5 Equipment

Overview

Characters have amazing potential. A player can direct their character to slay a monster, pick a locked chest, scoop loot into a sack, climb up a rope to the outside world, and march for a week back to town to dispose of their treasures. However, the character can't do it naked.

Characters won't get very far without the tools necessary to go about the business of adventuring. A character might need weapons and armor to fight that monster; special tools to pick a lock; a sack to put gold coins inside; a rope and grappling hook to climb out of the hole; camping equipment for the overland journey.

Having the right equipment is crucial – but is more equipment always better? A prepared character always wants to have the right tool for any possible job they need to do, but that's of little help if they are so loaded down with gear that they cannot move! Just as in real life, there are limitations on how many useful things that characters can haul around.

There are two sorts of limits: **encumbrance**, which restricts how many things a person can carry and use effectively, and **cost**, because good equipment costs money, and adventurers in **Tales of the Iron League** are commonly motivated by the scarcity of cold hard cash.

Encumbrance Rules

One person cannot carry a hundred shovels. Feel free to test the truth of this statement, and if you can successfully carry one hundred shovels, all by yourself and all at once, you probably have a promising career ahead of you as a professional mover. Trying to carry one hundred shovels is likely to fail for a variety of reasons:

- Each shovel has weight, and one hundred shovels weighs more than a person can lift
- Each shovel also has volume, and a person carrying them around wouldn't be able to fit through a door
- Shovels are awkward and unbalanced, and it would be a constant battle to keep your burden from shifting and falling apart
- You need at least one hand to hold a shovel, which leaves you 98 hands short, unless you have a shovel-carrying container

This game's rules are not intended to exactly model reality; reality is a complicated thing, and rules that try to model it exactly would grow convoluted and lengthy. **Tales of the Iron League** aspires to limit how much a character can carry, without bogging play down with endless bookkeeping. To that end, let us introduce two concepts in encumbrance: **spaces** and **hands**.

A space is an abstract concept in carrying capacity that encompasses weight, volume, and awkward geometry. Each item a character may want to carry occupies a quantity of spaces that are listed on the equipment tables below. An item that takes up one space does not have a specific weight or size; a lightweight but bulky object may take up the same number of spaces as a heavier object that is compact and well-balanced.

The last page of each character sheet lists the number of spaces worth of equipment that a character can carry; this is known as the Inventory. If a character wants to carry an object, and they have the necessary number of spaces available, they add that item to the Inventory by writing it in on the spaces the item occupies.

If they don't have enough spaces available, they need to drop something from the Inventory to make room. Some objects take up zero spaces, which means they are generally small and compact; characters can potentially carry many zero-space items at once without being weighed down.

A **hand** is a measure of how many hands are necessary to carry or use an item. A character only has two hands to work with, so they must figure out what items on the Inventory need to be ready to be used. If a character allocates the necessary number of hands to a piece of equipment, that item is immediately ready to be used.

If their hands are allocated somewhere else, that means that object is stashed away on their person somewhere, and the character must spend some effort juggling things to be able to use that item. Some items require no hands to use, meaning that wearing it or having it on your person is all that is required to use that thing.

When an item is wearable, the hands listing in the table is the number of hands needed to actively interact with the item when it's not worn; this includes putting it on or taking it off. When the item is worn, the item requires no hands to use.

A character's Inventory has two kinds of spaces available: **unencumbered** and **encumbered**. All characters can carry equipment on their person without being loaded down; these body spaces are determined by a character's Strength ability score. A character has access to as many body spaces as they have points of Strength. There are more spaces than that on the character sheet, so the player should draw an X through the spaces the character is not strong enough to use.

> **Example:** *Graive the Good has a Strength score of 13. Their player crosses out all unencumbered body spaces numbered 14 and above, because Graive is not strong enough to use that portion of their Inventory. Body spaces 1 through 13 are available, whether they are used or not.*

If a character has a backpack equipped, they gain access to five more unencumbered spaces, and if they have a belt equipped, they gain access to an additional five. These spaces represent the amount of Inventory a character can carry without suffering the consequences of carrying a heavy load. Provided all items that take up space are accounted for in the unencumbered Inventory section, a character can move and act without receiving any penalties.

In addition to the unencumbered Inventory spaces described above, each character has up to ten encumbered Inventory spaces available. If any of the spaces in the encumbered Inventory are used, that character acquires the *encumbered* condition and suffers the following penalties:

- The character's full move and partial move rates are halved.
- The character receives a penalty of -1 to all attack rolls.
- The character receives a penalty of -1 to their effective Strength, Dexterity, and Constitution ability scores for the purpose of making skill checks.
- The character's fatigue limit is reduced by 1.

Since being encumbered carries significant penalties, it is in a character's best interests to use their unencumbered Inventory spaces as efficiently as possible. Sensible characters may choose not to carry as much useful equipment as they otherwise might if this allows them to travel fast. Characters may also choose to carry some equipment for their friends, balancing out loads between individuals so that no one character becomes encumbered while a companion still has unencumbered spaces available.

Once a character's encumbered and unencumbered spaces become full, that character cannot carry any more items. They cannot pick up any objects that take up spaces unless they free up room in their Inventory. Sometimes characters suffer a loss of Strength such that their number of usable spaces is reduced; if this happens while a character is fully encumbered, they cannot move, attack, or make Strength, Dexterity, or Constitution skill checks until they have reduced the Inventory down to their available number of spaces.

Each Inventory space, encumbered and not, has check boxes for hands associated with it. As the character uses or stows pieces of equipment, the player erases or adds checks to these boxes to indicate which pieces of equipment are readily available. Each character only has two hands to allocate!

Furthermore, if a character wishes to cast spells, or otherwise use a hand to manipulate something physically, they cannot have both of their hands allocated for holding or for using equipment. Only one free hand is required for spellcasting. The rules for switching between readied and stowed equipment are covered in Chapter 7.

If an item can be worn and does not require hands to use (such as armor), place a W in the hands column of the Inventory next to this item. This indicates that the character receives the benefits of wearing that item on their person, but also receives any penalties this may inflict (heavy armor worn in very hot climates may make one prone to heat stroke, for instance – refer to Chapter 6.) If the item does not have a W next to it, this indicates it has been packed away, unavailable for immediate use unless the character expends some effort to retrieve it.

Sometimes a character needs to be able to carry a little extra, particularly when adventurers have been successful at finding loot and want to carry it home. Sacks are useful for this purpose. There are two kinds of sacks, small and large, and these are detailed below under Gear.

A sack only takes up one space on an Inventory sheet; however, if the appropriate number of hands are allocated to that sack (one hand for small, two hands for large), the sack can hold more spaces worth of equipment. (A sack holding only one space of equipment can be stowed on one's person without needing to allocate any hands to it.)

Sacks are therefore a good way to expand one's carrying capacity, provided one can spare the hands necessary to hold onto them. When using a sack, write **full sack** on a line of your character's Inventory, allocate the appropriate number of check marks for hands, and then use one of the Sack Inventory sheets found in these rules.

The Inventory page also has a box for zero-space items. This is where a player writes down small items that generally don't take up much space. A character can potentially carry many small items on their person. The only limitation on zero-space items is that the words describing such items carried must all physically fit within the box on the character sheet – so write small!

Zero-space items stack, so it is possible to write, for example, "45 gold pieces" as a single zero-space item. Note, however, that once you stack up to 100 zero-space items of the same type, they become so bulky that they take up one space, and they must be moved to the appropriate part of the Inventory.

Money and Coins

Finding and accumulating valuable items is an important part of this game. The characters are all members of the Iron League, an organization whose purpose is to make money for their customers. Not all valuable items are coins; some objects might be gemstones, either raw and freshly mined, or cut into beautiful and colorful faceted treasures. Some items might be pieces of jewelry made from various precious materials, or possibly works of art – marble busts, golden candlesticks, or carpets woven from sumptuous silks.

Valuable items might be weapons, or armor, or tools, which in good condition can fetch high prices from the right buyer. Rare books, exotic spices, the feathers from a tropical bird thought to be extinct – all these items could have value. The thing they have in common is that valuable items can be priced in terms of money and exchanged for coins commonly used in trade in the world of Uroth.

There are many forms of currency circulated on Uroth; countries generally have their own mints, controlled by the rulers of that nation, and they each produce their own coinage. Millennia ago, the world spanning Poldaran Empire set the standard for coinage: copper hawks, silver falcons, and golden eagles. At the height of that great nation's powers, traders from Poldar travelled all over the world to buy and sell using their coinage, and as a result, other countries and peoples matched their currencies to align with those of the great empire.

Poldar's fortunes have sunk since their glory days, and that empire is now reduced to a shadow of its former self (see Chapter 10 for more information), but the monetary standard they set has persisted. With few exceptions, each nation has a gold, silver, and copper coin, and these coins are similar in size and weight to the Poldaran standards, such that coins of different mintings are interchangeably accepted across Uroth. Whether a coin is a

golden eagle, a crown from Bergryt, a morningstar from Khawhaz, or a swan from Attapoor, a merchant will accept it, bite it speculatively, and continue to do business.

Coins all have a similar exchange rate. Ten copper pieces (cp) are worth one silver piece (sp). In turn, ten silver pieces are worth one gold piece (gp). A few countries, such as Poldar and Arm, mint a large platinum coin, and other nations generally accept this as good currency; ten gold pieces equals a single platinum piece (pp). As a rule, copper pieces are the most frequently used coins by poor peasants, silver pieces are commonly used by skilled workers, only the wealthy routinely use gold pieces, and a commoner may go their entire life without seeing a platinum piece. All coins are zero-space items.

This having been said, it can be seen from the equipment lists in this chapter that adventuring gear is expensive! The total value of a starting character's gear can potentially be hundreds of gold pieces. The prices shown in this chapter reflect the fact that merchants know the value that equipment holds to daring adventurers, and they set costs accordingly so they can share in the bonanza of a big treasure haul.

The Iron League itself is not above these tactics; they commonly operate a general store out of their field headquarters so they can sell standard equipment to their members at the costs shown in these rules. This often winds up being just as profitable for the League as taking their cut of the adventurers' treasure.

All costs for equipment in this chapter are listed in terms of copper, silver, or gold pieces. Merchants will generally accept all coin nationalities provided the metal is correct. Merchants generally do not offer to exchange goods for other goods, preferring to deal in cold hard coin; if they do accept such terms, it will be to their advantage.

Merchants will often purchase equipment from adventurers; sometimes the arms and armor of one's fallen foes can be more of a windfall than any other treasure they may have possessed! Provided the equipment is intact and unbroken, merchants will buy used items for half the price listed in these tables. Items whose value derives from their decorative value, or from rare and precious materials of construction, are sold at full value; a gemstone, or a piece of jewelry, or set of silver dishes, would all realize full value when sold.

It is possible to use skills, such as Convince or Deceive, in negotiations with buyers or sellers. This is risky; if one is very successful, the buying or selling price can be swayed in the character's favor. If one is unlucky or unskillful, however, the reverse can happen. To engage in such dickering, both the character and the buyer/seller must select either the Convince or Deceive skill and make an opposed skill check (see Chapter 3). Consult the following table; all results are final!

Table 5-1: TOTIL Bartering Results

	Opponent is Convincing		Opponent is Deceiving	
Character is Convincing	Opposed Skill Check Total	Result	Opposed Skill Check Total	Result
	below -10	Buying/selling price penalized by 20%	below -10	Buying/selling price penalized by 30%
	from -10 to -7	Buying/selling price penalized by 15%	from -10 to -7	Buying/selling price penalized by 20%
	from -6 to -3	Buying/selling price penalized by 10%	from -6 to -3	Buying/selling price penalized by 10%
	from -2 to -1	Buying/selling price penalized by 5%	from -2 to -1	Buying/selling price penalized by 5%
	even	Buying/selling price is same as book value	even	Buying/selling price is same as book value
	from +1 to +2	Buying/selling price improved by 5%	from +1 to +2	Buying/selling price improved by 5%
	from +3 to +6	Buying/selling price improved by 10%	from +3 to +6	Buying/selling price improved by 10%
	from +7 to +10	Buying/selling price improved by 15%	from +7 to +10	Buying/selling price improved by 20%
	above +10	Buying/selling price improved by 20%	above +10	Buying/selling price improved by 30%

	Opponent is Convincing		Opponent is Deceiving	
Character is Deceiving	Opposed Skill Check Total	Result	Opposed Skill Check Total	Result
	below -10	No sale, possible law enforcement response	below -10	No sale, not welcome to return
	from -10 to -7	No sale, not welcome to return	from -10 to -7	No sale
	from -6 to -3	No sale	from -6 to -3	Buying/selling price penalized by 10%
	from -2 to -1	Buying/selling price penalized by 5%	from -2 to -1	Buying/selling price penalized by 5%
	even	Buying/selling price is same as book value	even	Buying/selling price is same as book value
	from +1 to +2	Buying/selling price improved by 5%	from +1 to +2	Buying/selling price improved by 5%
	from +3 to +6	Buying/selling price improved by 10%	from +3 to +6	Buying/selling price improved by 10%
	from +7 to +10	Buying/selling price improved by 15%	from +7 to +10	Buying/selling price improved by 20%
	above +10	Buying/selling price improved by 20%	above +10	Buying/selling price improved by 30%

Equipment Condition

Not all equipment is found in perfect condition; sometimes it's worn or damaged in some way, degrading its usefulness. Other times the equipment is completely ruined and has no value at all. The life of an adventurer is hard, and sometimes the items they use are exposed to hazards; at some point any object may be compromised.

The equipment tabulations found later in this chapter includes values called **damaged hp** and **destroyed hp**. Items can be targeted in an attack; if they are unattended, they have Armor Class (AC) 5, and if they are carried by a creature, they must be attacked as a called shot (see Chapter 7). If a single attack deals hp damage equal to or exceeding the *damaged* hp, the item acquires the *damaged* property.

The effects of the *damaged* property are described under each item. If the *damaged* hit point (hp) threshold is not reached in a single attack, the item is unaffected. If a single attack deals hp damage equal to or exceeding the *destroyed* hp, or if an item that already has the *damaged* property is struck by a single attack that deals hp damage equal to or exceeding the *damaged* hp, then the item is destroyed and utterly ruined. Some items can be repaired; each item description lists the skill check result necessary to repair an item, how long it takes, and how much it costs.

All equipment falls into five categories: Armor, Weapons, Consumables, Tools, and Gear. Each of these categories is explained in further detail below.

Armor

Armor as an equipment category is any worn object that confers a direct advantage to a character in combat. The rules in Chapter 2 describe which classes have proficiency in different armor types. When armor is listed in an Inventory, place a W in the hands column of the Inventory to indicate it is worn; otherwise, leave the check box blank to indicate it is packed away. A character may only wear one suit of armor, one shield, and one helm at a time.

Helms and shields have one size for each type of item, and it is assumed that a shield used by an orc can also be used by a human or a halfling. The same cannot be said for armor; armor is built to fit the body of a character, and different species and classes have many different body types.

For the purposes of **Tales of the Iron League**, it is assumed that a character of a particular character class can wear armor designed for another member of that character class, regardless of age or body type. Furthermore, all subclasses can wear armor designed for another subclass of that same species, i.e., a Shadow Elf can wear armor built for a Majestic Elf. Additionally, all human classes can wear armor intended for another human class, so any sort of Fighter can wear the armor of any sort of Cleric.

When armor built for a member of one *humanoid* species tries to wear armor built for another *humanoid* species, however, some amount of recrafting and adjustment must be made before this is possible. In some cases, it may be impossible to modify the armor – no amount of good craftsmanship will make halfling plate mail fit the body of a human, for instance. Regardless of the species of the armor wearer, all armor of a particular type takes up the same number of Inventory spaces.

Note: Magic armor is different from normal armor because it resizes itself – see Chapter 9.

Consult the following table:

Table 5-2: TOTIL Armor Adjustment Table

Cost to adjust armor, as a percentage of the armor's cost when it is new:

New Armor User's Species

Previous Armor User's Species	Bugbear	Dwarf	Elf	Gnome	Gnoll	Goblin	Halfling	Hobgoblin	Human	Kobold	Orc
Bugbear	0%	40%	50%	60%	20%	60%	70%	30%	30%	70%	30%
Dwarf	N/A	0%	50%	40%	N/A	40%	50%	30%	30%	50%	30%
Elf	N/A	50%	0%	30%	N/A	30%	40%	50%	50%	40%	50%
Gnome	N/A	N/A	50%	0%	N/A	10%	30%	N/A	N/A	30%	N/A
Gnoll	20%	40%	40%	50%	0%	50%	60%	30%	30%	60%	30%
Goblin	N/A	50%	40%	10%	N/A	0%	30%	N/A	N/A	30%	N/A
Halfling	N/A	N/A	N/A	40%	N/A	40%	0%	N/A	N/A	10%	N/A
Hobgoblin	N/A	30%	30%	40%	20%	40%	50%	0%	20%	50%	20%
Human	N/A	30%	30%	40%	20%	40%	50%	20%	0%	50%	20%
Kobold	N/A	N/A	N/A	40%	N/A	40%	10%	N/A	N/A	0%	N/A
Orc	N/A	30%	30%	40%	20%	40%	50%	20%	20%	50%	0%

On a N/A result, this adjustment cannot be made.

Armor Class (AC) is a numerical representation of how hard it is to land a damaging blow on a character in combat. It's not necessarily a measure of how hard it is to make contact; a character wearing plate mail may be struck hundreds of times with the daggers of a pack of Goblins, but owing to the superior protection their armor provides, they may find themself without a scratch.

A person wearing no armor, and having no exceptional agility or other protections, has a base AC of 10. A higher Armor Class indicates better protection. When a character wears armor, their base AC increases as indicated for each armor type listed below. Armor with the *damaged* property has a base AC 1 lower than armor in perfect condition.

Armor also slows a person down; a person without armor can move a maximum of 120' in a combat round, but that maximum movement rate drops with heavier armor protection. This movement rate, Armor Class, cost, *damaged* hp, *destroyed* hp, and spaces is tabulated below.

Table 5-3: TOTIL Armor

Armor	Cost	Hands	Spaces	AC	Movement	Damaged hp	Destroyed hp	Special Rules
Banded Mail	85 gp	2 or worn	5	15	70/35	8	16	Penalty to heat stroke rolls of -5
Chain Mail	70 gp	2 or worn	4	14	80/40	7	14	Penalty to heat stroke rolls of -4
Helm, Heavy	50 gp	1 or worn	2	N/A	N/A	4	8	4 usage boxes, 1d4 exhaust die. Each usage reduces hp damage by 1d2. -2 penalty to Seeing and Hearing.
Helm, Light	20 gp	1 or worn	1	N/A	N/A	3	6	4 usage boxes, 1d4 exhaust die. Each usage reduces hp damage by 1. -1 penalty to Seeing and Hearing.
Leather Armor	6 gp	2 or worn	2	11	120/60	4	8	Penalty to heat stroke rolls of -1
Padded Armor	4 gp	2 or worn	3	11	110/55	4	8	Penalty to heat stroke rolls of -1
Plate Mail	450 gp	2 or worn	6	16	60/30	9	18	Penalty to heat stroke rolls of -6
Scale Mail	50 gp	2 or worn	4	13	90/45	6	12	Penalty to heat stroke rolls of -3
Shield	10 gp	1	2	+1	N/A	5	10	Shield hand cannot be used for attack rolls, unless used to bash, in which case it inflicts 1d4 hp base damage but at a -1 attack penalty plus non-proficiency
Splint Mail	75 gp	2 or worn	6	15	60/30	8	16	Penalty to heat stroke rolls of -6
Studded Leather Armor	30 gp	2 or worn	3	12	100/50	5	10	Penalty to heat stroke rolls of -2

Banded Mail

Cost 85 gp   **Hands** 2 or worn **Spaces** 5

AC 15   **Movement** 70/35

Damaged hp 8   **Destroyed hp** 16

Special Rules -5 penalty to defense against heat stroke

A suit of banded mail consists of overlapping horizontal bands of steel that protect the midsection, with additional solid steel protection around the upper and lower arms and legs. The joints are protected with sections of chainmail. A padded coat serves as an underlayer, to stop the edges of the plates from being driven into the flesh of the wearer.

This armor provides the wearer a base Armor Class of 15, which can then be modified by additional equipment, enchantments, or having a high or low Dexterity score. Removing the *damaged* property requires a good Build skill check and takes 1 day in a blacksmith's shop. This costs 5 gp.

Chain Mail

Cost 70 gp   **Hands** 2 or worn **Spaces** 4

AC 14   **Movement** 80/40

Damaged hp 7   **Destroyed hp** 14

Special Rules -4 penalty to defense against heat stroke

Chain mail armor comes in two pieces: a coat of interlocking steel rings, called a hauberk, and a padded jacket, called a gambeson. The hauberk is worn over the gambeson and is long enough to extend down to the wrists and below the groin. There is little in the way of leg protection.

Chain mail provides a base Armor Class of 14. Removing the *damaged* property requires a Good Build skill check and takes 1 day in a blacksmith's shop. This costs 4 gp.

Helm, Heavy

Cost 50 gp **Hands** 1 or worn **Spaces** 2

AC N/A **Movement** N/A

Damaged hp 4 **Destroyed hp** 8

Special Rules -2 penalty to seeing and hearing checks. 4 pick boxes, 1d4 exhaust, 1 use reduces damage by 1d2 hp

A more substantial form of helm, this equipment is generally made from steel and protects all sides of the head. A jointed face plate protects the front of the head, with a slit provided to see through, and holes are drilled in the helm's sides to allow the wearer to hear. A sheet of delicate interlocking chain links often drapes down over the shoulders to protect the neck.

It provides superior protection to the light helm; it still has 4 usage boxes and a 1d4 exhaust die, but each time the wearer of the helm takes hit point damage, 1d2 hp is reduced from the damage and one item usage is consumed. When the exhaust die rolls a 1, the helm acquires the *damaged* property and no longer absorbs hit points; however, it can be repaired with a great Build skill check at a blacksmith's shop for 25 gp. This takes 2 days.

A heavy helm's penalties to perception skill checks are more pronounced; all rolls for Hearing and Seeing are made as if the relevant attribute is two points lower.

Helm, Light

Cost 20 gp **Hands** 1 or worn **Spaces** 1

AC N/A **Movement** N/A

Damaged hp 3 **Destroyed hp** 6

Special Rules -1 penalty to seeing and hearing checks. 4 pick boxes, 1d4 exhaust, 1 use reduces damage by 1 hp

This head protection can be made of cured leather, iron, steel, or bronze. It generally covers the top, back, and sides of the head, but leaves the face largely exposed (although there may be a nose-guard). Light helms protect the wearer by absorbing some damage from attacks or anything else that could harm a person's head.

This item has 4 usage boxes and a 1d4 exhaust die; see the Consumables section for how these are used. Each time the wearer of the helm takes hit point damage, 1 hp is reduced from the damage and one item usage is consumed. When the exhaust die rolls a 1, the helm acquires the *damaged* property and no longer absorbs hit points; however, it can be repaired with a good Build skill check at a blacksmith's shop for 10 gp. This takes 1 day.

Obstructions to vision and hearing make Hearing and Seeing skill checks more difficult; all rolls are made as if the relevant attribute is one point lower.

Leather Armor

Cost 6 gp **Hands** 2 or worn **Spaces** 2

AC 11 **Movement** 120/60

Damaged hp 4 **Destroyed hp** 8

Special Rules -1 penalty to defense against heat stroke

The protective value of leather armor comes from treating animal hides to make them hard and inflexible, generally involving the application of oil and heat. A leather armor suit consists of a toughened breastplate, with hardened protection on the upper and lower arms and legs. Un-hardened pants and coat are worn underneath to provide some protection to the joints without affecting flexibility.

Leather armor provides superior mobility to the wearer, but it provides minimal protection in combat; leather armor grants a base Armor Class of 11. Removing the *damaged* property requires a minimal Build skill check and takes 1 day in a leatherworker's shop. This costs 1 gp.

Padded Armor

Cost 4 gp | **Hands** 2 or worn | **Spaces** 3

AC 11 | **Movement** 110/55

Damaged hp 4 | **Destroyed hp** 8

Special Rules -1 penalty to defense against heat stroke

A padded coat and pants are built from several layers of cloth with wool quilted in between. This most basic of armor types is quick and easy to produce, and it is commonly incorporated into more advanced armors as an under-layer.

Like leather armor, padded armor provides only rudimentary protection and grants the wearer a base Armor Class of 11. Removing the *damaged* property requires a minimal Build skill check and takes 1 day in a tailor's shop. This costs 1 gp.

Plate Mail

Cost 450 gp | **Hands** 2 or worn | **Spaces** 6

AC 16 | **Movement** 60/30

Damaged hp 9 | **Destroyed hp** 18

Special Rules -6 penalty to defense against heat stroke

Plate mail entirely covers the body of the wearer, from neck down, in a series of jointed and interlocking steel plates. The armor is highly flexible and allows the trained wearer a similar range of motion and agility permitted by lighter armors.

This armor is highly sought after and very expensive, but it grants superb protection in battle: a base Armor Class of 16. Removing the *damaged* property requires a great Build skill check and takes 2 days in a blacksmith's shop. This costs 15 gp.

Scale Mail

Cost 50 gp | **Hands** 2 or worn | **Spaces** 4

AC 13 | **Movement** 90/45

Damaged hp 6 | **Destroyed hp** 12

Special Rules -3 penalty to defense against heat stroke

A simpler form of chainmail, scale mail armor consists of a long leather coat with steel scales sewn onto the surface, not unlike the scales of a fish. Protection is minimal at the shoulders and elbows.

Scale mail provides the wearer with a base Armor Class of 13. Removing the *damaged* property requires a good Build skill check and takes 1 day in a blacksmith's shop. This costs 3 gp.

Shield

Cost 10 gp | **Hands** 1 | **Spaces** 2

AC +1 | **Movement** N/A

Damaged hp 5 | **Destroyed hp** 10

Special Rules shield hand cannot be used for attack rolls

A shield is strapped to the forearm of the wielder and allows them to fend off some attacks. It can be made from wood or leather, reinforced with iron or steel bands or knobs. The wearer may still use the hand of the arm to which the shield is attached, but that hand cannot be used to make an attack roll. This includes casting spells that make an attack roll; the caster must leave their other hand free to cast such spells, although spells that do not require an attack roll may be cast with the shield-hand.

A shield may also be used as an **improvised weapon**; see Chapter 7. If used to batter an opponent, a shield inflicts 1d4 hp base damage on a successful hit, but its attack rolls are made with a penalty of -1, plus a non-proficiency penalty if applicable. When a shield is used to attack in this way, the benefits it grants to the user's Armor Class are lost until the start of the user's next turn.

The wielder of a shield has an Armor Class one point better than a person without one; for example, a Fighter wearing scale mail has an Armor Class of 13, but when also wearing a shield, their Armor Class improves to 14. A *damaged* shield provides no benefit to AC. Removing the *damaged* property requires a minimal Build skill check and takes 1 day in a blacksmith's shop. This costs 1 gp.

Splint Mail

Cost 75 gp   **Hands** 2 or worn **Spaces** 6

AC 15   **Movement** 60/30

Damaged hp 8   **Destroyed hp** 16

Special Rules -5 penalty to defense against heat stroke

A suit of splint mail consists of a leather or cloth coat with thin vertical strips of steel sewn onto the surface; the plates allow some flexibility but are too closely spaced for weapons to easily penetrate. Overlapping joints are used at the knees and elbows, and solid steel protection is provided at the upper and lower legs.

Splint mail provides a base Armor Class of 15 to the wearer. Removing the *damaged* property requires a good Build skill check and takes 1 day in a blacksmith's shop. This costs 5 gp.

Studded Leather Armor

Cost 30 gp   **Hands** 2 or worn **Spaces** 3

AC 12   **Movement** 100/50

Damaged hp 5   **Destroyed hp** 10

Special Rules -2 penalty to defense against heat stroke

This form of armor is like leather armor, but knobs of iron are riveted to the solid leather portions, making them even more difficult to penetrate with weapons. Studs may also be sewn into pants to provide some leg protection.

Studded leather armor provides protection superior to that of leather armor, but it is still relatively light; its base Armor Class is 12. Removing the *damaged* property requires a minimal Build skill check and takes 1 day in a leatherworker's shop. This costs 2 gp.

Weapons

A weapon is a tool whose sole purpose is to cause injury to an opponent. The rules in Chapter 2 describe which classes have proficiency in different weapon types. When a weapon is listed in an Inventory, place a 1 or a 2 in the hands column to indicate if a hand is holding a single-handed weapon in one of their two hands, or place a 1,2 in the hands column to indicate if both hands are holding a two-handed weapon. This indicates that the weapon is

readied and can be immediately used in combat; otherwise, leave the hands column blank to indicate it is carried but not prepared.

Weapons are used for melee attacks, for missile attacks, or for both. The table below indicates for which types of attacks a particular weapon is usable. A melee attack is made by approaching the target of the attack and making physical contact with the weapon, whether by smashing them with blunt trauma, slashing them with a sharp edge, stabbing them with a point, burning them with fire, or some combination of these. A missile attack is made at a distance, either by throwing the weapon accurately so that it contacts the target, or by using the weapon to launch missiles such as arrows.

To make a melee attack, the attacker must be within five feet of the target (unless the weapon description says otherwise). To make a missile attack safely, the attacker must be at least five feet away from an enemy; if a missile attack is made within five feet of a hostile and aware opponent, the attacker risks an **attack of opportunity** (see Chapter 7).

When an attack with a weapon is successful, that weapon deals damage to the target's current hp total. When the weapon attack misses, the target takes no damage – except in the case of **grenades**; see Chapter 7. With an exceptionally successful weapon attack roll, additional damage might be dealt with a **critical hit** – see Chapter 7. (There is no penalty if a weapon attack roll misses badly; failing to hit is its own punishment.)

Weapons typically deal untyped damage (see Chapter 7). However, sometimes weapons are constructed from different materials or are enchanted to have special capabilities. It is possible for weapons to have the *silver*, *fey iron*, or *magic* properties, which may be helpful when attacking certain kinds of monsters – see Chapter 8. Weapons with these special properties are described in Chapter 9.

Every character sheet has two **weapon attacks** tables, one for melee and one for missile. For rapid reference, players should populate this table with the weapons they are likely to use. If a weapon can be used for both melee and missile attacks, a separate entry should be used for each.

The **Bonus to Hit** column is populated by adding the character's combat attack bonus with any modifiers associated with that weapon. Strength modifiers count towards melee attacks, for instance, while Dexterity modifiers count towards missile attacks. Different species and classes may have to-hit modifiers with different kinds of weapons, particularly if non-proficiency penalties apply, and exceptional weapons may grant bonuses or penalties as well (see Chapter 9).

The **Damage** column is populated by taking the base damage die of the weapon (which is found on the table below) and adding any modifiers that may apply. Strength modifiers apply to melee attack damage, but Dexterity modifiers do not modify missile damage. Exceptional weapons may also grant bonuses or penalties to weapon damage.

The **Range** column applies to missile attacks only, and it should be copied from the range listing in the table below.

The **Notes** column is populated with any information the player deems important; this is usually a good place to write down the inherent properties of the weapon, which are tabulated below, or any properties the weapon may acquire, such as *broken*.

It is assumed that all weapons listed here are crafted the same size regardless of the class of the wielder; a spear used by a Halfling is the same as a spear used by a Fighter. Similarly, the weapons used by *humanoid* species, from Kobolds to Bugbears, are the same as those used by characters. It is possible to find weapons used by *humanoid* creatures smaller than Kobolds, but these implements are too small to be effectively used by larger creatures.

It is also possible to find weapons used by giant, elemental, or extraplanar creatures with 4 or more Hit Dice (HD). These weapons are considered giant-size, and they deliver damage equal to double their listed damage dice. Note, however, that 1) all giant-size weapons are treated as having the *long* property, and 2) no giant-size weapon that

already had the *long* property can be used by any character unless they have 18 Strength or greater. These prohibitions do not apply if a character somehow achieves a size like that of an ogre.

Weapons used by giant, elemental, or extraplanar creatures with 10 or more HD are considered gargantuan-sized, and they deliver damage equal to three times their listed damage dice. Gargantuan-sized weapons cannot be used by a character under any circumstances.

A weapon with the *damaged* property takes a penalty of -1 to attack rolls and damage rolls until it is repaired. Different rules apply for ammunition with the *damaged* property; see the Consumables section. A giant-sized weapon has twice the listed damaged and destroyed hp, and a garguantuan-sized weapon has three times the listed damaged and destroyed hp.

Each weapon's cost, base damage, range, hands, *damaged* hp, *destroyed* hp, and other properties is tabulated below:

Table 5-4: TOTIL Weapons

Weapon	Melee/Missile	Cost	Hands	Spaces	Damage	Range	Damaged hp	Destroyed hp	Properties
Axe, Battle	Melee	5 gp	2	3	1d8		5	10	Standard, Spirit Dwarf, Long
Axe, Hand	Both	3 gp	1	2	1d6	10/20/30	4	8	Standard
Bow, Long	Missile	100 gp	2	3	1d8	70/140/210	3	10	Martial, Sylvan Elf, Long
Bow, Short	Missile	50 gp	2	2	1d6	50/100/150	2	8	Standard
Club	Melee	3 cp	1	2	1d4		3	6	Standard, Blunt, Cheap
Crossbow, Heavy	Missile	75 gp	2	4	1d10	80/160/240	3	10	Standard, Long, Goblin, Slow
Crossbow, Light	Missile	25 gp	2	3	1d8	80/160/240	2	8	Standard, Goblin, Slow
Dagger	Both	2 gp	1	1	1d4	10/20/30	3	6	Standard, Light, Cheap
Dart	Missile	5 gp	1	1	1d4	15/30/45	2	4	Standard, City Halfling, Cheap, Stacking
Flail, Heavy	Melee	5 gp	2	3	1d8		5	10	Standard, Blunt, Long, Hobgoblin
Flail, Light	Melee	2 gp	1	2	1d6		4	8	Standard, Blunt
Hammer, Light	Melee	1 gp	1	1	1d4		3	6	Standard, Blunt, Light, Tool
Hammer, War	Melee	5 gp	2	3	1d8		5	10	Standard, Blunt, Crag Dwarf, Long
Hatchet	Both	3 gp	1	1	1d4	20/40/60	3	6	Standard, Light, Cheap, Tool
Javelin	Missile	10 gp	1	1	1d6	20/40/60	2	4	Standard, Stacking
Mace	Melee	2 gp	1	2	1d6		4	8	Standard, Blunt
Morningstar	Melee	5 gp	2	3	1d8		5	10	Standard, Orc, Long
Pick, Heavy	Melee	5 gp	2	3	1d8		5	10	Standard, Deep Dwarf, Long
Pick, Light	Melee	1 gp	1	1	1d4		3	6	Standard, Light, Tool
Polearm	Melee	10 gp	2	5	1d10		6	12	Standard, Reach, Long
Sling	Missile	1 gp	1	1	1d4 or 1d6	40/80/120	3	6	Standard, Blunt, Country Halfling, Cheap
Spear, Long	Melee	8 gp	2	4	1d8		5	10	Standard, Reach, Long, Wild Halfling
Spear, Short	Both	4 gp	1	2	1d6	20/40/60	4	8	Standard
Staff	Melee	5 cp	2	3	1d6		3	6	Standard, Blunt, Cheap
Sword, Great	Melee	25 gp	2	5	1d10		6	12	Martial, Long, Reach
Sword, Long	Melee	10 gp	1	3	1d8		5	10	Martial, Majestic Elf
Sword, Rapier	Melee	8 gp	1	2	1d6		4	8	Martial, Light, Shadow Elf
Sword, Short	Melee	2 gp	1	2	1d6		4	8	Standard

WEAPON PROPERTIES

Blunt	Only weapons usable by Clerics with bloodless holy orders
Cheap	Only weapons usable by Clerics with vow of poverty holy orders or Magic-users
City Halfling	City Halflings get two attacks per round
Country Halfling	Country Halflings get two attacks per round
Crag Dwarf	Crag Dwarves may wield one-handed; all others require two hands
Deep Dwarf	Deep Dwarves may wield one-handed; all others require two hands
Goblin	Goblins may reload a crossbow as a basic action
Hobgoblin	Hobgoblins may wield one-handed; all others require two hands
Light	Reduced two-weapon fighting penalties if all weapons are *light*
Long	Halflings cannot have proficiency
Majestic Elf	Majestic Elves begin play proficient in these weapons
Martial	Fighters begin play proficient in these weapons
Orc	Orcs may wield one-handed; all others require two hands
Reach	Can reach targets 10' away, but no proficiency for targets within 5'
Shadow Elf	Shadow Elves begin play proficient in these weapons
Slow	Reloading is a standard action
Spirit Dwarf	Spirit Dwarves may wield one-handed; all others require two hands
Stacking	Weapon is found in quivers; see Consumables section
Standard	All characters begin play proficient in these weapons, unless another property forbids it
Sylvan Elf	Sylvan Elves begin play proficient in these weapons
Tool	Usable as a tool
Wild Halfling	Wild Halflings begin play proficient in these weapons, and ignore *long* and *reach* penalties

Axe, Battle

Melee or Missile? Melee

Cost 5 gp   **Hands** 2   **Spaces** 3

Damage 1d8 hp   **Range** N/A

Damaged hp 5   **Destroyed hp** 10

Properties Standard, Spirit Dwarf, Long

This form of axe has a wooden haft which can be as much as four feet long. At the end of this pole is a broad and heavy blade, intended for smashing as well as chopping at foes. The blade is made from steel and may be double-headed, capable of cutting in two directions.

The battle axe is useless as a crafting tool, and it is too unbalanced to be effectively thrown. It is large enough that most users must use two hands to wield it effectively, and it is too long for very short characters to effectively employ at all. However, Spirit Dwarves learn axe-craft from an early age, and such characters may employ a battle axe in one hand.

Removing the *damaged* property requires a great Build skill check and takes 1 day in a blacksmith's shop. This costs 1 gp.

Axe, Hand

Melee or Missile? Both

Cost 3 gp   **Hands** 1   **Spaces** 2

Damage 1d6 hp   **Range** 10/20/30

Damaged hp 4   **Destroyed hp** 8

Properties Standard

Smaller and lighter than a battle axe, this weapon has a wooden haft that is two feet long. At the end of this shaft is a single-headed blade, broad and heavy, akin to the axe-heads used by foresters to chop down trees; however, a

hand axe cannot be used as a tool. This weapon can be used in melee with one hand; additionally, the balance between the haft and the head is such that it can be reliably thrown for short distances.

Removing the *damaged* property requires a good Build skill check and takes 1 day in a blacksmith's shop. This costs 5 sp.

Bow, Long

Melee or Missile? Missile

Cost 100 gp **Hands** 2 **Spaces** 3

Damage 1d8 hp **Range** 70/140/210

Damaged hp 3 **Destroyed hp** 10

Properties Martial, Sylvan Elf, Long

Generally made from a single long strip of wood with little recurve, a long bow stands as tall as the user and is strung with stout cord. The great length of this bow allows for a significant pull, giving the arrows it launches great distance and stopping power.

However, it requires considerable skill to use these weapons; all Fighter characters receive the requisite training, but the Sylvan Elves are also famous archers who use long bows with deadly efficiency. These weapons are too tall to be used by Halfling characters. For information on the arrows they fire, refer to the Consumables section below.

Removing the *damaged* property requires a great Build skill check and takes 2 days in a woodworker's shop. This costs 5 gp.

Bow, Short

Melee or Missile? Missile

Cost 50 gp **Hands** 2 **Spaces** 2

Damage 1d6 hp **Range** 50/100/150

Damaged hp 2 **Destroyed hp** 8

Properties Standard

These bows are about three feet long when unstrung. They have a significant recurve to give them improved pull strength and may be made from strips of several sorts of wood glued together. Unlike long bows, these weapons can be used by shorter characters, although their range and stopping power is not as great as their taller cousins. For information on the arrows they fire, refer to the Consumables section below.

Removing the *damaged* property requires a good Build skill check and takes 1 day in a woodworker's shop. This costs 3 gp.

Club

Melee or Missile? Melee

Cost 3 cp **Hands** 1 **Spaces** 2

Damage 1d4 hp **Range** N/A

Damaged hp 3 **Destroyed hp** 6

Properties Standard, Blunt, Cheap

The simplest of all weapons, a club is nothing more than a length of wood or metal that can extend a person's reach. A minimal success on Woodcraft or Streetcraft skills can scavenge a workable club in ten minutes' time,

while better successes can find one more quickly; only a minimal success on a craft skill is necessary to make one from scratch.

This weapon is used one-handed; for longer poles, the listing for staff should be consulted instead. A club may be used by Clerics who have taken the bloodless or vow of poverty holy orders.

Removing the *damaged* property requires a minimal Build skill check. It does not require any repair facility and does not incur cost, but it takes 1 hour.

Crossbow, Heavy

Melee or Missile? Missile

Cost 75 gp   **Hands** 2   **Spaces** 4

Damage 1d10 hp   **Range** 80/160/240

Damaged hp 3   **Destroyed hp** 10

Properties Standard, Long, Goblin, Slow

These complex weapons consist of a heavy wooden stock up to three feet long with a shoulder-guard, a bow made of wood with metal reinforcement, a braided cord, a crank mechanism for cocking the cord back, and a trigger assembly. Unlike a long bow, crossbows require no special skill to fire; however, they are slow to use – after one bolt has been loosed, the archer must expend an action re-cocking the cord before the weapon can be used again.

The exception to this rule is the goblin species, whose members train from childhood at the art of using crossbows quickly. Halflings are too short to use these weapons effectively. For information on the bolts they fire, refer to the Consumables section below.

Removing the *damaged* property requires a great Mechanisms skill check and takes 2 days in a woodworker's shop. This costs 4 gp.

Crossbow, Light

Melee or Missile? Missile

Cost 25 gp   **Hands** 2   **Spaces** 3

Damage 1d8 hp   **Range** 80/160/240

Damaged hp 2   **Destroyed hp** 8

Properties Standard, Goblin, Slow

Slightly smaller than their heavier cousins, light crossbows are only about two feet long. They also generally lack the crank mechanism; the user uses a foot-stirrup and a lever mechanism to draw the cord back. In most other respects, crossbows all operate in the same way.

A light crossbow is slow to use – after one bolt has been loosed, the archer must expend an action re-cocking the cord before the weapon can be used again. The exception to this rule is the goblin species, whose members train from childhood at the art of using crossbows quickly. For information on the bolts they fire, refer to the Consumables section below.

Removing the *damaged* property requires a good Mechanisms skill check and takes 1 day in a woodworker's shop. This costs 2 gp.

Dagger

Melee or Missile? Both

Cost 2 gp   **Hands** 1   **Spaces** 1

Damage 1d4 hp   **Range** 10/20/30

Damaged hp 3   **Destroyed hp** 6

Properties Standard, Light, Cheap

A dagger is a long knife, with a blade between 9 and 18 inches long. Beyond that, there is considerable variation in the construction of daggers, which may have a hilt or no hilt, a straight or curved blade, and a handle that is plain or adorned. Daggers are well-balanced for throwing, and they are light enough to be well-suited for two-weapon fighting. A dagger may be used by a Cleric who has taken the vow of poverty holy orders.

Removing the *damaged* property requires a minimal Build skill check and takes 1 day in a blacksmith's shop. This costs 3 sp.

Dart
Melee or Missile? Missile

Cost 5 gp   **Hands** 1   **Spaces** 1

Damage 1d4 hp   **Range** 15/30/45

Damaged hp 2   **Destroyed hp** 4

Traits Standard, City Halfling, Cheap, Stacking

A dart is an oversized arrow shaft, three feet in length, with a sharpened stone or metal tip. They are designed to be thrown in the same way that one throws a spear, but the shaft is so thin and flexible that darts cannot be used as melee weapons. These weapons are so compact that a bundle takes up a single space, and it is commonly carried in a standard quiver.

The dart is a favored weapon of City Halflings, who make two missile attacks with these weapons as part of a single standard action. Darts may be used by a Cleric who has taken the vow of poverty holy orders.

Refer to the Consumables section for more details, including repair requirements.

Flail, Heavy
Melee or Missile? Melee

Cost 5 gp   **Hands** 2   **Spaces** 3

Damage 1d8 hp   **Range** N/A

Damaged hp 5   **Destroyed hp** 10

Properties Standard, Blunt, Long, Hobgoblin

Heavy flails have a four-foot-long wooden shaft tipped with an iron cleat. A one-foot length of chain connects from this cleat to a cylindrical iron head two feet long and studded with hard knobs. A heavy flail is too long a weapon to be used by Halflings, but it can be used by Clerics who have taken the bloodless holy orders.

Most characters must use two hands to wield this weapon, but it is the standard armament for *hobgoblin* soldiers, and that species may wield a heavy flail effectively in one hand.

Removing the *damaged* property requires a great Build skill check and takes 1 day in a blacksmith's shop. This costs 1 gp.

Flail, Light
Melee or Missile? Melee

Cost 2 gp   **Hands** 1   **Spaces** 2

Damage 1d6 hp   **Range** N/A

Damaged hp 4   **Destroyed hp** 8

Properties Standard, Blunt

A light flail has a two-foot-long wooden shaft tipped with an iron cleat. A one-foot length of chain connects from this cleat to a spherical iron ball, four inches across and studded with hard knobs. Unlike the heavy flail, all characters may wield this weapon in one hand, and it can also be used by Clerics who have taken the bloodless holy orders.

Removing the *damaged* property requires a good Build skill check and takes 1 day in a blacksmith's shop. This costs 4 sp.

Hammer, Light
Melee or Missile? Melee

Cost 1 gp   **Hands** 1   **Spaces** 1

Damage 1d4 hp   **Range** N/A

Damaged hp 3   **Destroyed hp** 6

Properties Standard, Blunt, Light, Tool

This weapon consists of a two-foot-long wooden shaft and a flat hammer head made of steel. These blunt weapons are suitable for use by Clerics who have taken the bloodless holy orders, as they can transmit forceful blows through armor without leaving a scratch. These one-handed weapons are light enough that they can be used more easily by those who wish to fight with one weapon in each hand. These weapons are usable as tools.

Removing the *damaged* property requires a minimal Build skill check and takes 1 day in a blacksmith's shop. This costs 2 sp.

Hammer, War
Melee or Missile? Melee

Cost 5 gp   **Hands** 2   **Spaces** 3

Damage 1d8 hp   **Range** N/A

Damaged hp 5   **Destroyed hp** 10

Properties Standard, Blunt, Crag Dwarf, Long

A war hammer has a wooden shaft up to four feet long with a massive steel hammer head at the end. The head may be double faced, or it may have a spike on one side. Clerics who have taken the bloodless holy orders may use this weapon.

Its shaft is too long for a Halfling to be able to use it effectively. For most other characters it is a two-handed weapon, but Crag Dwarves have learned the secrets of using war hammers effectively one-handed.

Removing the *damaged* property requires a great Build skill check and takes 1 day in a blacksmith's shop. This costs 1 gp.

Hatchet
Melee or Missile? Both

Cost 3 gp   **Hands** 1   **Spaces** 1

Damage 1d4 hp   **Range** 20/40/60

Damaged hp 3   **Destroyed hp** 6

Properties Standard, Light, Cheap, Tool

This lightweight axe has a straight wooden haft, generally shorter than eighteen inches, and a steel axe-head, broad but slim, without the mass of a hand axe. Hatchets are built with excellent balance, and they can be thrown end-over-end for remarkably accurate distances.

These modest weapons are usable by Clerics who have taken the holy orders of a vow of poverty. They are also light enough that they can be practically employed by those who wish to fight with a weapon in each hand. Hatchets are usable as tools.

Removing the *damaged* property requires a minimal Build skill check and takes 1 day in a blacksmith's shop. This costs 2 sp.

Javelin
Melee or Missile? Missile

Cost 10 gp   **Hands** 1   **Spaces** 1

Damage 1d6 hp   **Range** 20/40/60

Damaged hp 2   **Destroyed hp** 4

Properties Standard, Stacking

These slim wooden shafts are about four feet long and a half-inch in diameter, and they are tipped with a long, sharp stone or metal point. They are thrown in a manner like that of a dart or spear, but they are longer and more dangerous than a dart. They are too flexible to be useful in melee as a spear would be.

Multiple javelins are commonly carried in a standard quiver. These weapons are so compact that a set of these items is a consumable item that takes up a single space. Refer to the Consumables section below for more information, including repair requirements.

Mace
Melee or Missile? Melee

Cost 2 gp   **Hands** 1   **Spaces** 2

Damage 1d6 hp   **Range** N/A

Damaged hp 4   **Destroyed hp** 8

Properties Standard, Blunt

An improved club, a mace consists of a wooden or metal shaft about two feet long, which is topped with a steel ball adorned with many hard knobs. This blunt instrument is suitable for use by Clerics who have taken the bloodless holy orders. Rarely, the head of a mace may be made from stone with a hole drilled through it to accept the shaft.

Removing the *damaged* property requires a good Build skill check and 1 day in a blacksmith's shop. This costs 4 sp.

Morningstar
Melee or Missile? Melee

Cost 5 gp   **Hands** 2   **Spaces** 3

Damage 1d8 hp   **Range** N/A

Damaged hp 5   **Destroyed hp** 10

Properties Standard, Orc, Long

Like a mace, this weapon consists of a wooden shaft up to four feet long, which terminates in a heavy metal ball or cylinder. This head has numerous metal spikes, allowing it to deliver blows that both smash and puncture.

The length of the shaft of this weapon makes it impractical for the use of Halflings. It is a two-handed weapon for other characters, but it is the favored weapon of orcs, whose advanced training with morningstars allows them to wield them with one hand.

Removing the *damaged* property requires a great Build skill check and takes 1 day in a blacksmith's shop. This costs 1 gp.

Pick, Heavy
Melee or Missile? Melee

Cost 5 gp   **Hands** 2   **Spaces** 3

Damage 1d8 hp   **Range** N/A

Damaged hp 5   **Destroyed hp** 10

Properties Standard, Deep Dwarf, Long

A weaponized version of a miner's pick, this implement has a wooden shaft up to four feet long. At the end of the shaft is a steel head, heavy and sharp like an axe head, but longer and slimmer and slightly curved. The heavy pick's head is two-sided, allowing this weapon to be effectively swung in both directions.

The length of its shaft makes it too awkward for small characters such as Halflings to effectively use. The most skilled users of heavy picks are Deep Dwarves, who can use it one-handed; other characters must use both hands.

Removing the *damaged* property requires a great Build skill check and takes 1 day in a blacksmith's shop. This costs 1 gp.

Pick, Light
Melee or Missile? Melee

Cost 1 gp   **Hands** 1   **Spaces** 1

Damage 1d4 hp   **Range** N/A

Damaged hp 3   **Destroyed hp** 6

Properties Standard, Light, Tool

A light pick has a straight wooden shaft about two feet long. It terminates in a pointed steel pick-head, slender and chisel-sharp at the tip. Light picks are usually only single-sided. These weapons are small and light enough that they can be effectively wielded by those who wish to fight with a weapon in each hand. They are usable as tools.

Removing the *damaged* property requires a minimal Build skill check and takes 1 day in a blacksmith's shop. This costs 2 sp.

Polearm
Melee or Missile? Melee

Cost 10 gp   **Hands** 2   **Spaces** 5

Damage 1d10 hp   **Range** N/A

Damaged hp 6   **Destroyed hp** 12

Properties Standard, Reach, Long

Polearms are a general class of weaponry - implements with a six-foot-long wooden pole tipped with a steel head. Polearm heads can take many forms, including those resembling axes, spears, hooks, swords, or combinations of several of these. These weapons are designed to allow the user to fight at a greater distance than most melee weapons; they are most effectively used when an opponent is between five and ten feet away.

If an opponent attempts to close to a typical five-foot melee range, an attack of opportunity is generated (see Chapter 7). However, once an opponent is within five feet, polearms are very awkward to use; attacks are made at -4. These weapons are too long for Halflings to use effectively.

Removing the *damaged* property requires a great Build skill check and takes 1 day in a blacksmith's shop. This costs 2 gp.

Sling

Melee or Missile? Missile

Cost 1 gp   **Hands** 1   **Spaces** 1

Damage 1d6 or 1d4 hp   **Range** 40/80/120

Damaged hp 3   **Destroyed hp** 16

Properties Standard, Blunt, Country Halfling, Cheap

A sling is a braided cord up to three feet long. At the center of the cord is a pouch where a stone or other ammunition is placed; the slinger whirls the cord and releases one end at just the right moment to throw a projectile with great speed and accuracy.

Slings are simple weapons that cause injury by blunt trauma, making them ideal for Clerics who have taken the vow of poverty or bloodless holy orders. Country Halflings train in the use of slings from childhood and have become proficient with its rapid use; such characters can make two missile attacks as a standard action with this weapon. Slings can use either sling stones or sling bullets as ammunition; refer to the Consumables section below.

Removing the *damaged* property requires a minimal Build skill check and takes 1 day in a leatherworker's shop. This costs 2 sp.

Spear, Long

Melee or Missile? Melee

Cost 8 gp   **Hands** 2   **Spaces** 4

Damage 1d8 hp   **Range** N/A

Damaged hp 5   **Destroyed hp** 10

Properties Standard, Reach, Long, Wild Halfling

A long spear consists of a wooden shaft up to ten feet in length and tipped with a point made of stone or metal. It is too bulky and heavy to be effectively thrown as a missile weapon.

These weapons are designed to allow the user to fight at a greater distance than most melee weapons; they are most effective when an opponent is between five and ten feet away. If an opponent attempts to close to a typical five-foot melee range, an attack of opportunity is generated (see Chapter 7). However, once an opponent is within five feet, long spears are very awkward to use; attacks are made at -4.

These weapons are too long for Halflings to effectively use. The exception to this rule is Wild Halflings; these characters train exhaustively with long spears and are experts in their use. So proficient are Wild Halflings with these absurdly long weapons that they do not suffer any penalties fighting with them in close quarters.

Removing the *damaged* property requires a great Build skill check and takes 1 day in a blacksmith's shop. This costs 1 gp.

Spear, Short

Melee or Missile? Both

Cost 4 gp   **Hands** 1   **Spaces** 2

Damage 1d6 hp   **Range** 20/40/60

Damaged hp 4   **Destroyed hp** 8

Properties Standard

A short spear has a wooden shaft between four and six feet long with a stone or metal tip. Such spears are designed to be used one-handed, and they are excellent close-quarters weapons, although they are not long enough to be able to reach beyond standard melee range. They are designed to be thrown, however, and therefore represent a flexible weapon that can be used in both melee and missile applications.

Removing the *damaged* property requires a good Build skill check and takes 1 day in a blacksmith's shop. This costs 5 sp.

Staff

Melee or Missile? Melee

Cost 5 cp   **Hands** 2   **Spaces** 3

Damage 1d6 hp   **Range** N/A

Damaged hp 3   **Destroyed hp** 6

Properties Standard, Blunt, Cheap

Sometimes called a quarterstaff, this weapon is made from a straight length of wood up to six feet long, sometimes shod on one or both ends with a durable foot of iron or leather. A minimal success on Woodcraft or Streetcraft skills can scavenge a workable staff in ten minutes' time, while better successes can find one more quickly; only a minimal success on a craft skill is necessary to make one from scratch.

This weapon is intended to be used with two hands. A staff may be used by Clerics who have taken the bloodless or vow of poverty holy orders.

Removing the *damaged* property requires a minimal Build skill check. It does not require a workshop and does not incur cost, but it takes 1 hour.

Sword, Great

Melee or Missile? Melee

Cost 25 gp   **Hands** 2   **Spaces** 5

Damage 1d10 hp   **Range** N/A

Damaged hp 6   **Destroyed hp** 12

Properties Martial, Long, Reach

Also known as a two-handed sword, this weapon is often over six feet long. Much of this length is its double-edged steel blade, but it has a long grip and pommel, and quillons protect the user's hands.

These weapons require considerable skill to wield successfully; only Fighter characters start with proficiency in the use of great swords. In addition to dealing considerable damage, a great sword extends the effective melee combat range from five feet to ten feet. Unlike other melee weapons designed to be used at longer range, great swords suffer no penalties for use in close quarters. This weapon comes with a scabbard, which is often worn strapped to the user's back.

These weapons are too long for Halflings to effectively use. Removing the *damaged* property requires a fantastic Build skill check and takes 1 day in a blacksmith's shop. This costs 3 gp.

Sword, Long

Melee or Missile? Melee

Cost 10 gp   **Hands** 1   **Spaces** 3

Damage 1d8 hp   **Range** N/A

Damaged hp 5   **Destroyed hp** 10

Properties Martial, Majestic Elf

The classical weapon of armored knights, a long sword is four feet long and made of steel. Its blade has both a sharp point and keen edges, making it useful for both slashing and stabbing attacks. It has a crossguard and a heavy pommel.

This weapon is weighted and balanced for one-handed use, but it requires a great deal of skill to use – of all the character classes, only Fighters and Majestic Elves begin play with proficiency in long sword use. This weapon comes with a scabbard, which is often worn strapped to the user's back or at the belt.

Removing the *damaged* property requires a great Build skill check and takes 1 day in a blacksmith's shop. This costs 2 gp.

Sword, Rapier

Melee or Missile? Melee

Cost 8 gp   **Hands** 1   **Spaces** 2

Damage 1d6 hp   **Range** N/A

Damaged hp 4   **Destroyed hp** 8

Properties Martial, Light, Shadow Elf

A slim-bladed steel weapon three feet long, a rapier is designed for thrusting, stabbing attacks. It often has a basket or similar protection for the wielder's hands. It can appear fragile, but this belies a dangerous, lethal weapon that requires considerable skill to wield effectively.

Fighters begin play knowing how to use rapiers in combat, as do Shadow Elves, whose swashbuckling nature admirably suits this weapon. A rapier is very lightweight, which makes it an ideal fit for those who wish to fight with a weapon in each hand. This weapon comes with a scabbard, which is often worn strapped to one's belt.

Removing the *damaged* property requires a great Build skill check and takes 1 day in a blacksmith's shop. This costs 1 gp.

Sword, Short

Melee or Missile? Melee

Cost 2 gp   **Hands** 1   **Spaces** 2

Damage 1d6 hp   **Range** N/A

Damaged hp 4   **Destroyed hp** 8

Properties Standard

The short sword is made of steel and is no more than two feet long. It has a sharp point and edges, making it well-suited for both stabbing and slashing attacks. Most short swords have no quillons or other hand protection, which get in the way of close-in fighting.

The short sword was the weapon of choice of the legions of the Poldaran Empire, which conquered much of Uroth many centuries ago. This weapon does come with a scabbard, which is often worn strapped to one's belt or leg.

Removing the *damaged* property requires a good Build skill check and takes 1 day in a blacksmith's shop. This costs 5 sp.

Consumables

Consumables are any form of equipment that is used up when it is employed. An important part of **Tales of the Iron League** is resource management; players must track the consumable items used by their characters, because it is important to know when your character has run out of arrows or has no more water to drink in the middle of the deep desert. It's important to limit the amount of bookkeeping required, however, because that detracts from more enjoyable parts of the game.

The default assumption is that consumable items can be used one time, and then they are gone. It may be possible for the user of the item to spend some time making the item usable another time, but this is very dependent on the type of item under consideration. A sack of marbles, for instance, might be gathered back up afterwards (given enough time, and possibly a Seeing check), but a *potion of healing*, once drunk, is gone forever. Special rules for reusing single-use items are described under each item's entry.

Some items can be used multiple times. Often this is because such items are really a collection of multiple items; a quiver of arrows contains multiple arrows, for instance, and a packet of rations contains enough separate pieces of food that it can be broken up into multiple meals.

To simplify bookkeeping, the actual numbers or quantities contained within that item are abstracted. One quiver may hold a typical number of arrows, but some arrows may be broken or warped; what's important is the number of times that the item can be used for its intended purpose.

Each multiple-use item has a series of usage boxes and an exhaust die. Each time that item is used, put a check mark in one of the boxes. Once all the boxes are checked off, the item is almost exhausted but can still be used. Every time the item is used, roll the exhaust die; on a roll of a 1, that item is used up and should be crossed off one's Inventory.

> ***Example:*** *Arrionne the Archer is using a light crossbow. They start out with a full case of bolts, which is written into Inventory with six usage boxes next to it. Arrionne gets into a long combat with lizard-men and shoots the crossbow five times. Five of the six usage boxes on the case of bolts have check marks in them; they still have some ammunition, but they are starting to run out.*
>
> *Next, they use the crossbow to fire some warning shots at a group of bandits. The first shot uses up the last usage box on the bolts. The next shot requires them to roll the exhaust die, a 1d6. They roll a 4, so Arrionne isn't quite out of ammunition yet.*
>
> *A short time later, they are ambushed by a manticore. Arrionne fires their crossbow again, rolls the exhaust die, and this time they roll a one. They use their one last bolt shooting at the manticore, but they*

are now out of ammunition. They must cross the case of bolts off their Inventory, replacing it with an empty case, or they can throw away the case and lighten their load.

With multiple-use items, just as is true with single-use items, it may be possible to spend some time and effort getting some of the exhausted uses back. For instance, when arrows are fired in a combat, it may be possible to search around afterwards to find and reuse some ammunition. Special rules for this are described under each item's entry. Additionally, if a character has two partially used multiple use items that are of the same type, they can be combined into one multiple use item with a full set of usage boxes.

Each item's cost, spaces, hands, *damaged* hp, *destroyed* hp, and other descriptive information is tabulated below:

Table 5-5: TOTIL Consumables Table

Consumables	Cost	Spaces	Hands	Damaged hp	Destroyed hp	Rules
Acid - flask	25 gp	1	1	N/A	1	1d8 hp acid damage for 2 rounds to 1 target, and 1 hp splash in 5' radius
Alchemist's fire - flask	25 gp	1	1	N/A	1	1d8 hp fire damage for 2 rounds to 1 target, and 1 hp splash in 5' radius. Burns for 1 minute
Antivenom - vial	50 gp	0	1	N/A	1	for 1 day, recovery rolls against poisons are made at a +4 bonus
Arrows, long bow - quiver	5 gp	1	1 or worn	2	4	10 usage boxes, 1d10 exhaust die. 1d8 hp damage
Arrows, short bow - quiver	3 gp	1	1 or worn	2	4	10 usage boxes, 1d10 exhaust die. 1d6 hp damage
Bolts, heavy crossbow - case	5 gp	1	1 or worn	2	4	6 usage boxes, 1d6 exhaust die. 1d10 hp damage
Bolts, light crossbow - case	3 gp	1	1 or worn	2	4	6 usage boxes, 1d6 exhaust die. 1d8 hp damage
Caltrops - small sack	5 gp	1	1	1	2	within a 10'x10' area, make a good Seeing check to avoid taking 1d3 hp and 1/2 move
Candles - bundle	1 sp	1	1	1	2	6 usage boxes, 1d6 exhaust die. 5'/10/15' radius light, burns for 1 hour
Chalk - bundle	2 cp	0	1	1	2	8 usage boxes, 1d8 exhaust die
Darts - quiver	5 gp	1	1 or worn	2	4	4 usage boxes, 1d4 exhaust die. 1d4 hp damage
Garlic concentrate - vial	5 gp	0	1	N/A	1	roll a +10 attack vs. Poise defense of *vampires*, or they cannot approach within 30'
Holy water - vial	25 gp	0	1	N/A	1	1d8 hp damage to *undead/infernal* for 2 rounds, and 1 hp splash in 5' radius, plus free turn check
Ink - vial	8 gp	0	1	N/A	1	6 usage boxes, 1d6 exhaust die. Normal ink is black; any other color is double cost
Javelins - quiver	10 gp	1	1 or worn	2	4	3 usage boxes, 1d3 exhaust die. 1d6 hp damage
Marbles - small sack	1 gp	1	1	1	2	force a good Feats of Agility check to cross a 10'x10' area without falling
Oil - flask	3 sp	1	1	N/A	1	1d8 hp fire damage for 2 rounds to 1 target, or 1d4 hp in 5' radius pool for 1 minute, if lit. Lantern fuel
Paper, blank - cylindrical case	3 gp	0	1 or worn	N/A	1	4 usage boxes, 1d4 exhaust die. Need pen and ink to write
Potion of Treat Wounds - flask	50 gp	1	1	N/A	1	magical. Heals 1d6+1 hp or removes paralysis
Rations, preserved - bundle	1 gp	1	1	1	2	2 usage boxes, 1d2 exhaust die. Stays fresh indefinitely
Rations, unpreserved - bundle	6 sp	1	1	1	2	2 usage boxes, 1d2 exhaust die. Only stays fresh for 3 days
Salt - small sack	10 gp	1	1	1	2	if scattered does 1d6 hp continuous damage to oozes, slugs in 10'x10' area
Smoke powder - small packet	5 gp	0	1	N/A	1	makes 10' radius cloud of thick smoke, non-toxic, lasts 3 rounds
Sling bullets - belt pouch	5 gp	0	1 or worn	2	4	6 usage boxes, 1d6 exhaust die. 1d6 hp damage
Sling stones - belt pouch	3 cp	0	1 or worn	2	4	6 usage boxes, 1d6 exhaust die. 1d4 hp damage
Spell components - belt pouch	5 gp	0	1 or worn	1	2	6 usage boxes, 1d6 exhaust die. Required to cast Arcane spells
Spikes, iron - bundle	1 gp	1	1	3	6	8 usage boxes, 1d8 exhaust die. 1d3 hp damage, needs hammer to drive into hard surface
Stakes, wooden - bundle	5 cp	1	1	2	4	4 usage boxes, 1d4 exhaust die. 1d3 hp damage, but a critical hit on a *vampire* kills it
Sunrods - bundle	6 gp	1	1	1	2	4 usage boxes, 1d4 exhaust die. Lasts 4 hours, 40'/80'/120' radius light. Not usable as a weapon
Torches - bundle	3 sp	1	1	2	4	6 usage boxes, 1d6 exhaust die. 1d4 hp fire damage, lasts 1 hour, 20'/40'/60' radius light
Waterskin - 4 pint skin	1 gp	1	1	1	2	2 usage boxes, 1d2 exhaust die. Need double rations in high heat conditions
Wineskin - 4 pint skin	10 gp	1	1	1	2	2 usage boxes, 1d2 exhaust die. Progressive attacks on Toughness defense to *intoxicate*
Wolfsbane serum - vial	10 gp	0	1	N/A	1	roll a +10 attack vs. Poise defense of *lycanthropes*, or they cannot approach within 30'

Acid

Cost 25 gp   **Hands** 1   **Spaces** 1

Damaged hp N/A   **Destroyed hp** 1

Alchemists have brewed this highly concentrated liquid chemical mixture, which is sold in a standard one-pint glass flask. This flask is very carefully stoppered, because its contents will burn all organic material (including wood), and it will eat away at metals as well. Only stone, glass, clay, and similar inorganic substances are proof against the corrosive attack of acid.

Acid poured on locks, chains, or manacles will eat through the metal in a single round, although it may also damage surrounding items if care is not taken. If thrown as a grenade (see Chapter 7), the glass flask will shatter and splash acid on the target. If any unlucky target suffers a direct hit, they suffer 1d8 hp acid damage on the first round and another 1d8 hp acid damage on the second round unless a standard action is taken to flush the acid away with large amounts of water. Additionally, any creature within 5' of the impact will take 1 hp acid damage from the splash, but this only lasts for 1 round.

If a flask of acid is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately.

Alchemist's Fire

Cost 25 gp   **Hands** 1   **Spaces** 1

Damaged hp N/A   **Destroyed hp** 1

Another brew of alchemists, this concoction of bad-smelling substances is sold in a standard one-pint glass flask, which is stoppered with wax and is airtight. If the liquid contents of the flask are exposed to air, they burst into flame. This allows the alchemist's fire to act as flaming oil, but there is no need to light it.

When thrown as a grenade (see Chapter 7), the glass flask shatters and inflicts 1d8 hp fire damage on any target that suffers a direct hit. Alchemist's fire is a very sticky substance that is difficult to remove or extinguish; the target suffers an additional 1d8 hp fire damage on the next round as well, and no amount of water will extinguish it – this substance will even burn under water once it has been exposed to air initially. Only fire-negating magic will save the target from this damage. Creatures within 5' of the impact will take 1 hp fire damage from the splash, but this burns out after one round.

If the alchemist's fire does not directly impact a target, it still does splash damage, and then it creates a 5' radius puddle of fire centered on the point of impact. This fire burns for one minute, and during that time, any creature that spends any portion of a round inside the puddle sustain 1d4 hp fire damage for each round of exposure.

If a flask of alchemist's fire is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately.

Antivenom

Cost 50 gp   **Hands** 1   **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

Healers and alchemists have distilled this potent brew which is stoppered inside a small glass vial. Antivenom is consumed by a person suffering from a poison, or by a person expecting to encounter poison. It does not prevent the user from becoming poisoned, but each time they make a recovery roll to end a poison effect, they receive a bonus of +4. The antivenom remains potent in the system of the user for 24 hours, at which point the bonus is lost.

This single-use item has no effect against disease. If a vial of antivenom is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately.

Arrows, Long Bow

Cost 5 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

Arrows are sold in a quiver; see Gear below for how this is displayed in the Inventory. Typical long bow arrows are nearly three-foot-long shafts of lightweight wood such as oak, ash, elm, or willow. They have a stone or metal head, and fletching made of feathers or horsehair to stabilize the arrow in flight.

These arrows are made for use with a long bow, and when used with that weapon, they have normal chances to hit and deal 1d8 hp damage. These arrows may also be used with a short bow, but they are much less accurate; all such attacks are made at -4, deal only 1d6 hp damage, and use short bow ranges.

A quiver full of this ammunition has 10 usage boxes and a 1d10 exhaust die. It is possible, when a combat ends, to make a Seeing skill check to recover lost arrows; for each success rolled, one usage box check mark may be erased, up to the number of arrows fired in that combat. If multiple people search, only the best result applies.

When a quiver of arrows has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. Attack rolls and damage rolls with *damaged* ammunition remain unchanged. This item can be repaired with a good Build skill check and 1 day at a fletcher's shop, but it costs 2 gp and 5 sp – it might be more effective to buy a new item. It costs 4 gp to refill a used quiver of long bow arrows.

Arrows, Short Bow

Cost 3 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

Arrows are sold in a quiver; see Gear below for how this is displayed in the Inventory. Typical short bow arrows are between 18 inches and two feet long. They are made of the same wood as long bow arrows, but they may also be fabricated from bamboo or spruce. Short bow arrows may have a stone or metal head, or they may simply have a fire-hardened tip. The fletching of these arrows is scantier, as they are not intended for use at very long ranges.

These arrows are made for use with a short bow, and when used with that weapon, they have a normal chance to hit and deal 1d6 hp damage. These arrows may also be used with a long bow, but they are much less accurate; all such attacks are made at -4, and they deal only 1d4 hp damage while still only using short bow ranges.

A quiver full of this ammunition has 10 usage boxes and a 1d10 exhaust die. It is possible, when a combat ends, to make a Seeing skill check to recover lost arrows; for each success rolled, one usage box check mark may be erased, up to the number of arrows fired in that combat. If multiple people search, only the best result applies.

When a quiver of arrows has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. Attack rolls and damage rolls with *damaged* ammunition remain unchanged. This item can be repaired with a good Build skill check and 1 day at a fletcher's shop, but it costs 1 gp and 5 sp – it might be more effective to buy a new item. It costs 2 gp to refill a used quiver of short bow arrows.

Bolts, Heavy Crossbow

Cost 5 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

Bolts are sold in a flat case; see Gear below for how this is displayed in the Inventory. A heavy crossbow bolt is about 18 inches long. The wood of these bolts is more rigid than those of arrows, as they rely less upon flexing in flight; woods such as maple, or even steel shafts, are commonly used. Crossbow heads are typically made of steel, and they are fletched with feathers or horsehair.

A case full of this ammunition is made for use with a heavy crossbow, and when used with that weapon, they have a normal chance to hit and deal 1d10 hp damage. These bolts may also be used with a light crossbow, but they are much less accurate; all such attacks are made at -4, and they only deal 1d8 hp damage.

This ammunition has 6 usage boxes and a 1d6 exhaust die. It is possible, when a combat ends, to make a Seeing skill check to recover lost bolts; for each success rolled, one usage box check mark may be erased, up to the number of bolts fired in that combat. If multiple people search, only the best result applies.

When a case of crossbow bolts has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. Attack rolls and damage rolls with *damaged* ammunition remain unchanged. This item can be repaired with a good Build skill check and 1 day at a fletcher's shop, but it costs 2 gp and 5 sp – it might be more effective to buy a new item. It costs 4 gp to refill a used case of heavy crossbow bolts.

Bolts, Light Crossbow

Cost 3 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

Bolts are sold in a flat case; see Gear below for how this is displayed in the Inventory. A light crossbow bolt is no more than 12 inches long, and it is usually made from a steel shaft and head. These bolts may be fletched like an arrow for a short bow.

This ammunition is made for use with a light crossbow, and when used with that weapon, they have a normal chance to hit and deal 1d8 hp damage. These bolts may also be used with a heavy crossbow, but they are much less accurate; all such attacks are made at -4, and they only deal 1d6 hp damage.

A case full of this ammunition has 6 usage boxes and a 1d6 exhaust die. It is possible, when a combat ends, to make a Seeing skill check to recover lost bolts; for each success rolled, one usage box check mark may be erased, up to the number of bolts fired in that combat. If multiple people search, only the best result applies.

When a case of crossbow bolts has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. Attack rolls and damage rolls with *damaged* ammunition remain unchanged. This item can be repaired with a good Build skill check and 1 day at a fletcher's shop, but it costs 1 gp and 5 sp – it might be more effective to buy a new item. It costs 2 gp to refill a used case of light crossbow bolts.

Caltrops

Cost 5 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

Caltrops are sold in a small sack. Caltrops are small objects made of cast iron or wrought from twisted wire. Each one is the size of a large walnut, and it has many sharp points sticking in all different directions, ensuring that if caltrops are scattered across a horizontal surface, at least one point will land facing upwards.

An area protected by a scattering of caltrops can be very dangerous when entered by a person with little foot protection, because unless they can avoid stepping on the small caltrops, they may find themself with a debilitating foot injury. A sack of caltrops can be scattered across a 100 square foot area such as a 10'x10' space. Any creature walking into this area must succeed at a good Seeing check for every 5' of movement or they will step on a caltrop.

A caltrop inflicts 1d3 hp damage, and the victim's movement rate is also halved until the caltrop damage is healed. Multiple caltrop attacks inflict additional damage but do not cause an additional penalty to speed. Caltrops do not affect creatures with the *apodal* trait, creatures who fly through an area without touching the ground, or creatures wearing heavy boots.

A sack of caltrops is a single use item, but a character who makes a good Seeing check can gather them up again in one minute's time. When a sack of caltrops has the *damaged* property, the area that can be covered with caltrops is halved. The effectiveness of the remaining caltrops is unchanged.

This item can be repaired with a minimal Build skill check and 1 day at a blacksmith's shop, but it costs 2 gp and 5 sp – it might be more effective to buy a new item.

Candles

Cost 1 sp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

Candles are typically wax dips, and they come in bundles tied together with twine. A bundle of candles is a multiple-use item; it has six usage boxes and a 1d6 exhaust die. With each usage, one candle is lit; a candle sheds light in a 5'/10'/15' radius and burns for 1 hour.

The wax from candles can be useful for stopping one's ears to avoid certain magical effects involving hearing. When a bundle of candles has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. This item cannot be repaired. Refilling a used bundle of candles costs 5 cp.

Chalk

Cost 2 cp   **Hands** 1   **Spaces** 0

Damaged hp 1   **Destroyed hp** 2

Sticks of chalk are about two inches long and a half-inch in diameter, and they are bone white. They come in bundles tied together with twine. A bundle of chalk is a multiple-use item; it has eight usage boxes and a 1d8 exhaust die.

With each usage, chalk can draw on flat, smooth surfaces for up to ten minutes, leaving behind marks and writings that persist unless wiped or washed away. When a bundle of chalk has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. This item cannot be repaired. Refilling a used bundle of chalk costs 1 cp.

Darts

Cost 5 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

These weapons are detailed in the Weapons section above. Each bundle of darts is commonly kept in a standard quiver; see Gear below for how this is displayed in the Inventory.

A quiver full of darts is a consumable item with four usage boxes and a 1d4 exhaust die. It is possible, when a combat ends, to make a Seeing skill check to recover lost darts; for each success rolled, one usage box check mark may be erased, up to the number of darts thrown in that combat. If multiple people search, only the best result applies.

When a quiver of darts has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. Attack rolls and damage rolls with *damaged* ammunition remain unchanged. This item can be repaired with a good Build skill check and 1 day at a fletcher's shop, but it costs 2 gp and 5 sp – it might be more effective to buy a new item. It costs 4 gp to refill a used quiver of darts.

Garlic Concentrate

Cost 5 gp   **Hands** 1   **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

This alchemical reduction comes in a small glass vial. It is a potent distillate of garlic; when the vial is uncapped, the strong odor of garlic can be detected at least thirty feet away. There is enough concentrate in the vial to coat one human-sized creature, one doorway or window, create a puddle 10' in diameter, or trace a thin line or ring on the ground no longer than 100'.

When a *vampire* approaches within 30' of a creature or object protected by garlic concentrate, the substance makes an attack on the Poise defense of the *vampire*, with the attack made at +10. Upon a successful attack, the *vampire* is incapable of approaching any closer while the concentrate remains potent. Furthermore, if a creature is protected with a full dose, a vampire is incapable of physically touching that creature even if the garlic's initial attack failed, although the vampire can still use weapons or other attacks that do not make bodily contact.

Garlic concentrate wears off four hours after application. Note that if a vampire is affected by this substance, it attempts to stay away from the warded object or creature even if these things approach it, but garlic does not actually harm the vampire, and it fights back if cornered. If the vial of garlic concentrate is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately.

Holy Water

Cost 25 gp   **Hands** 1   **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

This water, which has been specially consecrated by Clerics to be infused with Divine energy, comes in a small glass vial. The water looks, feels, smells, and tastes exactly like ordinary water, and it can be drunk with no harmful effects, although there is not enough liquid in the vial to sustain a person for long. The *detect alignment* spell reveals it to have a good aura.

Holy water has a very different effect upon creatures with the *undead* or evil *extraplanar* traits (see Chapter 8). It can be thrown at a target as a grenade (see Chapter 7), and wherever it lands, the vial shatters. It can also be smashed against a creature in melee range, which requires a melee attack roll. If it strikes a single *undead* or evil *extraplanar* target, the victim suffers 1d8 hp damage on the first round and 1d8 hp damage on the second. Additionally, any *undead* or evil *extraplanar* creature within 5' of an impact, regardless of whether it hits a creature, takes 1 hp damage from the splash, but this only lasts for 1 round. This damage counts as ongoing damage.

Furthermore, each time an *undead* creature takes damage from holy water, the user gets to make a free Turn Undead check against that creature. The check is made as if the user is proficient with the Turn Undead skill at level 1, and it affects even *undead* that only receive splash damage. *Undead* creatures with the *rise* special ability will not rise again if they have been sprinkled with holy water.

Holy water that touches the ground or is otherwise removed from its consecrated vial loses its potency; puddles of holy water have no supernatural effects. If a vial of holy water is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately.

Ink

Cost 8 gp   **Hands** 1   **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

This dark tincture comes in a small glass vial and is specially formulated to write on paper and dry quickly, eliminating the need for blotting and minimizing smears. Ink requires a quill pen to write with and a piece of paper or some other surface capable of absorbing ink (cloth, leaves, etc.)

Ink is a multiple use item with six usage boxes and a 1d6 exhaust die; each usage allows inking a single piece of paper for a map, diagram, letter, or other written or drawn document. When used to scribe spells into spellbooks, one usage of ink is required for each level of the spell; for example, writing a 3rd-level spell into a book requires three uses of ink.

Ink is generally black, but other colors such as red or blue can be acquired for twice the listed cost. If stored properly, ink lasts for up to a year before drying out and becoming unusable. If a vial of ink is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately. It is not possible to refill a used vial of ink; a new vial must be purchased.

Javelins

Cost 10 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

These weapons are detailed in the Weapons section above. Each bundle of javelins is commonly kept in a standard quiver; see Gear below for how this is displayed in the Inventory.

A quiver full of javelins is a consumable item with three usage boxes and a 1d3 exhaust die. It is possible, when a combat ends, to make a Seeing skill check to recover lost javelins; for each success rolled, one usage box check mark may be erased, up to the number of javelins thrown in that combat. If multiple people search, only the best result applies.

When this item has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. Attack rolls and damage rolls with *damaged* ammunition remain unchanged. This item can be repaired with a good Build skill check and 1 day at a fletcher's shop, but it costs 5 gp – it might be more effective to buy a new item. It costs 9 gp to refill a used quiver of javelins.

Marbles

Cost 1 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

Marbles are spherical glass beads about a half inch in diameter. They come in quantities of about 100 in a small sack. The marbles can be dumped out of their sack to make a 10'x10' area hazardous to cross because of the risk of slipping and falling.

A creature moving through a marble-strewn area must succeed on a good Feats of Agility check or fall, acquiring the *prone* condition. A creature running through this area must succeed on a great Feats of Agility check or fall, acquire the *prone* condition, and take 1d2 hp damage. In both cases, falling ends the creature's movement for that turn.

A sack of marbles is a single use item, but a character who makes a good Seeing check can gather them up again in ten minutes' time. When the sack of marbles has the *damaged* property, the area that can be covered with marbles is halved. The effectiveness of the remaining marbles is unchanged. Marbles can be repaired with a minimal Build skill check and 1 day at a glassblower's shop, but it costs 5 sp – it might be more effective to buy a new item.

Oil

Cost 3 sp   **Hands** 1   **Spaces** 1

Damaged hp N/A   **Destroyed hp** 1

Oil is the fuel used in lanterns, and its use in that equipment is described in Gear below. Oil comes in glass flasks with one-pint capacity. The oil used for lantern fuel can be animal or vegetable in origin, and it has a low smoke point and very little odor.

Oil can also be used as a projectile and thrown as a grenade (see Chapter 7). Whether a thrown flask of oil strikes a target or lands on a hard surface, it shatters. If it strikes a creature, it coats that target with sticky oil which is hard to remove. If it strikes a hard surface, it spreads out to form a 5' radius puddle.

Oil by itself is not harmful, but it is very flammable, and if an oil-soaked target or puddle is brought into contact with fire, it bursts into flame. A creature soaked with flaming oil sustains 1d8 hp fire damage on the first round, and an additional 1d8 hp fire damage on the second round unless a standard action is used to extinguish the flame. A puddle of flaming oil will burn for one minute, and during that time, any creature that spends any portion of a round inside the puddle sustains 1d4 hp fire damage for each round of exposure.

If a flask of oil is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately.

Paper, Blank

Cost 3 gp   **Hands** 1 or worn **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

Paper is sold in a sheaf of individual sheets and rolled up in a cylindrical scroll case. A roll of blank paper pages is a multiple-use item; it has four usage boxes and a 1d4 exhaust die. Given the importance of magical and mundane writings in the world of Uroth, paper quality is excellent. Paper is generally made from wood pulp, with fibers from various plants or cloth added for texture. Color ranges from off-white to light brown.

Pen and ink are required to write on paper. Paper burns readily and is ruined by exposure to water. One piece of paper is a required component to create a magical scroll. If this item is damaged at all, it is destroyed and cannot be repaired. Refilling a used sheaf of paper costs 2 gp.

Potion of Treat Wounds
Cost 50 gp   **Hands** 1   **Spaces** 1

Damaged hp N/A   **Destroyed hp** 1

This is a magical potion that comes in a glass flask. Magic items are described in more detail in Chapter 9. A *potion of treat wounds* comes in a one-pint flask (see Gear below). When a *potion of treat wounds* is entirely consumed, it has one of two effects: it can heal d6+1 hp damage, or it can remove paralysis.

Note: A *potion of treat wounds* can be fed to an *unconscious* (but not dead) or *paralyzed* creature (paralyzed creatures are incapable of drinking a potion without help); in this case, it is the individual who administers the potion who chooses which of the two possible effects occur.

Like all magical objects, this potion radiates magic. If a flask containing it is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately.

Rations, Preserved
Cost 1 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

Preserved rations come in bundles, often tied up with twine, and wrapped in paper or leaves. This food item consists of cured or dried meats, pickled vegetables, very dense and salty biscuits, hard cheeses, nuts, and other comestibles that are not readily subject to spoilage. As such, preserved rations persist essentially indefinitely until they are consumed.

Rations are a multiple-use item with two usage boxes and a 1d2 exhaust die. Each use of this item provides one character or human-sized creature with sufficient food for one day of travel or adventuring; refer to Chapter 6. One use may also provide food that may be distracting or enticing to animals, subject to the Game Master (GM)'s interpretation. When a bundle of rations has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. This item cannot be repaired or refilled.

Rations, Unpreserved
Cost 6 sp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

Unpreserved rations come in bundles, often tied up with twine, and wrapped in paper or leaves. This food item consists of various meats and cheeses, fruits and vegetables, bread or crackers, honey, and other items packaged for transport on the road. These rations spoil three days after they are bought, at which point they are not fit for consumption unless appropriate magic makes them edible again.

Rations are a multiple-use item with two usage boxes and a 1d2 exhaust die. Each use of this item provides one character or human-sized creature with sufficient food for one day of travel or adventuring; refer to Chapter 6. One use may also provide food that may be distracting or enticing to animals, subject to the GM's interpretation.

When a bundle of rations has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. This item cannot be repaired or refilled.

Salt

Cost 10 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

Roughly two pounds of white, dried salt in powdered form comes packaged in a small sack. This salt is excellent for flavoring food and can also be used as a preservative. When employed as a single use item, it can be emptied on the ground and covers an area roughly 10'x10'.

Salt has several effects; first, the pure white powder shows footprints and other tracks readily, making it easy to see who has crossed the area of effect recently. Second, salt has a harmful effect upon soft-bodied creatures such as giant slugs and most sorts of oozes and slimes (see Chapter 8). For each round one of these creatures occupies or moves through the salted ground, it sustains 1d6 hp damage. This is painful, and so these typically mindless creatures avoid salted ground if possible. Third, salt can be thrown in the face of a creature with eyes to attempt to blind it; this is only possible within 10' and is made as a ranged attack roll against the target's Dodge defense. If the attack succeeds, which requires using the entire sack, the victim acquires the *blinded* condition which can be cleared each round by making a recovery roll of 10, with the recovery threshold one lower each subsequent round.

It is not possible to gather up salt once it has been scattered. When a sack of salt has the *damaged* property, the area that can be covered with salt is halved. The effectiveness of the remaining salt is unchanged. See the small sack entry for the cost to repair one.

Smoke Powder

Cost 5 gp   **Hands** 1   **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

This alchemical preparation consists of a very fine powder that is packaged in a zero-space sealed paper envelope; it is ruined if water touches it. When the packet is torn open, the powder immediately billows out in an impenetrable grey cloud with a radius of 10'. Within this cloud, creatures with visual sight cannot see anything more than one foot distant from their eyes; this makes smoke powder an excellent tool for those who may need emergency concealment.

The cloud has no ill effects on breathing, and it does not affect the burning of fires, although the light shed by a fire may not be visible until it is very close. The cloud persists for three rounds, and then the suspended powder precipitates out of the air and rains down to the ground, leaving a fine black dust to coat all surfaces in the area. If an envelope of smoke powder is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately.

Sling Bullets

Cost 5 gp   **Hands** 1 or worn **Spaces** 0

Damaged hp 2   **Destroyed hp** 4

Sling bullets are sold in a belt pouch; see Gear below for how this is displayed on your Inventory. Each bullet is a sphere of lead roughly one inch in diameter. They are intended for use with a sling, and when used with that weapon, a sling bullet deals 1d6 hp damage.

A pouch full of this ammunition has 6 usage boxes and a 1d6 exhaust die. It is possible, when a combat ends, to make a Seeing skill check to recover lost bullets; for each success rolled, one usage box check mark may be erased, up to the number of bullets fired in that combat. If multiple people search, only the best result applies.

When a pouch of sling bullets has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. Attack rolls and damage rolls with *damaged* ammunition remain unchanged. Sling bullets can be repaired with a minimal Build skill check and 1 day at a blacksmith's shop, but it costs 2 gp – it might be more effective to buy a new item. You can't buy a refill for a pouch of sling bullets; the pouch must be bought new.

Sling Stones

Cost 3 cp   **Hands** 1 or worn **Spaces** 0

Damaged hp 2   **Destroyed hp** 4

Sling stones are sold in a belt pouch; see Gear below for how this is displayed on your Inventory. Stones used for slinging are usually round and smooth, and fit comfortably in the palm of one's hand; rounded rocks from a river-bottom are ideal. These stones are intended for use with a sling, and when used with that weapon, a sling stone deals 1d4 hp damage.

A pouch full of this ammunition has 6 usage boxes and a 1d6 exhaust die. It is possible, when a combat ends, to make a Seeing skill check to recover lost stones; for each success rolled, one usage box check mark may be erased, up to the number of stones fired in that combat. If multiple people search, only the best result applies. Additionally, new stones may be collected from any location outside a town or city; by making a minimal Woodcraft or Stonecraft check and spending ten minutes, a character may convert an empty belt pouch into a full ammunition item.

When a pouch of sling stones has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. Attack rolls and damage rolls with *damaged* ammunition remain unchanged. Sling stones cannot be repaired. See the belt pouch entry for the cost to repair one. You can't buy a refill for a pouch of sling stones; the pouch must be bought new.

Spell Components

Cost 5 gp   **Hands** 1 or worn **Spaces** 0

Damaged hp 1   **Destroyed hp** 2

Spell components are sold in a belt pouch. These components are an eclectic mix of alchemical substances and seemingly random mundane objects: a pinch of powdered iron; several tufts of lambswool; very finely ground sand; powder from toasted peppers and minced herbs; yellow sulfur powder; a small square of silk; a miniature prism; an iron needle; or possibly many other commodities in a seemingly haphazard jumble.

Although worthless to most individuals, spell components are the tools of the trade for casters of Arcane spells (see Chapter 4). A pouch of spell components is a multiple use item with 6 usage boxes and a 1d6 exhaust die; each casting of an Arcane spell consumes one use of this item when the spell is begun (meaning that if the spell is interrupted or otherwise spoiled, the spell components are still used).

Spell components may be in a pouch at the caster's ready retrieval when spells are being cast; a hand does not need to be allocated to this item to cast a spell. When a pouch of spell components has the *damaged* property, remove half of the components' usage boxes, and halve the exhaust die. Spell components cannot be repaired.

Spikes, Iron

Cost 1 gp   **Hands** 1   **Spaces** 1

Damaged hp 3   **Destroyed hp** 6

A bundle of iron spikes is usually held together with a short length of cord. These spikes are nothing more than large iron nails, each about eight inches long and a half-inch wide at the head. A hammer is necessary to drive a spike into a hard surface. Iron spikes are often used as pitons and are embedded in rock cracks as attachment points for rope; they can also be driven into door frames to prevent the door from being easily opened.

Driving an iron spike is a noisy, laborious task. A spike can be used as an improvised weapon in a pinch; a hit inflicts 1d3 hp damage, but non-proficiency penalties apply. A bundle of spikes is a multiple-use item with 8 usage boxes and a 1d8 exhaust die. Used spikes cannot be recovered, since the act of driving them in usually deforms or blunts them. When a bundle of spikes has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. This item cannot be repaired. Refilling a used bundle of iron spikes costs 5 sp.

Stakes, Wooden

Cost 5 cp   **Hands** 1   **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

A bundle of wooden stakes is usually held together with a short length of cord. The stakes are about one foot long and are crudely sharpened at one end; they are typically split from lengths of hardwood such as oak or walnut. A hammer is necessary to drive a stake into a hard surface.

A wooden stake can be driven into the ground as an attachment point for ropes or cords, and it can also be driven into a door frame to prevent the door from being easily opened. However, a wooden stake is not hard enough to be driven into solid rock or metal.

A stake can be used as an improvised weapon in a pinch; a hit inflicts 1d3 hp damage, but non-proficiency penalties apply. If a *vampire* is struck with a wooden stake and a critical hit is inflicted (see Chapter 7), it turns to dust.

A bundle of stakes is a multiple-use item with 4 usage boxes and a 1d4 exhaust die. Used stakes cannot be recovered, since the act of driving them in usually splits or breaks them. When a bundle of stakes has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. This item cannot be repaired. Refilling a used bundle of wooden stakes costs 3 cp.

Sunrods

Cost 6 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

A bundle of sunrods is lashed together with pieces of twine. Each sunrod consists of a slim brass spindle roughly eighteen inches long, tipped with a cup that holds a pale-yellow crystal. These crystals have been formulated by alchemists such that when they are struck on the ground, the crystals begin to emit a bright yellow radiance.

A sunrod sheds light in a 40'/80'/120' radius. Each sunrod can be used once and lasts for 4 hours before its radiance fades. The crystal of the sunrod is cool to the touch, and it only generates light, not flame. It functions underwater. A bundle of sunrods is a multiple use item with 4 usage boxes and a 1d4 exhaust die.

Sunrods are not useful as weapons. When a bundle of sunrods has the *damaged* property, remove half of its usage boxes and halve its exhaust die. This item cannot be repaired. Refilling a used bundle of sunrods costs 3 gp.

Torches

Cost 3 sp   **Hands** 1   **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

A bundle of torches is lashed together with lengths of cord. Each torch is a length of wood roughly two feet long, one end of which has been wrapped with rags soaked in pitch. When the flammable end of the torch is lit, it creates a steady flame that burns for 1 hour.

A lit torch sheds light in a 20'/40'/60' radius. An unlit torch can be used as a crude club that inflicts 1d3 hp damage. A lit torch can also be used as a weapon, inflicting 1d4 hp fire damage and potentially lighting combustible items,

but Strength does not modify this damage. A lit torch can be thrown up to 30' but it is not an effective missile weapon.

A bundle of torches is a multiple use item with 6 usage boxes and a 1d6 exhaust die. When a bundle of torches has the *damaged* property, remove half of its usage boxes, and halve its exhaust die. This item cannot be repaired. Refilling a used bundle of torches costs 1 sp and 5 cp.

Waterskin

Cost 1 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

A waterskin, when empty, is a skin with a four-pint (64oz) capacity. It can be filled with water, generally at no cost, in urban or woodland areas, but a Streetcraft or Woodcraft check may be required to find a source of clean, fresh water.

When filled, a waterskin is a multiple use item with 2 usage boxes and a 1d2 exhaust die. Each use of this item provides one character or human-sized creature with sufficient water for one day of travel or adventuring; refer to Chapter 6. In high-heat areas such as deserts, two uses may be required for one day's water ration, subject to the GM's ruling.

When a skin of water has the *damaged* property, its contents immediately leak out and it cannot be used until it is repaired. See the skin entry for the cost to repair one.

Wineskin

Cost 10 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

A wineskin, when empty, is a skin with a four-pint (64oz) capacity. It can be filled with wine, and the cost listed in the table is for wine of moderate quality; worse wine can be bought for somewhat less money, but rare or exotic wines can be many times more costly. Drinking wine has no beneficial in-game effect, but many individuals and creatures enjoy it.

When filled, a wineskin is a multiple use item with 2 usage boxes and a 1d2 exhaust die. Each use of this item may cause the imbiber to become drunk; the first use causes the wine to attack the drinker's Toughness defense, and upon a success the target gains the *intoxicated* condition for an hour. Each additional use within an hour of the first adds +2 to the attack, so the third use would be at +4, the fourth at +6, and so on. Drinking wine does not provide the imbiber with their daily ration of water. After the first hour of becoming *intoxicated*, the drinker makes a recovery roll by rolling 1d20 and adding their recovery modifier; if they reach a recovery threshold of 10, the *intoxicated* condition is lost. If they do not reach the recovery threshold, they may roll again each hour, with the recovery threshold dropping by one for each roll, until the drinker successfully recovers and is no longer *intoxicated*.

When a skin of wine has the *damaged* property, its contents immediately leak out and it cannot be used until it is repaired. See the skin entry for the cost to repair one. Refilling a used wineskin costs 9 gp.

Wolfsbane Serum

Cost 10 gp   **Hands** 1   **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

This alchemical reduction comes in a small glass vial. It is a potent distillate of wolfsbane; when the vial is uncapped, the strong odor of wolfsbane can be detected at least thirty feet away. There is enough concentrate in

the vial to coat one human-sized creature, one doorway or window, create a puddle 10' in diameter, or trace a thin line or ring on the ground no longer than 100'.

When a *lycanthrope* approaches within 30' of a creature or object protected by wolfsbane serum, the substance makes an attack on the Poise defense of the creature, with the attack made at +10. Upon a successful attack, the *lycanthrope* is incapable of approaching any closer provided the concentrate remains potent. Furthermore, if a creature is protected with a full dose, a *lycanthrope* is incapable of physically touching that creature even if the wolfsbane's initial attack failed, although the *lycanthrope* is still able to use weapons or other attacks that do not make bodily contact.

Wolfsbane serum wears off four hours after application. Note that if a *lycanthrope* is affected by this substance, it attempts to stay away from the warded object or creature even these things approach it, but wolfsbane does not actually harm the *lycanthrope*, and it fights back if cornered. This serum has one additional property: if a *lycanthrope* swallows a full dose under a full moon, the substance attacks their Toughness defense at a +15. On a successful attack, the lycanthrope dies; if the attack fails, the subject is cured of lycanthropy.

If a vial of wolfsbane is damaged at all, it is destroyed and cannot be repaired; additionally, its contents leak out immediately.

Tools

A tool is a piece of equipment that is integral to the performance of a particular skill or class ability. In many cases a skill or class ability cannot be performed without the proper tool, or possibly a skill check must be made at a disadvantage; the description of the item will list applicable rules in this regard.

At times, a character may find themself wanting to assemble a toolkit rather than purchase one for the listed cost. If the character is in an urban area with plentiful workshops and artisans to visit, this requires at least a day's time and a minimal skill check in the skill that requires the use of the tool. If this check is successful, the character may assemble the required toolkit at half the listed cost. Masterwork toolkits cannot be assembled in this way.

At other times, a character may find themself in the wilderness and may wish to devise crude tools using the limited materials available to them. This requires at least a day's time, a supply of the raw materials required to craft what is needed, and a minimal skill check in Woodcraft. If this check is successful, the character may create tools that take up twice the number of spaces listed for the equipment, and which are less functional: any penalty for not having the tool is halved instead of eliminated, and any bonus granted by having it is halved.

Each item's cost, spaces, hands, *damaged* hp, *destroyed* hp, and other descriptive information is tabulated below:

Table 5-6: TOTIL Tools Table

Tools	Cost	Spaces	Hands	Damaged hp	Destroyed hp	Rules
Block and tackle	5 gp	2	2	2	8	bonus of +4 to Feats of Might checks to lift heavy objects
Builder's toolkit - box	30 gp	3	2	3	6	penalty of -4 to Build checks without these
Change talisman	1 gp	0	1 or worn	N/A	1	necessary for casting shape-changing spells. Must be prepared by caster
Crampons	2 gp	1	1 or worn	2	4	bonus of +2 to Feats of Agility checks to climb natural stone
Crowbar	2 gp	1	2	4	8	bonus of +4 to Feats of Might checks to force doors or lever blocks
Devotional chain	750 gp	0	1 or worn	3	6	bonus of +2 to Charisma for Turn Undead checks
Devotional cord	25 gp	0	1 or worn	N/A	1	bonus of +1 to Charisma for Turn Undead checks
Disguise kit - flat case	30 gp	1	1 or worn	1	2	penalty of -4 to skill checks involving disguise without this
Gloves, climbing	10 gp	0	1 or worn	2	4	bonus of +2 to Feats of Agility checks to climb
Hammer, sledge	2 gp	2	2	4	8	can be used to drive stakes or provide bonus of +4 to Feats of Might to smash
Hammer, tinker's	5 gp	1	1	3	6	can be used to drive stakes or provide bonus of +2 to Feats of Might to smash
Holy symbol	1 gp	0	1	2	4	necessary for Divine spell-casters to cast spells, or for Turn Undead checks
Iron League journal	N/A	0	1	5	10	magical item. Writings in this book appear in all such books within 100 miles
Ladder	5 sp	5	2	4	8	10' tall, can climb without risk
Pick, miner's	3 gp	2	2	4	8	can be used to loosen 1/4 cubic yard of stone per hour
Pole, telescoping	5 gp	1	2 or 1	2	4	10' long, collapses to 2' length
Pole, wooden	2 sp	4	2	2	4	10' long
Pump, hand	20 gp	3	2	2	8	can pump up 30 gallons per minute up 10'
Rope, hemp	1 gp	2	1	3	6	50' coil, holds up to 5 human sized beings. Hard to cut, easy to climb
Rope, silk	10 gp	1	1	1	2	50' coil, holds up to 5 human sized beings. Easy to cut, easy to climb
Shovel	2 gp	2	2	4	8	can be used to move 1 cubic yard of loose earth per hour
Spellbook, ordinary	15 gp	2	1	3	6	necessary for Arcane spell-casters. 100 pages, each spell takes 1 page per level
Spellbook, traveling	200 gp	1	1	5	10	necessary for Arcane spell-casters. 100 pages, each spell takes 1 page per level
Spyglass	200 gp	1	1	1	4	bonus of +4 to Seeing checks for distant objects
Thieves' tools - pouch	30 gp	0	1	2	4	penalty of -4 to Mechanisms checks without these
Thieves' tools, masterwork - pouch	100 gp	0	1	2	4	bonus of +1 to Mechanisms checks
Tongs	5 gp	1	2	3	6	1' long

Block and Tackle

Cost 5 gp **Hands** 2 **Spaces** 2

Damaged hp 2 **Destroyed hp** 8

A block and tackle system consists of a pair of pulleys, often made of brass, each with attachment points. The pulleys are made to accommodate a rope being passed through the wheels in such a fashion that tension applied to a rope greatly increases the lifting force of the arrangement.

When the top pulley can be securely fastened to a load-bearing structure, and the bottom pulley is fastened to a heavy object, any Feats of Might checks made to lift said object are made as if the lifter's Strength ability score is four points higher. Either a hemp or silk rope can be used in conjunction with a block and tackle.

When this item has the *damaged* property, the bonus to a Feats of Might skill check is only +2. This item can be repaired by making a good Mechanisms check at a blacksmith's shop. This requires 1 day and costs 1 gp.

Builder's Toolkit

Cost 30 gp **Hands** 2 **Spaces** 3

Damaged hp 3 **Destroyed hp** 6

A builder's toolkit comes in a heavy wooden box. This toolkit is filled with several kinds of hammers, pliers, rasps, drills, saws, and other tools necessary for building a variety of objects out of wood or metal. Those attempting to use the Build skill without this piece of equipment will find themselves at a severe disadvantage; all such checks are made at -4.

This toolkit contains a tinker's hammer (see below) but not a crowbar, sledgehammer, miner's pick, or shovel. When this item has the *damaged* property, the user takes a penalty of -2 to Build skill checks. This item can be repaired by making a good Build check at a blacksmith's shop. This requires 1 day and costs 5 gp.

Change Talisman

Cost 1 gp   **Hands** 1 or worn **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

This item is a small cloth bag that fits in the palm of one hand, is secured with a drawstring, and is stitched with mystical symbols. The bag contains small pieces of the cured meat or hide of a creature. A caster can use various spells to change the form of themselves or another creature; the contents of the change talisman dictate what forms are available for use. It can be tied to a belt-loop or button and does not need to be held in a hand in order to be used by a spellcaster.

A piece of any creature killed recently (within 24 hours) can be prepared and added to the bag by a Magic-user or Elf, requiring only ten minutes to do so. Pieces added to the talisman remain effective indefinitely. However, a change talisman can only contain a quantity of creatures equal to the level of the spellcaster, and a spellcaster can only have a single talisman at a time.

Once a piece is removed from the talisman, a new piece from a recently killed creature must be prepared to regain the use of that creature type. This object is a zero-space item. If this item is damaged at all, it is destroyed and cannot be repaired.

Crampons

Cost 2 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

A set of crampons are iron spikes that strap on the outside of normal footwear. These spikes project forwards and to the sides of the soles of shoes or boots, and they are slender enough at the tips that the user can work them into narrow cracks and crevices in natural stone surfaces.

This makes these tools useful for climbers; when climbing unworked stone, the user makes their Feats of Agility check as if their Dexterity score were increased by two. Crampons do not assist when climbing worked stone or brick. Crampons are worn when used; place a W in the hands column of the Inventory, and no hands must be allocated to them when they are strapped on.

Worn crampons can be used as a weapon, kicking for 1d3 hp damage, but non-proficiency penalties may apply. However, worn crampons also slow a character down; full movement is reduced by 30' per round, and partial movement is reduced by 15' per round.

When this item has the *damaged* property, the user's bonus to climbing skill checks is only +1. This item can be repaired by making a minimal Build check at a blacksmith's shop. This requires 1 day and costs 5 sp.

Crowbar

Cost 2 gp   **Hands** 2   **Spaces** 1

Damaged hp 4   **Destroyed hp** 8

A crowbar is a stout iron rod about two feet long, with flattened ends that are bent at an angle for leverage. When it is inserted into narrow cracks, the lever principle allows an individual to exert more force than they could by using bare fingers.

If a crowbar is used to force open a door, or to lever stone slabs, the user rolls their Feats of Might checks as if their Strength score were increased by four. A crowbar requires two hands to use in this manner, but it can also be used as a one-handed weapon that inflicts 1d3 hp damage – non-proficiency penalties may apply.

When this item has the *damaged* property, the user's bonus to Feats of Might skill checks is only +2. This item can be repaired by making a minimal Build check at a blacksmith's shop. This requires 1 day and costs 5 sp.

Devotional Chain

Cost 750 gp   **Hands** 1 or worn **Spaces** 0

Damaged hp 3   **Destroyed hp** 6

A devotional chain is a specially consecrated adornment made from precious metals. It is worn around the neck and shoulders, and it can be fastened to a holy symbol with a clip. The chain must touch the skin of the wearer to be effective. When a holy symbol is worn attached to the chain, it may still be used to cast spells without requiring the allocation of a hand; this includes spells that require an attack roll. Additionally, when the holy symbol is used to Turn Undead, the user's effective Charisma score has a bonus of +2, but the user must allocate a hand to the holy symbol.

The area of effect of this turning effect is also increased to a cone that is 50' long and 50' wide at its end. If a Turn Undead check botches, in addition to the effect this may have upon the holy symbol, the devotional chain rapidly heats up and inflicts 1d4 hp fire damage on the user, who may choose to immediately drop the item instead of taking the damage. This heat persists for one minute, during which time it will inflict 1d4 hp fire damage per round if it is touched with bare flesh.

When this item has the *damaged* property, it does not function. This item can be repaired by making a great Build check at a metalsmith's shop. This requires 5 days and costs 150 gp. When destroyed, this item is still worth 375 gp in materials.

Devotional Cord

Cost 25 gp   **Hands** 1 or worn **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

A devotional cord is a specially consecrated adornment made from rare woven fabrics and beads. It is worn around the neck and shoulders, and it can be fastened to a holy symbol with a clip. The cord must touch the skin of the wearer to be effective. When a holy symbol is worn attached to the cord, it may still be used to cast spells without requiring the allocation of a hand; this includes spells that require an attack roll. Additionally, when the holy symbol is used to Turn Undead, the user's effective Charisma score has a bonus of +1, but the user must allocate a hand to the holy symbol.

The area of effect of this turning effect is also increased to a cone that is 40' long and 40' wide at its end. If a Turn Undead check botches, in addition to the effect his may have upon the holy symbol, the devotional cord bursts into flame. This inflicts no damage to the wearer, but the devotional cord burns away and is destroyed. When this item is damaged, it does not work and cannot be repaired, and its raw materials have no value.

Disguise Kit

Cost 30 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

A disguise kit comes in a standard flat case. It contains a variety of skin, lip, eye, and hair colorations, various powders and creams, wigs and mustaches, brushes and combs and scissors, and some jewelry and clothing accents – all in sufficient quantity that the kit can be employed many times without needing replenishing. With a disguise kit, various skills (including Deceive) can be used to attempt to change the appearance of a person to be older, younger, lighter, heavier, or of a different ethnic or gender presentation than the person's usual appearance.

Without such a kit, an attempt at disguise is made at a significant disadvantage; skill checks are made with the relevant attribute at -4. A disguise kit is also an important tool of the trade for those who wish to use the Perform skill as an actor. When this item has the *damaged* property, the user's penalty to disguise skill checks is -2. This item can be repaired by making a minimal Build check at a general store. This requires 1 day and costs 5 gp.

Gloves, Climbing

Cost 10 gp   **Hands** 1 or worn **Spaces** 0

Damaged hp 2   **Destroyed hp** 4

These thin leather gloves cover the hands and fingers entirely, lacing up tightly on the backs of the hands for a precise fit. The fingertips are coated with a durable sticky gum, and the leather across the palms is extra-rugged to prevent abrasions. Climbing gloves are worn when used; place a W in the hands column of the Inventory, and no hands must be allocated to them when they are worn.

These gloves are an excellent tool for those who attempt to climb virtually any surface; Feats of Agility checks related to climbing are made with an effective Dexterity score at +2. However, climbing gloves reduce the wearer's manual dexterity in most other ways; while worn, spells cannot be cast, weapon attacks are made with a -1 penalty, and other Dexterity-based skill checks that require nimble fingers suffer a -2 penalty.

When this item has the *damaged* property, the user's bonus to climbing skill checks is only +1. This item can be repaired by making a good Build check at a leatherworker's shop. This requires 1 day and costs 2 gp.

Hammer, Sledge

Cost 2 gp   **Hands** 2   **Spaces** 2

Damaged hp 4   **Destroyed hp** 8

This tool has a wooden shaft that is 30 inches long and a blunt steel head that weighs ten pounds. It is not a subtle tool and is generally used to smash objects, although it can also drive stakes and spikes. When employed to smash wood, stone, or even metal objects, this tool increases the user's Feats of Might attribute by 4.

In a pinch, a sledgehammer can be used as a two-handed weapon that inflicts 1d6 hp damage, but which requires a penalty of -2 to attacks because of its unwieldly nature; non-proficiency penalties may also apply. When this item has the *damaged* property, the user's bonus to Feats of Might skill checks is only +2. This item can be repaired by making a good Build check at a blacksmith's shop. This requires 1 day and costs 5 sp.

Hammer, Tinker's

Cost 5 sp   **Hands** 1   **Spaces** 1

Damaged hp 3   **Destroyed hp** 6

This steel-headed hammer has a wooden haft that is about ten inches long. The head has a flat end that is ideal for driving nails, spikes, or stakes, and a wedge-shaped end that can be used as a chisel. When used to break objects open, this tool increases the user's Feats of Might attribute by 2. In a pinch, a tinker's hammer can also be used as a one-handed weapon that inflicts 1d3 hp damage, but non-proficiency penalties may apply. When this item has the *damaged* property, the user's bonus to Feats of Might skill checks is only +1. This item can be repaired by making a minimal Build check at a blacksmith's shop. This requires 1 hour and costs 1 sp.

Holy Symbol

Cost 1 gp   **Hands** 1   **Spaces** 0

Damaged hp 2   **Destroyed hp** 4

There are thousands of deities in the world of Uroth, and each one has a representative symbol – a stylized rune, shape, or other pictogram that identifies that deity's faith and carries a bit of divine power with it. A holy symbol is that shape worked in wood or woven from reeds, sometimes as a piece of jewelry, other times as a small handheld object. A holy symbol does not require the interaction of a Cleric to make it; any artisan who knows the symbol of a faith can craft a holy symbol, as it is the faith of the wearer that invests the item with Divine power.

A holy symbol can be carried in one hand, although some items described above can make a holy symbol wearable. With the symbol of their faith displayed openly in one hand, a Cleric may cast the spells they have memorized (see Chapter 2). Any character may also pick up a holy symbol of any active faith, hold it in their ungloved hand, and use it to attempt to Turn Undead (see Chapter 3). A character who is proficient in Turn Undead, however, is presumed to be skilled within a particular faith, and they only receive their skill proficiency bonus if they are using the holy symbol of their chosen deity.

When used to Turn Undead, a holy symbol's range is a cone that is 30' long and 30' wide at its end. If a Turn Undead check botches, the holy symbol bursts into flames and inflicts 1d4 hp fire damage on the user; the holy symbol then turns to ashes and is destroyed. When this item has the *damaged* property, it does not function as a holy symbol. This item can be repaired by making a minimal Build check at a woodworker's shop. This requires 1 day and costs 2 sp.

Iron League Journal

Cost N/A   **Hands** 1   **Spaces** 0

Damaged hp 5   **Destroyed hp** 10

The Iron League journal is a magical item that is provided gratis to all Iron League members. It is a book measuring eight inches by five inches, and it is only three quarters of an inch thick, so it can be easily tucked into pockets and takes up no spaces in Inventory. It has a sturdy leather cover and very thin onion-skin pages which seem to multiply in number when the book runs out of space, yet the journal never seems to increase in thickness. The journal has the property that whatever is written in the pages of one copy is written within the pages of every copy within one hundred miles of Iron League headquarters. Therefore, Iron League members can document the people, places, and things they encounter during their adventures, and other members may benefit from what they have learned. Note that not everything written within the journal is guaranteed to be a truthful and accurate accounting, but there is an unspoken agreement among Iron League members not to intentionally mislead or deceive each other.

This small book is resistant to physical mangling, wetting, or burning, but if it acquires the *damaged* property, its pages go blank, and its owner cannot read or write in it. A damaged journal can be brought back to Iron League headquarters and replaced with a fully functional copy at no cost; the guild-master always keeps spares. Damaged journals are theoretically repaired by wizards in the League's employ, but no member knows exactly how this works. If a journal is lost or stolen, eventually it loses its magical power and becomes blank exactly as if it were damaged. The mechanism by which this occurs is not well understood.

Ladder

Cost 5 sp   **Hands** 2   **Spaces** 4

Damaged hp 4   **Destroyed hp** 8

This wooden ladder stands ten feet tall, is about one foot wide, and has rungs spaced about one foot apart. A character can climb a ladder without any risk of falling, although they must have one hand free to do so, and the ladder must be on secure footing. Taller ladders exist but are generally too bulky to take adventuring.

When this item has the *damaged* property, it cannot be used. This item can be repaired by making a minimal Build check at a woodworker's shop. This requires 1 hour and costs 1 sp.

Pick, Miner's

Cost 3 gp   **Hands** 2   **Spaces** 2

Damaged hp 4   **Destroyed hp** 8

This tool has a wooden shaft that is thirty inches long and a steel head with tapering tines on opposite sides. A pick is generally used to loosen solid stone, allowing the rubble to be removed. A character using a miner's pick can loosen one quarter of a cubic yard of such material in an hour's work, although the GM may modify this based on the character's strength and the hardness of the rock being worked. A Deep Dwarf can loosen half a cubic yard of material in the same amount of time.

In a pinch, a miner's pick can be used as a two-handed weapon that inflicts 1d6 hp damage, although a Deep Dwarf can wield it effectively with one hand. This implement is not balanced for fighting and it requires a penalty of -2 to attacks because of its unwieldly nature; non-proficiency penalties may also apply. When this item has the *damaged* property, the user's rate of loosening material is halved. This item can be repaired by making a good Build check at a blacksmith's shop. This requires 1 day and costs 5 sp.

Pole, Telescoping

Cost 5 gp   **Hands** 2 or 1   **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

This tool is a two-foot-long hollow cylinder made of steel, with nesting tubes inside it; the entire assembly can be extended and locked to provide a rigid pole up to ten feet in length. Long poles can be useful in a variety of ways: prodding the ground to test for pit traps or quicksand; poking objects that look unsafe; vaulting over fences or small chasms; stabilizing those atop a human pyramid; and a host of other applications limited only by the user's imagination. The pole requires two hands to use when it is extended fully, but only one hand when it is collapsed. Collapsing or extending the pole is a basic action that requires two hands.

This pole is not useful as a weapon. When this item has the *damaged* property, 1d4 feet is lost from its length, and it cannot be collapsed. This item can be repaired by making a good Mechanisms check at a blacksmith's shop. This requires 1 day and costs 1 gp.

Pole, Wooden

Cost 2 sp   **Hands** 2   **Spaces** 4

Damaged hp 2   **Destroyed hp** 4

This straight pole is an inch in diameter, is cut from an ash or beech sapling, and is ten feet in length. Long poles can be useful in a variety of ways: prodding the ground to test for pit traps or quicksand; poking objects that look unsafe; vaulting over fences or small chasms; stabilizing those atop a human pyramid; and a host of other applications limited only by the user's imagination.

This pole is not useful as a weapon. When this item has the *damaged* property, 1d4 feet is lost from its length. It cannot be repaired.

Pump, Hand

Cost 20 gp   **Hands** 2   **Spaces** 3

Damaged hp 2   **Destroyed hp** 8

This crude reciprocating pump is typically used to drain water from boat bilges, but adventurers may find it useful to dry out flooded spaces of all sorts. It has a cast iron body and is operated by turning a hand crank. The body of the pump is dropped into the flooded area, and a single person must wade in the area to turn the crank; a 10' section of braided hose is attached to the discharge.

Operating a hand pump is a tiring exercise; every ten minutes of operation, the operator adds one point of fatigue, so it is common to operate pumps in shifts. This tool can pump 30 gallons of water per minute, which can clear a 10'x10'x10' cube of water in four hours of continuous operation.

When this item has the *damaged* property, it does not function. This item can be repaired by making a good Mechanisms check at a blacksmith's shop. This requires 2 days and costs 4 gp.

Rope, Hemp

Cost 1 gp   **Hands** 1   **Spaces** 2

Damaged hp 3   **Destroyed hp** 6

This rope is made by twisting hempen fibers together tightly. Each coil of rope is 50' long, although multiple coils can be tied or spliced together to create longer rope. A length of hemp rope can support up to 1000 pounds of weight, or about 5 human-sized creatures, without risk of breakage, although there may be a chance of the rope parting if that weight limit is exceeded. Refer to Chapter 6 for movement rates while climbing rope.

Hemp rope is heavy and thick, and it is quite difficult to cut or saw through; its *destroyed* hp is the damage that must be inflicted with a bladed weapon to cut through it. A person bound with rope must make a great Feats of Might check to burst their bonds, or a good Feats of Agility check to slip loose.

When this item has the *damaged* property, the GM must randomly determine a reduction in length, carrying weight, and the skill check required to break it. This item cannot be repaired.

Rope, Silk

Cost 10 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

This rope is made by twisting silken fibers together tightly. Each coil of rope is 50' long, although multiple coils can be tied or spliced together to create longer rope. A length of silk rope can support up to 1000 pounds of weight, or about 5 human-sized creatures, without risk of breakage, although there may be a chance of the rope parting if that weight limit is exceeded. Refer to Chapter 6 for movement rates while climbing rope.

Unlike hemp rope, silk rope is slender and supple, and it is not hard to cut through it; its *destroyed* hp is the damage that must be inflicted with a bladed weapon to cut through it. A person bound with rope must make a great Feats of Might check to burst their bonds, or a good Feats of Agility check to slip loose.

When this item has the *damaged* property, the GM must randomly determine a reduction in length, carrying weight, and the skill check required to break it. This item cannot be repaired.

Shovel

Cost 2 gp   **Hands** 2   **Spaces** 2

Damaged hp 4   **Destroyed hp** 8

A typical shovel has a wooden shaft about three feet long, and a flat steel blade that is shaped for scooping up loose material and biting into hard-packed soil. A character using a shovel can dig through one cubic yard of loose soil or sand in an hour's work, or half a cubic yard of heavy gravel or clay; the GM may modify this based on the character's strength and the hardness of the material being worked.

In a pinch, a shovel can be used as a two-handed weapon that inflicts 1d6 hp damage, but which requires a penalty of -2 to attacks because of its unwieldly nature; non-proficiency penalties may also apply. When this item has the *damaged* property, the user's rate of digging material is halved. This item can be repaired by making a good Build check at a blacksmith's shop. This requires 1 day and costs 5 sp.

Spellbook, Ordinary

Cost 15 gp   **Hands** 1   **Spaces** 2

Damaged hp 3   **Destroyed hp** 6

This heavy tome is an essential tool for all casters of Arcane spells because it stores the incantations that Magic-user and Elf characters must study every day to practice their magic – refer to Chapter 4. A typical spellbook is two feet tall, about one foot wide, and is four inches thick; its stout leather covers bind one hundred pages of paper by clever stitch-craft.

Newly purchased books have no spells written in them; the Arcane caster must scribe their spells onto its blank pages. Each spell occupies one page of a book for every level of the spell, so a sixth level spell takes up six pages. Spell casters who are successful at accumulating new spells may need several books to contain all their lore! A spellbook is no more resistant to water or fire than any other book, so wise spell casters guard against these hazards where possible.

When this item has the *damaged* property, 20% of the pages are lost, and every spell contained within it has a 20% chance of being lost as well. This item can be repaired by making a good Build check at a bookbinder's shop. This requires 1 day and costs 3 gp. This restores the pages, but any spells lost must be recopied from some other source.

Spellbook, Traveling

Cost 200 gp **Hands** 1 **Spaces** 1

Damaged hp 5 **Destroyed hp** 10

This relatively slim and lightweight book can also be used by Arcane spell casters to record their incantations, but its small size and weight makes it prized by practical magicians. A traveling spellbook measures eighteen inches tall, about one foot wide, and is two inches thick, with one hundred very thin pages.

It has a wraparound leather cover with a latch that provides some degree of protection from damage from the elements. It also has a small round lens that clips to the cover but can be unclipped and placed on the pages to allow very fine print to be seen. The upshot is that even though a traveling spellbook has smaller pages, spells can still be written on them at one page per spell level.

When this item has the *damaged* property, 20% of the pages are lost, and every spell contained within it has a 20% chance of being lost as well. This item can be repaired by making a great Build check at a bookbinder's shop. This requires 3 days and costs 30 gp. This restores the pages, but any spells lost must be recopied from some other source.

Spyglass

Cost 200 gp **Hands** 1 **Spaces** 1

Damaged hp 1 **Destroyed hp** 4

A spyglass is a hollow tube made of iron or brass, about two inches in diameter and two feet long. It has many finely ground glass lenses at the ends of the tube and spaced inside it. When a person looks through the proper end of the spyglass, it magnifies the apparent size of distant objects seen through it by ten times. When used to make Seeing skill checks for objects at least one hundred feet distant, the user adds a bonus of +4 to their Wisdom.

A spyglass is fragile and is subject to damage if treated roughly. When this item has the *damaged* property, it does not function. This item can be repaired by making a great Mechanisms check at a blacksmith's shop. This requires 3 days and costs 30 gp.

Thieves' Tools

Cost 30 gp **Hands** 1 **Spaces** 0

Damaged hp 2 **Destroyed hp** 4

This small toolkit is sold in a standard belt pouch. Each set of these tools for small handiwork contains many small picks, pliers, saws, drills, wires, rasps, tweezers, and other tools used for fine handiwork. Nicknamed **thieves' tools** by those who break the law, these kits are nevertheless used by all those who perform small-scale handiwork, law-abiding or otherwise. Such crafters are at a significant disadvantage doing such work without thieves' tools; skill checks for Mechanisms are made with a penalty to the attribute used of -4.

When this item has the *damaged* property, the user takes penalty to Mechanisms checks of -2. This item can be repaired by making a good Mechanisms check at a blacksmith's shop. This requires 1 day and costs 5 gp.

Thieves' Tools, Masterwork

Cost 100 gp   **Hands** 1   **Spaces** 0

Damaged hp 2   **Destroyed hp** 4

This small toolkit is sold in a standard belt pouch. Like an ordinary set of thieves' tools, this toolkit contains many small implements useful for working with fine mechanisms. The tools are all steel and are of the very best quality, however, making them highly prized by meticulous artisans and burglars both.

When making skill checks for Mechanisms while using masterwork thieves' tools, a character receives a bonus of +1 to the attribute used. Additionally, a set of these tools is cunningly made to be concealed – perhaps within the hem of a cloak, or in the unscrewable end of a dagger, or even disguised as a holy symbol. Accordingly, masterwork thieves' tools escape detection by casual searching – although attentive and keen-eyed individuals may still recognize them for what they are if they are skillful enough.

When this item has the *damaged* property, the user takes penalty to Mechanisms checks of -1. This item can be repaired by making a great Mechanisms check at a blacksmith's shop. This requires 1 day and costs 20 gp.

Tongs

Cost 5 gp   **Hands** 2   **Spaces** 1

Damaged hp 3   **Destroyed hp** 6

These long pliers are jointed at the middle, allowing the user to grasp objects one foot away from their hands. They are made of iron or steel and have serrated jaws for a firm grip. Tongs are commonly used to manipulate objects that are too hot or corrosive to hold.

This tool is not made for fine dexterity work, and Mechanisms checks cannot be made while using this tool. When this item has the *damaged* property, it does not function. This item can be repaired by making a good Build check at a blacksmith's shop. This requires 1 day and costs 1 gp.

Gear

Gear is a catch-all term for equipment that doesn't fall into any of the other categories. Some pieces of gear are useful implements or wearable objects; some are containers; others may be objects to make living in harsh environments more bearable.

At times, a character may find themself in the wilderness and wish to devise crude gear using the limited materials available to them. This requires at least a day's time, a supply of the raw materials necessary to craft what is needed, and a minimal skill check in Woodcraft. If this check is successful, the character may create gear that takes up twice the space as is listed for the equipment.

The gear may also only be partially functional; the GM shall assign any limitations to jury-rigged gear. Note that it may not be possible to improvise some kinds of gear that require exceptional materials or craftsmanship. A character stranded on a desert island might be able to create a crude grappling hook, but they probably couldn't make a spyglass – unless the GM ruled that appropriate materials washed up on the shore that could be appropriately repurposed!

Each item's cost, spaces, hands, *damaged* hp, *destroyed* hp, and other descriptive information is tabulated below:

Table 5-7: TOTIL Gear Table

Gear	Cost	Spaces	Hands	Damaged hp	Destroyed hp	Rules
Backpack	2 gp	1	1 or worn	2	4	holds 5 spaces, takes up 0 spaces when worn
Bedroll	1 sp	2	1	2	4	adds to hp that may be regained from overnight rest while outdoors
Belt	5 sp	1	1 or worn	1	2	holds 5 spaces, takes up 0 spaces when worn
Blanket	5 sp	1	1	1	2	adds to hp that may be regained from overnight rest while outdoors
Boots, heavy	5 gp	1	1 or worn	2	4	proof against caltrops and 200 degrees F surfaces
Box	1 sp	3	2	2	4	holds up to 5 spaces, but takes up 3 spaces and 2 hands when carried
Case, flat	1 gp	1	1 or worn	2	4	holds up to 1 space of equipment, or one set of crossbow bolts
Case, cylinder	1 gp	0	1 or worn	1	2	fits up to 20 pieces of paper
Chain	30 gp	1	1	5	10	10' length, make fantastic Feats of Might check to break
Cold weather gear	1 gp	2	2 or worn	2	4	bonus of +2 to Toughness defense for hypothermia checks
Desert robes	1 gp	1	1 or worn	2	4	bonus of +2 to Toughness defense for heat stroke checks
Flask	2 sp	1	1	N/A	1	contains up to 1 pint of any liquid. Fragile
Flint and steel	2 gp	0	2	1	2	lighting things takes 1 round for small fires, perhaps more for large
Gloves, heavy	3 gp	1	1 or worn	2	4	proof against 200 degrees F surfaces, acid
Grappling hook	1 gp	1	2	4	8	ranged attack 10/30/50 to hook something
Hourglass	20 gp	1	1	N/A	1	meeasures time in 1 hour increments. Fragile
Iron League medallion	N/A	0	1 or worn	3	6	symbol of membership in the Iron League. Not for sale
Lantern	9 gp	1	1	N/A	1	burns 1 pint oil for 4 hours, 30'/60'/90' radius light. Fragile
Lock and key	5 gp	0	2	5	10	achieve a minimal Mechanisms check to pick
Manacles	15 gp	1	2	5	10	achieve a good Mechanisms check to pick
Metal wire	5 gp	1	1	3	6	100' spool, hard to cut, hard to climb
Mirror	10 gp	0	1	1	4	about 5"x5" and steel
Pouch, belt	3 cp	0	1 or worn	2	4	holds zero space items, or one set of sling stones or bullets
Quill pen	1 sp	0	1	N/A	1	required to write. Fragile
Quiver	1 gp	1	1 or worn	2	4	holds up to 1 space of equipment, or one set of arrows / darts / javelins
Sack, large	2 sp	1	2	2	4	up to 10 empty sacks of any size takes up 1 space. Holds up to 8 spaces
Sack, small	1 sp	1	1	2	4	up to 10 empty sacks of any size takes up 1 space. Holds up to 3 spaces
Skin	1 gp	1	1	1	2	contains up to 4 pints of any liquid
Snowshoes	1 gp	2	1 or worn	2	4	negates heavy snow cover move penalty but halves other movement rates
Tent, small	2 gp	3	2	2	4	adds to hp that may be regained from overnight rest while outdoors
Tent, pavilion	6 gp	6	2	3	6	adds to hp that may be regained from overnight rest while outdoors
Twine	1 gp	0	1	1	2	100' ball, easy to cut, hard to climb
Vial	1 sp	0	1	N/A	1	contains up to 1 ounce of any liquid. Fragile

Backpack

Cost 2 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

A backpack is a sturdy container made of leather or canvas, with heavy straps that fasten across the shoulders and waist. When a backpack is worn, it does not take up spaces in a character's Inventory. Place a check mark next to backpack off to the side of the Inventory, and the five backpack Inventory spaces become available.

A character may not wear more than one backpack. If they carry a spare backpack, it must be written into Inventory spaces like any other item. A backpack may also be carried in one hand, but then its capacity is no greater than that of a small sack.

When this item has the *damaged* property, it holds 3 spaces. It can be repaired by making a good Build check at a leatherworker's shop. This requires 1 day and costs 5 sp.

Bedroll

Cost 1 sp   **Hands** 1   **Spaces** 2

Damaged hp 2   **Destroyed hp** 4

A bedroll is a soft quilted mat that a character can wrap around themselves when sleeping in the out-of-doors. It is usually a quantity of wool or cotton sandwiched between cloth and quilt-stitched together. A bedroll keeps the

sleeper from the discomfort of lying on hard and uneven surfaces, and it protects them from both the chill of the night air and the ground.

Characters who rest overnight may regain hit points (see Chapter 6), and characters sleeping outside benefit from having some combination of bedroll, blanket, and tent items. If a sleeping character has one of these items, they may recover 1 hp with a Full Rest. If the sleeper has two of these items, they may recover 1d2 hp with a Full Rest. A lucky character sleeping with three of these items may recover 1d3 hp with a Full Rest.

When this item has the *damaged* property, it does not function. This item can be repaired by making a minimal Build check at a tailor's shop. This requires 1 hour and costs 2 cp.

Belt

Cost 5 sp   **Hands** 1 or worn **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

A belt is a broad strap made of leather or canvas that secures around a person's waist. A belt has many loops and attachment points, allowing the wearer to secure many types of objects to it. When a belt is worn, it does not take up spaces in a character's Inventory; place a check mark next to belt off to the side of the Inventory, and the five belt inventory spaces become available to the character.

A character may not wear more than one belt. If they carry a spare belt, it must be written into Inventory spaces like any other item.

When this item has the *damaged* property, it does not function. This item can be repaired by making a minimal Build check at a leatherworker's shop. This requires 1 day and costs 1 sp.

Blanket

Cost 5 sp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

A blanket is a mass of warm fabric made of heavy knitted wool, quilted cloth, or felt. A character sleeping under a blanket can stay warm, fend off insects, and generally enjoy a bit of the comfort of sleeping in a bed.

Characters who rest overnight may regain hit points (see Chapter 6), and characters sleeping outside benefit from having some combination of bedroll, blanket, and tent items. If a sleeping character has one of these items, they may recover 1 hp with a Full Rest. If the sleeper has two of these items, they may recover 1d2 hp with a Full Rest. A lucky character sleeping with three of these items may recover 1d3 hp with a Full Rest.

When this item has the *damaged* property, it does not function. This item can be repaired by making a minimal Build check at a tailor's shop. This requires 1 hour and costs 1 sp.

Boots, Heavy

Cost 5 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

It is assumed that all characters have a set of ordinary clothes, along with the rest of their equipment, and this includes a pair of soft shoes. A character may choose instead to use heavy leather boots, which have thick soles and sturdy sides that protect the wearer's calves almost up to the knees. When these boots are worn, place a W in the hands column of the Inventory, and no hands must be allocated to use this item.

These boots render the wearer safe from the hazards of stepping on sharp objects such as caltrops. Hot surfaces likewise do not damage the wearer's feet, although walking through open flame will. However, characters wearing

heavy boots are a little less nimble than other characters; they roll Feats of Agility checks with a penalty to their attribute of -1 and Stealth checks with a penalty to their attribute of -2.

When this item has the *damaged* property, it offers no foot protection. This item can be repaired by making a good Build check at a leatherworker's shop. This requires 1 day and costs 1 gp.

Box

Cost 1 sp   **Hands** 2   **Spaces** 3

Damaged hp 2   **Destroyed hp** 4

This box measures about one foot long, one foot tall, and one foot deep. It is made of wood slats nailed together, and it has a closely joined removable lid; there are no hinges or hasp for locking. The box has two rope or leather straps on the ends to facilitate carrying it, and a box's bulk is such that two hands are required to carry it – it cannot appear on a character's Inventory without two hands allocated to it at all times, empty or full. A box takes up three spaces on a character's Inventory, but it can hold up to five spaces of equipment.

A box is built stoutly enough that sharp objects inside it will not penetrate its sides, and it offers some protection to delicate objects kept within; the item must have the *damaged* property before items inside it can be attacked, although it offers no protection from falls.

When this item has the *damaged* property, it no longer functions and items inside fall out. This item can be repaired by making a minimal Build check at a woodworker's shop. This requires 1 hour and costs 2 cp.

Case, Flat

Cost 1 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

This case is made of leather and measures some eighteen inches long, eight inches wide, and four inches deep. In lieu of a lid, it has a leather flap that can be folded over the top and tied off to secure its contents. A flat case may hold one space worth of equipment, and it is commonly used to carry one set of crossbow bolts or other commodities.

A flat case can be lashed to one's person and is therefore worn; place a W in the hands column of the Inventory, and no hands must be allocated to use this item. Any items it contains are immediately available. Up to two flat cases may be worn.

When this item has the *damaged* property, it does not function and items inside fall out. This item can be repaired by making a good Build check at a leatherworker's shop. This requires 1 day and costs 2 sp.

Case, Cylinder

Cost 1 gp   **Hands** 1 or worn **Spaces** 0

Damaged hp 1   **Destroyed hp** 2

This case is made of oiled leather and is mostly watertight. It is a cylinder about three inches in diameter and twelve inches long, with a close-fitting removable cap. This cylindrical case is a zero-space item and can contain other zero-space items as well, including up to 20 sheets of paper or magic scrolls if they are carefully rolled up. A sheaf of paper counts as 5 sheets of paper for the purposes of how many may fit in a case. It can be lashed to a belt and therefore worn.

This sort of case offers some protection to fragile paper; the item must have the *damaged* property before items inside can be attacked. When this item has the *damaged* property, it does not function and items inside fall out. This item can be repaired by making a good Build check at a leatherworker's shop. This requires 1 day and costs 2 sp.

Chain

Cost 30 gp   **Hands** 1   **Spaces** 1

Damaged hp 5   **Destroyed hp** 10

A 10' length of stout chain is made of steel links an inch long and half an inch wide. Chain is very difficult to cut through; its *destroyed* hp is the damage that must be inflicted with a bladed weapon to cut through it. It is also possible to pull a chain apart by main strength, but this requires a fantastic Feats of Might skill check to accomplish, as well as a full minute of straining. A lock and key can be used in conjunction with a chain to secure something valuable or to bind a captive.

When this item has the *damaged* property, the GM must randomly reduce its length, carrying weight, and the skill check required to break it. This item can be repaired with a great Build skill check at a blacksmith's shop; this requires 2 days and 5 gp.

Cold Weather Gear

Cost 1 gp   **Hands** 2 or worn **Spaces** 2

Damaged hp 2   **Destroyed hp** 4

This complete outfit of clothing consists of a heavy fur anorak, wool-lined pants and boots, heavy mittens, and a knit scarf that can be wrapped around the neck or face. Cold weather gear may be worn over all types of armor. When this gear is worn, place a W in the hands column of the Inventory, and no hands must be allocated to use this item.

A character wearing cold weather gear can remain comfortable in cold and snowy conditions down to 0°F, provided the garments stay dry. Furthermore, the wearer receives a bonus of +2 to their Toughness defense for the purpose of defending against hypothermia (see Chapter 6). However, these garments do not protect the wearer from magical cold.

They are also quite bulky; a character wearing cold weather gear suffers a -1 penalty to Dexterity for the purpose of making skill checks. Finally, this gear is very warm when it isn't cold outside, and anyone so foolish as to wear cold weather gear when they are obliged to defend against heat stroke receive a penalty of -2 to their Toughness defense for that purpose.

When this item has the *damaged* property, it no longer offers protection. It can be repaired by making a good Build check at a tailor's shop; this requires 1 day and 2 sp.

Desert Robes

Cost 1 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

This complete outfit of clothing consists of several layers of draping robes, a muslin headdress held in place with a corded band, and a silken scarf that can be wrapped across the face to protect against dust and sand. Desert robes may be worn over all types of armor. When this gear is worn, place a W in the hands column of the Inventory, and no hands must be allocated to use this item.

A character wearing desert robes can remain relatively comfortable in the direct sunlight of the open desert, and the debris kicked up by minor desert winds is only a minor annoyance. Furthermore, the wearer receives a bonus of +2 to their Toughness defense for the purpose of defending against heat stroke (see Chapter 6). However, these garments do not protect the wearer from magical heat. They are also quite bulky; a character wearing desert robes suffers a -1 penalty to Dexterity for the purpose of making skill checks.

When this item has the *damaged* property, it no longer offers protection. It can be repaired by making a good Build check at a tailor's shop; this requires 1 day and 2 sp.

Flask

Cost 2 sp   **Hands** 1   **Spaces** 1

Damaged hp N/A   **Destroyed hp** 1

A flask is a glass container that holds 1 pint (16 oz) of liquid. It comes with a wax stopper that is essentially watertight. Flasks, whether full or empty, are *fragile* and must be protected against physical damage by being packed in straw or cotton, which doubles the space occupied by this item.

If a character falls from a great height or sustains injury from a physical attack that deals 6 hp or more damage, roll 1d6 for every unprotected flask on their person. For every 1 rolled, that flask breaks and its contents, if any, are lost. Additionally, if the flask is targeted and takes any damage, it is destroyed and cannot be repaired, and its contents are lost.

Flint and Steel

Cost 2 gp   **Hands** 2   **Spaces** 0

Damaged hp 1   **Destroyed hp** 2

A flint and steel kit consists of a c-shaped steel striking bar, which fits comfortably in the palm of one's hand, and a large flint. When the striking bar is forcefully dashed against the edges of the flint, sparks fly a few inches away that are capable of setting fire to very dry, combustible items. Flint and steel are therefore the most common and economical way to light fires.

Small and easily lit items, such as torches or a campfire built with kindling, can be ignited in a single round. Larger or less flammable items may take several rounds or more to set aflame, and a Woodcraft skill check may be required to ignite heavy objects built from solid wood. Likewise, Woodcraft skill checks may be required to light objects that are damp.

When this item has the *damaged* property, it no longer functions. It can be repaired by making a good Build check at a blacksmith's shop; this requires 1 day and 5 sp.

Gloves, Heavy

Cost 3 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

These bulky leather gloves are carefully stitched to be watertight, have a heavy wool liner for insulation, and extend almost to the elbows. When these gloves are worn, place a W in the hands column of the Inventory, and no hands must be allocated to use this item.

Heavy gloves render the wearer safe from the hazards of touching surfaces as hot as 200°F, or from touching acids or poisons. However, these garments are very bulky, and this has a negative effect on the wearer's manual dexterity. Any skill check involving fine motor control of the hands or fingers requires the wearer to take a -4 penalty to Dexterity for any associated rolls. Additionally, all melee or missile attacks receive a -1 penalty. Spellcasting while wearing these gloves is impossible.

When this item has the *damaged* property, it no longer offers protection. It can be repaired by making a good Build check at a leatherworker's shop; this requires 1 day and 5 sp.

Grappling Hook

Cost 1 gp   **Hands** 2   **Spaces** 1

Damaged hp 4   **Destroyed hp** 8

This iron claw has multiple curved hooks with sharp points radiating out from a central axle about one foot long. A hemp or silk rope can be tied to a ring at the end of the axle. The user of a grappling hook can then throw it up to 50' horizontally or 30' vertically, attempting to catch the hooks of the item on an irregular surface. In this manner, a rope can be secured to a distant point – the top of a wall, perhaps, or the other side of a chasm.

An attack roll is made as if the grappling hook is a missile weapon with range modifiers of 10/30/50; non-proficiency penalties do not apply. If the grappling hook hits an AC of 13 for a rough, yielding surface, AC 16 for a smooth, yielding surface or a rough, unyielding surface, or AC 19 for a smooth, unyielding surface, one of the hooks catches and the rope will bear weight. If the attack misses, the grappling hook can be reeled back in on the next round, and then additional tries can be attempted on subsequent rounds.

A grappling hook is only effective at latching onto immobile objects and is ineffective as a missile weapon against living targets; it can be used as a 1d3 hp damage improvised melee weapon, but non-proficiency penalties may apply. When this item has the *damaged* property, it no longer functions. It can be repaired by making a good Build check at a blacksmith's shop; this requires 1 day and 2 sp.

Hourglass

Cost 20 gp   **Hands** 1   **Spaces** 1

Damaged hp N/A   **Destroyed hp** 1

An hourglass is made of glass with wood and brass fittings. It consists of two glass bulbs joined together by a narrow glass tunnel, held together in a frame that can be set on a flat surface such that either of the two bulbs is above the other. One of the bulbs is filled with a fine sand, and when the hourglass is turned over, the sand runs through the tunnel into the lower bulb. The amount of sand and the width of the tunnel is carefully determined such that exactly one hour is required for all the sand to run out.

Hourglasses are *fragile* and must be protected against physical damage by being packed in straw or cotton, which doubles the space occupied by this item. If a character falls from a great height or sustains injury from a physical attack that deals 6 hp or more damage, roll 1d6 for every unprotected hourglass on their person. For every 1 rolled, the item breaks and cannot be repaired. Additionally, if this item is targeted and takes any damage, it is *destroyed* and cannot be repaired.

Iron League Medallion

Cost N/A   **Hands** 1 or worn **Spaces** 0

Damaged hp 3   **Destroyed hp** 6

This cast iron medallion hangs from a fine pewter chain. It is enameled, and the front face shows a silver gauntlet, clenched in a fist, upon a white background. The reverse face features silver letters on a white background which spell out, in the Ancient Poldaran language, the motto of the Iron League: "Never Bend, Never Break". These medallions are given out to Iron Leaguers upon joining, and they are used to identify fellow members.

Holders of medallions are under no obligation to wear it openly. The Iron League places great importance upon recovering the medallions of fallen members, and it treats harshly those who steal or counterfeit them. When this item has the *damaged* property, it is still recognizable for what it is, and in fact many members consider it a badge of honor to have a damaged Iron League medallion. It can be repaired by making a good Build check at a blacksmith's shop; this requires 1 day and 1 gp.

Lantern

Cost 9 gp   **Hands** 1   **Spaces** 1

Damaged hp N/A   **Destroyed hp** 1

A lantern consists of a brass base and frame, an iron handle, and a glass lens. A reservoir at the base of the lantern is filled with one pint of oil and can be lit with flint and steel. One pint of oil will shed a bright, steady light for up to four hours. The lantern sheds light to a 30'/60'/90' radius, but it can be hooded down to 5'/10'/15' or anything in between. A lantern's flame cannot be blown out by anything short of gale-force winds.

Lanterns are *fragile* and must be protected against physical damage by being packed in straw or cotton, which doubles the space occupied by this item. If a character falls from a great height or sustains injury from a physical attack that deals 6 hp or more damage, roll 1d6 for every unprotected lantern on their person. For every 1 rolled, the item breaks and cannot be repaired.

Additionally, if this item is targeted and takes any damage, it is destroyed and cannot be repaired. If the lantern is lit when it breaks, it creates a flaming puddle of oil; see the Consumables section above.

Lock and Key

Cost 5 gp   **Hands** 2   **Spaces** 0

Damaged hp 5   **Destroyed hp** 10

This sturdy iron padlock has a 3" looped hasp that is very difficult to break; a fantastic Feats of Might skill check is required to force this lock, and its *destroyed* hp is the damage that must be inflicted with a bladed weapon to cut through it. The padlock is secured by a simple brass key.

The lock's inner workings are not particularly complex, and only a minimal Mechanisms check is required to open it without the key. Locks can be used to secure chains, boxes or chests with closure loops, doors, or anything that a 3" loop can fit around.

When this item has the *damaged* property, it no longer functions (it may be broken in either the open or the closed position). It can be repaired by making a good Mechanisms check at a blacksmith's shop; this requires 1 day and 1 gp.

Manacles

Cost 15 gp   **Hands** 2   **Spaces** 1

Damaged hp 5   **Destroyed hp** 10

These restraints are intended to immobilize the arms or legs of a *humanoid* creature. Two c-shaped bands of iron slip into two iron rods joined by a short length of steel chain. Each c-clamp can be adjusted to be looser or tighter and then locked in place with a key.

If manacles are used to restrain the legs of a creature, the short length of chain hobbles their stride and halves their movement rate. When manacles are used to restrain the arms of a creature, they can only use one hand for the purpose of Inventory management, and actions that require two hands are impossible. Furthermore, if hands are restrained behind the back, all attacks and Feats of Agility skill checks are made at a -4 penalty.

Picking the locking mechanism of a set of manacles requires a good Mechanisms skill check, one per lock being released. Sometimes manacles used in an area are mass-produced, and therefore the same key will work in all locks.

This item's *destroyed* hp is the damage that must be inflicted with a bladed weapon to cut through it. When this item has the *damaged* property, it no longer functions (it may be broken in either the open or the closed position). It can be repaired by making a good Mechanisms check at a blacksmith's shop; this requires 1 day and 3 gp.

Metal Wire

Cost 5 gp   **Hands** 1   **Spaces** 1

Damaged hp 3   **Destroyed hp** 6

A roll of metal wire is 100' long. It is made by drawing copper into a fine wire 1/16th inch in diameter. Wire is not easily cut unless the right tools are used; its *destroyed* hp is the damage that must be inflicted with a bladed weapon to cut through it.

Lengths of wire can be used to make all sorts of bundles, leave a trail to help navigate a labyrinth, or suspend loads of up to 200 pounds. However, because it is so thin, wire cannot be climbed as a rope. A person whose limbs are bound with wire needs to make a great Feats of Might check to escape, but only a good Feats of Agility check is required.

When this item has the *damaged* property, the GM must randomly reduce its length, carrying weight, and the skill check required to break it. This item cannot be repaired.

Mirror

Cost 10 gp   **Hands** 1   **Spaces** 0

Damaged hp 1   **Destroyed hp** 4

This slim plate of steel measures about five inches square, and one side is coated with a thin layer of silver that is smooth and highly reflective. Mirrors can be useful for looking around corners or into tight spaces, for signaling friends with flashes of sunlight, or for reflecting the dangerous magical gazes of certain monsters.

When this item has the *damaged* property, it still functions but is clearly cracked in multiple places. It can be repaired by making a good Build check at a metalsmith's shop; this requires 1 day and 2 gp.

Pouch, Belt

Cost 3 cp   **Hands** 1 or worn **Spaces** 0

Damaged hp 2   **Destroyed hp** 4

This leather pouch has about the capacity of a human fist, with a corded drawstring to keep its contents safe. A belt pouch only holds zero-space items, and it is commonly used to carry one set of sling stones or sling bullets. A belt pouch can be tied to one's belt and is therefore worn.

When this item has the *damaged* property, it no longer functions and items inside fall out. This item can be repaired by making a minimal Build check at a leatherworker's shop. This requires 1 hour and costs 1 cp.

Quill Pen

Cost 1 sp   **Hands** 1   **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

Quills are made by taking a large feather from a goose and trimming one end to make a writing nib. With a supply of ink and paper, a quill user can write. Quills last indefinitely, but they are unfortunately fragile and poorly suited for travel. They can be protected by carrying up to ten quills inside a cylindrical case.

If a character falls from a great height or sustains injury from a physical attack that deals 6 hp or more damage, roll 1d6 for each unprotected quill on their person. For every 1 rolled, that quill breaks and cannot be repaired. Additionally, if this item is targeted and takes any damage, it is destroyed and cannot be repaired.

Quiver

Cost 1 gp   **Hands** 1 or worn **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

This cylindrical container is commonly woven from wicker. A quiver measures some eighteen inches long and has a diameter of eight inches and an open top. A quiver may hold one space worth of equipment, and it is commonly used to carry one set of arrows, javelins, or darts.

A quiver can be strapped across one's shoulders and is therefore worn; place a W in the hands column of the Inventory, and then no hands must be allocated to use this item. Any arrows it contains are immediately available. Up to two quivers may be worn.

When this item has the *damaged* property, it no longer functions and items inside fall out. This item can be repaired by making a good Build check at a woodworker's shop. This requires 1 day and costs 2 sp.

Sack, Large

Cost 2 sp   **Hands** 2   **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

A large sack is a canvas bag stitched together with twine. It is not waterproof or puncture-proof, and it has no means of securing other than tying the neck closed. Up to ten empty sacks of any size take up a single space; similarly, one sack with up to one space of equipment inside it only takes up one space and takes no hands to stow.

A large sack holds up to eight spaces of equipment inside it, and it takes up only one space in the Inventory, but two hands must be allocated to it as well or else the sack is dropped. Players may wish to use the Sack Worksheet at the end of this chapter.

When this item has the *damaged* property, it no longer functions and items inside fall out. This item can be repaired by making a minimal Build check at a tailor's shop. This requires 1 hour and costs 4 cp.

Sack, Small

Cost 1 sp   **Hands** 1   **Spaces** 1

Damaged hp 2   **Destroyed hp** 4

A small sack is a canvas bag stitched together with twine. It is not waterproof or puncture-proof, and it has no means of securing other than tying the neck closed. Up to ten empty sacks of any size take up a single space; similarly, one sack with up to one space of equipment inside it only takes up one space and takes no hands to stow.

A small sack with up to three spaces of equipment inside it still takes up only one space in the Inventory, but one hand must be allocated to it as well or else the sack is dropped. Players may wish to use the Sack Worksheet at the end of this chapter.

When this item has the *damaged* property, it no longer functions and items inside fall out. This item can be repaired by making a minimal Build check at a tailor's shop. This requires 1 hour and costs 2 cp.

Skin

Cost 1 gp   **Hands** 1   **Spaces** 1

Damaged hp 1   **Destroyed hp** 2

A skin is a hollow and flexible bladder made from carefully stitched and oiled soft leather; the resulting bag is completely waterproof. It can therefore contain up to four pints (half a gallon) of water, wine, or any other non-corrosive liquid. Each skin has a wooden nozzle and stopper.

When this item has the *damaged* property, it no longer functions and liquids inside drain out. This item can be repaired by making a good Build check at a leatherworker's shop. This requires 1 day and costs 2 sp.

Snowshoes

Cost 1 gp   **Hands** 0   **Spaces** 2

Damaged hp 2   **Destroyed hp** 4

These wearable items consist of a pair of frames of wood two feet long and one foot wide, with a lattice of rattan or cording woven through them. Snowshoes are strapped outside one's normal footwear, and they are made to spread out the wearer's weight such that they can walk on top of deep snowdrifts.

When walking through heavy snow cover (see Chapter 6), the character's movement rate is the same as for light snow cover. However, in light snow cover the user's movement rates are unaffected, and in all other terrain types, the cumbersome snowshoes halve all movement rates. When this gear is worn, place a W in the hands column of the Inventory, and no hands must be allocated to use this item.

When this item has the *damaged* property, it no longer functions. It can be repaired by making a good Build check at a woodworker's shop; this requires 1 day and 2 sp.

Tent, Small

Cost 2 gp   **Hands** 2   **Spaces** 3

Damaged hp 2   **Destroyed hp** 4

A tent is generally made from canvas or oilcloth, and it uses wooden poles and stakes to support it and anchor it down. This small-size tent is only large enough for two characters and their gear.

Characters who rest overnight may regain hit points (see Chapter 6), and characters sleeping outside benefit from having some combination of bedroll, blanket, and tent items. If a sleeping character has one of these items, they may recover 1 hp with a Full Rest. If the sleeper has two of these items, they may recover 1d2 hp with a Full Rest. A lucky character sleeping with three of these items may recover 1d3 hp with a Full Rest.

Tents offer no protection from damaging attacks, although they do provide cover (see Chapter 7). Characters inside tents suffer a penalty of -2 for Seeing skill checks related to things happening outside the tent.

When this item has the *damaged* property, it no longer functions. It can be repaired by making a good Build check at a tailor's shop; this requires 1 day and 5 sp.

Tent, Pavilion

Cost 6 gp   **Hands** 2   **Spaces** 6

Damaged hp 3   **Destroyed hp** 6

A tent is generally made from canvas or oilcloth, and it uses wooden poles and stakes to support it and anchor it down. This large tent can accommodate up to six characters and their gear.

Characters who rest overnight may regain hit points (see Chapter 6), and characters sleeping outside benefit from having some combination of bedroll, blanket, and tent items. If a sleeping character has one of these items, they may recover 1 hp with a Full Rest. If the sleeper has two of these items, they may recover 1d2 hp with a Full Rest. A lucky character sleeping with three of these items may recover 1d3 hp with a Full Rest.

Tents offer no protection from damaging attacks, although they do provide cover (see Chapter 7). Characters inside tents suffer a penalty of -2 for Seeing skill checks related to things happening outside the tent.

When this item has the *damaged* property, it no longer functions. It can be repaired by making a good Build check at a tailor's shop; this requires 1 day and 1 gp.

Twine

Cost 1 gp   **Hands** 1   **Spaces** 0

Damaged hp 1   **Destroyed hp** 2

A ball of twine is 100' long. It is made of woven fibers of flax or hemp, resulting in a slender cord no thicker than 1/8th of an inch. Twine is easily cut with any sharp object; its *destroyed* hp is the damage that must be inflicted with a bladed weapon to cut through it.

Twine can be used to make all sorts of bundles, leave a trail to help navigate a labyrinth, or suspend loads of up to 40 pounds. Twine cannot hold a character's weight, however, and a person whose limbs are bound with twine needs only make a minimal Feats of Might or a minimal Feats of Agility skill check to escape.

When this item has the *damaged* property, the GM must randomly reduce its length, carrying weight, and the skill check required to break it. This item cannot be repaired.

Vial

Cost 1 sp   **Hands** 1   **Spaces** 0

Damaged hp N/A   **Destroyed hp** 1

A vial is a tiny glass container that holds no more than 1 ounce of liquid. It comes with a wax stopper that is essentially watertight. Vials, whether full or empty, are fragile and must be protected against physical damage by being packed in straw or cotton, which causes each vial to take up 1 space.

If a character falls from a great height or sustains injury from a physical attack that deals 6 or more hp damage, roll 1d6 for every unprotected vial on their person. For every 1 rolled, that vial breaks and its contents, if any, are lost. Additionally, if the vial is targeted and takes any damage, it is destroyed and cannot be repaired, and its contents are lost.

TOTIL SACK WORKSHEET   Player:

Small Sack #1   Spaces   Items   Hands

Spaces	Items	Hands
1		
2		
3		

Small Sack #2   Spaces   Items   Hands

Spaces	Items	Hands
1		
2		
3		

Large Sack   Spaces   Items   Hands

Spaces	Items	Hands
1		
2		
3		
4		
5		
6		
7		
8		