

White Box Gear

Adventuring Gear	
Item	Cost (gp)
Backpack (30 lb. capacity)	5
Bedroll	2
Belladonna, bunch	10
Bottle (wine), glass	1
Case (map or scroll)	3
Crowbar	5
Flint and Steel	5
Garlic (1 lb.)	10
Grappling Hook	5
Hammer	2
Helmet	10
Holy Symbol, wooden	2
Holy Symbol, silver	25
Holy Water, small vial	25
Lantern	10
Mirror (small), steel	5
Oil (lamp), 1 pint	2
Pole, 10 ft.	1
Rations, trail (day)	1
Rations, dried (day)	3
Rope (50 ft.), hemp	1
Rope (50 ft.), silk	5
Sack (15 lb. capacity)	1
Sack (30 lb. capacity)	2
Shovel	5
Spellbook (blank)	100
Spikes (12), iron	1
Stakes (12), wooden	1
Tent	20
Thieves' Tools	25
Torches (6)	1
Waterskin	1
Wolfsbane, bunch	10

Starting GP: _____

Ending GP: _____

Melee Weapons			
Weapon	Damage	Weight	Cost (gp)
Axe, battle*	1d6+1	15	7
Axe, hand†	1d6	5	3
Club	1d6	10	–
Dagger	1d6-1	2	3
Flail	1d6	15	8
Mace	1d6	10	5
Morning Star	1d6	15	6
Polearm (bardiche, halberd, etc.)*	1d6+1	15	7
Spear††	1d6	10	2
Staff*	1d6	10	1
Sword, long	1d6	10	10
Sword, short	1d6-1	5	8
Sword, two-handed*	1d6+1	15	15
Warhammer	1d6	10	5

* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as either a melee or missile weapon

Missile Weapons					
Weapon	Damage	Rate of Fire	Range	Weight	Cost (gp)
Arrows (20)	–	–	–	1	5
Arrow, silver	–	–	–	1	5
Axe, hand	1d6	1	10 ft.	10	3
Bolt, crossbow (30)	–	–	–	5	5
Bow, long	1d6	2	70 ft.	5	40
Bow, short	1d6-1	2	50 ft.	5	25
Case (30 bolts)	–	–	–	1	5
Crossbow, heavy	1d6+1	1/2	80 ft.	5	25
Crossbow, light	1d6-1	1	60 ft.	5	15
Pouch (20 stones)	–	–	–	1	1
Quiver (20 arrows)	–	–	–	1	5
Sling	–	1	30 ft.	1	2
Spear	1d6	1	20 ft.	10	2
Stones (20)	1d6	–	–	1	1

* Rate of Fire is the number of projectiles than can be fired per combat round

† There is a +2 “to-hit” bonus for missile weapons utilized at short range (x1), a +1 “to-hit” bonus at medium range (x2), and no bonus or penalty for long range (x3) attacks

Armor			
Armor	Effect on AC [AAC]	Weight (lb.)*	Cost
Chain mail	-4 [+4]	50	30
Leather	-2 [+2]	25	15
Plate mail	-6 [+6]	75	50
Shield	-1 [+1]	10	10

* At the Referee's discretion, magical armor weighs either half of its normal weight or nothing at all