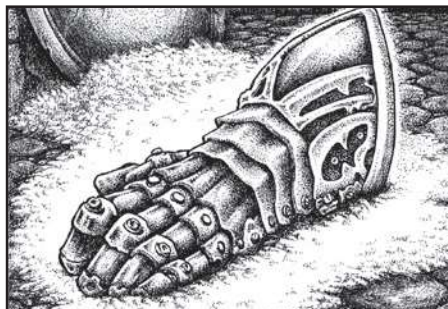


EXPANDED EQUIPMENT

By GAVIN NORMAN

ADVENTURING GEAR

The list of adventuring gear presented in *Old-School Essentials* covers the basic items that beginning adventuring parties will need. This article presents additional tools and oddments that more experienced parties may seek out.



Adventuring Gear

Item	Cost (gp)
Barrel	1
Bedroll	2
Bell (miniature)	1
Belt pouch	1
Block and tackle	5
Box (iron, large)	30
Box (iron, small)	10
Bucket	1
Caltrops (bag of 20)	1
Candles (10)	1
Chain (10')	30
Chalk (10 sticks)	1
Chest (wooden, large)	5
Chest (wooden, small)	1
Chisel	2
Cooking pots	3
Firewood (bundle)	1
Fishing rod and tackle	4
Holy symbol (gold)	100
Holy symbol (wooden)	5

Item	Cost (gp)
Ink (vial)	1
Ladder (wooden, 10')	5
Lantern, bullseye	20
Lock	20
Magnifying glass	3
Manacles	15
Marbles (bag of 20)	1
Mining pick	3
Musical instrument (string)	20
Musical instrument (wind)	5
Paper/parchment (2 sheets)	1
Quill	1
Saw	1
Scroll case	1
Sledgehammer	5
Spade or shovel	2
Tent	20
Twine (100' ball)	1
Vial (glass)	1
Whistle	1

Holy symbols: Standard holy symbols (25gp) are assumed to be made of silver.

Adventuring Gear Descriptions

Barrel: A wooden barrel that holds 40 gallons (320 pints) of liquid.

Bedroll: A heavy woollen blanket with a small pillow.

Bell: A 1" brass bell.

Belt pouch: A leather pouch that holds up to 50 coins.

Block and tackle: Used for hauling or lifting heavy objects. Reduces the effective weight by 75%. Requires 4 times as much rope.

Box, iron: A solid iron casket. A large box can hold up to 800 coins; a small box can hold up to 250 coins.

Bucket: Holds 5 gallons (40 pints).

Caltrops: Small metal spikes sufficient to cover a 5' × 5' area. Creatures moving through the area have a 2-in-6 chance of treading on a spike. Victims suffer a 50% reduction of movement rate for 24 hours (or until they receive magical healing).

Candle: Casts dim light in a 5' radius and burns for 1 hour.

Chain: A 10' length of heavy, iron chain.

Chalk: Useful for making markings on stone.

Chest, wooden: A large chest can hold up to 1,000 coins; a small chest can hold up to 300 coins.

Chisel: Used with a hammer for chipping away stone.

Cooking pots: Pots and pans for campfire cooking.

Firewood: A bundle of dry wood. Burns for 8 hours.

Fishing rod and tackle: A rod, line, hook, and bait box.

Holy symbol, gold: Grants a +1 bonus to the 2d6 roll for the affected Hit Dice of undead monsters.

Holy symbol, wooden: Incurs a -1 penalty to the 2d6 roll which determines the success of the turning attempt.

Ink: A vial of black ink. Coloured ink costs double. Sufficient for about 50 pages of writing.

Ladder: Simple wooden construction. Very encumbering.

Lantern, bullseye: Casts light in a narrow beam, 60' long and 20' wide at the end. Can be closed to hide the light. Burns one oil flask every four hours (24 turns).

Lock: A basic iron lock with a key.

Magnifying glass: Used for studying fine details.

Manacles: Iron manacles with a chain. Used for binding hands or feet.

Marbles: A bag of colourful glass beads.

Mining pick: For breaking rock.

Musical instrument: A stringed instrument (e.g. a lute or mandolin) or a wind instrument (e.g. a flute or pipe). The listed price is for an instrument of basic quality. Higher quality instruments can cost up to 10 times as much.

Paper or parchment: Approximately 1'-square sheets.

Quill: A large feather sharpened into a writing point.

Saw: A hand saw for cutting wood.

Scroll case: An oiled leather tube with a cap. Not completely watertight.

Sledgehammer: A big heavy hammer for breaking rock.

Spade or shovel: For excavating earth.

Tent: Large enough for 2 adult humans.

Twine: A wound ball of thin cord or string. Can support up to 300 coins of weight.

Vial: A glass vial that can hold up to half a pint of liquid.

Whistle: Useful for signalling or faking bird calls.

WEAPONS & ARMOUR

This article presents additional armour and weapon options inspired by the types available in the 1970s Advanced 1st Edition rules and the 1984 Companion rules.

Weapons

Weapon	Cost (gp)	Weight (Coins)
Bastard sword	15	80
Blackjack	1	10
Blowgun	3	5
Bolas	5	40
Garotte	1	5
Net	5	100
Whip	10	50

Ammunition

Ammunition	Cost (gp)
Blowgun dart (pouch of 5)	1

Armour

Armour	AC	Cost (gp)	Weight (Coins)
Padded armour	8 [11]	5	100
Furs	7 [12]	10	250
Studded leather	6 [13]	25	300
Banded mail	4 [15]	50	450
Full plate	2 [17]	1,000	700

Thieves and Studded Leather (Optional Rule)

Thieves and similar classes normally limited to leather armour (e.g. acrobats, assassins) may be allowed to use studded leather armour. When wearing studded leather, climbing, balance, and acrobatics skills suffer a -25% penalty and stealth skills suffer a -10% penalty.

Encumbrance (Optional Rule)

If the optional rules for encumbrance are used (see *Old-School Essentials*), armour worn is treated as follows.

Option 1: Basic Encumbrance
Padded armour, furs, and studded leather count as *light armour*, banded mail and full plate count as *heavy armour*.

Option 2: Detailed Encumbrance
The listed weight of armour and weapons is tracked. The listed weight of missile weapons already includes the weight of the ammunition and its container.

Armour Descriptions

Padded armour: Layers of cloth and quilted padding.

Furs: Thickly layered furs and pelts of any kind. Commonly worn by those who lack the resources to create better armour.

Studded leather: A suit of flexible leather studded with hundreds of metal rivets.

Banded mail: Horizontal bands of metal riveted to a padded leather backing, with sections of chain mail at the joints.

Full plate: Perfectly interlocking plates of metal over a backing of chain mail and padding. A suit of full plate armour must be crafted on request, and is tailored and balanced for a specific individual. Wearing another person's full plate armour is awkward and only grants AC 3 [16].

Usage of New Armour Types

Characters who can use leather armour:
Can use padded armour and furs.

Characters who can use chainmail: Can use studded leather.

Characters who can use plate mail: Can use banded mail and full plate.

Weapon Combat Stats

Weapon	Damage	Qualities
Bastard sword	1d6+1	Melee, Versatile (1d8+1)
Blackjack	1d2	Blunt, Knock-out, Melee, Stealth
Blowgun	None	Missile (5'-10' / 11'-20' / 21'-30')
Bolas	1d2	Blunt, Entangle, Missile (5'-20' / 21'-40' / 41'-60')
Garotte	1d4	Melee, Stealth, Strangle, Two-handed
Net	None	Blunt, Entangle, Missile (5'-10' / 11'-20' / 21'-30')
Whip	1d2	Entangle, Melee

Damage: Die rolled when using the optional rule for variable weapon damage

(see *Combat* in *Old-School Essentials*).

Weapon Descriptions

Bastard sword: A long sword that can be wielded either one- or two-handed.

Blackjack: A small, leather pouch filled with sand or lead shot. Used to quietly knock victims out.

Blowgun: A 3' tube through which tiny darts are blown. The darts inflict no damage but may administer a bloodstream poison (for example, those described in *Old-School Essentials Advanced Fantasy*).

Bolas: A cord and weighted balls, whirled around and thrown at a target.

Garotte: A 2' length of thin cord or wire with a grip at each end. Used to quietly strangle victims.

Net: A 6' square mesh of cord. Thrown to entangle a human-sized or smaller target.

Whip: A 10' long strap of braided leather. On a successful attack, the attacker must decide to *either* inflict damage or entangle the target.



Weapon Qualities

Blunt: May be used by clerics.

Knock-out: On a successful hit, the target must **save vs paralysis** or be knocked out for 1d6 turns.

Melee: Close quarters weapon (5' or less).

Missile: Thrown or fired weapon (greater than 5' distance). The distances for short (+1 to hit), medium, and long (-1 to hit) range are shown in parentheses.

Entangle: On a successful hit, the target must **save versus paralysis** or be unable to move or act. A new save is allowed each round to escape.

Stealth: May only be used to attack an unaware person (i.e. human / demihuman of any level or humanoid monster of up to 4+1 HD) from behind. (Non-living creatures are immune.)

Strangle: Following a successful hit, inflicts automatic damage each round. The victim cannot move and suffers a -2 penalty to attack rolls. A successful hit on the attacker allows the victim to break free.

Two-handed: Requires both hands; the character cannot use a shield.

Versatile: May be used with one or two hands. When wielded two-handed, the damage listed in parentheses is used (the character cannot use a shield).