

SPELLS

CLASSIC DUNGEONS AND DRAGONS OLD SCHOOL EQUIPMENT

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Right, let's have a look at this inventory of impedimenta, shall we? For the aspiring adventurer, or perhaps the merely mercantile sort, these items represent the tools of the trade, the wherewithal for getting about and getting things done.

Acid Flask

Alright, so you've got this vial of, let's call it, corrosive ichor. Nasty stuff. You've got two basic ways to deploy this concoction. Option one: the close-quarters gambit. You can splash the contents directly onto some unfortunate soul within five feet of you. Think of it as a rather unpleasant surprise. Option two: the long-distance delivery. You can hurl the vial up to twenty feet, shattering it on impact. A bit more dramatic, and allows for a bit of standoffishness. In either case, whether you're splashing or throwing, you've got to make a ranged attack. Think of the vial itself as an improvised weapon. You're aiming, essentially, and hoping it connects. If you hit – and let's hope you do, if that's your goal – the target takes 2d6 points of acid damage. Ouch. Not a pleasant experience, I imagine.

Backpack

First, the humble backpack. A most useful contrivance, capable of holding up to forty pounds of whatever knick-knacks and gewgaws you deem necessary. The clever bit is that the straps leave your hands free, allowing you to engage in fisticuffs, cast spells, or simply gesticulate wildly, as the situation demands.

Barding

Then we have barding. Think of it as a suit of armor for your horse. Leather and metal plates, giving your equine companion a respectable Armor Class of 5. However, bear in mind that this protection comes at a price – sixty pounds, to be precise. So, unless you're riding a veritable behemoth, you might want to consider the load your poor beast is carrying.

Boat, River

For aquatic excursions, we have several options. The river boat, a sturdy vessel designed for navigating the sinuous waterways. Twenty to thirty feet long, ten feet wide, and drawing a couple of feet of water, these boats can carry a substantial load – up to three thousand pounds. They're propelled by oars or poles, and typically require a crew of eight. For an extra thousand gold pieces, you can even have a roof installed, protecting your cargo (and your passengers) from the elements.

Boat, Sailing

For smaller-scale aquatic ventures, there's the sailing boat. A bit more maneuverable, these boats are ideal for fishing or coastal travel. They range from twenty to forty feet in length, ten to fifteen feet in width, and draw a similar amount of water as their river-going cousins. A sailing boat can carry up to two

thousand pounds, and requires at least one sailor to operate, though a captain and additional crew can be hired if your purse allows.

Camel

Now, for those venturing into arid climes, the camel is the beast of choice. These irascible creatures are well-suited to desert life, and can survive for two weeks without water after a good drink. They're not the friendliest of animals, mind you, and are prone to biting and kicking, even their owners. However, they can move at a good clip across broken terrain and deserts, and boast an Armor Class of 12 and two hit dice.

Canoe

For navigating rivers and swamps, the canoe is a lightweight and portable option. Constructed of a wooden frame covered with waterproof material, these fifteen-foot vessels weigh only fifty pounds and can be carried overland by two people. Their carrying capacity is limited, however, to six hundred pounds.

Cart

For overland transport of goods, the cart is a practical solution. Pulled by one or two draft horses (or, if you're feeling economical, mules), a cart can carry four hundred to eight hundred pounds, depending on the number of animals. However, carts require roads, so they're not suitable for all terrains.

Crowbar

Finally, we have the crowbar. A simple but effective tool, this hardened iron bar is invaluable for prying open chests, windows, or anything else that's stubbornly sealed. Two to three feet long, it's a must-have for any adventurer who expects to encounter locked doors or hidden compartments. There you have it. A veritable cornucopia of conveyance and contraptions. Choose wisely, and may your journeys be prosperous.

Galley, Large

A veritable behemoth of a vessel, the large galley stretches from 120 to 150 feet in length, with a beam of 15 to 20 feet and a shallow draft of a mere three feet. Propelled by 180 stalwart rowers, supplemented by 20 sailors and 50 marines, all under the command of a seasoned captain, this ship boasts a single mast and a large square sail. Beyond its considerable crew, it can accommodate up to 4,000 pounds of cargo. For those with a penchant for naval warfare, it can be fitted with a ram (at an additional cost) and up to two light catapults. A trireme of the Mediterranean serves as a historical analogue.

Galley, Small

A scaled-down version of its larger counterpart, the small galley ranges from 60 to 100 feet in length, with a beam of 10 to 15 feet and a draft of 2 to 3 feet. Manned by a crew of 60 rowers, 10 sailors, 20 marines, and a captain, it can carry up to 2,000 pounds of cargo. Like the large galley, it can also be equipped with a ram and up to two light catapults. The bireme and the pentaconter (sans ram) provide historical comparisons.

Galley, War

The flagship of choice, the war galley is a specially constructed large galley, typically 120 to 150 feet long, with a beam of 20 to 30 feet and a draft of 4 to 6 feet. Its substantial crew comprises 300 rowers, 30 sailors, 75 marines, and a captain. Always equipped with a ram and a full deck over the rowers, it sports two masts and light wooden towers in the bow and stern, providing elevated platforms for archers. Up to

three light catapults can be mounted, and it can carry 6,000 pounds of cargo in addition to its crew. The quinquereme of the Mediterranean exemplifies this type of vessel.

Grappling Hook

A large, multi-pronged hook used to secure ropes.

Hammer (small)

Ah, the humble hammer. A tool of deceptive simplicity, yet capable of a multitude of uses. In the hands of an adventurer, it serves not only for its obvious purpose – driving iron spikes into walls or floors – but also, I suspect, for a variety of less orthodox applications. One might, for instance, use it to persuade a recalcitrant lock, to tap on walls in search of hidden chambers, or perhaps, in a moment of desperation, even as a makeshift bludgeon. Its compact size makes it easily portable, a valuable asset when one's travels take them to places where more specialized tools are unavailable. Yes, the small hammer, though seemingly mundane, is a surprisingly versatile instrument in the hands of the resourceful.

Holy Symbol

A representation of a deity, required for alignment casters.

Holy Water

This flask, containing the blessed essence of holy water, serves as a potent weapon against the forces of darkness. As an act of righteous offense, you may employ it in two distinct manners. Firstly, for those foes within close proximity, a mere five feet distant, you may splash the contents upon them, a sudden ablution of sanctified liquid. Alternatively, for adversaries lurking at a greater remove, up to twenty feet away, you may hurl the flask, shattering it upon impact and showering the target with its holy contents. Regardless of the chosen method, the holy water acts as an improvised weapon, requiring a ranged attack to ensure its effective delivery. Should the attack find its mark, and should the target be a creature of fiendish or undead nature, it suffers a searing blast of radiant energy, inflicting 2d4 points of damage. A most efficacious tool for those who stand against the encroaching shadows.

Horse, Draft

Ah, the draft horse. A magnificent beast, built for the hard labor of the world. Think of it: broad shoulders, powerful legs, a sturdy frame designed for pulling immense weights. These equine titans are the workhorses of civilization, quite literally. They're the muscle behind the plow, turning fields and feeding populations. They're the engine of the cart and wagon, hauling goods and people across vast distances. They're beasts of burden in the truest sense, shouldering heavy loads and making the impossible, possible. A draft horse isn't just an animal; it's a partner in the work of the world, a symbol of strength, and a testament to the power of domesticated animals.. AC 12, HD 3 (13hp), Att bite or hoof d4 if provoked, MV 30', Savings throws: Endure +3, others +0. Morale 6. AL Neutral. Non-combatants: Flee, if attacked.

Iron Spikes. Used to wedge doors or provide anchor points.

Horse, Riding

A creature of a different sort than its draft horse cousin. Where the draft horse is all about brawn, the riding horse is about swiftness and agility. Lighter of build, more finely tuned, these horses are bred for covering ground quickly. Imagine the wind whistling through their manes as they gallop across the plains, carrying their riders to distant destinations. And a most practical advantage: they can thrive on a diet of grass, a boon for travelers and those in regions where grain might be scarce. The riding horse is a symbol of freedom, a partner in journeys, and a testament to the long and storied relationship between

humans and equines. AC 12. HD 2, Att 2 × hoof (1d4), MV 80'. Savings throws: Endure +2, others +0, Morale 7, AL Neutral.

Horse, War

A creature of power and fury, quite unlike its draft or riding horse kin. Bred not for plowing fields or long journeys, but for the chaos and clamor of the battlefield. These magnificent animals are a force to be reckoned with. Imagine them, muscles rippling, eyes flashing, charging into the fray. While they may not be built for long-distance travel, their strength and agility make them perfect for short, explosive bursts of speed – the kind needed to smash through enemy lines or trample foes under their powerful hooves. And those hooves, make no mistake, are formidable weapons in their own right, capable of inflicting considerable damage. The war horse is more than just a means of transport; it's a partner in battle, a symbol of courage, and a force of nature unleashed. AC 12, HD 3, Att 2 × hoof (1d6), MV 40', Savings throws: Endure +3, others +0. Morale 9. AL Neutral. Charge: When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage. Horse cannot attack when charging. Melee: When in melee, both rider and horse can attack.

Lantern

The trusty lantern. A beacon in the darkness, a portable sun for navigating the night. Consider its virtues: it illuminates a respectable thirty-foot radius, pushing back the shadows and revealing what lurks within. A single flask of oil fuels this illumination for a good four hours, giving ample time for exploration or whatever nocturnal activities one might pursue. And clever it is, with its shutter. Need to conceal your position? Flick the shutter closed. Facing a gust of wind that threatens to extinguish your flame? The shutter protects it. The lantern, a simple device, yet essential for any traveler venturing into the unknown.

Lifeboat

A small but essential vessel, the typical lifeboat measures 20 feet in length, with a beam of 4 to 5 feet and a draft of 1 to 2 feet. Equipped with a collapsible mast and provisions for ten men for a week, it can also carry up to 1,500 pounds of weight. Large ships typically carry several lifeboats, though each one reduces the ship's cargo capacity.

Longship

A versatile vessel, the longship, ranging from 60 to 80 feet in length, with a beam of 10 to 15 feet and a draft of 2 to 3 feet, can be either sailed or rowed. Equally at home on rivers, coastal waters, or the open ocean, it is manned by a crew of 75 sailors (who also serve as rowers and marines) and a captain. Although 75 crew is standard, only 60 are needed to row at full speed. The longship can carry up to 4,000 pounds of cargo.

Mirror

A seemingly simple object, yet possessing a certain... potential. While its primary function might be to reflect one's own visage (or perhaps more importantly, the visage of one's hair in the morning), it holds a far more crucial purpose for the discerning adventurer. Consider the medusa, or any creature of similar petrifying gaze. Direct eye contact means certain transformation into a rather unattractive garden ornament. But with a mirror, ah, with a mirror, one can observe such a creature indirectly, avoiding its deadly stare while still gaining valuable information. A clever trick, indeed. And beyond such life-saving applications, the mirror can also be employed for more mundane, yet still useful, purposes. Peeking around corners, observing what's happening behind you, or even just checking if that smudge of grime on your face is truly as dreadful as you suspect. The mirror, a tool of vanity, yes, but also a tool of survival and observation.

Mule

AC 12. HD 2. Att 1 × kick (1d4) or 1 × bite (1d3). MV 40', Savings throws: endure +2, others +0. Morale 8. AL Neutral. Ah, the mule, that paragon of obstinacy. A stubborn but tenacious hybrid of horse and donkey, mules are commonly used as beasts of burden. While possessing a modicum of self-preservation, and capable of delivering a swift kick or a nip with its teeth when provoked, it is, alas, not a creature of martial spirit. It may defend itself if cornered or threatened, but any attempts to mold it into a war-beast, a charger of the battlefield, are doomed to frustration. The mule, it seems, prefers a life of peaceful labor, its energies devoted to the mundane but essential tasks of burden-bearing and transport.

Oil Flask

A substance of many uses, it seems. While its primary function, at least in civilized society, is to fuel lanterns and provide light against the encroaching darkness, it possesses a certain... potential for more aggressive applications. Consider the desperate adventurer, facing a monstrous foe. A flask of oil, hurled at the beast and ignited, could certainly create a distraction, perhaps even a significant conflagration. And for those seeking to escape a relentless pursuer, a trail of oil poured upon the floor and set ablaze could create a fiery barrier, a temporary reprieve from the chase. Of course, such tactics are not without risk. One must be careful not to set oneself, or one's companions, alight in the process. Still, in times of peril, oil can be more than just a source of light; it can be a weapon, a deterrent, a tool for survival.

Pole, Wooden (10' long)

Useful for probing.

Raft

A conveyance of... shall we say, limited sophistication. Essentially a floating platform, it serves its purpose, though not with any great degree of grace or maneuverability. Think of it as the barge of the waterways, best suited for gentle currents where a strong push pole can keep it vaguely on course. Now, there are rafts and there are rafts. A professionally constructed raft, the kind a proper shipwright might produce, comes with certain amenities. Raised edges to prevent the unfortunate swamping of cargo, a tent or perhaps even a small hut for shelter from the elements, and a rudimentary steering oar. These vessels can reach a respectable size of 30 by 40 feet, and each 10-foot by 10-foot section can support a thousand pounds of weight. A useful bit of information for the mercantile sort. Interestingly, these professionally built rafts are often disassembled and sold for their lumber after reaching their destination. A practical consideration, given their downstream-only utility. Then there are the... improvised rafts. These are the creations of necessity, cobbled together by adventurers or desperate travelers. If wood is available, one can construct a crude platform, though it will lack the refinements of its professional counterpart. The process takes one to three days per ten-foot square section, and the maximum size is smaller, only 20 by 30 feet. Furthermore, the load-bearing capacity is halved – a mere 500 pounds per ten-foot square section. Still, in a pinch, it's better than nothing, wouldn't you agree? And let's not forget the humble ferry raft, often found at river crossings, providing a vital, if somewhat precarious, link between shores.

Rations

A staple for any traveler, adventurer, or anyone expecting to be away from a proper larder for an extended period. These preserved foodstuffs, designed to sustain a single individual for a week, are a testament to the ingenuity of preserving food in an age before refrigeration. Dried meats, hard biscuits, perhaps some dried fruits or nuts – compact, calorie-dense, and (one hopes) relatively palatable. While their primary purpose is sustenance, they can also serve a more... tactical function. A handful of rations tossed to a

pursuing monster might just provide the distraction needed to make a clean getaway. A clever trick, though one hopes it doesn't become a regular necessity. After all, one wouldn't want to be left without sustenance oneself.

Rope (50' length)

A seemingly simple length of woven fibers, yet a crucial piece of equipment for any adventurer, climber, or anyone who finds themselves in need of vertical transportation. This particular rope, it is said, can bear the weight of three fully laden humans. A substantial load, indeed. However, a word of caution: for each additional soul who dares to trust their fate to this rope, a risk presents itself. A cumulative one in four chance, it is said, that the rope will give way. A sobering thought, and one that should give pause to any who contemplate such a precarious ascent. Prudence, as always, is advised.

Sack

A sack holds 50 lbs (5 ENC) and must be carried by hand.

Saddle Bag

A saddle bag holds 40 lbs (4 ENC).

Sailing Ship, Large

A deep and broad vessel, the large sailing ship can have up to three masts, a length of 100 to 150 feet, a beam of 25 to 30 feet, and a draft of 10 to 12 feet. Often featuring one or more decks and raised "castles" in the bow and stern, it provides excellent vantage points for archers. Its standard crew consists of 20 sailors and a captain, and it can carry up to 30,000 pounds of cargo. The medieval Great Cog is a historical example..

Sailing Ship, Small

A smaller version of the large sailing ship, the small sailing ship often has only one mast, a length of 60 to 80 feet, a beam of 20 to 30 feet, and a draft of 5 to 8 feet. Manned by a crew of 10 sailors and a captain, it can carry up to 10,000 pounds of cargo. The medieval cog serves as a historical comparison.

Stakes and Mallet

A rather specialized collection of implements, wouldn't you agree? Three sturdy wooden stakes, each a good eighteen inches in length, and a mallet to drive them home with... forcefully. While seemingly simple tools, their purpose is quite specific: the utter and irrevocable destruction of vampires. It is said that these creatures of the night, these undead abominations, are particularly vulnerable to wood, especially when driven through the heart. Thus, these stakes, combined with the percussive force of the mallet, become instruments of... shall we say, termination. A vital necessity for those who dare to confront these creatures of darkness.

Thieves' Tools

A hero must have this small case of lockpicks to use the tinker skill to open locks or disarm traps, otherwise they suffer a disadvantage.

Tinderbox

A tinderbox starts fires. It holds flint, steel, and tinder. It takes one round to use a tinderbox.

Torch

Provides light in a 30' radius for one hour.

Troop Transport

Specially designed to carry large numbers of troops and horses, these modified sailing vessels often feature special hatches for loading and securing the animals.

Wagon

Pulled by at least two draft horses or four mules at the same speed as a cart. Maximum load: 1500 lbs,

Water/Wineskin

A container for one quart of liquid.

Wolvesbane

A dried bundle may drive off werewolves and other lycanthropes if you hit the creature with the wolvesbane in melee combat.