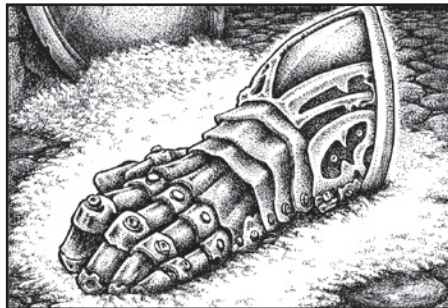


# EXPANDED EQUIPMENT

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## ADVENTURING GEAR

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



### Adventuring Gear

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

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

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

## Adventuring Gear Descriptions

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

**Bedroll:** A heavy woollen blanket with a small pillow.

**Bell:** A 1" brass bell.

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

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

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

**Bucket:** Holds 5 gallons (40 pints).

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

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

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

**Chalk:** Useful for making markings on stone.

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

**Chisel:** Used with a hammer for chipping away stone.

**Cooking pots:** Pots and pans for campfire cooking.

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

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

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

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

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

**Ladder:** Simple wooden construction. Very encumbering.

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

**Lock:** A basic iron lock with a key.

**Magnifying glass:** Used for studying fine details.

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

**Marbles:** A bag of colourful glass beads.

**Mining pick:** For breaking rock.

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

**Paper or parchment:** Approximately 1'-square sheets.

**Quill:** A large feather sharpened into a writing point.

**Saw:** A hand saw for cutting wood.

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

**Sledgehammer:** A big heavy hammer for breaking rock.

**Spade or shovel:** For excavating earth.

**Tent:** Large enough for 2 adult humans.

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

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

**Whistle:** Useful for signalling or faking bird calls.