterwork Thieves' Tools	100 gp	2 lb.	2 lb.

Alchemical Grease (2)	10 gp	2 lb.	2 lb.
Glass Cutter	5 gp	—	—
Glue Paper (10)	1 gp	—	—
Deodorizing Agent (2)	60 gp	—	—
<b>Total</b>	<b>176 gp</b>	<b>4 lb.</b>	<b>4 lb.</b>

## Climbing Equipment

The climber's kit supplants the hammer and pitons. Even if you already have access to rope, a little extra can be useful.

Item	Cost	Weight	Weight (Small)
Climber's Kit	80 gp	5 lb.	1 ¼ lb.
Block and Tackle	5 gp	5 lb.	5 lb.
Silk Rope	10 gp	5 lb.	5 lb.
<b>Total</b>	<b>85 gp</b>	<b>15 lb.</b>	<b>11 ¼ lb.</b>

## Survival Kit

You must choose a terrain for the camouflage netting.

Item	Cost	Weight	Weight (Small)
Masterwork Survival Kit	50 gp	5 lb.	5 lb.
Compass	10 gp	½ lb.	½ lb.
Mapmaker's Kit	10 gp	2 lb.	2 lb.
Camouflage Netting	20 gp	5 lb.	5 lb.
Scent Cloak (4)	80 gp	—	—
<b>Total</b>	<b>90 gp</b>	<b>12 ½ lb.</b>	<b>12 ½ lb.</b>

## Medicine Kit

This kit contains materials for treating wounds, injuries, poison and diseases without casting spells.

Item	Cost	Weight	Weight (Small)
Healer's Kit (2)	100 gp	2 lb.	2 lb.
Antiplague (4)	200 gp	—	—
Antitoxin (4)	200 gp	—	—

Smelling Salts	25 gp	—	—
<b>Total</b>	<b>525 gp</b>	<b>2 lb.</b>	<b>2 lb.</b>

Other useful medicines and their uses include:

- Stillgut (nausea, 50 gp per dose)
- Twitch Tonic (sleep, paralysis, stagger, 45 gp per dose)
- Soul Stimulant (suppress negative level, 300 gp per dose)
- Soul Soap (remove mind-affecting effects, 200 gp per dose)
- Vitus Flask (expensive way to remove constitution damage, 80 gp per dose)