

Equipment Rules

Inventory

- Most items weigh ¼ Stone. Large weapons weigh 1 Stone.
- Up to 250 coins weigh ¼ Stone. Most jewelry and worn items weigh nothing.

Stone of Weight Carried	Combat Movement (per Round)	Exploration Movement (per Turn)	Overland Movement (per Watch)
0-4	40'	120' (12 squares)	8 miles (1 ½ hexes)
5-6	30'	90' (9 squares)	6 miles (1 hex)
7-8	20'	60' (6 squares)	4 miles (¾ hex)
9-16*	10'	30' (3 squares)	2 miles (½ hex)

*You are also heavily encumbered and may suffer additional penalties.

Item Packs (counts as 1 item in inventory)

- Torches (3): Each burns for 1 hour, 5 cp
- Lantern and Candle or Oil: Burns for 4 hours, 1 gp
- Fresh Rations (3 meals): lasts 1 week, Spoils if taken into a dungeon overnight, 2 sp
- Preserved Rations (3 meals): 5 sp
- Parchment (up to 100): 2 sp per page
- Iron Spikes (12): 1 gp
- Mallet and Wooden Stakes (4): 3 gp
- Quiver of Arrows or Case of Bolts (20): 1 gp

Other Items

- | | | |
|-------------------------------|-----------------------------|--------------------------|
| - Waterskin (1 meal): 6 sp | - Manacles: 15 gp | - Instrument: 25-100 gp |
| - Tinder Box: 8 sp | - Lock: 20 gp | - Hunting Dog: 10 gp |
| - Lantern Oil or Candle: 6 sp | - Hand Mirror: 5 gp | - Guard Dog: 75 gp |
| - Glass Lantern: 50 gp | - 50' Rope: 1 gp | - Hawk: 20 gp |
| - Salt Bag or Block: 4 sp | - Pulley: 5 gp | - Messenger Bird: 20 gp |
| - Fine Clothing: 20 gp | - Grappling Hook: 25 gp | - Chicken: 1 sp |
| - Noble's Clothing: 100 gp | - Tent (4 Stone): 20 gp | - Goat or Pig: 3 gp |
| - Fur-lined Cloak: 15 gp | - Thieves' Tools: 25 gp | - Saddle and Tack: 20 gp |
| - Warm Blanket: 2 gp | - Woundwort: 10 gp | - Military Saddle: 45 gp |
| - Barrel: 3 sp | - Flamewort: 10 gp | - Mule: 20 gp |
| - Chest: 11 gp | - Poulitice: 10 gp | - Horse: 40 gp |
| - Crowbar: 1 gp | - Snakeroot: 10 gp | - Riding Horse: 75 gp |
| - Naphtha: 2 gp | - Rosewater: 10 gp | - Warhorse: 250 gp |
| - Grease or Lard: 6 sp | - Mustard Seed: 5 gp | - Small Cart: 25 gp |
| - Hammer: 2 gp | - Belladonna: 10 gp | - Large Cart: 50 gp |
| - Catalyst: 20 gp | - Wolfsbane: 10 gp | - Ballista: 80 gp |
| - Holy Symbol: 25 gp | - Garland of Garlic: 5 gp | - Light Catapult: 100 gp |
| - Holy Water: 25 gp | - Stretcher (1 Stone): 2 gp | - Heavy Catapult: 200 gp |
| - Quill and Ink: 8 gp | - Silver Arrow: 5 gp | |
| - Chalk or Charcoal: 2 sp | - Silver Dagger: 30 gp | |

1 gp = 10 sp = 100 cp

Armor

- Shield: +1 AC, ¼ Stone, 10 gp
 - Helmet (already included in all other armor): 1 AC, 1 Stone, 10 gp
 - Leather (or a Gambeson): 2 AC, 2 Stone, 25 gp
 - Scale: 3 AC, 3 Stone, 40 gp
 - Chain (or a Plate Cuirass): 4 AC, 4 Stone, 60 gp
 - Partial Plate (or Brigandine): 5 AC, 5 Stone, 85 gp
 - Plate: 6 AC, 6 Stone, 300 gp
- Removing the helmet from a set of armor reduces your AC by 1.

Weapons (*Large Weapons)

- Melee
 - Club: 1d4, 1 sp
 - Staff*: 1d6, 2 sp
 - One-handed weapon (including spear*, javelin* and lance*): 1d6, 5 gp
 - Sword: 1d8, 10 gp
 - Two-handed weapon* (including polearm*): 1d8, 10 gp
 - Two-handed Sword*: 1d10, 15 gp
 - Ranged
 - Dagger: 1d4 (Can also be used in melee), 3 gp
 - Range: 20'
 - Sling and Bullets (10): 1d4, 2 gp
 - Range: 90'
 - Bow*: 1d6, 5 gp
 - Range: 80'
 - Longbow*: 1d6, 10 gp
 - Range: 120'
 - Composite Bow*: 1d6, 40 gp
 - Range: 120'
 - Crossbow* (Needs to Reload): 1d8, 50 gp
 - Range: 100'
- Fighting with a weapon in each hand gives you +1 to Attack.
- Ranged weapons can shoot to double their range with a -4 penalty.

3d6 Roll - Cleric Starting Equipment

3: Club, Coin purse with 23 sp, Holy Symbol, Sling and 10 Bullets, Waterskin- 1 ¼ Stone

4: Mace, Coin Purse with 62 sp and 35 cp, Holy Symbol, Waterskin, Preserved Ration, Flask of Oil, Tinderbox, Torches (3), - 2 Stone

5: Shield, Mace, Coin Purse with 57 sp, 30 cp, Holy Symbol, 50' of Rope, Hammer, Iron Spikes (12) - 1 ¾ Stone

6: Shield, Mace, Coin Purse with 60 sp and 15 cp, Holy Symbol, Sling and 10 Bullets, Flamewort, Flask of Naphtha, Tinderbox, Torches (3) - 2 ¼ Stone

7: Leather Armor, Shield, Mace, Coin Purse with 27 sp and 45 cp, Holy Symbol, Crowbar, Tinderbox, Torches (3) - 3 ¾ Stone

8: Leather Armor, Shield, Mace, Coin Purse with 11 sp and 5 cp, Holy Symbol, Rosewater, Hammer, Iron Spikes (12), Tinderbox, Torches (3) - 4 ¼ Stone

9: Chain Armor, Morningstar, Coin Purse with 50 sp, Holy Symbol, Woundwort, Snakeroot - 5 ¼ Stone

10: Chain Armor, Shield, Mace, Coin Purse with 80 sp and 15 cp, Holy Symbol, Flamewort, Flask of Naphtha, Tinderbox, Torches (3) - 6 Stone

11: Chain Armor, Shield, Mace, Coin Purse with 20 sp and 4 cp, Holy Symbol, Holy

Water, Preserved Ration, Waterskin, Chalk - 6 Stone

12: Chain Armor, Shield, Mace, Coin Purse with 20 sp, Holy Symbol, Holy Water, Woundwort, Hammer, Iron Spikes (12) - 6 Stone

13: Banded Plate Armor, Shield, Mace, Coin Purse with 36 sp and 55 cp, Holy Symbol, Tinderbox, Torches (3) - 6 ½ Stone

14: Banded Plate Armor, Shield, Mace, Coin Purse with 20 sp and 4 cp, Holy Symbol, Woundwort, Preserved Ration, Waterskin, Crowbar - 7 Stone

15: Banded Plate Armor, Shield, Mace, Coin Purse with 37 sp and 5 cp, Holy Symbol, Snakeroot, Rosewater, Flask of Naphtha, Tinderbox, Torches (3) - 7 ¼ Stone

16: Banded Plate Armor, Shield, Mace, Coin Purse with 30 sp, Holy Symbol, Holy Water, Hand Mirror, Sling and 10 Bullets - 6 ¾ Stone

17: Banded Plate Armor, Shield, Mace, Coin Purse with 3 sp and 5 cp, Holy Symbol - 6 Stone

Mule with Saddle and Tack, Blanket, Preserved Ration, Waterskin x3, Tinderbox, Torches (3), - 1 ¾ Stone

18: Banded Plate Armor, Shield, Mace, Coin Purse with 2 sp and 15 cp, Holy Symbol, Hunting Dog - 6 stones

Mule with Saddle and Tack, Hunting Dog, Blanket, Preserved Ration, Waterskin x3, Tinderbox, Torches (3) - 1 ¾ Stone

3d6 Roll - Fighter Starting Equipment

3: Leather Armor, Club, Sling and 10 Bullets, Coin Purse with 23 sp, Waterskin - 3 ¼ Stone

4: Leather Armor, Axe, Bow, Coin Purse with 18 sp and 45 cp, Quiver of Arrows (20), Waterskin, Tinderbox, Torches (3) - 4 ½ Stone

5: Leather Armor, Shield, Spear, Coin Purse with 58 sp, 20 cp, Crowbar, Hammer, Iron Spikes (12) - 4 ¼ Stone

6: Scale Armor, Longsword, Coin Purse with 26 sp and 35 cp, Flask of Naphtha, Chalk, Tinderbox, Torches (3) - 5 ¼ Stone

7: Scale Armor, Shield, Sword, Coin Purse with 27 sp and 45 cp, Hand Mirror, 50' rope, Tinderbox, Torches (3) - 4 ¾ Stone

8: Chain Armor, Shield, Axe, Coin Purse with 9 sp and 25 cp, Hammer, Iron Spikes (12), Tinderbox, Torches (3) - 5 ¾ Stone

9: Chain Armor, Shield, Sword, Coin Purse with 60 sp and 15 cp, Crowbar, Flask of Naphtha, Flask of Naphtha, Tinderbox, Torches (3) - 6 Stone

10: Chain Armor, Shield, Sword, Coin Purse with 43 sp and 20 cp, Woundwort, Hammer, Iron Spikes (12), Preserved Ration, Waterskin - 6 Stone

11: Chain Armor, Shield, Sword, Coin Purse with 40 sp and 15 cp, Holy Water, Flask of Naphtha, Tinderbox, Torches (3) - 5 ¾ Stone

12: Chain Armor, Crossbow, Axe, Coin Purse with 20 sp and 10 cp, Case of Bolts (20) - 5 ¾ Stone

13: Banded Plate Armor, Longsword, Tinderbox, Lantern and Candle, Flask of Naphtha, Crowbar, Hammer, Iron Spikes (12), Snakeroot, Coin Purse with 22 sp and 10 cp - 8 Stone

14: Banded Plate Armor, Longsword, Coin Purse with 55 sp and 20 cp, Hand Mirror, Woundwort, Charcoal, Tinderbox, Lantern and Candle, Preserved Ration, Waterskin - 8 Stone

15: Banded Plate Armor, Longsword, Coin Purse with 78 sp and 20 cp, Manacles, Lock, Chalk, Hammer, Iron Spikes (12), Preserved Ration, Waterskin - 8 Stone

16: Banded Plate Armor, Longsword, Silver Dagger, Fine Clothing, Rosewater - 6 ½ Stone

17: Banded Plate Armor, Longsword - 6 Stone
Horse with Saddle and Tack, Blanket, Preserved Ration, Waterskin x3, Tinderbox, Torches (3), Hammer, Iron Spikes (12), 50' of Rope, Coin Purse with 12 sp and 15 cp - 2 ¾ Stone

18: Banded Plate Armor, Longsword - 6 Stone
Horse with Saddle and Tack, Bow, Quiver of Arrows (20), Blanket, Preserved Ration, Waterskin x3, Tinderbox, Torches (3), Hammer, Iron Spikes (12), 50' of Rope, Grease, Coin Purse with 35 sp and 25 cp - 4 ¼ Stone

3d6 Roll - Thief Starting Equipment

3: Club, Throwing Knives (10), Coin Purse with 30 sp and 70 cp, Thieves' Tools, Waterskin - 1 ¼ Stone

4: Axe, Bow, Coin Purse with 10 sp and 55 cp, Thieves' Tools, Quiver of Arrows (20), Crowbar, Waterskin, Tinderbox, Torches (3) - 3 Stone

5: Helmet, Axe, Bow, Coin Purse with 12 sp and 35 cp, Thieves' Tools, Quiver of Arrows (20), 50' Rope, Waterskin, Tinderbox, Torches (3) - 4 Stone

6: Leather Armor, Axe, Coin Purse with 21 sp and 45 cp, Thieves' Tools, 50' Rope, Waterskin, Tinderbox, Torches (3) - 3 ½ Stone

7: Leather Armor, Axe, Bow, Coin Purse with 23 sp and 25 sp, Thieves' Tools, Quiver of Arrows (20), 50' Rope, Parchment Pages (5), Charcoal, Waterskin, Tinderbox, Torches (3) - 5 ½ Stone

8: Leather Armor, Sword, Bow, Coin Purse with 64 sp and 55 cp, Thieves' Tools, Quiver of Arrows (20), 50' Rope, Crowbar, Hammer, Iron Spikes (12), Grease, Waterskin, Tinderbox, Torches (3) - 6 Stone

9: Leather Armor, Sword, Bow, Coin Purse with 5 sp and 60 cp, Thieves' Tools, Quiver of Arrows (20), 50' Rope, Belladonna, Preserved Rations, Waterskin, Tinderbox, Lantern and Candle - 5 ½ Stone

10: Leather Armor, Sword, Dagger, Bow, Coin Purse with 1 gp and 16 sp, Thieves' Tools, Quiver of Arrows (20), Silver Arrow, Hammer, Iron Spikes (12), Rosewater, Waterskin, Tinderbox, Lantern and Candle - 6 Stone

11: Leather Armor, Sword, Bow, Coin Purse with 20 sp and 15 cp, Thieves' Tools, Quiver of

Arrows (20), 50' Rope, Pulley, Manacles, Lock, Tinderbox, Torches (3) - 5 ½ Stone

12: Leather Armor, Sword, Silver Dagger, Bow, Coin Purse with 20 sp, Thieves' Tools, Quiver of Arrows (20), Crowbar, Preserved Rations, Belladonna, Tinderbox, Lantern and Candle - 5 ½ Stone

13: Leather Armor, Sword, Crossbow, Coin Purse with 35 sp and 20 cp, Thieves' Tools, Case of Bolts (20), Hand Mirror, Tinderbox, Lantern and Candle - 4 ¾ Stone

14: Leather Armor, Sword, Dagger, Crossbow, Coin Purse with 46 sp and 20 cp, Thieves' Tools, Case of Bolts (20), Salt Bag, Snakeroot, Tinderbox, Lantern and Candle - 5 ¼ Stone

15: Leather Armor, Sword, Dagger, Crossbow, Coin Purse with 50 sp and 20 cp, Thieves' Tools, Case of Bolts (20), Messenger Bird, Tinderbox, Lantern and Candle - 5 Stone

16: Leather Armor, Sword, Dagger, Crossbow, Coin Purse with 50 sp and 20 cp, Thieves' Tools, Case of Bolts (20), Fine Clothing, Snakeroot, Tinderbox, Lantern and Candle - 5 Stone

17: Leather Armor, Sword, Coin Purse with 46 sp and 25 cp, Thieves' Tools, Messenger Bird, Tinderbox, Torches (3) - 3 ½ stones
Draft Horse with Saddle and Tack, Blanket, Waterskin x3, Preserved Rations, Tent - 2 ¼ Stone

18: Leather Armor, Sword, Crossbow, Coin Purse with 36 sp and 25 cp, Thieves' Tools, Case with Bolts (20), Tinderbox, Torches (3) - 3 ½ Stone
Draft Horse with Saddle and Tack, Blanket, Waterskin x3, Preserved Rations 1 ¼ Stone

3d6 Roll - Mage Starting Equipment

3: Staff, Coin purse with 5 gp and 60 sp, Catalyst, Waterskin - 1 ¾ Stone

4: Staff, Coin purse with 40 sp and 35 cp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Tinderbox, Torches(3), Mustard Seed - 3 Stone

5: Staff, Coin Purse with 20 sp and 35 cp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Hand Mirror, Flask of Naphtha, Hunting Dog, Preserved Rations, Tinderbox, Torches (3) - 3 ½ Stone

6: Staff, Coin Purse with 10 sp, Dagger, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Hawk, Hammer, Iron Spikes (12), 50' of Rope - 3 ½ Stone

7: Staff, Coin Purse with 82 sp and 15 cp, Silver Dagger, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Chalk, Grease, Tinderbox, Torches (3) - 3 ½ Stone

8: Staff, Coin Purse with 8 gp and 12 sp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Lantern and Candle, Tinderbox, Messenger Bird, Woundwort - 3 ¼ Stone

9: Staff, Coin Purse with 9 gp and 4 sp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Lantern and Candle, Tinderbox, Manacles, Iron Lock, 50' Rope, Crowbar, Hammer, Iron Spikes (12) - 4 ¼ Stone

10: Staff, Coin Purse with 5 gp and 82 sp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Lantern and Candle, Tinderbox, Flask of Naphtha, Flask of Naphtha, Flask of Naphtha, Chalk, Flamewort, Rosewater, Fine Clothing - 4 ¼ Stone

11: Staff, Coin Purse with 5 gp and 2 sp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Guard Dog - 2 ¼ Stone

12: Staff, Coin Purse with 7 gp and 49 sp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Lantern and Candle, Tinderbox, Silver Dagger, Sage, Salt Bag, Chicken, Sacrificial Ritual (1 use only), Fine Clothing - 4 Stone

13: Staff, Coin Purse with 1 sp and 10 cp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Amulet - 2 ½ Stone

14: Staff, Coin purse with 40 sp and 35 cp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Tinderbox, Torches (3), Woundwort, Amulet - 3 ¼ Stone

15: Staff, Coin Purse with 9 gp and 4 sp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Lantern and Candle, Tinderbox, Amulet - 3 Stone

16: Staff, Coin Purse with 9 gp and 4 sp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Lantern and Candle, Tinderbox, Snakeroot, Amulet - 3 ¼ Stone

17: Staff, Coin Purse with 1 sp and 10 cp, Catalyst, Waterskin, Quill and Ink, Pages of Parchment (5), Scroll - 4 Stone
Mule with Saddle and Tack - 0 Stone

18: Staff, Catalyst, Quill and Ink, Pages of Parchment (5), Torches (3), Tinderbox, Hammer, Iron Spikes (12), Mustard Seed, Preserved Rations, Scroll - 3 ½ Stone
Mule with Saddle and Tack, Waterskin x3, Coin Purse with 13 sp and 50 cp - 1 Stone

3d6 Roll - Elf Starting Equipment

3: Leather Armor, Club, Sling and 10 Bullets, Coin purse with 23 sp, Waterskin - 3 Stone

4: Leather Armor, Axe, Bow, Coin Purse with 18 sp and 45 cp, Quiver of Arrows (20), Waterskin, Tinderbox, Torches (3) - 4 ½ Stone

5: Leather Armor, Shield, Spear, Coin Purse with 58 sp and 20 cp, Crowbar, Hammer, Iron Spikes (12) - 4 ¼ Stone

6: Scale Armor, Longsword, Coin Purse with 26 sp and 35 cp, Flask of Naphtha, Chalk, Tinderbox, Torches (3) - 5 ¼ Stone

7: Scale Armor, Shield, Sword, Coin Purse with 27 sp and 45 cp, Hand Mirror, 50' rope, Tinderbox, Torches (3) - 4 ¾ Stone

8: Chain Armor, Shield, Axe, Coin Purse with 9 sp and 25 cp, Hammer, Iron Spikes (12), Tinderbox, Torches (3) - 5 ¾ Stone

9: Chain Armor, Shield, Sword, Coin Purse with 60 sp and 15 cp, Crowbar, Flask of Naphtha, Flask of Naphtha, Tinderbox, Torches (3) - 6 Stone

10: Chain Armor, Shield, Sword, Coin Purse with 43 sp and 20 cp, Woundwort, Hammer, Iron Spikes(12), Preserved Ration, Waterskin - 6 Stone

11: Chain Armor, Shield, Sword, Coin Purse with 40 sp and 15 cp, Holy Water, Flask of Naphtha, Tinderbox, Torches (3) - 5 ¾ Stone

12: Chain Armor, Longbow, Axe, Coin Purse with 30 sp and 10 cp, Case of Bolts (20) - 5 ¾ Stone

13: Banded Plate Armor, Longsword, Coin Purse with 22 sp and 10 cp, Tinderbox, Lantern and Candle, Flask of Naphtha, Crowbar, Hammer, Iron Spikes (12), Snakeroot - 8 Stone

14: Banded Plate Armor, Longsword, Coin Purse with 55 sp and 20 cp, Hand Mirror, Woundwort, Charcoal, Tinderbox, Lantern and Candle, Preserved Ration, Waterskin - 8 Stone

15: Banded Plate Armor, Longsword, Coin Purse with 78 sp and 20 cp, Manacles, Lock, Chalk, Hammer, Iron Spikes (12), Preserved Ration, Waterskin - 8 Stone

16: Banded Plate Armor, Longsword, Fine Clothing, Rosewater, Silver Dagger - 6 ½ Stone

17: Banded Plate Armor, Longsword - 6 Stone
Horse with Saddle and Tack, Blanket, Preserved Ration, Waterskin x3, Tinderbox, Torches (3), Hammer, Iron Spikes (12), 50' of Rope, Coin Purse with 12 sp and 15 cp - 2 ¾ Stone

18: Banded Plate Armor, Longsword- 6 Stone
Horse with Saddle and Tack, Blanket, Preserved Ration, Waterskin x3, Tinderbox, Torches(3), Grease, Bow, Quiver of Arrows (20), Hammer, Iron Spikes (12), 50' of Rope, Coin Purse with 35 sp and 25 cp - 4 Stone

3d6 Roll - Dwarf Starting Equipment

3: Leather Armor, Club, Sling and 10 Bullets, Coin purse with 23 sp, Waterskin - 3 Stone

4: Leather Armor, Axe, Shield, Coin Purse with 20 sp and 30 cp - 2 $\frac{3}{4}$ Stone

5: Leather Armor, Shield, Spear, Coin Purse with 58 sp, 20 cp, Crowbar, Hammer, Iron Spikes (12) - 4 $\frac{1}{4}$ Stone

6: Scale Armor, Longsword, Coin Purse with 26 sp and 35 cp, Flask of Naphtha, Chalk, Tinderbox, Torches (3) - 5 $\frac{1}{4}$ Stone

7: Scale Armor, Shield, Sword, Coin Purse with 27 sp and 45 cp, Hand Mirror, 50' rope, Tinderbox, Torches (3) - 4 $\frac{3}{4}$ Stone

8: Chain Armor, Shield, Axe, Coin Purse with 9 sp and 25 cp, Hammer, Iron Spikes (12), Tinderbox, Torches (3) - 5 $\frac{3}{4}$ Stone

9: Chain Armor, Shield, Sword, Coin Purse with 60 sp and 15 cp, Crowbar, Flask of Naphtha, Flask of Naphtha, Tinderbox, Torches (3) - 6 Stone

10: Chain Armor, Shield, Sword, Coin Purse with 43 sp and 20 cp, Woundwort, Hammer, Iron Spikes(12), Preserved Ration, Waterskin - 6 Stone

11: Chain Armor, Shield, Sword, Coin Purse with 40 sp and 15 cp, Holy Water, Flask of Naphtha, Tinderbox, Torches (3) - 5 $\frac{3}{4}$ Stone

12: Chain Armor, Longbow, Axe, Coin Purse with 30 sp and 10 cp, Case of Bolts (20) - 5 $\frac{3}{4}$ Stone

13: Banded Plate Armor, Longsword, Coin Purse with 22 sp and 10 cp, Tinderbox, Lantern and Candle, Flask of Naphtha, Crowbar, Hammer, Iron Spikes (12), Snakeroot - 8 Stone

14: Banded Plate Armor, Longsword, Coin Purse with 55 sp and 20 cp, Hand Mirror, Woundwort, Charcoal, Tinderbox, Lantern and Candle, Preserved Ration, Waterskin - 8 Stone

15: Banded Plate Armor, Longsword, Coin Purse with 78 sp and 20 cp, Manacles, Lock, Chalk, Hammer, Iron Spikes (12), Preserved Ration, Waterskin - 8 Stone

16: Banded Plate Armor, Longsword, Silver Dagger, Fine Clothing, Rosewater - 6 $\frac{1}{2}$ Stone

17: Banded Plate Armor, Longsword - 6 Stone
Mule with Saddle and Tack, Blanket, Tent, Preserved Ration, Waterskin x3, Tinderbox, Torches (3), Hammer, Iron Spikes (12), 50' of Rope, Coin Purse with 12 sp and 15 cp - 3 $\frac{3}{4}$ Stone

18: Banded Plate Armor, Longsword - 6 Stone
Mule with Saddle and Tack, Blanket, Tent, Preserved Ration, Waterskin x3, Bow, Quiver of Arrows (20), Hammer, Iron Spikes (12), 50' of Rope, Tinderbox, Torches(3), Grease, Coin Purse with 35 sp and 25 cp - 5 $\frac{1}{2}$ Stone