

Adventure Equipment & Trade Goods

This is a list of miscellaneous small items: tools, equipment, gear, consumables and so on. No weapons or valuables are listed here, even though some of the items may definitely be used as weaponry (albeit with suitable penalties) and can be quite valuable (to the right buyer). However, all items on the list are designed to be useful, in one way or another, even though they may require a little improvisation.

- The list is system agnostic, assuming an early Renaissance level of technology. There are only a few non-mundane items in the list, which may or may not work as intended, depending on your world. And you can always disregard unsuitable results.

VALUE REFERENCES:

- All prices listed are based on an OSR economy, referencing the Dungeon Crawl Classics coin exchange rates (DCC rulebook pg. 70).
 - Copper pieces -> Silver Pieces -> Gold Pieces -> Electrum Pieces -> Platinum Pieces
 - Exchange rate of 10 going up a category.
 - 100 coins weighs roughly 0.5 kg (or 1 lb, for you imperial peasants).
 - Economy assumes 5 cp to be the cost of food per day for both animals and people.

ROLLING ON THE TABLES:

- Tables 1-7 are mostly mundane items, and can be used with a d% to randomize found objects. All items should be fit to be carried on a person.
- Tables 8-12 are miscellaneous, mysterious or large items. If a truly random result is desired, roll 1d12 to determine table, and then roll again on the table.

Table 1 - Tools				
D%	D20	Item	Value	Notes
01	1	Chisel	5 sp	
02	2	Crowbar	2 gp	Weapon use as club.
03	3	Digging Bar	3 gp	Weapon use as spear.
04	4	File	5 sp	
05	5	Hammer, Small	5 sp	
06	6	Hand Drill	1 gp	
07	7	Hatchet	3 gp	Weapon use as handaxe.
08	8	Hoe	1 gp	
09	9	Iron Spikes	1 sp each	15 cm long, 5d4 pcs.

Table 1 - Tools				
D%	D20	Item	Value	Notes
<i>10</i>	<i>10</i>	Iron Wedges	3 sp each	20 cm long, 5 cm thick, 2d3 pcs.
<i>11</i>	<i>11</i>	Knife	2 sp	Weapon use as dagger.
<i>12</i>	<i>12</i>	Machete	1 gp	Weapon use as shortsword.
<i>13</i>	<i>13</i>	Nail Hooks	2 sp each	15 cm long, 5 cm hook, 2d4 pcs.
<i>14</i>	<i>14</i>	Pickaxe	2 gp	Weapon use as battleaxe.
<i>15</i>	<i>15</i>	Saw	5 sp	
<i>16</i>	<i>16</i>	Shovel	1 gp	Weapon use as staff.
<i>17</i>	<i>17</i>	Shovel, Folding	5 gp	
<i>18</i>	<i>18</i>	Sledgehammer	1 gp	Weapon use as warhammer.
<i>19</i>	<i>19</i>	Small Pick	1 gp	Weapon use as handaxe.
<i>20</i>	<i>20</i>	Tongs	5 sp	

Table 2 – Climbing Gear				
D%	D10	Item	Value	Notes
<i>21</i>	<i>1</i>	Chain	30 gp	5 m, (~15).
<i>22</i>	<i>2</i>	Climbing Harness	3 gp	
<i>23</i>	<i>3</i>	Grappling Hook	1 gp	
<i>24</i>	<i>4</i>	Pulley Hook	1 gp	
<i>25</i>	<i>5</i>	Rope, Elven	10 gp	20 m (~65), mildly magical.
<i>26</i>	<i>6</i>	Rope, Hemp	25 sp	20 m (~65).
<i>27</i>	<i>7</i>	Rope, Silk	5 gp	20 m (~65).
<i>28</i>	<i>8</i>	Rope Hooks	3 sp each	15 cm, 10 cm hook, 2d4 pcs.
<i>29</i>	<i>9</i>	Rope Ladder	75 sp	10 m (~30).
<i>30</i>	<i>10</i>	String	1 sp	20 m (~65) or 5 m (~15) of climbable rope.

Table 3 – Light and Fuel				
D%	D12	Item	Value	Notes
31	1	Bottled Light	20 gp	Glows softly when shook, for 8 hours, alchemical item.
32	2	Candle	1 cp	Burns for 24 hours, moderate light.
33	3	Flint and Steel	15 cp	
34	4	Lantern, Candle	3 gp	Comes with one candle.
35	5	Lantern, Hooded	10 gp	Easily shut and shielded, comes with 6 hours of oil.
36	6	Lantern	5 gp	Comes with 6 hours of oil.
37	7	Matches	1 sp each	1d20 pcs, alchemical item.
38	8	Oil Flask	2 sp	½ 1 clay flask, burns for 6 hours in a lantern.
39	9	Oil Lamp	1 sp	Comes with 6 hours of oil.
40	10	Oil Skin	1 gp	2,5 l large leather bladder, 30 hours of light.
41	11	Tinder	1 cp	Can be used to light fires fast and easy, weighs ~250 g.
42	12	Torch	1 cp	Burns for 1-2 hours.

Table 4 – Camping Gear				
D%	D6	Item	Value	Notes
43	1	Bedroll	15 sp	
44	2	Blanket	5 sp	2 m x 2 m.
45	3	Oilcloth Tarp	1 gp	3 m x 3 m.
46	4	Tent, Large	5 gp	Shelters up to 4 people.
47	5	Tent, Pavilion	20 gp	Shelters up to 6 people.
48	6	Tent, Small	2 gp	Shelters up to 2 people.

Table 5 – Carrying and Containers				
D%	D12	Item	Value	Notes
49	1	Backpack	2 gp	Capacity 40 l.
50	2	Bandolier	5 gp	Allows easy access to small items such as potions.
51	3	Belt of Pouches	1 gp	Allows easy access to very small items.
52	4	Chest	5 gp	Includes lock and key, capacity ~5 l.
53	5	Sack, Large	12 cp	Capacity 25 l.
54	6	Sack, Small	8 cp	Capacity 10 l.
55	7	Sack, Waterproof	5 sp	Capacity 10 l, entirely waterproof if closed properly.
56	8	Satchel	1 gp	Capacity 5 l, rainproof.
57	9	Scroll Case	5 gp	Waterproof.
58	10	Small Wooden Box	1 gp	Includes small lock and key, capacity ~½ l.
59	11	Steel Flask	2 gp	Capacity 1 l.
60	12	Waterskin	5 sp	Capacity 2,5 l.

Table 6 – Miscellaneous Equipment				
D%	D20	Item	Value	Notes
61	1	Cauldron	1 gp	Cast iron, capacity 15 l.
62	2	Cowbell	1 gp	
63	3	Dog Whistle	1 gp	
64	4	Ear/Nose Plugs	1 sp each	2d6 pairs, made of beeswax & parsley.
65	5	Frying Pan	5 sp	Cast iron.
66	6	Kettle	5 sp	Cast iron, capacity 5 l.
67	7	Lock with Key	15 gp	
68	8	Magnifying Glass	10 gp	
69	9	Musical Instrument	1+ gp	Price depends on type, determine type as you wish.
70	10	Parchment	2 sp each	3d4 sheafs.
71	11	Piece of Chalk	1 cp each	2d4 pcs.
72	12	Protective Goggles	25 gp	Smoked glass with leather strap.

Table 6 – Miscellaneous Equipment				
D%	D20	Item	Value	Notes
73	13	Quill and Ink	10 sp	
74	14	Sieve	5 sp.	50 cm diameter.
75	15	Shackles	5 gp	Closed with pins, no lock included.
76	16	Small Bell	1 sp each	5d2 pcs.
77	17	Small Mirror	10 gp	
78	18	Soap	5 sp each	1d4 pcs.
79	19	Spyglass	25 gp	
80	20	Whistle	5 sp	

Table 7 – Miscellaneous Equipment 2				
D%	D20	Item	Value	Notes
81	1	Bag of Fine Sand	1 cp	2 kg (~5 lbs.).
82	2	Bound Book	50 gp	Define language and content however you wish.
83	3	Camo Cloak	2 gp	Rainproof, makes it easier to hide in wilderness.
84	4	Camo Tarp	5 gp	4 m x 4 m, easier to hide in wilderness, rainproof.
85	5	Compass	25 gp	
86	6	Field Repair Kit	15 gp	In a satchel, includes tools to fix most armor or weapons.
87	7	Fishing Harpoon	1 gp	Short javelin and 5 m (~15') leather pullstring.
88	8	Fishing Kit	10 sp	Hook, 10 m (~30') line, sinker and floater.
89	9	Fishing Line	10 sp	20 m (~65') spool.
90	10	Hand Net	5 sp	2 m diameter.
91	11	Holy Symbol	25 gp	
92	12	Hourglass	20 gp	
93	13	Scissors	5 sp	
94	14	Swimming Floaters	3 gp	Includes a vest, hand and foot floaters.
95	15	Throwing Net	10 sp	2 m diameter.

Table 7 – Miscellaneous Equipment 2				
D%	D20	Item	Value	Notes
96	16	Trap, Wolf	10 gp	Damage = 2 dagger hits.
97	17	Trap, Bear	20 gp	Damage = 4 dagger hits.
98	18	Vial of Holy Water	25 gp	½ l.
99	19	Wading Boots	2 gp	Waterproof, thigh high.
100	20	10-foot pole	15 cp	4 m, collapsable.

Table 8 – Healing and Alchemy			
D12	Item	Value	Notes
1	Aqua Vitae	20 gp	~½ l flask, very flammable, alchemical item.
2	Bladder of Glue	10 gp	~½ l, works on almost any surface.
3	Black Powder	50 gp	100 g pouch, prone to explode, alchemical item.
4	Empty Vial	5 sp each	2 dl capacity, 1d6 pcs.
5	Field Medic's Kit	20 gp	In a satchel, contains tools for field medicine, 2d3 pcs.
6	Firework	2 gp each	2d4 pcs, alchemical item.
7	Flaming Oil	20 gp	~½ l bladder, prone to explode, burns longer than oil, alchemical item.
8	Perfume	25 gp	2 dl/10 uses.
9	Pest Repellent	2 gp	2 dl vial/10 uses.
10	Poultice	5 sp each	Doubles healing speed for a day when used.
11	Vial of Acid	25 gp	~½ l, damages metal and stone, alchemical item.
12	Vial of Poison	100+ gp	2 dl vial/10 uses, define effect how you wish, potency affects price, alchemical item.

Table 9 – Thieving and Scams			
D10	Item	Value	Notes
1	Caltrops	1 gp / handful	Damage like a dagger hit, 2d4 handfuls.
2	Bag of Marbles	2 gp	1 kg in a leather pouch.
3	Disguise Kit	20 gp	In a leather satchel, includes make-up and relevant accessories.

Table 9 – Thieving and Scams			
D10	Item	Value	Notes
4	Hex Doll	10 sp	
5	Protective Gloves	2 gp	Reduces chance to be hit by some traps.
6	Set of Cheater's Dice	5 gp	Balanced to produce intended numbers.
7	Set of Dice	1 gp	
8	Skeleton Key	25 gp	20% chance to open mundane locks.
9	Tarot Deck	5 gp	
10	Thieves' Tools	25 gp	In a leather satchel, includes tools to pick locks and disarm traps.

Table 10 – Rations and Food			
D12	Item	Value	Notes
1	Bag of Herbs	1 gp	½ kg pouch.
2	Dwarven Ration	1 gp	100 g, enough for a day, doesn't spoil, 1d4 pcs.
3	Elven Trail Bread	2 gp	100g, enough for a day, doubles healing rate, doesn't spoil, 1d4 pcs, mildly magical.
4	Iron Ration	5 cp	½ kg, enough for a day, spoils slowly, 1d6 pcs.
5	Jar of Honey	1 gp each	½ l jar.
6	Sack of Bread	8 gp	5 kg sack.
7	Sack of Flour	2 cp	5 kg sack.
8	Sack of Meat	1 gp	5 kg sack.
9	Sack of Nuts	2 gp	5 kg sack, doesn't spoil.
10	Sack of Sugar	2 gp	5 kg sack.
11	Sack of Vegetables	1 cp	5 kg sack.
12	Wheel of Cheese	1 gp	5 kg wheel.

Table 11 – Animals and Husbandry			
D20	Item	Value	Notes
1	Bridle and Bit	2 gp	
2	Carriage	100 gp	

Table 11 – Animals and Husbandry			
D20	Item	Value	Notes
3	Cart	5 gp	Can be pulled by draft animals.
4	Cat	no price	Feeds itself.
5	Chicken	1 gp	
6	Cow	6 gp	
7	Dog	1+ gp	Price depends on training and size.
8	Donkey or Mule	8 gp	
9	Duck or Goose	1 gp	
10	Falcon	10 gp	Trained to hunt small game, feeds itself.
11	Goat	2 gp	
12	Horse	75 gp	
13	Horse, War	200 gp	
14	Pony	30 gp	
15	Saddlebags	2 gp	
16	Saddle, Pack	15 gp	
17	Saddle, Riding	30 gp	
18	Sheep	3 gp	
19	Wagon	20 gp	
20	Wheelbarrow	2 gp	

Table 12 – Trade Goods			
D12	Item	Value	Notes
1	Animal Pelt	1+ gp	Price depends on animal type, determine as you wish.
2	Bolt of Cloth	1+ gp each	2 m x 2m, price depends on type of cloth.
3	Brick of Beeswax	5 sp each	½ kg brick, 2d3 pcs.
4	Metal Ingot	1+ gp each	Ingot size and price depend on metal type and quality.
5	Pouch of Dye	1+ gp each	½ kg bag of dye, certain colours are more valuable.
6	Wood, Clay, Bone or Stone	5+ cp each	Price depends on quality, assuming a 5 kg amount.