

# a Wretched Catalogue

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## an Index of Contents

<b>Introduction</b> .....	1	Armor, .....	3	Travel Rations, .....	5	Oil, Incendiary, .....	6
Market Availability .....	1	Armor, Very Light, .....	3	Travel Rations, Preserved, .....	5	Physician Kit, .....	6
<b>of Beasts</b> .....	2	Armor, Light, .....	3	Water, .....	5	Pick, .....	6
Camel, .....	2	Armor, Medium, .....	3	<b>of Lights</b> .....	5	Pole, .....	6
Camel, Dromedary [4] .....	2	Armor, Heavy, .....	3	Campfire, .....	5	Pole, Climbing, .....	6
Camel, Bactrian [5] .....	2	Shield, .....	3	Candle, .....	5	Pole, Lantern, .....	6
Dog, .....	2	Shield, Tower, .....	3	Lamp, .....	5	Ram, .....	6
Dog, Sprinter [1+2] .....	2	Boots, .....	3	Lantern, .....	5	Rope, .....	6
Dog, Bloodhound [2] .....	2	Gloves, .....	3	Match, .....	5	Saw, .....	7
Dog, Large [2+2] .....	2	Helmet, .....	3	Moss, Luminescent, .....	5	Shovel, .....	7
Dog, Mastiff [3] .....	2	Collar, .....	3	Oil, .....	5	Spikes, .....	7
Donkey [2] .....	2	<b>Appearances</b> .....	3	Tinder Box, .....	5	Spyglass, .....	7
Elephant, .....	2	<b>of Containers</b> .....	4	Torch, .....	5	Stool, .....	7
Elephant, Small [10] .....	2	Backpack, .....	4	<b>of Useful Things</b> .....	6	Surveyor's Kit, .....	7
Elephant, Large [12] .....	2	Barrel, .....	4	Air Bladder, .....	6	Tailoring Gear, .....	7
Falcon [1 hp] .....	2	Basket or Bucket, .....	4	Alchemy Kit, .....	6	Tent, .....	7
Gaur Bull [5] .....	2	Bottle, .....	4	Bell and String, .....	6	Thief's Kit, .....	7
Hawk, Royal [1-1] .....	2	Cabinet, .....	4	Bird Cage, .....	6	Thread, .....	7
Horse, .....	2	Cabinet, Bed, .....	4	Blanket, .....	6	Umbrella, .....	7
Horse, Pony [1+2] .....	2	Chest, .....	4	Brazier, .....	6	Writing, .....	7
Horse, Courser [2+2] .....	2	Cloak Pockets, .....	4	Breathing Tube, .....	6	<b>of Weapons</b> .....	8
Horse, Destrier [3] .....	2	Crate, .....	4	Caltraps, .....	6	Axe, .....	8
Horse, Draught [4] .....	2	Jewelry Box, .....	4	Camp Basics, .....	6	Blade, .....	8
Horse, Heavy Draught [5] .....	2	Pottery, .....	4	Camp Basics, Minimalist, .....	6	Blowgun, .....	8
Llama [2] .....	2	Pouch, .....	4	Carpet, .....	6	Bolas, .....	8
Mule [3] .....	2	Pouch, Concealed, .....	4	Chain, .....	6	Bow, .....	8
Orobica Goat [1-1] .....	2	Purse, .....	4	Charcoal, .....	6	Club, .....	8
Yak [5] .....	2	Quiver, .....	4	Chisels and Hammer, .....	6	Crossbow, .....	8
<b>Tack</b> .....	2	Sack, .....	4	Climbing Gear, .....	6	Dart, .....	8
Riding, .....	2	Sheath, Concealed, .....	4	Crowbar, .....	6	Flail, .....	8
War Mount, .....	2	Vest Pockets, .....	4	Fan, .....	6	Hammer, .....	8
Barding, .....	2	Vest Pockets, Thief, .....	4	Fishing Gear, .....	6	Hook, .....	8
<b>Training</b> .....	2	Wardrobe, .....	4	Grappling Hook, .....	6	Lance, .....	8
Attack, .....	2	Waterskin, .....	4	Hammock, .....	6	Mace, .....	8
Guard, .....	2	Writing Desk, .....	4	Hearing Trumpet, .....	6	Sap, .....	8
Tracking, .....	2	<b>Dragging and Rolling</b> .....	4	Holy Symbol, .....	6	Sling, .....	8
Mount, .....	2	Wheelbarrow, .....	4	Hourglass, .....	6	Spear, .....	8
War Mount, .....	2	Cart, .....	4	Jeweler's Kit, .....	6	Staff, .....	8
<b>Other Beasts</b> .....	2	Wagon, .....	4	Ladder, .....	6	Whip, .....	8
<b>of Clothing</b> .....	3	<b>Accounting for Volume</b> .....	4	Ladder, Rope, .....	6	<b>Quality</b> .....	8
Outfit, Basic, .....	3	<b>of Food</b> .....	5	Manacles, .....	6	<b>on Legal Matters</b> .....	9
Belt, .....	3	Feed, .....	5	Mirror, .....	6		
Cloak, .....	3	Flour, Ground, .....	5	Navigator's Kit, .....	6		

## Introduction

A collection of gear useful to adventurers.

All gear is given a *price* in **silver** and a *weight* in **stone** (1 stone equals 10 pounds or 5 kilograms). If you use tenth-pound coins in the old-school spirit, one stone is 100 coins.

Each piece of gear has a brief description. Where there are obvious benefits to rules, game mechanics follow.

Where gear provides protection, AC is listed as a *bonus* (thus, AC 2 *improves* AC by 2 points, whether your OSR system of choice counts down from 10 or 9, or—*gasp*—counts up).

This inventory does not include items left at home: buildings, thrones, land, tavern meals, boats, gems, jewelry, and so on.

It also does not include *magic items*, including the magically efficacious herbs of many OSR games, potions, and so on.

The goal was an entirely too large list of gear to carry, without becoming overly complex.

### Market Availability

Realistic markets are not always fun, but if you want an approximation of availability in a local urban center, divide the population by (30 × cost in silver) for the item.

Treat fractional results as a percentage chance of having one item (0.52 yields a 52% chance that an item is available).

This approximates (very, very roughly) the production and trade rates of an urban

center over the course of a month—an adventurer could buy one, wait a month, then buy another.

This simplifies a *lot*: for example, it assumes the population puts equal labor and mercantile effort toward *every* kind of item, and that the cost is a good measure of the time and effort required to produce or acquire it.

If you have a small manor, and the manor only has a weaponsmith, weapons will be vastly more accessible on that manor than indicated, and everything else will be less accessible.

Still, it makes a good rule of thumb for a nameless hamlet the adventurers stop at for horse feed and a replacement shield.

# of Beasts

Each of the beasts has a listed load in stone. The beast can carry this much at full speed, or twice that at half speed. Those intended as pack animals are more useful hitched to a cart or wagon (see of *Containers*).

Ht dice are listed in [ ] after the name.

**Camel.** Camels (dromedary and bactrian) can go two weeks between hydrations. They are also foul-tempered, and have been known to kick or bite their handlers. Most camelids can spit up to 10 feet away with surprising accuracy.

**Camel, Dromedary [4]—AC 4; move 150; attack kick 1d6 or trample 1d8 (5' wide); save F2; morale -1.** Weighs 150 stone, 11 feet long, 6.5 feet tall. Has a single hump.

**Camel, Bactrian [5]—AC 4; move 150; attack kick 1d8 or trample 1d10 (5' wide); save F2; morale -1.** Weighs 200 stone, 12 feet long, 7.5 feet tall. Has two humps.

**Dog.** A domesticated wolf.

**Dog, Sprinter [1+2]—AC 2; move 180; attack bite 1d4; scent; save F1; morale +1.** Weighs 7 stone, 4.5 feet long. A fast, sprinting dog, often trained for sight hunting.

**Dog, Bloodhound [2]—AC 2; move 150; attack bite 1d6; save F1; morale +1.** Weighs 10 stone, 5 feet long. Typical of *great danes*. A *bloodhound* can track unerringly by scent. An *Irish wolfhound* has **move 210**.

**Dog, Large [2+2]—AC 2; move 150; attack bite 1d6; save F1; morale +1.** Weighs 15 stone, 5.5 feet long. Typical of a *giant malamute* or *saint bernard*. Often trained as an attack or guard dog.

**Dog, Mastiff [3]—AC 2; move 150; attack bite 1d8; save F2; morale +1.** Weighs 20 stone, 6 feet long. An immense dog, larger than a human, and often trained as a guard dog.

**Donkey [2]—AC 2; move 180; attack kick 1d4 or trample 1d6 (3' wide); save F1; morale -2.** Weighs 50 stone, 8 feet long.

**Elephant.** An extremely broad and heavy-boned ungulate, with long tusks and a prehensile trunk.

**Elephant, Small [10]—AC 6; move 120; attack tusks 2d6 (charge 4d6) or kick 1d10 or trample 2d6 (8' wide); prehensile trunk; save F5; morale +1.** Two ivory tusks (1d6 stone each). Weighs 750 stone, 18 feet long.

**Elephant, Large [12]—AC 6; move 120; attack tusks 3d6 (charge 6d6) or kick 2d6 or trample 3d6 (15' wide); prehensile trunk; save F6; morale +1.** Two ivory tusks (2d6+1 stone each). Weighs 1,000 stone, 20 long.

**Falcon [1 hp]—AC 5; move 30, fly 240; attack bite 1d2-1 or 2x claw nil (dive); save FO; morale +1.** Weighs 1/6 stone, 4-foot wingspan. A *gyrfalcon* uses these statistics, but with *fly 480*.

**Gaur Bull [5]—AC 4; move 150; attack gore 1d10 (charge 2d10) or kick 1d8 or trample 1d10 (5' wide); save F2; morale -1.** Weighs 200 stone, 12 feet long.

**Hawk, Royal [1-1]—AC 4; move 30, fly 180; attack bite 1d3 or 2x claw 1d2-1 (dive); save FO; morale +1.** Weighs 1/2 stone, 6-foot wingspan.

**Horse.** Domesticated ungulates adapted to plains life.

**Horse, Pony [1+2]—AC 2; move 240; attack kick 1d3 or trample 1d4 (3' wide); save FO; morale -3.** Weighs 35 stone, 7 feet long.

**Horse, Courser [2+2]—AC 3; move 240; attack kick 1d4 or trample 1d6 (3' wide); save F1; morale -2.** Weighs 75 stone, 9 feet long. A light riding horse. War training doubles the cost.

**Horse, Destrier [3]—AC 3; move 210; attack kick 1d6 or trample 1d8 (5' wide); save F1; morale -2.** Weighs 100 stone, 10 feet long.

**Horse, Draught [4]—AC 4; move 180; attack kick 1d6 or trample 1d8 (5' wide); save F2; morale -1.** Weighs 150 stone, 11 feet long.

**Horse, Heavy Draught [5]—AC 4; move 150; attack kick 1d8 or trample 1d10 (5' wide); save F2; morale -1.** Weighs 200 stone, 12 feet long. Historically, draft horses of this size were not bred until modern times.

**Llama [2]—AC 2; move 150; attack kick 1d4 or trample 1d6 (3' wide); save F1; morale -2.** Weighs 50 stone, 8 feet long, 6 feet tall. A form of camelid, and often raised for its wool. Can spit up to 10 feet away with surprising accuracy.

**Mule [3]—AC 3; move 150; attack kick 1d6 or trample 1d8 (5' wide); save F1; morale -2.** Weighs 100 stone, 10 feet long.

**Orobica Goat [1-1]—AC 1; move 180, climb 15, jump 15 feet; attack butt 1d2 (charge 1d4) or kick 1d2 or trample 1d3 (2' wide); save FO; morale -2.** Weighs 15 stone, 5.5 feet long. A small, very friendly goat with a good temperament for hauling small carts.

**Yak [5]—AC 6; move 150; attack gore 1d10 (charge 2d10) or kick 1d8 or trample 1d10 (5' wide); save F2; morale -1.** Weighs 200 stone, 12 feet long.

## Tack

Labor tack and harness is included in the cost of a *cart* or *wagon* built for the animal. Riding animals, war mounts, and barding have their own costs:

**Riding.** Basic riding gear weighs 1 stone per 24 stone of weight it can support (this includes saddle bags). A typical person weighs less than this, and a 1-stone saddle is plenty. Cost is 60 silver per stone.

**War Mount.** Riding gear suitable for combat weighs 1 stone per 12 stone of weight it can support (an armored warrior in plate armor may be as much as 24 stone, so a saddle would weigh 2 stone). This includes saddle bags. Cost is 60 silver per stone.

**Barding.** Armor to protect the animal. Weight is equal to  $AC \times (animal\ weight)^{0.67}$ , divided by 6 stone. For example, light barding (AC 2) for an orobica goat would weigh 1 stone. Cost is 120 silver per stone.

Beast	Load	Move	Silver
<b>Camel</b>			
dromedary	50	150	750
bactrian	70	150	1,000
<b>Dog</b>			
sprinter	2	180	50
bloodhound	3	150	75
large	5	150	110
mastiff	7	150	150
Donkey	25	180	125
<b>Elephant</b>			
small	250	120	7,500
large	350	120	10,000
Falcon	1/20	240	175
gyrfalcon	1/20	480	350
Gaur Bull	70	150	1,000
Hawk, Royal	1/6	180	500
<b>Horse</b>			
pony	12	240	350
courser	25	240	750
destrier	35	210	1,000
draught	50	180	1,500
heavy draught	70	150	2,000
Llama	16	150	125
Mule	35	150	250
Orobica Goat	5	180	40
Yak	70	150	2,000

## Training

These costs assume training for labor *only*. For more extensive training (and assuming a suitable animal):

**Attack.** An attack animal is trained to attack targets on command. Cost  $\times 2$ .

**Guard.** A guard animal is trained to defend a particular target (usually a creature or location). Cost  $\times 2$ .

**Tracking.** A tracking animal can find and follow a designated category of target. Cost  $\times 2$ .

**Mount.** A mount can be ridden in non-combat situations. Cost  $\times 3$ .

**War Mount.** A war mount can be ridden in all situations. Cost  $\times 5$ .

Combining training multiplies for each.

## Other Beasts

Costs for this list are 5 silver per stone of weight, halved for "easy" animals (dogs, oxen), doubled for "difficult" animals, and doubled for exceptional animals (horses and elephants).

Further multiply by  $\times 10$  for exotic animals (falcon, triceratops),  $\times 3$  for *omnivores*, and  $\times 10$  for *carnivores*.

Some rounding was done for aesthetic reasons.

This gets close to the original OSR prices, and lets you estimate a brontosaurus, hell hound, or pegasus.

# of Clothing

Worn protection. Note that *of Containers* includes a few modifications that can be added, such as *cloak pockets* and *vest pockets*.

**Outfit, Basic.** The essential coverings of the local culture. This might be a loincloth; a full set of under-clothing, tunic, light jacket, pants, and socks; a ball gown; a priest's cassock; and so on.

Most outfits also include light cloth or leather shoes, or well-wrapped sandals. These suffice for hiking, but do not protect against sharp edges, small needles, biting snakes, or similar. Shoes can be purchased for 10% of the cost of a full outfit.

Most outfits also include a head covering in climates where such is necessary. Hats range from a simple skullcap to a broad straw sun shield. A hat can be purchased for 10% of the cost of a full outfit.

A *winter* outfit suffices for arctic and sub-arctic conditions (and is sweltering any other time). If combined with a heavy cloak, it also grants AC 1.

**Belt.** A sturdy, reinforced loop of thick leather which is wrapped and buckled around the waist. It can be designed to sling across the torso and shoulder instead.

A belt can support up to 1/2 stone of attached gear; a heavy duty belt, up to 1 stone.

**Cloak.** A tightly-woven cloth, light fur, or leather drape hung from the shoulders to protect against inclement weather. Usually at least knee-length, and sometimes includes a hood. A heavy cloak is needed for arctic and sub-arctic conditions, and grants AC 1 when combined with a winter outfit.

A cloak benefits from *cloak pockets*, listed in *of Containers*.

**Armor.** Clothing designed specifically to protect against attacks.

Armor *includes* the cost, weight, and benefits of boots, gloves, helmet, and collar.

Realistically, armor protects against *most* threats, not just weapons. As an optional rule, add *half* the AC bonus to saving throws (e.g., versus traps, explosions, the bite of a cobra, and so on).

If using this rule, *heavier* boots, gloves, helmets, and collars can be purchased which grant the higher bonus: they cost and weigh 10% of the armor they are based on.

**Armor, Very Light.** Quilted cloth, flexible leather clothing, or hide. Thieves often add *vest pockets*, *thief* (see *of Containers*).

**Armor, Light.** Hardened leather plates, thick (and very tightly stitched) quilted cloth, *thick* hide (such as bear or elephant hide), or the *lightest* mail armors. Thieves often add *vest pockets*, *thief* (see *of Containers*).

**Armor, Medium.** Mail armor, jack of plates (hardened leather or cloth armor reinforced with rods or thin strips of metal), or the *lightest* plate armors.

**Armor, Heavy.** Plate armor.

**Shield.** A protective surface held by forearm straps (a normal shield) or central handle (a buckler).

A *normal shield* allows the wielder to hold something in the hand (but not wield a weapon). It takes one round to shuck the straps and drop the shield.

A *buckler* requires the full use of the hand, but can be dropped instantly, as a free action, and grants +1 on shield bashing damage.

As an optional rule, a *guige* (a neck or shoulder strap that holds the shield in place) may leave the shield arm free enough to wield a two-handed weapon (but not a second weapon). A guige cannot be used to bash or shield rush an enemy, and requires one round to unstrap and drop.

If using the optional rule for armor and saving throws, shields do *not* add to saves.

**Shield, Tower.** A very large shield, designed for formation fighting. Tower shields grant their AC bonus to the person wielding it *and* to one other adjacent person (wielder's choice).

Optionally, tower shields may also grant a +1 bonus to saves against area effects.

**Boots.** Tall (at least topping the ankle) leather shoes with a sturdy sole, and designed for long marches. *High* boots come up to the knee. *Steel toes* allows a kick to deal 1d3 damage.

All boots protect the feet from the basic rigors of dangerous floors, and grant a +1 on saves against threats to the feet.

**Gloves.** Heavy hand and wrist coverings. They protect against the rigors of labor and fighting, and grant a +1 on saves against threats to the hands.

**Helmet.** A light helm. Grants a +1 on saves against physical threats to the head (things trying to get into the eyes, ears, or mouth; head-aimed traps), but not against poison gases, blinding lights, or similar.

**Collar.** A thick leather or light mail band around the neck. Grants a +1 on saves against threats to the neck, and may prevent specialized attacks (such as a vampire's bite). Removing it takes one round.

Item	Silver	Stone
<b>Outfit, Basic</b>	50	1/6
winter	100	1/2
shoes	x1/10	*
hat	x1/10	*
<b>Belt</b>	6	1/12
heavy duty	10	1/6
<b>Cloak</b>	10	1/6
heavy	50	1/2
<b>Armor</b>		
very light (AC 1)	100	1
light (AC 2)	200	2
medium (AC 4)	400	4
heavy (AC 6)	600	6
<b>Shield (AC +1)</b>	100	1/2
tower (AC +1)	200	1
<b>Boots</b>	20	1/6
high	50	1/3
steel toes	+20	+1/6
<b>Gloves</b>	20	1/6
<b>Helmet</b>	20	1/6
<b>Collar</b>	20	1/6

## Appearances

The prices given for clothing assume a typical urban background: usually unskilled labor or providing low-income services, but able to live in an urban center.

It is possible to buy clothing *much* cheaper... if you don't mind looking it. And higher quality clothing, worth more, is also possible.

More expensive clothing is often more elaborate, may include precious metals and gems, and has more layers and symbols of office, making it heavier as well. An emperor's complete outfit may weigh two stone or more!

Modify any clothing as follows:

Item	Silver	Stone
wretched	x1/20	x1
poverty or serf	x1/5	x1
poor urban or country	x1/2	x1
typical	x1	x1
skilled labor (level 1)	x2	x1
master (level 2)	x5	x1
wealthy (level 3)	x10	x2
minor aristocrat (level 4)	x25	x2
patrician (level 5)	x50	x3
baron (level 6-7)	x100	x3
marquis or count (level 8-9)	x500	x6
duke or prince (level 10-11)	x2,500	x6
king (level 12-13)	x10,000	x12
emperor (level 14+)	x50,000	x12

# of Containers

Things that hold *other* things, the better to haul your crass plunder and loot.

Each container has a **capacity** in stone (how much the container can safely carry). Carrying *more* halves movement rate to avoid rupturing the container; carrying more than twice capacity ruptures the container.

**Backpack.** A sturdy, reinforced leather bag with several compartments, a cover flap, and arm straps. Tough and water resistant. *Water-proof* doubles cost.

**Barrel.** A convex tube of wooden slats, held in place by wooden hoops. Watertight.

**Basket or Bucket.** A wood or wicker container with a lid and side handles. Quite sturdy and light. A water tight seal doubles cost.

**Bottle.** A sturdy glass container with a cork stopper. If thrown, a bottle will break on a 1-2 on 1d6; a fragile bottle that breaks automatically costs the same. A potion dose is one gill; naphtha, one pint.

**Cabinet.** A sturdy wooden box with multiple interior compartments and drawers.

**Cabinet, Bed.** A long cabinet (above) that fits under a bed or the back of a wagon.

**Chest.** A lidded box with one compartment, sturdy hinges, and handles. Some have short legs for sea voyages. Breaking a chest open takes one turn per attempt; an all-metal chest takes one *hour*.

**Cloak Pockets.** A reinforced interior panel with pockets. Add the cost to a normal cloak.

**Crate.** A sturdy wooden box. Often customized! Weight equals (capacity<sup>0.67</sup>)×0.05 stone, and cost equals 40 silver per stone.

**Jewelry Box.** A small, steel box with cunning compartments, sturdy hinges, and a padlock. Breaking it open requires one turn per attempt.

**Pottery.** A ceramic or earthenware jug, jar, or vase. Often has handles.

**Pouch.** A small cloth bag with a drawstring and small loop for a belt.

**Pouch, Concealed.** A narrow leather bag designed to wrap around a thigh, upper arm, or waist. Sometimes built into a belt, and usually compartmentalized.

**Purse.** A sturdy, reinforced leather pouch with interior compartments, a cover flap, and an arm strap. Tough and water resistant; a *water-proof* purse doubles the cost.

**Quiver.** A reinforced leather tube for holding arrows, quarrels, or spears. A javelin is equivalent to 3 arrows; a spear, 6 arrows.

**Sack.** A large burlap bag with a cinching drawstring and double-thickness bottom. Leather doubles cost and weight, but is water-resistant; double cost *again* for waterproof.

**Sheath, Concealed.** A flat, shaped leather container. Can hold a small weapon, coins, or similar. Can be added to a boot, glove, or hat; tucked into the small of the back, inside thigh, armpit, or cleavage.

**Vest Pockets.** A workman's vest or apron, with numerous pockets and anchor points for loops and hooks.

**Vest Pockets, Thief.** This provides a visible capacity of 2 stone, and a *well-concealed* capacity of 1/2 stone. Often added to *very light* or *light armor* (see of *Clothing*).

**Wardrobe.** A rectangular, upright closet on short legs. May have multiple spaces within.

**Waterskin.** A waterproof leather satchel, suitable for any liquid.

**Writing Desk.** A flat wooden box with pull-out compartments and a slate top.

A portable writing desk is held in the lap. A monk's or luxury writing desk is either permanently set into a wall, stacked on top of other items, or given small stubby legs to raise it slightly.

## Dragging and Rolling

On smooth terrain (asphalt, wooden floors), *dragging* a container halves *effective weight* of the container and its contents. *Rolling* (e.g., a barrel) divides by six. On flat surfaces (plains, cobblestone), dragging has no benefit, and rolling divides weight by three. On rough terrain, there is no benefit.

A solid container (usually a large *crate*) can be set on an axle and wheels, to allow rolling regardless of original shape. The wheel, axle, and extras *add* to the weight and cost of the container they are attached to:

**Wheelbarrow.** A single-wheel, simple axle, and handle. Weighs 1/20 stone and costs 1 silver per stone of capacity. Maximum 60 stone capacity.

**Cart.** Two wheels, axle, and shaft for mounting a draft animal. Weighs 1/10 stone and costs 2 silver per stone of capacity. Maximum 250 stone capacity.

**Wagon.** Four or more wheels, two axles, primitive shocks, and shaft for mounting draft animals. Weighs 1/6 stone and costs 3 silver per stone of capacity. Maximum 5,000 stone capacity.

## Accounting for Volume

As an optional detail, *most* containers are *one gallon* (0.13 cubic feet) per *five* stone. Barrels, bottles, pottery, and other liquid containers are one gallon per *one* stone. Item densities can be approximated as:

Item	Stone per Gallon
clothing, loosely packed	1/6
clothing, tightly packed	1/3
grain	1/3
people, roomy	1/2
people, crammed	1
oil and alcohol	2/3
most other liquids	5/6
wooden tools	3
coins & metal tools	5
coins, tightly packed	10

Just accounting for weight is burden enough for most games, however!

Item	Capacity	Silver	Stone
<b>Backpack</b>	4	20	1/3
large	9	35	1/2
<b>Barrel</b>	60	60	1
small keg	3	8	1/6
keg	6	12	1/3
tiny	15	20	1/2
small	30	40	2/3
large	120	100	1 1/2
<b>Basket or Bucket</b>	6	6	1/3
small	2	3	1/6
large	10	9	1/2
<b>Bottle</b>			
one gill	1/32	0.2	*
one cup	1/16	0.3	*
one pint	1/8	0.5	*
one quart	1/4	0.8	1/2
one gallon	5/6	2	1/6
<b>Cabinet, Portable</b>	10	75	2/3
small	5	50	1/2
large	20	120	1
bed	600	850	7
<b>Chest</b>	10	60	1/2
small	5	40	1/3
large	20	90	1
solid metal	same	×10	×3
<b>Cloak Pockets</b>	1	+20	*
<b>Crate</b>	60	30	2/3
small	30	20	1/2
large	120	50	1
huge	250	80	2
enormous	1,000	200	5
large wagon	4,000	500	13
Jewelry Box	1/2	75	1/3
<b>Pottery</b>			
small vase	2/3	2	1/6
vase	2	4	1/2
jar	6	8	1
jug	20	20	2
large jug	60	40	4
<b>Pouch</b>	1/2	2	*
concealed	1/3	4	*
large	1	2	*
<b>Purse</b>	1/2	5	*
large	1	8	1/2
huge	2	12	1/6
<b>Quiver (20 arrows)</b>	1/6	2	*
<b>Sack</b>	2	3	1/2
large	4	6	1/2
huge	6	8	1/6
<b>Sheath, Concealed</b>	1/6	2	*
<b>Vest Pockets</b>	2	16	1/6
heavy duty	3	25	1/3
thief	2 + 1/2	50	1/3
<b>Wardrobe</b>			
small portable (2×3×6)	300	750	12
standing (5×5×6)	1,200	650	30
walk-in (5×10×6)	2,400	3,000	50
thinly built	×1/3	×1/2	×1/2
<b>Waterskin</b>			
one pint	1/10	1	*
one gallon	5/6	5	1/2
<b>Writing Desk</b>			
small portable (1×2×0.1)	6	20	1/3
monk's (1×3×0.5)	60	90	1 1/2
luxury (2×5×1)	400	300	5

# of Food

For long-distance travel, plus foodstuffs useful for other things. In civilized areas, cheaper food is usually available.

**Feed.** A carnivore or omnivore eats 2% of its mass per day in normal food; an herbivore, 4%. Human meals are pre-calculated: see *Travel Rations*.

**Flour, Ground.** A one-stone bag, beaten and shaken thoroughly, will fill a 10-foot diameter with semi-sticky, lightly-colored powder. Poured carefully, a one-stone bag can coat 400 square feet of floor.

**Travel Rations.** Sufficient food for one human for one day, optimized for travel. Normal rations last one month.

**Travel Rations, Preserved.** Dried, salted, pickled, smoked, or fermented rations. Preserved rations last one year.

**Water.** As a *simple but wrong* estimate, a creature must drink 1 stone of water per 18 stone of weight.

For a slightly better number: Drink  $(mass^{0.75}) \times 0.11$  stone of water per day. A 15-stone human needs 5/6 stone; a 1,000-stone rhino needs 19.5 stone. Preserved rations do not provide water, but *normal* rations and feed provide half their mass.

This isn't perfect, but works for most things ranging from small dogs to horses.

Hot and dry conditions can double the required intake.

Item	Silver Stone	
<b>Feed</b>		
herbivore	3	4
omnivore	6	2
carnivore	30	2
preserved	$\times 3$	$\times \frac{1}{2}$
<b>Flour, Ground</b> (per Stone)	0.1	1
<b>Travel Rations</b> (per Day)	1	$\frac{1}{3}$
preserved	3	$\frac{1}{6}$
<b>Water</b> (per Gallon)	free	$\frac{3}{4}$

# of Lights

All light sources are visible for a mile or more in the dark. Corners block line of sight, but a dim glow is visible for 10 times the radius of the light source (a lamp's reflected light will be noticed up to 100' down a twisty corridor, as a faint glow). Most doors block light entirely.

Multiple, equal light sources can be combined for a brighter overall light:

Number of Sources	Radius Multiplier
2-3	$\times 1.5$
4-9	$\times 2.0$
10+	$\times 3.0$

**Campfire.** Logs, furniture, or similar slow-burning flammables. The listed radius assumes the fire is in an exposed, flat surface; a firepit or bowl halves the light radius.

**Candle.** A block of wax with a burning wick. A *votive* candle (1" thick), *jar* candle (2" thick), and *reading* candle (4" thick) all last one hour. A *candle clock* (4" thick and four feet tall) lasts 12 hours, and is marked at quarter-hour points along its length.

Tallow candles produce a strong smell.

**Lamp.** An enclosed ceramic vessel with a spout and notch to hold the wick. Lasts eight hours per pint.

**Lantern.** An enclosed steel vessel with protective, translucent sheets surrounding the flame, allowing a more intense flame with reduced risk.

A shuttered lantern has folding shutters to darken without extinguishing. A lantern holds a gallon (8 pints) of olive oil, and lasts one hour per pint.

A *mirrored* lantern focuses the light in one direction (60-degree angle).

**Match.** A heavy-resin pine stick, a few inches long, impregnated with sulfur. Ignites in one round and burns for one turn.

**Moss, Luminescent.** A bright-glowing cavern moss. Each patch is about a square foot of firm clay and moss, backed by a thin wooden board. A cave full of the moss will illuminate the entire cave: each square foot illuminates a foot around itself. A fresh patch lasts for a day without fresh water.

Other plants may have similar properties.

**Oil.** Ordinary vegetable oil or animal fat. Used as a weapon, deals 1d2-1 damage per round for 1d6 rounds.

**Tinder Box.** Flint, steel, and a bit of cotton.

**Torch.** A bundle of rushes woven very tightly. *Pitch* torches are wood, with a pitch-soaked bundle of rags at the head. *Naptha* torches replace pitch with naptha, which still burns when wet. Torches last one hour.

Item	Radius	Silver Stone	
<b>Camp Fire</b>			
normal, 1' diameter	10'	free	1
large, 3' diameter	30'	free	10
bonfire, 9' diameter	60'	free	80
inferno, 16' diameter	120'	free	320
<b>Candle</b>			
votive	1'	0.6	*
jar	2'	3	$\frac{1}{12}$
reading	5'	6	$\frac{1}{3}$
clock	5'	50	4
tallow	same	$\times \frac{1}{3}$	$\times 1$
<b>Lamp</b> (1 pint)	10'	3	$\frac{1}{12}$
1 quart	10'	6	$\frac{1}{6}$
1 gallon	10'	12	$\frac{1}{3}$
<b>Lantern</b>	30'	60	$\frac{1}{3}$
shuttered	30'	100	$\frac{1}{2}$
mirrored	120' (one direction)	300	$\frac{1}{2}$
<b>Match</b>	1'	1	*
<b>Moss, Luminescent</b> (per Patch)	1'	5	$\frac{1}{6}$
<b>Oil</b> (per Gallon)	—	10	$\frac{1}{2}$
<b>Tinder Box</b>	—	8	$\frac{1}{12}$
<b>Torch</b>	10'	1	$\frac{1}{12}$
pitch	30'	2	$\frac{1}{12}$
naptha	30'	5	$\frac{1}{12}$

# of Useful Things

A miscellany of useful dungeoneering gear.

As with dungeon exploration itself, the gear herein rewards preparation and planning. Almost no adventurer should be without blanket, camp basics, mirror, lantern, and pole, but the rest is highly variable.

**Air Bladder.** An air-tight sack one foot in diameter. If tied firmly and closely to the body, it cancels 6 stone of encumbrance for purposes of staying afloat. Deflated, takes one turn to fill and seal.

**Alchemy Kit.** Alembics, crucibles, heating pans, copper and glass tubing, vials, and more, plus a small, padded box with compartments to store all of it.

**Bell and String.** A small, cheap tin bell, footed stand, and 30 feet of black thread.

**Bird Cage.** An open-grid cage. Can be attached to the same anchor points as a lantern. A canary sings in light, and dies early. Negates all surprise and grants a +4 on saves against environmental toxins.

**Blanket.** Take a light blanket for temperate weather, medium for winter, and heavy for arctic. Heavy blankets also work as mattresses.

**Brazier.** A metal dish for burning charcoal or wood safely, for warmth and cooking.

**Breathing Tube.** A 3-foot-long, thin wooden tube, with a curve at the bottom. Allows breathing a foot or two below the surface of water. This can be improvised with natural reeds in some regions, costing nothing.

**Callrops.** Small, pointy objects designed to always be point-up. Scattered across a 10x10 foot area, deal 1d3 damage to anyone rushing through without foot protection.

**Camp Basics.** Knife, cutting board, small hatchet, trowel, cast iron pot, potstirrer, twine, bowls and utensils, dish cloth, toiletries, and scrubber. Larger groups will add a few more specialized items here and there, and scale some items up (full-size shovel for every ten people, for example) to gain efficiencies.

**Camp Basics, Minimalist.** A (very) small hatchet, ceramic bowl (cooking and eating), wooden spoon, and wipe rag. Everything else the adventurer makes when needed.

**Carpet.** A thick, tough rug suitable for a makeshift tent floor.

**Chain.** A steel chain. Expensive and heavy, but stronger than rope.

**Charcoal.** One stone of charcoal heats a 100-square-foot area for 8 hours; a 25-square-foot area for 16 hours; and a 10-square-foot area (one person) for 24 hours.

**Chisels and Hammer.** Six wedge- and point-ended chisels of varying diameters, about 6" long, and a rubber hammer sized for them. Useful for breaking locks off, making a hole for a crowbar or other tools, or widening a crack.

**Climbing Gear.** Small pick, mallet, and iron loop for a harness. Does not include *spikes or rope*.

**Crowbar.** A solid metal bar, about a foot long, with a chisel end. Useful for popping dungeon doors, stubborn blocks of stone, and similar. A large crowbar is 6 feet long (4 cubits) and provides more leverage.

**Fan.** A set of thin wooden slats. Useful for fanning flames, clearing cobwebs and dust without touching them, stirring water without touching it, and cooling off in hot weather.

**Fishing Gear.** Fishing line and hooks. A pole is useful, but not required.

**Grappling Hook.** A reverse-facing spike with a ring for tying off a rope. Can be thrown or manually attached. Supports 20 stone.

**Hammock.** A wedge of cloth hung between two or three points. Comfortable in hot climates.

**Hearing Trumpet.** Held to the ear, amplifies sounds heard from one direction.

**Holy Symbol.** A heavy piece of jewelry tied to a particular religion.

**Hourglass.** Two glass globes connected at a choke point, half-filled with marble dust. Measures one quarter-hour.

**Jeweler's Kit.** Tiny chisels and hammer, grooved wire hammer, tweezers, pincer scissors, file, magnifying eye piece, wipe cloth, beeswax, and scrapers.

**Ladder.** Two wooden poles with crossbars for easy climbing.

**Ladder, Rope.** Two 60-foot 1/2" ropes with 2-foot-long, 1" wooden rungs every 1.5 feet, and a pair of heavy duty grapnels at top and weights at bottom. Supports 100 stone (including its own weight).

**Manacles.** Chain or wooden rod and two rings. Binds one pair of limbs for the correct size of creature. *Stocks* are two wooden boards that close over the limbs (and sometimes neck, for the hands), and weigh and cost the same.

**Mirror.** A carefully polished silver surface. Visibility is poor, but can suffice. Fighting by mirror inflicts a -2 penalty to attack rolls and AC with a 4" or 12" mirror. A 36" mirror drops the visibility penalty to -1, but also inflicts a -2 penalty for being difficult to hold while fighting. If someone else holds it, the second penalty can be ignored.

**Navigator's Kit.** Varies by culture and purpose, and highly specialized. A separate kit is required for each of overland hiking, river boating, coast-line boating, and deep ocean voyages.

**Oil, Incendiary.** A variety of mixes of petroleum, sulfur, bitumen, and resins. It is sticky, and burns in the presence of water (but not completely submerged). A variant is used in more expensive *torches*.

Used as a weapon, a pint of incendiary oil deals 1d4 damage per round for 1d6 rounds. Additional pints deal the same damage per round, but last longer.

**Physician Kit.** Biting rope, ointments, herbs, spices, soap, cobwebs, gauze, silk thread, knife, razor, forceps, spoon, hooks, probe, and speculum.

**Pick.** An all-metal, hafted spike used for wedging into and widening cracks in rocks. Useful for mining. Can function as a 1d4 weapon, with a -1 to hit.

**Pole.** A 6-foot-long (4 cubits) wooden rod, 7/8" in diameter; a metal pole is 1/2" diameter and sturdier.

**Pole, Climbing.** Adds a perpendicular spike (hook over a ledge or into a crack), and roughened length. Makes very short climbs easy.

**Pole, Lantern.** Adds a hook, catch, or grip for holding a lantern, and a stand or spike at bottom. Bad terrain favors a spike (thrust into the earth or a crack); stone floors favor a stand. A 6' or less lantern pole can be held one-handed; longer requires both hands.

**Ram.** A short, pointed weight (often a log) with iron handles. Allows breaking down a door in 1d6 rounds instead of one or more turns.

**Rope.** Most rope is made of flax, hemp, or animal hair; silk is made of raw silkworm silk. Supports the listed weight (including the rope itself).

Item	Silver	Stone
<b>Air Bladder</b>	8	1/3
<b>Alchemy Kit</b>	250	2
<b>Bell and String</b>	50	*
<b>Bird Cage</b>	20	1/6
canary	5	*
<b>Blanket</b>		
light	5	1/12
medium	10	1/3
heavy	20	1
<b>Brazier</b>	50	1/3
<b>Breathing Tube</b>	20	*
<b>Callrops</b> (per 100)	10	1/6
<b>Camp Basics</b> (per Person)	60	2
3+ people	40	1-1/3
12+ people	30	1
120+ people	20	2/3
minimalist	10	1/6
<b>Carpet</b> (per 25 Square Feet)	500	2
<b>Chain</b> (per 60 Feet)		
1/8" (30 stone)	80	1/3
1/4" (125 stone)	160	1 1/3
1/2" (500 stone)	1,200	4
1" (2,000 stone)	5,000	20
<b>Charcoal</b>	5	1
<b>Chisel and Hammer</b>	50	1/3
<b>Climbing Gear</b>	20	1/3
<b>Crowbar</b>	12	1/6
large	100	1
<b>Fan</b>	6	1/12
<b>Fishing Gear</b>	10	*
<b>Grappling Hook</b>	25	1/6
<b>Hammock</b>	25	1/3
<b>Hearing Trumpet</b>	50	1/12
<b>Holy Symbol</b>	250	1/6
<b>Hourglass</b>	25	1/6
<b>Jeweler's Kit</b>	500	1
<b>Ladder</b>		
6x2 (4 rungs)	50	1 1/3
12x3 (8 rungs)	160	4
18x3 (12 rungs)	300	7
<b>Ladder, Rope</b> (60x2, 40 rungs)	300	10
<b>Manacles</b>	50	1/6
halfling (3 feet tall)	15	1/12
ogre (9 feet tall)	170	1/2
hill giant (12 feet tall)	500	2
<b>Mirror</b>		
small (4" diameter)	50	1/6
medium (12" diameter)	500	2
large (36" diameter)	5,000	25
<b>Navigator's Kit</b>	50	1/6
<b>Oil, Incendiary</b> (per Gallon)	160	1/2
<b>Physician Kit</b>	250	1
<b>Pick</b>	20	1/6
<b>Pole</b> (per 6 Feet)	20	1/6
all-metal	60	1/2
climbing	+15	*
lantern	+30	+1/6
<b>Ram</b> (2 Person)	100	2
<b>Rope</b> (per 60 Feet)		
1/4" (12.5 stone)	2	1/12
1/2" (50 stone)	6	1/2
1" (200 stone)	25	2
silk (x5 support)	x10	x1

**Saw.** A toothed sheet of metal with two handles, designed for use by two people.

**Shovel.** An all-metal shovel used by miners, and built to take abuse.

**Spikes.** Slender iron spikes. Can have a ring, making a piton for climbing (if used with a *climbing toolkit*, about one spike per 12 feet is good).

**Spyglass.** An anachronistic device which allows distant sites to be viewed as if closer. Divide distance by 8 for seeing details.

**Stool.** Adds one foot of height.

**Surveyor's Kit.** A surveyor's cross (calculate slope and distances between two points), quadrant, 8-cubit (12 feet) measuring rod, T-square, ruler, wax paper, and chalk.

**Tailoring Gear.** Awl, pins and needles, measuring rod, thimble, thread, and scissors.

**Tent.** Water-resistant canvas sheet (sewn and shaped), with poles, twine, and stakes. Pole length is the height of the tent, twine twice that.

10-person and 25-person tents include partitions, and are suitable as command tents on the field of battle as well.

**Thief's Kit.** Lockpicks, file, hand-cranked drill, beeswax, wipe cloth, punching needle, curved sewing needle, silk thread, thimble, tweezers, and small tongs. A proper thief is also well-served by *chisels and hammer, crowbar, silk rope, and spikes.*

**Thread.** Thin, black thread, almost invisible in the dark.

**Umbrella.** A sun or rain screen on a stick. Useful in a desert.

**Writing.** One ink bottle lasts for 80 pages of writing. A metal-nib quill lasts for a lifetime.

Magical writing requires emulsion inks of ichor and silver, gold leaf scrolls, and platinum-nibbed quills plucked from a phoenix, sphinx, or feathered dragon.

Item	Silver Stone	
<b>Saw</b>	60	1/3
<b>Shovel</b>	30	1/6
<b>Spike</b> (per Spike)	1	*
<b>Spyglass</b>	10,000	1/6
<b>Stool</b>	15	1/6
<b>Surveyor's Kit</b>	250	2
<b>Tailoring Gear</b>	50	1/3
<b>Tent</b>		
1-person (6x1.5, 3' tall)	30	2/3
3-person (6x5, 4' tall)	75	2
6-person (10x6, 6' tall)	150	4
10-person (12x12, 8' tall)	350	8
25-person (30x30, 10' tall)	1,200	30
<b>Thief's Kit</b>	250	2
<b>Thread</b> (per 30 feet)	1	—
<b>Umbrella</b>		
10 square feet (1.5' radius)	6	1/3
30 square feet (3' radius)	25	1
<b>Writing</b>		
ink and 1-gill bottle	0.3	*
paper, 80 sheets	5	1/12
scroll, single (equivalent 80 sheets)	4	1/12
quill	5	*
magical	x100	x1

# of Weapons

This is a bigger list than most OSR games need. While *everything* in this manuscript is optional, this should be considered more optional than most.

A listed range is the *close* range. Multiply by *two* for medium range and by *three* for maximum range.

A weapon with "reach" can be used to attack from behind someone else ("reach 2" can attack from two ranks back).

Damage with a double dagger (‡) is two-handed.

*Entangling* weapons already have rules in most OSR game systems. If you find yourself lacking them: The target must save vs. paralysis or be entangled, falling prone and unable to walk or run. Disentangling themselves takes one round.

**Axe.** A heavy chopping blade on the end of a handle. Small axes are excellent tools—a small hatchet is one of the four "minimum tools" for *camping basics* (in of *Useful Things*).

Hatchets and light axes can also be thrown.

**Blade.** A hilted, single- or double-edged length of steel, ranging from small knives to the largest swords. Knives can also be thrown.

**Blowgun.** Missile only. A tube (6" short, 1–2 feet normal, 6+ feet long) that fires thin darts or needles. Useful primarily for being silent, and usually combined with poison.

**Bolas.** Two or three weights connected by cords. Can entangle a target. Bolas can be used in melee, but do not entangle.

**Bow.** Missile only. A curved staff and wire which stores energy and releases it into an arrow, for exceptional range. A *short* or *normal bow* can be used while mounted.

**Club.** A top-heavy length of wood, sometimes with iron bands. Cudgels and light clubs can also be thrown.

**Crossbow.** A bow with a crank, shaft, and trigger to make them easier to draw, hold, and aim. A heavy crossbow is sometimes called an arbalest.

**Dart.** A heavy, finned spike. A light or heavy dart is 1–2 feet long; a javelin is 2–4 feet long.

**Flail.** A rod with a weighted thong or chain on the end. A *threshing flail* is actually an agricultural implement.

**Hammer.** A short pole weapon with an armor-smashing ball or jut on one end.

**Hook.** A curved spike, designed more for grabbing and pulling than damage. On a successful hit, the target must save vs. paralysis or fall prone. Commonly used to dismount enemy riders!

**Lance.** A specialized spear designed for use from the back of a mount.

**Mace.** An especially top-heavy, flanged club designed for smashing into armor. Often a symbol of rulership or divine will, and favored by war-like priests.

**Sap.** A small, weighted sack, designed to deal less actual damage.

**Sling.** A thong or forked-pole-and-thong designed to hurl a rock or lead ball at the target. A staffsling can be used in melee as a normal staff.

**Spear.** A pole weapon ending in a sharp tip. The lightest spears can also be thrown. Longspears and heavy spears are sometimes called pikes.

**Staff.** A balanced wooden rod, used two-handed. As an optional rule, a skilled user of the staff can treat it as a shield, granting +1 AC.

**Whip.** A long, braided strap. It can deal damage or entangle (chosen when attacking).

## Quality

A weapon may be of **low quality**, with poor balance, dents, loosened bindings, and so on. *Halve* the cost for each of these qualities: –1 to hit, –1 to damage, and –1 to initiative.

For example, a shortsword with a loose hilt (–1 to initiative) costs 50 silver.

A **high quality** weapon costs substantially more. Multiply cost by ×10 for each of these qualities: +1 to hit and +1 to damage.

For example, a shortsword which is +1 to hit *and* +1 to damage costs 10,000 silver.

Each quality can only be taken once, and magical weapons *assume* these qualities in the cost of production (a +1 magical weapon has the benefits of a complete, high quality weapon, but also includes the ability to damage some monsters, improved saves, and may have other benefits).

A weapon can also be made of **solid silver**. A silver weapon costs +1,200 silver per stone. A silvered *surface* costs +120 silver per stone.

A **solid gold** weapon doubles the weight, costs +12,000 silver per stone of *final* weight, subtracts –2 from damage, and cannot be of low or high quality.

Item	Silver	Stone
<b>Axe (edged)</b>		
hatchet (1d4, range 10')	25	1/12
felling axe (1d4‡, reach)	50	1/6
light axe (1d6, range 10')	50	1/6
battle axe (1d6/1d8‡)	75	1/6
great axe (1d10‡)	125	1/3
polearm (1d8‡, reach)	125	1/3
<b>Blade (edged)</b>		
small knife (1d3, range 10')	10	1/12
long knife (1d4, range 10')	30	1/6
shortsword (1d6)	60	1/6
sword (1d6/1d8‡)	100	1/3
greatsword (1d10‡)	150	1/3
<b>Blowgun (impaling)</b>		
short (1d2–1, range 10')	10	*
normal (1d2, range 20')	20	1/6
long (1d2‡, range 30')	60	1/3
blowgun dart	0.1	*
<b>Bolas</b> (blunt; 1d2, range 20')	20	1/6
<b>Bow (impaling)</b>		
short (1d6‡, range 50')	50	1/6
normal (1d6‡, range 60')	100	1/6
normal reflex (1d6‡, range 70')	500	1/6
long (1d6‡, range 70')	250	1/3
long reflex (1d6‡, range 80')	1,250	1/3
arrow	0.5	*
<b>Club (blunt)</b>		
cudgel (1d3, range 5')	5	1/12
light club (1d4, range 5')	10	1/6
heavy club (1d6/1d8‡)	20	1/3
great club (1d10‡)	50	1/2
<b>Crossbow (impaling)</b>		
pistol (1d4, range 50')	150	1/3
light (1d6, range 80')	300	2/3
heavy (1d8‡, range 90')	600	1
bolt	1	*
<b>Dart (impaling)</b>		
light (1d3, range 10')	2	*
heavy (1d4, range 15')	4	*
javelin (1d4, range 20')	10	1/12
heavy javelin (1d6, range 20')	15	1/6
<b>Flail (blunt)</b>		
threshing (1d3)	5	1/6
light flail (1d4)	25	1/6
heavy flail (1d6/1d8‡)	50	1/3
morningstar (1d10‡)	100	1/3
<b>Hammer (blunt)</b>		
carpenter's (1d3, range 5')	10	1/12
light (1d4, range 10')	25	1/6
warhammer (1d6/1d8‡)	50	1/6
maul (1d10‡)	100	1/3
polearm (1d6+2‡, reach)	150	1/2
<b>Hook (impaling)</b>		
hand (1d3)	10	1/6
heavy (1d4)	30	1/6
pole (1d4, reach)	50	1/3
<b>Lance</b> (impaling; 1d10, mounted)	10	1/2
<b>Mace (blunt)</b>		
light (1d6, range 10')	30	1/6
normal (1d6/1d8‡, range 5')	50	1/6
heavy (1d10‡)	80	1/3
<b>Sap</b> (blunt; 1d2–1)	5	1/12
<b>Sling (blunt)</b>		
normal (1d4, range 40')	10	1/6
staffsling (1d6‡, range 60')	30	1/3
lead bullet	0.5	*
<b>Spear (impaling)</b>		
shortspear (1d6, range 10')	20	1/6
spear (1d6/1d8‡, reach, range 15')	30	1/3
longspear (1d8‡, reach 2)	50	1/2
heavy spear (1d10‡, reach)	50	1/2
<b>Staff (blunt)</b>		
short (1d4‡)	7	1/3
normal (1d6‡)	10	1/2
long (1d6‡, reach)	15	2/3
<b>Whip</b> (blunt; 1d2, reach)	50	1/6



# on Legal Matters

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