

THE ADVENTURER'S CATALOG

AN EQUIPMENT GUIDE

COMPATIBLE WITH LABYRINTH LORD™
AND OTHER BASIC EDITION FANTASY ROLEPLAYING GAMES

CLASSIC DIVERSIONS

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INTRODUCTION

These pages contain all the information you need to outfit your *Labyrinth Lord* characters for adventure. Here you will find all of the standard gear listed in the main rulebook, along with new weapons, armor, and numerous other items. Many of these new items will be familiar to those who have played more recent versions of “the game that started it all”, and have been adapted from Open Game Licensed sources to work smoothly with the *Labyrinth Lord* rules.

The item lists have been organized by type, and include many additional goods and services beyond common equipment. As with all things, the GM is the final arbiter of what equipment is available in the campaign. Not everything contained herein will be suitable for every setting or style of play. Players should generally consult with the GM before equipping their characters, and the GM may wish to review the choices they have made.

Care has been taken to remain true to the spirit of classic gaming in all of the rules variations presented here. Some items, in their original version, had very detailed rules regarding their usage, and so have been simplified and presented with mechanics consistent with the *Labyrinth Lord* rules. These rules are intended solely as guidelines, and the GM is free to modify or ignore them as he sees fit.

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ABBREVIATIONS

- AC** : Armor Class
Dmg : Weapon damage
Range : Short / medium / long range, in feet.
Wt : Item weight, Measured in pounds (lbs)

EQUIPMENT BASICS

MONEY AND COINS

The most common coin is the gold piece (gp). A gold piece is worth 2 electrum pieces (ep), or 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, electrum, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about 1/10th of a pound (10 to the pound), and when a carrying device, such as a backpack, lists the weight it can carry this weight can be directly converted to coins to determine how many coins it can carry.

Coins	Exchange Value				
	CP	SP	EP	GP	PP
Copper Piece (cp)	1	1/10	1/50	1/100	1/1,000
Silver Piece(sp)	10	1	1/5	1/10	1/100
Electrum Piece (ep)	50	5	1	1/2	1/20
Gold Piece (gp)	100	10	2	1	1/10
Platinum Piece (pp)	1,000	100	20	10	1

The actual design of a coin can vary widely from realm to realm. Although precious metals generally have similar values from place to place, some governments impose restrictions on the acceptance of foreign money by their populace. In such places, it will usually be necessary to obtain the services of a money changer, who will typically take at least a 5% fee on all exchanges.

COSTS AND AVAILABILITY

The price of a given item may vary greatly from place to place, depending on supply and demand. This variance occurs not only between different nations and cultures, but also among specific locations and settlements within a larger region.

For example, if a nation has no iron mines of its own and has to obtain the metal from foreign suppliers, the price of some weapons and armor may be higher than normal. If that same region has an abundance of

horse breeders then mounts may be less expensive than normal.

Even if an item is commonly available in a certain region, finding a shop or merchant to purchase it form may be another matter altogether. Most small villages do not sell weapons, armor, and specialty adventuring gear. Barring a visit form a wandering trader, most adventurers will need to travel to somewhat larger settlements to obtain everything they may need for their travels.

It is not uncommon for a society to regulate or prohibit the purchase and ownership of certain items, such as martial weapons, thieves' tools, or heavy armor. Obtaining such items may require the aid of smugglers, thieves, and other dubious characters. The prices for such items will often be doubled or tripled, and finding and owning them may involve a great deal of personal risk.

ENCUMBRANCE (OPTIONAL)

When using the optional encumbrance rules, It is important to keep track of how much weight characters are carrying, because they can only haul so much treasure from a labyrinth, and if they are heavily weighed down they cannot move as fast.

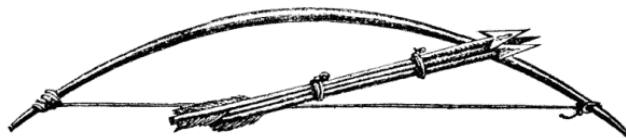
Encumbrance is measured in pounds, and is calculated based on adding the weights of all significant items carried, including weapons and armor. The maximum any character can carry is 160 pounds. Character speed will be affected based on encumbrance.

<u>Encumbrance</u>	<u>Turn Movement</u>	<u>Encounter Movement*</u>
Up to 40 lbs	120'	40' (120')
41 - 60 lbs.	90'	30' (90')
61 - 80 lbs	60'	20' (60')
81 - 160 lbs.	30'	10' (30')

* Encounter movement is measured in feet per round. The distance in parenthesis indicates running speed.

At the GM's discretion, a character wearing armor in addition to carrying weight of a given category will move at the speed listed for the next slowest category.

WEAPONS



<u>Weapons</u>	<u>Cost</u>	<u>Dmg</u>	<u>Wt.</u>	<u>Range</u>
Axe, battle	6 gp	1d8	6	-
Axe, hand	1 gp	1d6	3	10/20/30
Battle standard	10+ gp	1d4	20	-
Blowgun	10 gp	1 pt.	1	10/20/30
Blowgun dart	1 gp	1 pt.	-	-
Bola	3 gp	1d4	2	15/30/45
Club	3 gp	1d4	3	-
Crossbow, heavy	25 gp	-	8	80/160/240
- 10 Heavy quarrels & case	3 gp	1d8	1	-
Crossbow, light	16 gp	-	4	80/160/240
- 10 Light quarrels & case	3 gp	1d6	1	-
Dagger	3 gp	1d4	1	10/20/30
Dagger, silver	30 gp	1d4	1	10/20/30
Dart	5 sp	1d4	½	15/30/45
Flail	3 gp	1d6	5	-
Flail, heavy	8 gp	1d8	10	-
Hammer, light	1 gp	1d4	2	10/20/30
Hammer, war	7 gp	1d6	5	-
Harpoon	6 gp	1d6	5	10/20/30
Javelin	1 gp	1d6	2	20/40/60
Lance	7 gp	1d6	10	-
Lasso	1 gp	0	1 ½	10/20/30
Longbow	40 gp	-	3	70/140/210
- 20 arrows & Quiver	5 gp	1d8	3	-
Mace	5 gp	1d6	3	-
Man catcher	35 gp	1d3	7	-
Morningstar	5 gp	1d6	6	-
Net, battle	15 gp	0	5	10/20/30
Pick, heavy	8 gp	1d8	6	-
Pick, light	5 gp	1d6	3	-
Polearm	7 gp	1d10	15	-
Quarterstaff	2 gp	1d6	4	-
Scimitar	15 gp	1d8	4	-
Shortbow	25 gp	-	2	50/100/150
- 20 arrows & Quiver	5 gp	1d6	3	-
Sling	2 gp	-	0	40/80/160
- 10 sling bullets	nil	1d4	5	-
Spear	3 gp	1d6	6	20/40/60
Sword, bastard	20 gp	2d4	6	-
Sword, long	10 gp	1d8	4	-
Sword, short	7 gp	1d6	2	-
Sword, two-handed	15 gp	1d10	15	-
Trident	4 gp	1d6	4	10/20/30
Whip	3 gp	1 point	2	-

Arrows/Quarrels: An arrow may be used as a melee weapon, suffering a -4 penalty on attack rolls and dealing 1d4 damage. Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Axe: A battle axe is a large, two handed weapon, while a hand axe may be used with one hand in melee or thrown for short distances.

Battle Standard: Battle standards are banners used to rally troops, communicate commands and inspire heroic acts of bravery. Usually these devices consist of a pole with a cross-section fixed in place, from which drapes a piece of cloth bearing a symbol of some sorts. Most come equipped with a sharp spike at the bottom to provide stability or to plant the standard into the ground. Setting a standard into the ground requires one round. Characters within 30' of a battle standard receive a +2 to morale

Blowgun: Darts from a blowgun do very little damage on their own, deriving their effectiveness from whatever poison is applied to them.

Bola: This missile weapon is made up of a short length of heavy cord with round, balanced weights at either end. Targets who are successfully struck with a thrown bola must save vs paralysis or become entangled. Entangled victims may perform no action until they spend one round freeing themselves, which is easy to do and requires no roll.

Club: This ordinary wooden club may be improvised from found materials or purchased. The purchased variety is selected for its durability and hardness, and is usually equipped with a carved or wrapped handle.

Crossbow: A heavy crossbow is drawn back by turning a small winch. A light crossbow is drawn back by pulling a lever. Normally, operating a crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on the attack roll, or a heavy crossbow with a -4 penalty.



Dagger: Daggers come in many shapes and varieties, but the most commonly found type has a straight, double sided blade less than 1' long. Daggers may be thrown as missile weapons, and silver daggers are often sought by those seeking an effective weapon against certain types of magical creatures.

Flail : A flail consists of one or more heavy balls or segments attached to a haft by a length of chain.

Hammer : Hammers designed for combat are far superior than their common counterparts. A light hammer may be thrown or used in melee, while a war hammer requires two hands to use and may not be thrown.

Harpoon: A harpoon is a heavy, javelin-like weapon with a barbed head. A length of cord or rope may be attached to the head via a sturdy metal ring. If so, the victim of a successful harpoon attack must make a saving throw vs. Paralysis. Failure indicates that the harpoon has become embedded in the victim's flesh. This does one point of damage each round until the victim has freed itself, and the wielder may drag the victim 5' towards them each round thereafter. The victim, provided it is of above animal-level intelligence, may attempt to remove the harpoon once per round, which requires an additional save vs. Paralysis and causes an additional 1d2 points of damage, or may cut themselves free by making a successful attack against AC9 with an edged weapon. The victim may also attempt to simply grab the rope and pull themselves free, and if so the GM should determine a reasonable outcome for such an action based on the relative size and strength of each individual.

Javelin: This lightweight throwing spear is not designed for hand-to-hand combat. A -4 penalty on attack rolls is applied to those using javelin as a melee weapon.

Lance: When in the wilderness, character may attack with a lance while on horseback, but must be at least 20 yards from an opponent. The attacker will charge

with the lance, and the extra momentum will double any damage done with a successful hit.

Lasso: This non-lethal, specially made weapon may be used to ensnare opponents. Successful lasso attacks are handled in the same manner as harpoon attacks but inflict no damage at any time.

Longbow: A longbow is too unwieldy to use while you are mounted.

Mace: This is a heavy, blunt metal head, usually round or flanged, attached to a haft of metal or wood.

Man catcher: This weapon consists of a barbed, horseshoe-shaped piece of metal, lined with spikes on its inner edge, attached to a long pole. It is designed for capturing opponents of roughly human shape and proportion, and will generally be ineffective against other types of creatures. A successful attack with a Man catcher will cause the target to become caught in the spikes. The wielder may then push or pull them about, doing one point of damage each round. Attempting to free oneself from these spikes requires one round and is successful only if the individual makes a saving throw vs. paralysis.

Morningstar: A morningstar is a type of mace. Its head is affixed with numerous spikes.

Net, battle: A battle net is heavily reinforced, with several weights attached to its edges. It may be thrown or used as a melee weapon. A successful thrown attack will entangle the victim unless they make a successful save vs. paralysis. If they fail they must spend the next 1d4 rounds freeing themselves. A successful hit with a battle net used in melee combat is treated in the same manner as a harpoon attack but inflicts no damage at any time.

Pick: A combat pick is an upgraded and easier to wield version of a standard mining or digging pick. The haft is usually wood, but metal may be used for heavier picks.

Polearm: Polearms come in many varieties but are all, in essence, a large metal head affixed to a long, spear-like



shaft. Their heads may be of any variety of shapes, with the axe-like halberd, the spear-like pike, and the cleaver-like volgue being three common styles.

Quarterstaff: This simple wooden staff is usually 6' – 8' in length.

Scimitar: This is a curved sword. Its blade may be narrow or it may broaden at the tip. A typical scimitar is 2 ½' – 3 ½' long.

Shortbow: You can use a shortbow while mounted

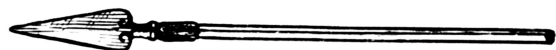
Sling: You can fire, but not load, a sling with one hand.

Spear: Atypical spear is 6' to 8' long and may be used in melee or as a thrown missile weapon.

Sword: Swords, for the most part, function identically except for their size and the number of hands required to use them. A short sword is typically 2' – 2 ½' long, while a long sword is generally 2 ½' to 3 ½' long. Bastard swords are larger still at up to 4 ½' and may be used with one or two hands. A two handed sword, largest of all, can often reach lengths of 6' or more.

Trident: A trident is a spear-like weapon with three heavy metal prongs on the end, much like the tines of a pitchfork but designed for melee use. A trident may be thrown for short distances.

Whip: The wielder of a whip may choose to make a special entangling attack instead of causing damage. This must be declared before any attack rolls are made, and if successful the attack is treated as though it were made with a lasso. Creatures with heavy hide or fur, or heavily armored opponents (Scale Mail or better) will not take any damage from a whip.

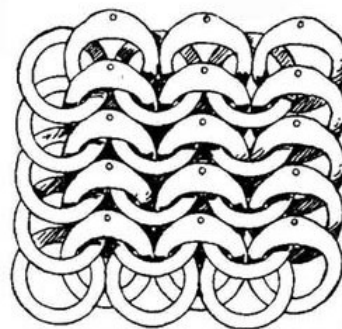


ARMOR

<u>Armor</u>	<u>Cost</u>	<u>AC</u>	<u>Wt.</u>
Banded mail	250 gp	4	35
Chain mail	150 gp	5	30
Dragonhide, full	6,000 gp	3	30
Dragonhide, partial	3,000gp	5	20
Full plate	1,500 gp	2	70
Leather	20 gp	7	15
Padded	5 gp	8	10
Plate mail	600 gp	3	50
Scale mail	65 gp	6	40
Shield, buckler	5 gp	1 less	5
Shield, large	20 gp	2 less	15
Shield, normal	10 gp	1 less*	10
Shield, tower	30 gp	3 less	25
Spikes, armor	50 gp	-	10
Spikes, shield	10 gp	-	5
Splint mail	200 gp	4	45
Studded leather	30 gp	6	20
Unarmored	-	9	-

Banded mail: Banded mail consists of numerous metal strips which are attached to garments of heavy leather.

Chain mail: This suit of armor is fashioned from small metal rings which have been linked together. Chain mail is worn over quilted cloth garments which keep the mail away from the wearer's skin.



Dragonhide: The hide of a dragon can be made into a set of armor, providing either full or complete coverage. It is extremely rare, but providing the armorer with the hide itself can greatly reduce the cost, costing only 1/10th the price. By selecting only

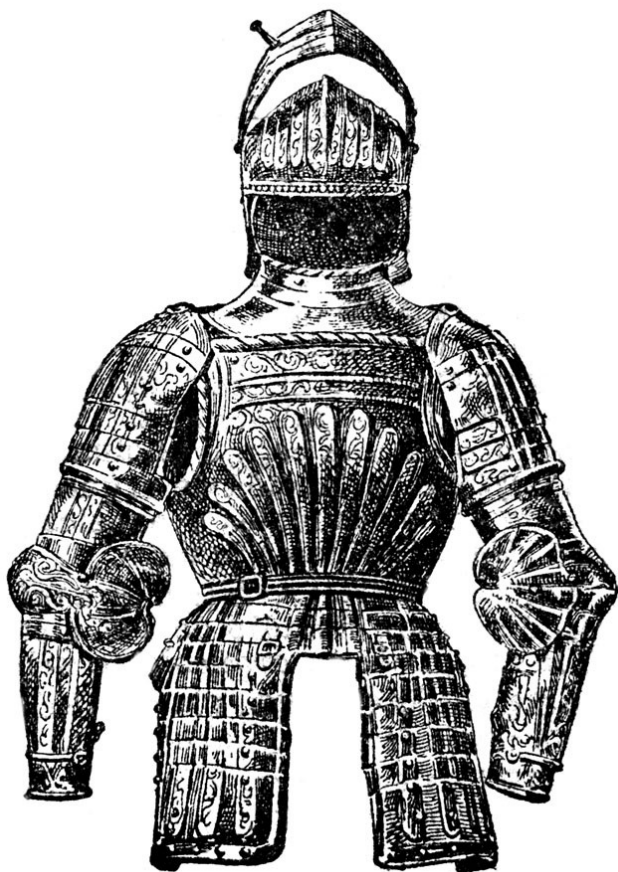
choice scales and bits of hide, an armorer can produce one full set of armor or two partial sets of armor. Dragonhide is wearable by characters normally restricted to leather armor.

Full plate: This is a complete suit of armor, made from heavy metal plating. Each suit of full plate must be individually fitted to its owner by a master smith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4×100) gold pieces.

Leather: Leather armor is made from thick leather or heavy hide. It is reinforced at key areas with leather sections that have been boiled and lacquered to increase their hardness.

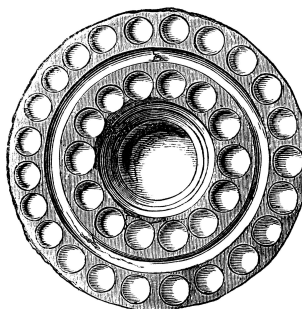
Padded: These garments are made from heavy cloth, padded and reinforced to provide some protection against attacks.

Plate mail: Plate mail consists of a metal breastplate, bracers, and leg-guards linked together with chain mail.



Scale mail: Scale mail is fashioned from numerous, overlapping metal scales which are attached to a suit of light leather.

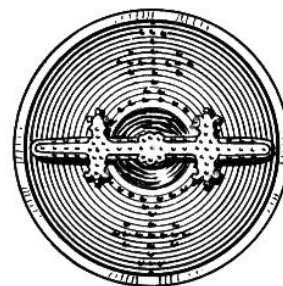
Shield: A normal shield requires one hand to use and reduces the AC of the wielder by 1 point. Large shields are somewhat more effective, but their increased size imposes a -1 attack roll penalty to the wearer. Tower shields are large enough to cover an entire human sized figure. Their increased weight and bulk imposes -3 attack roll penalty to the wearer. A buckler is a small shield which only receives its AC adjustment once per melee round. The wielder may decide which attack to block, but the decision must be made before any dice are rolled. Bucklers are strapped to the wrist, allowing the wielder to hold an item in that hand.



Spikes: An individual whose armor or shield has been equipped with spikes may use them to make one extra melee attack every other round beginning on the second round of combat. This attack is made at a -4 to hit and deals 1d4 damage if successful. Spikes may only be placed on studded leather or heavier types of armor.

Splint mail: This armor is similar to banded mail, but the metal strips are affixed to a backing of chain mail, providing further protection.

Studded leather: This leather armor has been equipped with metal studs, rings, or other pieces to provide additional reinforcement and protection against attacks.



SPECIAL QUALITIES AND MATERIALS

Armaments are assumed to be made of normal materials, most commonly wood, steel, or some combination of the two. Exotic or legendary materials may exist in the world, subject to the GM's approval. Such materials are quite rare and require the skills of a master craftsman in order to work with them. Finding such materials and those skilled enough to work with them can be an adventure in itself.

Qualities and Materials	Cost Modifier
Adamantine (ammunition)	+60 gp
Adamantine (armor)	+10,000 gp
Adamantine (shield or weapon)	+3,000 gp
Bronze (ammunition)	2/3 normal
Bronze (armor)	2/3 normal
Bronze (shield or weapon)	2/3 regular price
Cheap (ammunition)	1/2 normal
Cheap (armor)	1/2 normal
Cheap (shield or weapon)	1/2 normal
Darkwood (ammunition)	+10 gp per lb.
Darkwood (weapon)	+10 gp per lb.
Glowsteel (ammunition)	+60 gp per unit
Glowsteel (armor)	+600 gp per lb.
Glowsteel (weapon)	+600 gp per lb.
Masterwork (ammunition)	+6 gp per unit
Masterwork (armor)	+150 gp
Masterwork (shield or weapon)	+300 gp
Mithral (armor or shield)	+500 gp per lb.
Mithral (weapon)	+500 gp per lb.
Obsidian (weapon)	1 1/4 x normal
Silver (ammunition)	+2 gp
Silver (weapon)	+30 gp per lb.

Adamantine: This ultra-hard metal adds to the quality of a weapon or suit of armor. Adamantine items are function as masterwork quality items but receive an additional one point bonus to either attack rolls or AC.

Bronze: Items made from bronze do not rust but are not as durable as items made from iron or steel. Bronze weapons receive a -1 to damage (minimum damage 1) and bronze armor has its AC increased by one.

Cheap: Cheap weapons and ammunition receive a -1 to attack rolls. Melee weapons have a 1 in 20 chance of breaking on a successful attack. Missile weapons have a 1 in 20 chance of breaking on any attack that misses. Cheap armor has its AC increased by 1 and has a 1 in 20 chance of breaking whenever the wearer takes damage from a physical attack.

Darkwood: This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) is considered to be a masterwork item.

Glowsteel: This metal can only be found deep underground and is often used in the construction of lamps and rings. A pound or less of glow steel illuminates only a 1' radius around the item. For each pound over the first the radius is increased by 3'. The glow can be suppressed by covering or sheathing it with a thick cloth or leather.

Masterwork: A masterwork item is a finely crafted version of a normal item. Masterwork weapons and ammunition grant a +1 bonus to attack rolls. The AC of a masterwork shield or suit of armor is reduced by one point. The bonus granted by the masterwork quality does not stack with other bonus provided by a weapon's quality or material.

Mithral: Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. Items made of mithral are considered to be masterwork quality. Items not primarily of metal are not meaningfully affected by being partially made of mithral.

Obsidian: Obsidian can be sharpened to a razor's edge and will hold that edge indefinitely, but is quite fragile. A piercing or slashing weapon made of obsidian gains a +1 bonus to damage, but has a 1 in 20 chance of breaking on a successful hit.

Silver: A complex process requiring the skills of a master blacksmith can bond silver to a weapon made of steel, making it effective in combat against many opponents that would be unaffected by normal weapons. The silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine or mithral.

OUTDOOR GEAR

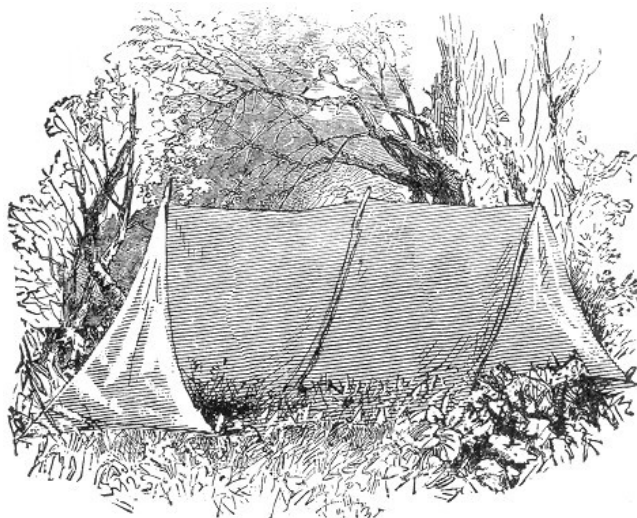
Adventuring in the outdoors provides many problems and hazards to the traveler. Having the right gear to keep warm, dry, and well fed can make all the difference in the world. Most of these items are commonly available, and widely used by hunters and other outdoorsmen.

<u>Outdoor Gear</u>	<u>Cost</u>	<u>Wt.</u>
Bedroll	1 sp	5
Blanket, winter	5 sp	3
Crampons	30 gp	10
Firewood (day)	1 cp	20
Fishhook	1 sp	-
Fishing line 10'	5 sp	-
Fishing pole	10 gp	4
Flint and steel	2 gp	-
Hammock	20 gp	7
Hunting horn	10 gp	2
Hunting horn, dissonant	25 gp	2
Hunting sled	15 gp	10
Inflatable bladder	15 gp	2
Mess kit	1 sp	½
Net, fishing (25 sq feet)	4 gp	5
Signal Whistle	8 sp	-
Tent, soldier's	10 gp	20
Tent, pavilion, small	50 gp	50
Tent, pavilion, medium	80 gp	80
Tent, pavilion, large	125 gp	120
Trap, large	15 gp	20
Trap, medium	10 gp	15
Trap, small	5 gp	10

Blanket, winter: This heavy blanket, usually made of fur or heavy wool, provides far more warmth than an ordinary bedroll.

Crampons: Crampons are shoe-like devices made of metal and leather. They attach to the feet with straps and are equipped with short spikes which make climbing treacherous obstacles easier.

Fishing pole: This is a simple wooden pole, selected and crafted for flexibility and strength, with a basic winding mechanism.



Flint and Steel: Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Hammock: A hammock is portable, and includes all the components required to sling it between two trees or posts.

Hunting horn: A hunting horn is very useful, both for startling game and for signaling fellow hunters. The sound of a hunting horn can be heard clearly up to a number of miles equal to 1/3 the sounder's Constitution score.

Hunting horn, dissonant: A dissonant hunting horn is a horn that has been specially modified with a shrill reed in its mouthpiece. When it is sounded, the reed issues a subsonic shriek, one which is only audible to animals. Common animals within a radius of 500 feet who hear the sound must make a morale check or become frightened. In all other respects, the dissonant horn is identical to the hunting horn.

Hunting sled: A hunting sled is designed for hauling the carcasses of large animals killed during a hunt, though it can also function as a makeshift stretcher for wounded hunters, should the need arise. The hunting sled boosts the puller's effective Strength by +4, for the purposes of dragging and encumbrance. If pulled over snow, the bearer's Strength increases by +6.

Inflatable bladder: These bags are fashioned from leather and treated to be water resistant. They are

equipped with an airtight seal and may be inflated and used as a flotation device.

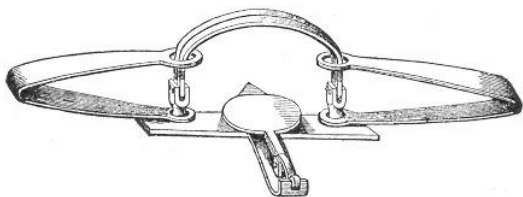
Mess kit: This kit contains a fork, a spoon, and a small bowl. These will be fashioned from either wood or a common metal such as tin or copper.

Net, fishing: This item is intended only for catching fish. Any individual wishing to wield it in combat may attempt to use it as a battle net (see description) but must apply a -4 penalty to their to-hit rolls due to its awkwardness.

Tent, soldier's: This basic tent is intended to sleep one person and his gear, or two people without gear. It is approximately 8 feet in diameter and 6 feet tall, with a single pole.

Tent, pavilion: The pavilion is a large tent with vertical walls and a conical roof. It has a single central pole supporting a horizontal wheel-like structure that gives the tent its shape. A pavilion is intended to sleep several people, including gear, and comes in three sizes. A small pavilion is approximately 10' in diameter, a medium pavilion 20', and a large 45'. All pavilions have walls reaching 7-8 feet high, with the roof adding another few feet to the total height.

Trap: These traps are hinged metal devices with strong jaws, designed for capturing and immobilize various animals. An individual that fights or moves within 5' of a trap has a 50/50 chance of activating it. Anyone stepping into the trap will suffer an amount of damage dependent on the size of the trap, and their movement will be reduced by 1/2 for 24 hours or until healed through magic. A small trap is designed for smaller game, dealing 1d3 damage. Medium traps are intended for wolves, and other similarly sized animals, dealing 1d6 damage. Large traps are usually meant for bears, and will deal 1d8 damage. Traps may only be removed by an individual of above animal level intelligence who is capable of manipulating the trap's mechanisms. Doing so takes one round and require a successful saving throw vs. paralysis, which may be attempted again each round until the trap is removed.



CONTAINERS

Everyone needs something to stow their gear in, as well as a place to keep their newfound wealth and treasures. Containers come in many forms, the most common of which are listed here.

<u>Containers</u>	<u>Cost</u>	<u>Wt.</u>
Backpack	2 gp	2
Barrel	2 gp	30
Basket	4 sp	1
Bottle, glass	2 gp	1
Bucket	5 sp	2
Case, map or scroll	1 gp	½
Chest (empty)	2 gp	25
Flask (empty)	3 cp	1 ½
Jug, clay	3 cp	1
Pitcher, clay	2 cp	5
Mug/Tankard	2 cp	½
Pouch, belt	1 gp	½
Pot, iron	5 sp	10
Sack, large (empty)	2 sp	½
Sack, small (empty)	1 sp	½
Waterskin/Wineskin	1 gp	4
Vial, ink or potion	1 gp	-

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to 40 lbs.

Jug, clay: This basic ceramic jug is fitted with a cork stopper and holds 1 gallon of liquid.

Pouch, belt: This pouch can contain 10 lbs.

Sack: A large sack can contain 60 lbs, and a small sack can contain 20 lbs.

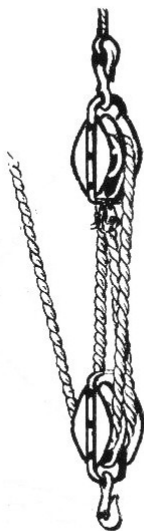
Waterskin/Wineskin: This container, made of hide, will hold 2 pints (1 quart) of fluid.

Vial, ink or potion: An empty vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

TOOLS

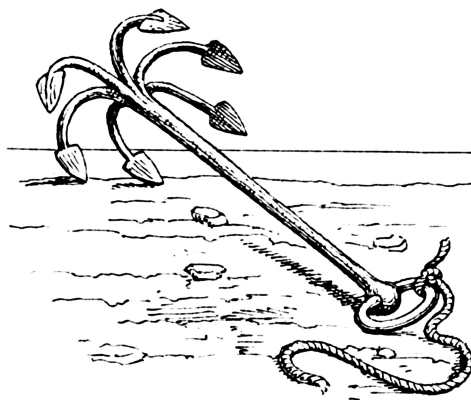
Common tools are used by a variety of individuals for many different tasks, from everyday village chores to dungeon exploration. Many of these seemingly mundane items can make the difference between life and death to an adventurer, so they should not be overlooked or forgotten.

Tools	Cost	Wt.
Block and tackle	5 gp	5
Carabiner	5 gp	1
Cord (50')	2 sp	1 ½
Crowbar	2 gp	5
Grappling hook	1 gp	4
Grease, pint	3 cp	1 ½
Hammer	5 sp	2
Hand Drill	15 gp	3
Ladder, 10-foot	5 cp	20
Pick, miner's	3 gp	10
Pole, 10-foot wooden	2 sp	8
Ram, portable	10 gp	20
Rope, hemp (50 ft.)	1 gp	10
Rope, silk (50 ft.)	10 gp	5
Sewing Needle	5 sp	-
Spade or shovel	2 gp	8
Spikes, iron (12)	1 gp	8
Stakes, wooden (3)	5 cp	1
Tongs	7 gp	5



Block and Tackle: This is a set containing two or more pulleys with hooks and fasteners. Used along with a strong rope, a block and tackle will allow a character to lift anywhere from 2 to 6 times their normal limit..

Carabiner: This small yet very sturdy metal loop is equipped with an easy to release catch, allowing it to be clipped onto backpacks, ropes, and other items.



Cord: Cord is much thinner than rope and can typically support loads up to 100 lbs.

Crowbar: A crowbar is 2 or 3 feet long and made of solid iron. This object can be used for forcing doors and other objects open.

Grappling Hook: These can be used for anchoring a rope, and often have 3 to 4 prongs.

Grease, pint: This substance is usually derived from animal fat. It can be used to lubricate jammed doors, machinery, and things of that nature. Adventurers who smear it on themselves may be able to fit through smaller openings and passageways.

Hammer: If used to fight, this small hammer deals 1d4 damage. It can be used for construction, or as a mallet with iron or wooden spikes.

Hand Drill: This small, manually operated device consists of a hand crank mechanism and an iron bit capable of drilling through earth, wood or other similar materials.

Ram, Portable: This iron-shod wooden beam gives the user a +2 bonus to break open a door. If a second person of equal or lesser STR assists in the effort a further +2 is added to the roll.

Rope, hemp: This strong rope can hold the weight of approximately three human-sized beings.

Rope, silk: This rope is stronger than hemp, and can hold the weight of five human-sized beings.

Tongs: These heavy iron tongs are suitable for blacksmith work or for grasping questionable objects.

LIGHT SOURCES

Labyrinths are dark, shadowy places. Even being outdoors on a moonless or cloudy night can plunge an adventurer into darkness. Unless one is able to see in the dark, they will need some sort of light source with which to make their way safely through dungeons and across dangerous wilderness areas.

<u>Light Sources</u>	<u>Cost</u>	<u>Wt.</u>
Candles (10)	10 cp	-
Lamp, common	1 sp	1
Lantern	9 gp	3
Lantern, bullseye	12 gp	3
Oil (1-pint flask)	1 sp	1
Torches (8)	3 sp	8

Candles: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Lamp, Common: A typical lamp is not as bright as a torch or lantern, and only illuminates a 15-foot radius.

Lantern: Lanterns can be covered to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30 feet.

Lantern, bullseye: A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil.

Oil flask: In addition to fueling lamps and lanterns, oil can be set on fire and used as a missile weapon.

Torch: A torch burns for 1 hour, clearly illuminating a 30-foot radius. If a torch is used in combat, it deals 1d4 damage.



SPECIALTY ITEMS

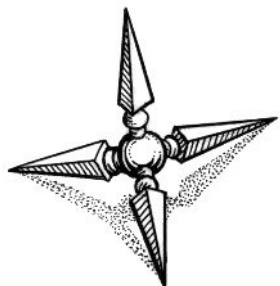
<u>Specialty Items</u>	<u>Cost</u>	<u>Wt.</u>
Acid (flask)	10 gp	1
Antitoxin (vial)	50 gp	-
Bell	1 gp	-
Cage, large	20 gp	100
Cage, medium	10 gp	50
Cage, small	1 gp	6
Caltraps	1 gp	2
Chalk, 1 piece	1 cp	-
Compass	40 gp	1
Dice, pair	2 gp	-
Garlic (3 cloves)	5 gp	-
Everburning torch	110 gp	1
Holy symbol, wooden	1 gp	-
Holy symbol, silver	25 gp	1
Holy water (flask)	25 gp	1
Hourglass	25 gp	1
Ink, 1 oz.	7gp	-
Ink, 1 oz. in vial	8 gp	-
Lock	20 gp	1
Lodestone	15 gp	-
Magnifying glass	100 gp	-
Manacles	15 gp	2
Mirror, small steel	10 gp	½
Musical instrument	5+ gp	3
Paper (sheet)	4 sp	-
Parchment (sheet)	2 sp	-
Perfume, vial	10 gp	-
Playing cards, deck	10 gp	-
Quill	1 gp	-
Scale, merchant's	2 gp	1
Sealing Wax	1 gp	-
Signet ring	5 gp	-
Smokestick	20 gp	½
Spell book (blank)	15 gp	3
Spyglass	1,000 gp	1
Sunrod	2 gp	1
Tanglefoot bag	50 gp	4
Thieves' tools	30 gp	1
Thunderstone	30 gp	1
Tindertwig	1 gp	-
Water clock	1,000 gp	200
Whetstone	1 gp	1
Wolfsbane (fist full)	10 gp	-

Acid: You can splash an opponent with a flask of acid as a normal ranged attack with a range of 10'/20'/30'. A direct hit deals 1d6 points of acid damage. Every other individual within 5 feet of the point where the acid hits takes 1 point of damage from the splash.

Antitoxin: If you drink antitoxin, you get a +5 bonus to saving throws against poison for 1 hour. A single vial of antitoxin contains two human-sized dosages.

Cage: Small cages are designed to hold small animals. Medium cages are big enough to hold small humanoids or demi-humans, such as halflings and kobolds. A large cage can hold a human-sized, or slightly larger, creature or individual.

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. One 2-pound bag of caltrops covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it has a 50/50 chance of stepping on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the injury is healed through magical means. A running individual must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble. Caltrops may not be effective against unusual opponents.



Compass: This primitive compass consists of a small, airtight metal container with a glass lid. A magnetized pointer floats in water placed inside of the container, pointing the way north.

Everburning Torch: This otherwise normal torch has a continual light spell cast upon it. Its "flame" glows without heat, and illuminates a 30-foot radius.

Holy Symbol: A cleric is required to own a holy symbol. These symbols will be different for each religion, but they are often worn as a necklace.

Holy Water: Holy Water is water that has been blessed by a cleric. It is used in some church rituals, and is a formidable weapon against the undead.

Ink: This is black ink. One can buy ink in other colors, but it costs twice as much.

Lock: Locks come in a variety of types and qualities and typically include only one key. More secure and sturdy locks require superb craftsmanship and can be far more expensive.

Lodestone: This specially shaped stone, if suspended from a string, will slowly position itself to point north. Using a lodestone takes a full minute to ensure an accurate result.

Magnifying glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires.

Manacles: These are used to bind hands or feet.

Musical Instrument: Musical instruments come in many shapes, types, and sizes. The finest quality of instruments can cost upwards of 100 gp.

Scale, Merchant's: A scale is useful for measuring items and commodities that are valued by weight, such as gems and precious metals.

Smokestick: This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube, obscures all sight. The stick is consumed after 1 round, and the smoke dissipates naturally.

Spellbook (blank): A spellbook has 100 pages of parchment, and each spell takes up one page per spell level (one page each for 1st level spells). These books can be used by an elf or magic-user for recording spells.

Sunrod: This 1-foot-long, gold-tipped, iron rod glows brightly when struck, providing illumination in a 30' radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

Tanglefoot Bag: When you throw a tanglefoot bag at a creature (as a normal ranged attack with a range of 10'/20'/30'), the bag comes apart and sticky goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a 2 point penalty to AC, and must make a successful Paralysis save or be glued to the floor, unable to move. A successful save will result in the individual being able to move at half speed. Particularly large creatures are unaffected by a tanglefoot bag. A winged creature must make a Paralysis save or be unable to fly and fall to the ground. A creature that is glued to the floor (or unable to fly) may attempt to break free by making an additional save vs. Paralysis each round. Once free, the creature can move (including flying) at half speed. No matter what else happens, the goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness.

Thieves' Tools: This kit contains all of the tools a thief needs to pick locks.

Thunderstone: You can throw this stone as a normal ranged attack with a range of 20'/40'/60'. When it strikes a hard surface (or is struck hard), it creates a deafening bang. Each creature within a 10' radius must make a Paralysis save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -2 penalty on all combat rolls and has a 20% chance to miscast and lose any spell that it tries to cast.

Tindertwig: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder.

Water Clock: This large, bulky device gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Whetstone: An edged weapon that has been sharpened with a whetstone will deal an extra point of damage on the first successful hit. After the first hit, the weapon will lose the damage bonus and function normally. Weapons may be re-sharpened between battles. Using a whetstone takes 1 turn and requires a small amount of water or oil.

CLOTHING

Most common folk get by with one set of clothing, washing it when they are able and wearing them until they are too threadbare to be presentable. Adventurers, on the other hand, may find themselves in a number of situations which call for specific attire or a more presentable appearance. Some clothing assists in functionality for the traveler or hints at a certain occupation.

<u>Clothing</u>	<u>Price</u>	<u>Wt</u>
Artisan's outfit	1 gp	4
Cleric's vestments	5 gp	6
Cold weather outfit	8 gp	7
Courtier's outfit	30 gp	6
Entertainer's outfit	3 gp	4
Explorer's outfit	10 gp	8
Monk's outfit	5 gp	2
Noble's outfit	75 gp	10
Peasant's outfit	1 sp	2
Royal outfit	200 gp	15
Scholar's outfit	5 gp	6
Traveler's outfit	1 gp	5

Artisan's Outfit: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments: These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots.

Courtier's Outfit: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it. If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit: This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance,

walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see *Adventuring Gear*, above) and jewelry (worth at least 100 gp).

Peasant's Outfit: This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit: This is just the clothing, not the royal scepter, crown, ring, and other accouterments. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

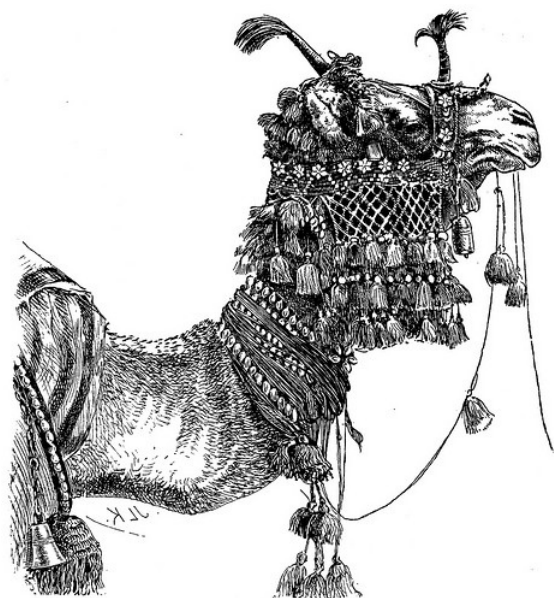
ANIMALS

Domesticated animals, unless specifically trained for fighting, will not generally assist in combat encounters. Even wild versions of these animals will not normally attack unless threatened or cornered. Training an animal to fight effectively and follow commands is a long and labor intensive task, and many breeds and species will never be suited to such work.

In stressful situations domesticated animals may be required to make morale checks. This may often occur in combat, or as a result of loud noises or other startling events. Animals failing a morale check will typically attempt to flee the area and may wander a great distance away, but more tame and loyal beasts may react more favorably to stress and confusion. It is up to the GM to decide when to make morale checks for domesticated animals, and what the exact results will be. Cautious characters will remember to keep their animals securely tethered and would be well advised to keep them away from combat situations.

<u>Animals</u>	<u>Load*</u>	<u>Move</u>	<u>Morale</u>	<u>Cost</u>
Camel	300/600	150'(50')	7	50 gp
Dog, guard	30/60	150'(50')	9	25 gp
Dog, ordinary	20 /40	150'(50')	7	3 sp
Donkey	175/350	120'(40')	7	20 gp
Elephant	600/1200	120' (40')	8	500 gp
Herd animal, cattle	150/300	120'(40')	5	10 gp
Herd animal, goat	25/50	120'(40')	5	1 gp
Herd animal, ox	450/900	90'(30')	6	25 gp
Herd animal, pig	50/100	120'(40'	5	3 gp
Herd animal, sheep	25/50	120'(40')	5	2 gp
Horse, draft	450/900	90'(30')	6	40 gp
Horse, riding	300/600	240' (80')	7	75 gp
Horse, war	400/800	120' (40')	9	250 gp
Mule	200/400	120'(40')	8	30 gp
Pony, riding	150/300	120'(40')	6	30 gp
Pony, war	175/350	120'(40')	8	100 gp

* The number before the slash indicates the animal's regular carrying capacity, in pounds, while the number after the slash indicates the maximum weight an animal may carry (reducing them to ½ their movement rate.)



CAMEL

No. Enc.: 0 (2d4)
 Alignment: Neutral
 Movement: 150' (50')
 Armor Class: 7
 Hit Dice: 2
 Attacks: 2 (bite, hoof)
 Damage: 1 point / 1d4
 Save: F1
 Morale: 7
 Hoard Class: None

Camels are known for their ability to travel long distances without food or water, and they may travel for a period of 2 weeks without water if they are well hydrated to begin with. They are efficient at traveling in the desert, and will not suffer movement penalties in this terrain. Camels are temperamental, and are known to often kick or bite those who handle them. Camels can carry 300 lbs and move at their regular movement rate, and can carry up to 600 lbs. A mounted camel rider may not use a lance for a charge attack.

DOG

	<i>Ordinary</i>	<i>Guard</i>
No. Enc.:	2d6 (3d6)	2d6
Alignment:	Neutral	Neutral
Movement:	150' (50')	150' (50')
Armor Class:	8	7
Hit Dice:	1+1	2+2
Attacks:	1 (bite)	1 (bite)
Damage:	1d4 + hold	1d6 + hold
Save:	0 level	F1
Morale:	7	9
Hoard Class:	None	None

The typical dog comes from hardy stock, and can be an effective lookout and loyal companion. After biting an opponent, a dog can hold on, doing their bite damage automatically every round, until the victim spends an attack breaking free (which requires a save vs. Poison or Death, adjusted by the character's Strength modifier). An ordinary dog can carry loads up to 20 lbs at normal speed, and loads up to 40 lbs at half their movement rate.

Guard dogs: These dogs have been bred for their size and strength, and have been trained for combat situations. After biting an opponent, a dog can hold on, doing Guard dogs can carry up to 30 lbs at normal speed, and up to 60 lbs at half their movement rate.

DONKEY

No. Enc.: 0 (3d10)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 8
 Hit Dice: 1+1
 Attacks: 1 bite or 1 kick
 Damage: 1d2 or 1d2
 Save: 0 level
 Morale: 7
 Hoard Class: None

Donkeys are small domesticated pack animals. Although they are able to negotiate very rocky and hilly terrain, they are notably stubborn and occasionally hard to deal with. They can carry up to 175 lbs at normal speed, and up to 350 lbs at half their movement rate.

ELEPHANT

No. Enc.: 0 (1d20)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 9
 Attacks: 2 or 1 (2 tusks or trample)
 Damage: 2d4/2d4 or 4d8
 Save: F5
 Morale: 8
 Hoard Class: None

Elephants are unpredictable, but nevertheless are sometimes used as mounts or beasts of burden. If elephants have enough distance between them and a foe, they will commit to a charge to score double damage with their tusks. They may attempt to attack with tusks or attempt to trample, preferring to trample with a roll of 1-3 on 1d4. Elephants have a +4 to their attack roll when attempting to trample an opponent that is smaller or approximately equal to the size of a human. An elephant can carry loads up to 600 lbs at normal speed, and loads up to 1,200 lbs at half its movement rate.

Cattle: These include most breeds of domesticated cattle, including yaks. A cow or bull may carry loads up to 150 lbs at normal speed, and loads up to 300 lbs at half its movement rate.

Goat: Goats are stubborn and often seem to enjoy causing trouble for their owners. A goat can carry loads up to 25 lbs at normal speed, and loads up to 50 lbs at half its movement rate.

Ox: Oxen are cattle, often neutered males, who have been bred and trained for use as draft animals. An ox can carry loads up to 450 lbs at normal speed, and loads up to 900 lbs at half its movement rate.

Pig: Pigs tend to be both large and clever. A good sized pig can carry loads up to 50 lbs at normal speed, and loads up to 100 lbs at half its movement rate.

Sheep: Sheep are timid and easily frightened, and most will seek to run away from any threatening situation. A sheep can carry loads up to 25 lbs at normal speed, and loads up to 50 lbs at half its movement rate.

HERD ANIMAL

	<u>Cattle</u>	<u>Goat</u>	<u>Ox</u>
No. Enc.:	0 (3d10)	0 (3d10)	0
Alignment:	Neutral	Neutral	Neutral
Movement:	120'(40')	120' (40')	90' (30')
Armor Class:	7	7	7
Hit Dice:	3	1	3
Attacks:	1 (butt)	1 (butt)	1 (butt)
Damage:	1d6	1d4	1d6
Save:	F1	F1	F1
Morale:	5	7	6
Hoard Class:	None	None	None

	<u>Pig</u>	<u>Sheep</u>
No. Enc.:	0 (3d10)	0 (3d10)
Alignment:	Neutral	Neutral
Movement:	120'(40')	120'(40')
Armor Class:	7	7
Hit Dice:	1	1
Attacks:	1 (bite)	1 (butt)
Damage:	1d3	1d3
Save:	0 level	0 level
Morale:	5	4
Hoard Class:	None	None

HORSE

	<u>Riding</u>	<u>War</u>	<u>Draft</u>
No. Enc.:	0 (1d10x10)	0	0
Alignment:	Neutral	Neutral	Neutral
Movement:	240' (80')	120' (40')	90' (30')
Armor Class:	7	7	7
Hit Dice:	2	3	3
Attacks:	2 (2 hooves)	2 (2 hooves)	None
Damage:	1d4/1d4	1d6/1d6	None
Save:	F1	F2	F2
Morale:	7	9	6
Hoard Class:	None	None	None

Riding Horse: Riding horses are built for speed and long-distance travel. Horses can carry up to 300 lbs and move at full movement, and they can carry a maximum of 600 lbs and have movement halved.

War Horse: War horses have been bred for combat, and will not bolt from fright as easily. They are meant for shorter distance travel. The rider may attack with a charge, getting double damage with a lance, if the horse forfeits its attack to run at top speed. War horses can carry up to 400 lbs and move at full movement, and they can carry a maximum of 800 lbs and have movement halved.

Draft Horse: This breed is the largest of all, and is bred to be a big, strong laborer. Draft horses can carry up to 450 lbs and move at full movement, and they can carry a maximum of 900 lbs and have movement halved. They do not engage in combat, but run away if attacked or threatened.

MULE

No. Enc.: 1d8 (2d6)
 Alignment: Neutral
 Movement: 120' (40')
 Armor Class: 7
 Hit Dice: 2
 Attacks: 1 (kick or bite)
 Damage: 1d4 or 1d3
 Save: 0 level
 Morale: 8
 Hoard Class: None

Mules are a hybrid of a donkey and a horse. They are notoriously ornery, and may attack if particularly provoked. They can carry 200 lbs comfortably, and may carry a maximum of 400. In the latter case, movement rate is reduced to 60 per turn.

PONY

	<i>Riding</i>	<i>War</i>
No. Enc.:	0 (3d10)	0
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	8	7
Hit Dice:	1+1	2
Attacks:	1 (kick or bite)	2 (bite, kick)
Damage:	1d2 or 1d2	1d2/1d2
Save:	0 level	F1
Morale:	6	8
Hoard Class:	None	None

Riding pony: Ponies are small horses favored as mounts by those of smaller stature. They can carry up to 200 at normal speed, and up to 400 at half their movement rate. Ponies are easily frightened, and can only be ridden in combat if they are specially trained to do so.

War pony: War ponies are bred for strength and aggression, and have been trained for combat. They are otherwise similar to a normal pony.

TACK

Minor items such as bridles, reins, and bits are assumed included in the cost of most domesticated animals. Other pieces of tack are more specific or costly, and are detailed here.

Tack	Cost	Wt
Barding	150 gp	60
Barding, heavy	1200 gp	100
Howdah	150 gp	200
Howdah, armored	500 gp	350
Saddle	25 gp	25
Saddle, war	60 gp	40
Saddle bag	1 sp	1/2

Barding: Barding is leather armor with metal plates on it, worn by horses. It weighs 60 pounds and grants an AC of 5 to the horse. Heavy barding is a upgraded, consisting of chain mail and heavy plate sections, providing the horse with an AC of 3..

Howdah: A howdah is a large wooden box that is placed upon the back of an elephant, or another creature of similar size. It is large enough to hold three people, one of which must be the animal's handler. Those riding in an armored howdah gain the benefits of its reinforced design and armored layers, reducing their AC by four points against missile attacks.

Saddle, War: A war saddle is designed with a high back and braces the rider. An individual riding in one will have a 50% chance of remaining seated in conditions that would normally cause him to fall from the saddle.

Saddle Bag: This bag can contain 30 pounds.



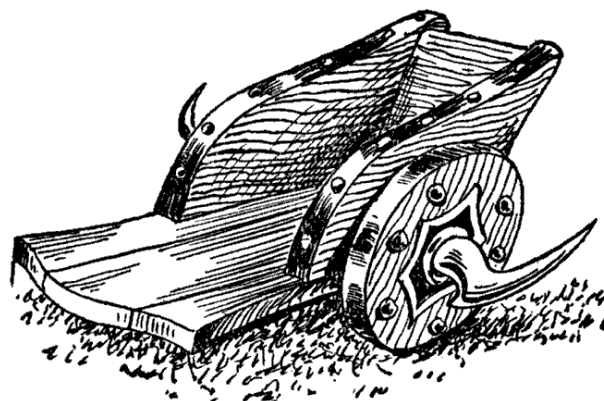
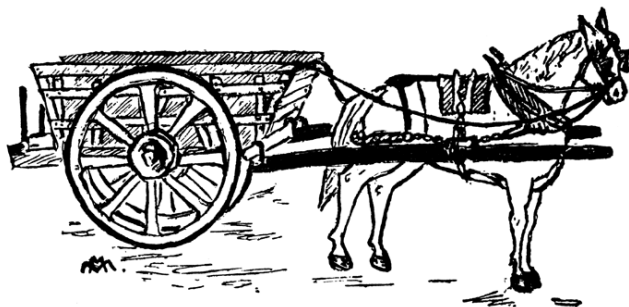
LAND TRANSPORT

There are many variations and styles of land vehicles, but each tends to fall into one of the types listed here. These vehicles do not include the beasts necessary to pull them, but are assumed to include all other costs for harnessing.

Transport	Cost	Wt
Carriage	300 gp	600
Cart	100 gp	200
Chariot, personal	30 gp	150
Chariot, battle	500 gp	200
Dogsled	50 gp	100
Sleigh	150 gp	300
Wagon	200 gp	400

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it. Two horses attached to a carriage can pull a load of 1,000 pounds, while four can pull 4,000 pounds.

Cart: A cart must travel on a road, and is pulled by one or two large horses, or 2-4 donkeys or mules up to 60 feet per turn. If the cart is pulled by only one horse or two mules, it can carry 400 pounds. If pulled by four mules or two horses, it can carry 600 pounds.



Chariot: A chariot can carry 1 or 2 riders, both of whom must be standing. Chariots are typically used for day to day, local transportation or for battle. In the latter case, they will be require the use of war horses, and will be outfitted with bladed wheels and armored plating. Battle chariots grant a 2 point bonus to the AC of their occupants and anyone caught by their blades will take 1d4 damage. If a chariot is pulled by only one horse, it can carry 400 pounds. If pulled by two horses, it can carry 600 pounds.

Dogsled: A dog sled is a 7 to 10 foot long plank of reinforced wood, capable of carrying two people fairly comfortably, equipped with runners along the bottom and topped by a frame covered with treated hide. It is crafted so as to distribute weight evenly, even while riding over the softest snow. Each dog in a sled team can pull 100 of weight, and there are seven dogs in a standard sled team.

Sleigh: This is a wagon, with the same load bearing capacity and speed, on runners for moving through snow and over ice.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. Generally, two or four draft horses (or other beasts of burden) draw it. Two horses can pull a load of 1,500 pounds, while four can pull 4,500 pounds. A wagon can move at a similar speed and under similar conditions to a cart.

WATER TRANSPORT

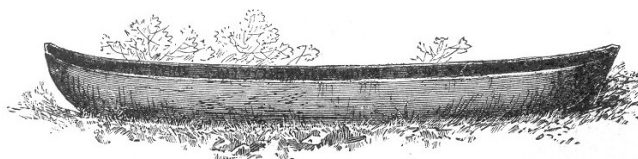
Adventurers who wish to travel on rivers and seas will often simply book passage on a ship. Those who wish to purchase their own watercraft may do so, but finding a place to safely and securely dock a vessel in the long run may be both difficult and costly. Most larger vessels also need a fair amount of crew, who will almost always require wages or shares of any treasure gained.

STRUCTURAL HIT POINTS

Structural Hit points (shp) operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

Transport	Cost	Crew	Speed*	Cargo	AC	SHP
Boat, river	4,000 gp	10	60/10' 36/0 mi	3,000	8	20-45
Boat, sailing	2,000 gp	1	0/120' 0/72 mi	2,000	8	20-45
Canoe	55 gp	1	60/0' 18/0 mi	600	9	5-10
Galley, large	32,000 gp	250	90/120' 18/72 mi	4,000	7	95-120
Galley, small	12,000 gp	100	90/150' 18/90 mi	2,000	8	75-100
Galley, war	65,000 gp	400	60/120' 12/72 mi	6,000	7	125-150
Keelboat	5,000 gp	15	120/60' 72/36 mi	6,000	8	20-45
Lifeboat	800 gp	1	30/0' 18/0 mi	1,500	9	12-18
Longship	17,000 gp	75	90/150' 18/90 mi	4,000	8	65-80
Raft	1 gp / sq. ft.	1	30/0' 12/0 mi	5 / sq. ft.	9	5/sq. foot
Sailing Ship, large	22,000 gp	70	0/120' 0/72 mi	30,000	7	125-180
Sailing Ship, small	7,000 gp	12	0/150' 0/90 mi	10,000	8	65-90
Sailing Ship, transport	30,000 gp	12	0/120' 0/72 mi	30,000	7	125-180

* The first row of the "Speed" column indicates the number of feet per turn a ship may move, while the second row indicates the number of miles per day a ship may travel. The number before the slash indicates rowing speed, while the second number indicates sailing speed.



Boat, River: A riverboat can carry 3,000 pounds. It is 10 feet wide and between 20-30 feet long, and has a draft, or surface depth, of between 2-3 feet when in the water. Riverboats are rowed, or poles are used to push it along. The cost of the boat increases by 1,000 gp if it has a roof.

Boat, Sailing: This boat may be 10 feet longer than a riverboat, but is otherwise similar in dimensions and travels by sail. A sailing boat can carry the weight of 2,000 pounds.

Canoe: A canoe is a small boat that weighs 50 pounds. It can carry weight up to 600 pounds and is about 15 feet long.

Galley, Large: This is a large ship, capable of holding a weight of 4,000 pounds. These ships are 15-20 feet wide, 120-150 feet long, and have a draft of 3 feet. This ship is manned by 180 rowers. Further, in addition to the captain, there is generally a crew of 70. These ships are sometimes equipped with catapults and a ram.

Galley, Small: This ship is capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-100 feet long, and have a draft of 2-3 feet. This ship is manned by 60 rowers. Further, in addition to the captain, there is generally a crew of 40. These ships are sometimes equipped with catapults and a ram.

Galley, War: This is a large ship that is generally a fleet's flagship, capable of holding a weight of 6,000 pounds. These ships are 20-30 feet wide, 120-150 feet long, and have a draft of 4-6 feet. This ship is manned by 300 rowers. Further, in addition to the captain, there is generally a crew of 100. These ships are equipped with 3 catapults and a ram.

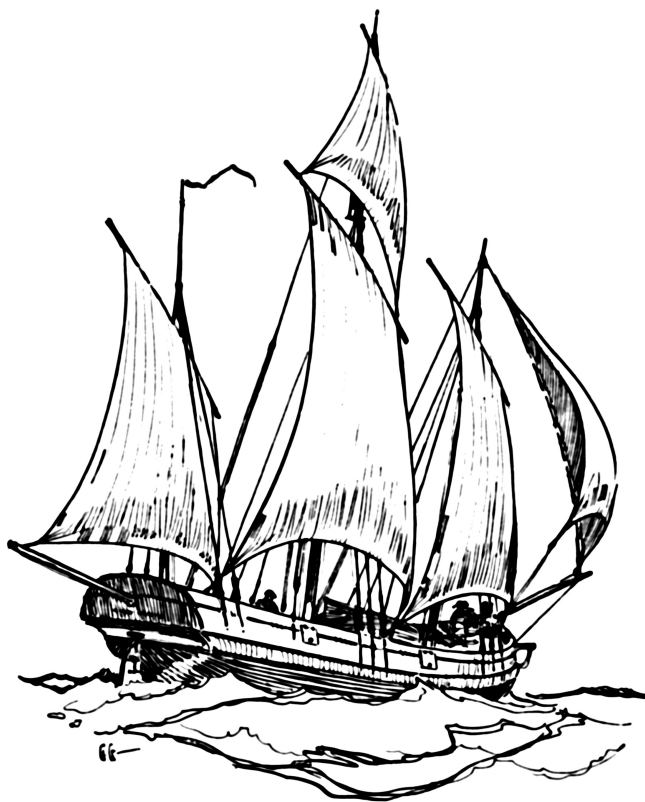
Keelboat: This 50 to 75 foot long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can make sea voyages, as well as sail down rivers (thanks to its flat bottom).

Longship: This is a narrow ship capable of holding a weight of 4,000 pounds. These ships are 10-15 feet wide, 60-80 feet long, and have a draft of 2-3 feet. This ship requires 60 rowers, but is also capable of being sailed. In addition to the captain, there is generally a crew of 75 sailors, of which 60 may row when the wind is low.

Sailing Ship, Large: This large, seaworthy ship is 100 to 150 feet long, 25 to 30 feet wide, a draft of 10 to 12 feet, and has a crew of 70. It can carry 30,000 pounds of cargo. It has square sails on its three masts and is sometimes equipped with two catapults.

Sailing Ship, Small: This ship is much like the larger version, but is 60 to 80 feet long, 20 to 30 feet wide, a draft of 5 to 8 feet, and has a crew of 12. It can carry 10,000 pounds of cargo, and has one mast.

Sailing Ship, Transport: This large ship has similar dimensions and characteristics to a large sailing ship. However, it is specially designed to carry troops, mounts, and equipment of war as its cargo.



SIEGE ENGINES

Siege engines are usually by military forces, whether stalwart defenders of a castle or savage raiders intent on sacking a walled city. Waterborne craft, particularly larger merchant ships and war vessels, are often equipped with smaller pieces of artillery and rams.

Almost all siege engines require a number of crew to operate at peak efficiency. An engine's rate of fire, accuracy, and damage may depend on the number and capability of the crew operating it.

<u>Siege Engine</u>	<u>Cost</u>
Ballista	500 gp
Catapult	550 gp
Firespitter	3,000 gp
Ram, battering	200 gp
Ram, ship's	+30% normal ship cost
Siege Tower	2,000 gp
Trebuchet	800 gp

BALLISTA

Rate of fire: variable; 1/2 rounds with 4 crew; 1/3 rounds with 3 crew; 1/4 rounds with 2 crew.

Range: 120'/240'/360'

Attacks as: Fighter level equal to crew number firing.

Damage: 3d6

A ballista is essentially a huge, heavy crossbow fixed in place. It may be built onto a castle wall or mounted onto a wheeled cart or ship deck.

CATAPULT

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew

Range: 150'/300'/450' (minimum range 100')

Attacks as: Fighter level equal to crew number firing.

Area of effect: 10' square

Damage: 3d6 or 1d6 fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from

combustible loads and pitch do the indicated fire damage. It takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

FIRESPITTER

Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew
Range: 90'
Attacks as: Fighter level equal to crew number firing
Area of effect: 90' long, 30' wide, cone
Damage: 1d6 fire per turn

A firespitter consists of a long metal tube mounted onto a mobile assembly or rotating platform. A series of cranks and levers adjusts the height and direction of the tube, and another set of mechanisms pressures the contents of a large metal drum. Firing the weapon causes any air or liquid within the drum to spray out at a high velocity through the tube. Such a device could be used in many horrific ways, such as by filling it with poisons or acid, but firespitters are most commonly used to shoot flaming oil, hence their name. To ignite the oil, a special device clips in place to the end of the barrel which is designed to hold a torch. This torch ignites the oil but is extinguished and ruined after each firing. A firespitter is generally quite dangerous to operate, and caution must be taken or else the entire assembly could self-ignite.

RAM, BATTERING

Range: Touch
Attacks as: Fighter level equal to ½ crew number
Damage: 1d4 per crew

A battering ram's crew consists of 4-10 people. Larger creatures such as ogres may be able to reduce the number of crew needed while retaining the damage capabilities of the equivalent number of normal-sized crew. Battering rams are sometimes protected by a sturdy enclosure which is mounted on wheels. This allows the crew some protection against missile attacks, oil, or other attacks based on the nature of the enclosure and GM discretion.

RAM, SHIP'S

Range: Touch
Attacks as: Monster of under 1 HD
Damage: (1d4 +4) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

SIEGE TOWER

This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually very thick, providing protection from missile attacks. Some may be equipped with arrow slits, rams on the ground level, or various other mechanisms and tricks. The typical crew for a siege tower is 20 people, the maximum number of people who may fit within it at one time. A siege tower may be pushed along at a rate of 1' for every 2 crew members per round.

TREBUCHET

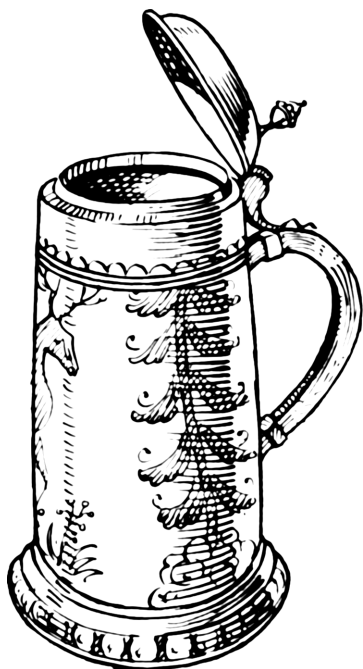
Rate of fire: variable; 1/5 rounds with 6 crew; 1/8 rounds with 4-5 crew; 1/10 rounds with 2-3 crew
Range: 200'/400'/600' (minimum range 100')
Attacks as: Fighter level equal to crew number firing
Area effect: 10' square
Damage: 4d6 or 1d6 fire per turn

This improved, heavier version of the common catapult takes advantage of the power of gravity by working with a counterweight mechanism. Trebuchets can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. A trebuchet functions, in all other respects, like a catapult, and is capable of hurling flaming projectiles.

TRADE GOODS

Merchants commonly exchange trade goods without using currency. These common goods are listed as a means of comparison. These prices will often fluctuate based on supply, demand, and local economies.

Trade Goods	Cost	Wt.
Canvas (sq. yd)	1 sp	1
Chicken	2 cp	4
Cinnamon	1 gp	1
Cloves	15 gp	1
Copper	1 sp	1
Eggs (12)	2 cp	1
Flour	2 cp	1
Ginger	2 gp	1
Gold	10 gp	1
Iron	1 sp	1
Linen (sq. yd)	4 gp	1
Pepper	2 gp	1
Saffron	15 gp	1
Salt	1 gp	1
Silk (sq. yd)	10 gp	1
Silver	1 gp	1
Soap	5 sp	1
Tobacco	1 sp	1
Wheat	1 cp	1



FOOD, DRINK, AND LODGING

Adventurers who find themselves weary of sleeping outdoors and scrounging for their food may wish to seek the comforts of a warm inn and a hearty meal. Some villages and cities may also have laws in place to deal with vagrants and transients, making finding accommodations a necessity while adventuring in such places.

Food, Drink, and Lodging	Cost	Wt.
Ale (per mug)	4 cp	1
Animal Feed (per day)	5 cp	10
Banquet (per person)	10 gp	-
Bread, per loaf	2 cp	½
Cheese, hunk of	1 sp	½
Inn stay (per day), common	5 sp	-
Inn stay (per day), good	2 gp	-
Inn stay (per day), poor	2 sp	-
Meals (per day), common	3 sp	-
Meals (per day), good	5 sp	-
Meals (per day), poor	1 sp	-
Meat, chunk of	3 sp	½
Rations, standard (per day)	2 sp	1
Rations, trail (per day)	5 sp	1
Stabling (per day)	5 sp	-
Wine, common (pitcher)	2 sp	6
Wine, fine (bottle)	10 gp	1 ½
Wine (2 pints)	1 gp	½

Ale: The listed price is for an average mug or tankard full of fair quality draught. Cheaper ale may be found in some establishments, and is often watered down or sour.

Animal Feed: This is usually a mixture of oats, hay, or other inexpensive fodder. Some animals, such as horses, donkeys, mules, and ponies can graze to sustain themselves, provided the terrain is suitable. Providing feed for them is much better.

Inns: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good

accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Rations: Standard rations are fresh and will not keep for more than a few days. The cost for this food would reflect fresh food fixed for a militia or other large group. Trail rations are dried and preserved to be carried on long voyages when securing other food may be uncertain.

Stabling: The cost of stabling an animal typically includes feed, rubdown, and other incidental care.



SERVICES

Adventurers may find a wide variety of services available in large towns, cities, and other more civilized areas. The listings below are rough guidelines, and the actual costs and availability of such services may vary greatly from region to region.

<u>Service</u>	<u>Cost</u>
Coach cab	3 cp per mile
Messenger	2 cp per mile
Repairs	10-50% of item cost
Road or gate toll	1 cp
Ship's passage	1 sp per mile

Coach cab: The price given is for a ride in a coach that transports people and light cargo between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Repairs: Adventurers may wish to repair broken equipment, rather than replace it. Blacksmiths, leatherworkers, and tailors can be found in most villages, and will be able to make simple repairs to many items. More extensive repairs to armaments may require seeking out a trained armorer or weapon smith. The exact cost of the repairs depends on the extent of the item damage, as well as the availability of competent craftsmen.

Road or gate toll: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to pass through its gates.

Ship's passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo.

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