

APPENDIX B: BASIC GEAR AND KITS

Following is a list of basic gear, pictures of that gear, and preselected equipment kits compiled for purchase.

The items are given a gold cost and a weight. The weight is given in pounds, for conversion into pounds, you can simply treat each 15 - 20 pounds of items as a stone, or you can treat items as one of 3 categories, Light, Bundle, and Stone. Light items weigh “—” and 10 of them together are a Bundle. Bundle items weigh between .5 and 2 pounds and 5 of them together are a Stone.

Changing out items in the kit is simple. Simply increase or decrease the weight and cost of the kit.

The kits also contain alchemical items. The information for these items is provided at various pages throughout this work. If an item is not contained in the basic gear table, it is found somewhere else in this work. Peruse the Table of Contents (Page 4 asdf) or index (Page ASDF) to locate the item.

The kits are not discounted. The total gold and weight values are the totals of the numbers in the columns. It is totally reasonable to provide a 10%, 15% or 20% discount on the various kits for buying them together in a bundle. Ultimately the decision rests with the Dungeon Master.

The kits contain a reasonably basic selection of equipment, allowing substitution of higher quality equipment for those players with extra coin.

These kits can also be used to provide basic sets of equipment to be found on dead adventurers in the dungeon.

The thieves' kit includes files and lockpicks. A masterwork thieves' kit includes all the standard thieves' kit items in addition to a listening cone, glass cutter, finger blades, a lifting and tension bar, wax and soft metal, resin and talc powder, weapon black, tar makeup, a silk bodysuit, and masks. The Healer's kit includes bandages, balms, cranial drills, herbal medications, knives and scalpels, leaches, bone saws, clamps, tourniquets, wound packings, sponges, and gauze.



Common Useful Gear				
Name	Price	Weight	Description	
Astrolabe	1,000 gp	6 lbs.	+10% to checks involving navigation	
Animal Call	20 gp	1 lb.	+10% to animal training and hunting checks	
Backpack	2 gp	2 lbs.	Holds 40 lbs. or 1 cubic foot; Also comes in canvas (1 gp), and delux leather (4 gp)	
Backpack, masterwork	50 gp	4 lbs.	Holds 60 lbs. or 1 cubic foot; Adds +1 to Strength when calculating carrying capacity or ignores 1 stone of weight	
Bandage	1 sp	.5 lbs	These are used to give a +30% bonus to stopping bleeding.	
Bedroll	1 sp	5 lbs.	Allows restful sleep outdoors	
Bell	1 gp	—	Creates a ringing peal, audible up to 1/4 mile	
Belt, Potion	1 gp	—	Carry and access 6 potions with a 2-4 segment penalty (<i>DRAW A POTION AS A MOVE ACTION</i>)	
Belt, Potion Masterwork	80 gp	—	Carry and access 6 potions with a 1 segment penalty (<i>DRAW A POTION AS A SWIFT ACTION</i>)	
Bit and Bridal	15 sp	1 lb.	Allows you to control a horse in battle freely (<i>HANDLE ANIMAL AS A FREE ACTION</i>)	
Bit and Bridal with Blinders	2 gp	1 lb.	Gives you a +10% to controlling a horse in crowds and battle	
Blanket, Light	2 sp	1 lb.	Allows staying warm at night for restful sleep at temperatures 40 degrees Fahrenheit or higher	
Blanket, Winter	15 sp	4 lbs.	Allows staying warm at night for restful sleep at temperatures 0 degrees Fahrenheit or higher	
Block and Tackle	5 gp	5 lbs.	Increases your effective Strength by 5 for lifting	
Board, Collapsible	5 sp	10 lbs.	10' long, 3' wide, holds 250 lb. Folds and bundles to 3' x 1' x 6"	
Bracers, Utility	2 gp	1 lb.	Utility bracer holds 3 of the following secretly: garrote, dart launcher, spring blade, lockpicks, vial, or powder launcher	
Brush	1 gp	—	Applies or removes powder	
Bucket, Empty	5 sp	2 lbs.	5 gallons; also comes in Bronze (3 sp), Iron (4 sp), Leather (7 sp), Collapsible Leather (4 gp) & Steel (6 sp)	
Butterfly Net	5 gp	2 lbs.	For catching tiny creatures, like butterflies or fish	
Cable Spool	175 gp	6 lbs.	Allows descent up to 100' safely	
Canteen	5 sp	5 lbs.	Holds 1/2 gallon of liquid	
Candle	1 cp	—	5' light radius, one candle burns for an hour	
Canvas (1 square yard)	1 sp	1 lb.	Heavy fabric, sold in rolls by the yard	
Case, Scroll/Map, Leather	1 gp	.5 lb.	Protects paper from environmental damage; 2 hp/hardness, also comes in wood (5 hardness), metal (10 hardness); waterproofing adds 10 gp to price	
Chain	30 gp	2 lbs.	A length of chain, 5 hp, 10 hardness	
Chalk	1 cp	—	Leaves marks	
Charcoal (1 lb. bag)	5 sp	1 lb.	+25% chance to starting a fire.	
Chisel, Ice (Pick)	1 gp	1 lb.	Triple damage versus ice objects, damage as dagger	
Chisel, Wood	2 gp	1 lb.	Triple blunt weapon damage versus wood	
Chisel, Stone	15 gp	1 lb.	Triple blunt weapon damage versus stone	
Crowbar	2 gp	5 lbs.	+15% chance to opening doors	
Drill	4 gp	1 lb.	Puts 1" holes in objects, ignores some item hardness, comes in Wood (5), Iron (10), Steel (12) & Adamantine (20)	
Earplugs	3 sp	.5 lbs.	Provides a +10% bonus versus sonic attacks and spells and gives a -25% penalty to hearing perception.	
Fishing Line and Hook	1 sp	—	Supports 25 lbs.	
Flask	3 cp	1 lb.	Holds 1 gallon, comes in Glass, Steel (9 sp), Crystal (4 gp)	
Flint and Steel	5 sp	—	+ 10% to starting fires	
Grappling Hook	1 gp	4 lbs.	Range increment 10' versus AC 15 [5]	
Grappling Hook, Collapsible	3 gp	2 lbs.	Range increment 10' versus AC 15 [5]	
Goggles	2 gp	2 lbs.	Prevent vision penalties from daylight sensitivity and snow blindness, +10% on saves versus pattern effects	
Goggles, Underwater	25 gp	7 lbs.	Increases vision by 10' under water	
Hammer	2 gp	2 lbs.	Useful for hammering chisels, pitons, iron spikes, and thumbs	
Healer's Kit	50 gp	5 lbs.	Allows healing with a +10% circumstance bonus	
Holy Symbol, Wood	1 gp	1 lb.	Useful for clerics; also comes in iron (5 gp), bronze (10 gp), silver (25 gp), and gold (50 gp)	
Holy Water	25 gp	1 lb.	Range increment 10', 2-8 damage versus undead	
Hourglass	25 gp	1 lb.	1 hour duration	
Ink	8 gp	1 lb.	Black; other colors cost 2 x	
Iron Spike / Piton	5 cp	1 lb.	Metal spike, anchors; one causes doors to be stuck, two cause it to be considered locked	
Insect Netting	5 gp	1 lb.	Protects from mundane vermin, decreases disease chance; Allows restful sleep at night.	
Ladder, 10 foot	2 sp	20 lbs.	10' ladder	
Ladder, Folding	2 gp	16 lbs.	As 10' ladder, but folds into a 3' x 1' x 1' bundle	
Lamp	1 sp	1 lb.	15' light radius, 1 pint oil burns six hours	
Lantern, Bullseye	12 gp	3 lbs.	60' light cone, 1 pint oil burns six hours	
Lantern, Hooded	7 gp	2 lbs.	30' light radius, 1 pint oil burns six hours; resists wind / rain	
Lantern, Firefly	9 sp	2 lbs.	10' light radius, Fireflies die if not released in twelve hours	

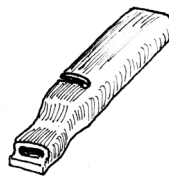


Lantern, Waterproof	20 gp	—	30' light radius, 15' under water, burns 1 turn immersed, Can be filled with water and Cold Fire.
Magnet	5 sp	.5 lb.	Attracts ferrous objects
Magnifying Glass	100 gp	—	Starts fires, 10% more accurate when appraising objects
Manacles	15 gp	2 lbs.	10 hardness, 10 hit points, break DC 26
Manacles, Silver	100 gp	2 lbs.	As manacles, but silver
Manacles, Masterwork	50 gp	2 lbs.	As manacles but break DC 28
Mirror, Small Steel	15 gp	.5 lbs.	This is a burnished mirror
Needle & Thread	5 sp	—	Allows repair of torn fabric and skin; stops bleeding, reduces chances of scar forming by 1/2
Paper	5 sp	—	9" × 6" paper
Paper, Rice	5 cp	—	9" × 6" paper
Parchment	1 sp	—	9" × 6" paper
Periscope, Hand	50 gp	2 lbs.	Allows peering around corners
Plaster (5 lb. bag)	5 sp	5 lbs.	Quick drying plaster
Pole 10'	—	3 lbs.	This is a 10' pole
Pole, Collapsible	5 gp	6 lbs.	As 10' pole but collapses into 3 rods
Pole, Expandable	15 gp	5 lbs.	Adjustable from 1' to 11'
Pot	5 sp	2 lbs.	So you have something to piss in; also useful for cooking
Ram, Portable Battering	10 gp	20 lbs.	Allows 2 people to bash down a door, +10% per person
Rations, Trail (1 day)	5 sp	1 lb.	A day's worth of food, lasts 4 weeks; also comes in Iron (1 gp), lasting 3 months
Ring, Signet	5 gp	.5 lbs.	Ring with a crest or seal, used for imprinting on wax; does +1 damage on an unarmed strike.
Rope, Hemp (50')	1 gp	10 lbs.	A 50' length of hemp rope (2 hp)
Rope, Silk (50')	10 gp	5 lbs.	A 50' length of silk rope (4 hp)
Rope, Spidersilk (50')	100 gp	2.5 lbs.	A 50' length of spidersilk rope (6 hp)
Sack	1 sp	.5 lbs.	Holds 1 cubic foot of material (40 lbs.), also comes in small (5 cp / 10 lbs.)
Saddle, Riding	10 gp	15 lbs.	Allows long distance riding on a horse, Military saddles cost +10 gp and have a weapon scabbard
Saddlebag	2 gp	1 lb.	Holds 1 cubic foot of material (40 lbs.), also comes in large (100 lbs.)
Saw	4 cp	2 lbs.	Cuts through wood, ignores hardness does 5 points a round, blades last 40 rounds
Saw, Hack	1 sp	1 lb.	Cuts through metal, ignores hardness does 1 point a round blades last 20 rounds; cuts bone as wood saw
Sealing Wax	1 gp	1 lb.	Wax designed to melt and cool
Sextant	500 gp	2 lbs.	Provides a +20% bonus versus getting lost
Slate 12" × 9"	5 sp	.5 lbs.	A slate board that allows writing and erasing in chalk. A grid etched in one aids in mapping
Spade	2 cp	3 lbs.	Allows digging 2 cubic feet a minute
Signal Horn	1 gp	2 lbs.	Creates a droning blast, audible to 1/2 mile
Soap	1 cp	.5 lb.	Cleans dirt; works as a lubricant in a pinch
Stretcher	1 gp	10 lbs.	Holds 300 lbs., distributes weight between two people
String/Twine	1 cp	.5 lbs.	A 50' length of twine (1 hp)
Tent (1 person)	10 gp	20 lbs.	Protection from exposure, allows rest in inclement weather, 1 person, 2 turn setup, breaks down in 1/2 setup time.
Tent (2 people)	15 gp	30 lbs.	Protection from exposure, allows rest in inclement weather, sleeps 2 people, 3 turn setup
Tent (4 people)	30 gp	40 lbs.	Protection from exposure, allows rest in inclement weather, sleeps 4 people, 5 turn setup
Tent, Pavilion	100 gp	50 lbs.	Protection from exposure, allows rest in inclement weather; sleeps 10 people, 9 turn setup
Thermometer	25 gp	1 lb.	Gives a reading of the temperature between -40 Fahrenheit, to 220 Fahrenheit. Higher or lower breaks.
Tongs & Pliers	1 gp	1 lb.	Useful for smithing; also steadying and moving dangerous objects
Tools, Thieves	30 gp	5 lbs.	Allows a thief to perform their abilities without penalty
Tools, Thieves Masterwork	200 gp	3 lbs.	Provides a +2 circumstance bonus to thief abilities
Torch	1 cp	1 lb.	20' Radius, burns for one hour
Vial, Glass	1 sp	—	Holds 8 ounces of liquid comes in Pottery (1 cp), Glass, Steel (1 gp), Crystal (5 gp)
Waterskin / Air bladder (3 gallon)	2 gp	24 lbs.	Holds 3 gallons of liquid, If empty functions as an air bladder, providing 1 turn of air
Whetstone	2 gp	—	Spending 1 turn sharpening a weapon gives a +1 damage bonus to next hit
Whistle	3 gp	—	Creates a piercing report, clearly audible up to 1/2 mile

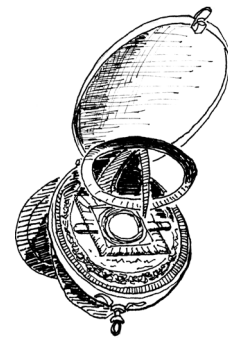




10' Pole (0 gp)



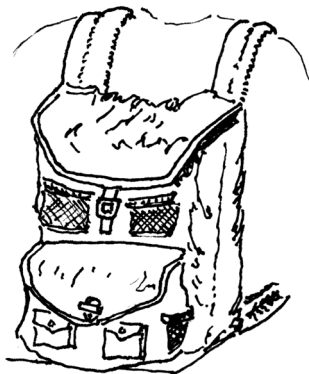
Animal Call (20 gp)



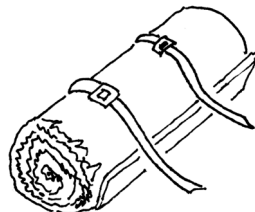
Astrolabe (1000 gp)



Backpack (2 gp)



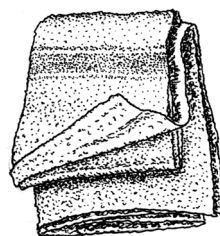
Backpack, Masterwork (50 gp)



Bedroll (1 sp)



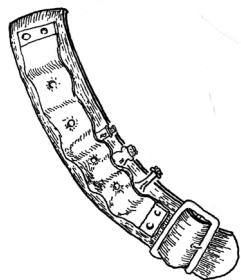
Bell (1 gp)



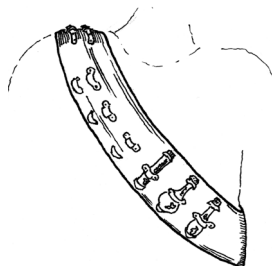
Blanket, Light (2 sp)



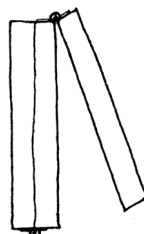
Blanket Winter (15 sp)



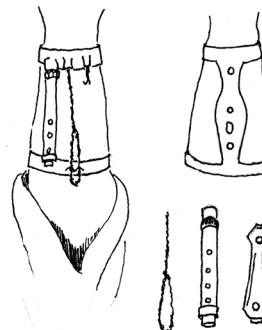
Belt, Potion (1 gp)



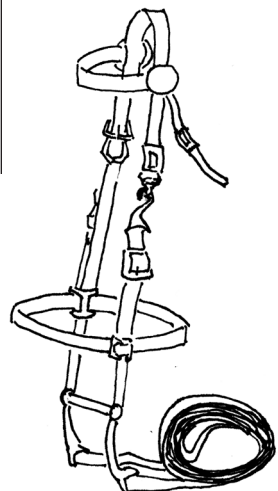
Belt, Potion; Masterwork (80 gp)



Board, Collapsible (5 sp)



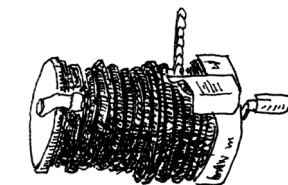
Bracers, Utility (2 gp)



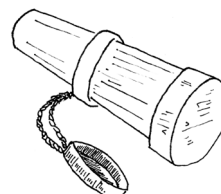
Bit and Bridal, Blinkers Optional (15 sp, 2 gp with blinkers)



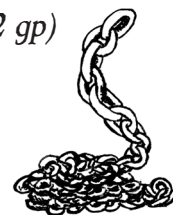
Block and Tackle (5 gp)



Cable Spool (175 gp)



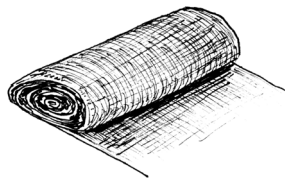
Scroll / Map Case (1 gp)



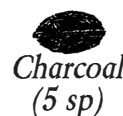
Chain (30 gp)



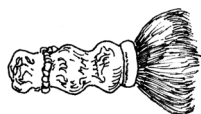
Bucket (5 sp)



Canvas (1 sp per sq. yard)



Charcoal (5 sp)



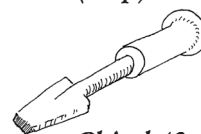
Brush (1 gp)



Butterfly net (5 gp)



Chalk (1 cp)

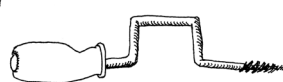


Chisel (2 gp)





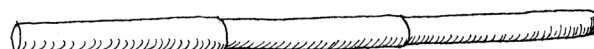
Crowbar (2 gp)



Drill (4 gp)



Earplugs (3 sp)



Expanding Pole (5 gp)



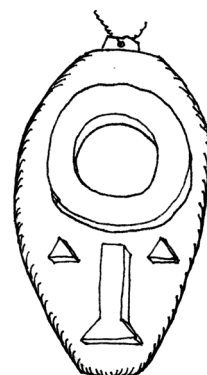
Fishing Line & Hook (1 sp)



Flask (3 cp)



Flint & Steel (5 sp)



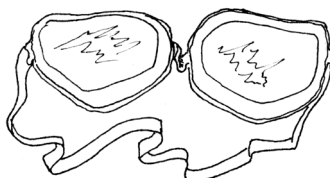
Holy Symbol (1 gp)



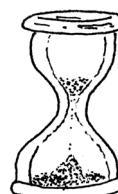
Grappling Hook (1 gp)



Grappling Hook, Collapsible (3 gp)



Goggles (2 gp)



Hourglass (25 gp)



Holy Water (25 gp)



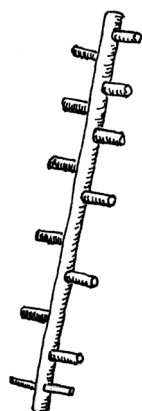
Iron Spike / Piton (5 cp)



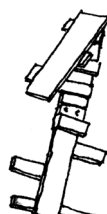
Lamp (1 sp)



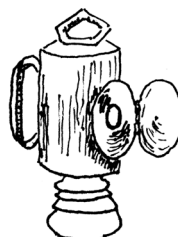
Ink (8 gp)



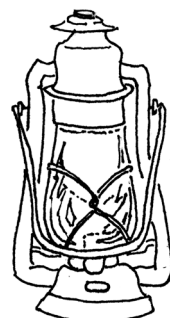
Ladder, 10'



Ladder, Folding (2 gp)



Lantern, Bullseye (12 gp)



Lantern, Hooded (7 gp)



Lantern, Waterproof (+5 gp)



Lantern, Firefly (9 sp)



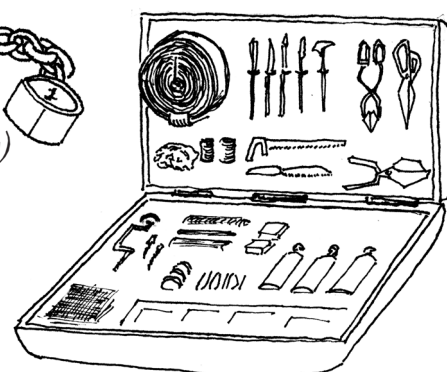
Magnifying Glass (100 gp)



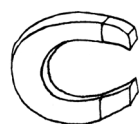
Plaster (5 gp)



Manacles (15 gp)



Healer's Kit (50 gp)



Magnet (5 sp)



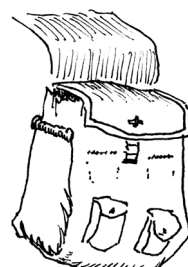
Mirror (15 gp)



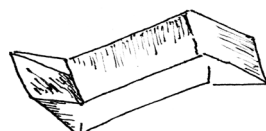
Paper (5 sp)



Rope, Hemp 50' (1 gp)



Saddlebag (2 gp)



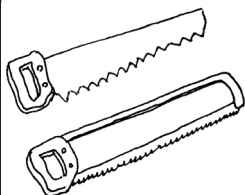
Hand Periscope (50 gp)



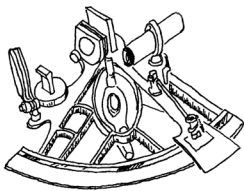
Sack (1 sp)



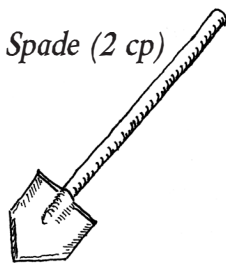
Portable Battering Ram (10 gp)



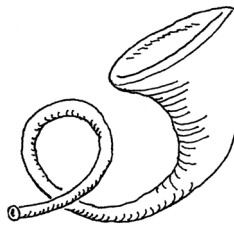
Saw / Hacksaw
(4 cp / 1 sp)



Sextant (500 gp)



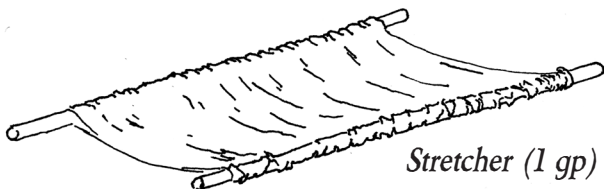
Spade (2 cp)



Signal Horn (1 gp)



Soap (1 cp)



Stretcher (1 gp)



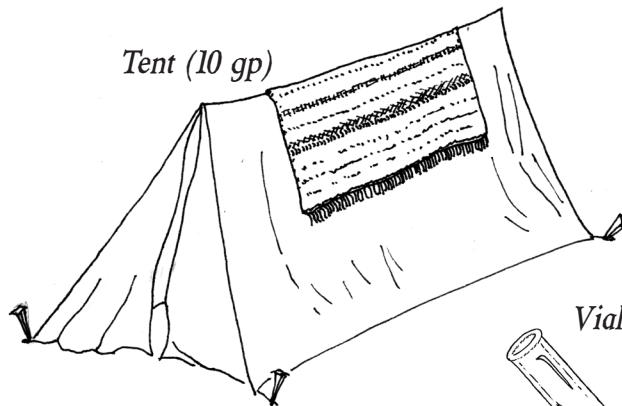
String /
Twine (1 cp)



Tongs &
Pliers (1 gp)



Whetstone
(2 gp)



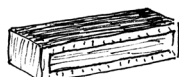
Tent (10 gp)



Vial (1 sp)



Thermometer
(25 gp)



Sealing
Wax (1 gp)



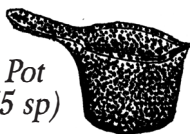
Rations
(5 sp)



Whistle (3 gp)



Waterskin /
Air Bladder, 3
gallon (2 gp)



Pot
(5 sp)



Hammer
(2 gp)



Slate
(5 sp)



Canteen (5 sp)



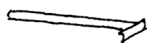
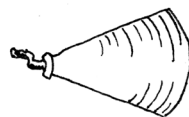
Needle &
Thread (5 sp)



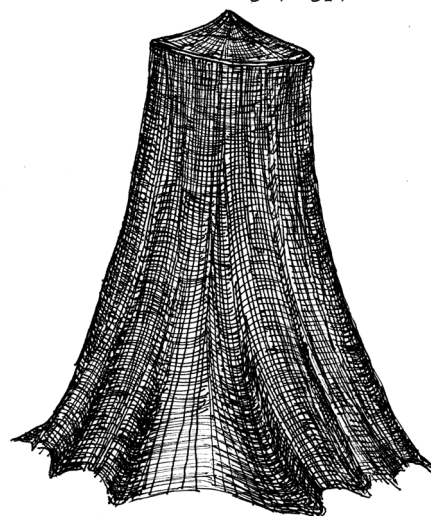
Torch (1 cp)



Thieves Tools (30 gp)



Insect Netting (5 gp)



Basic Kit		
Backpack, Canvas	1 gp	2 lbs.
Bedroll	1 sp	5 lbs.
Flask	3 cp	1 lb.
Rations (3 days)	15 sp	3 lbs.
Sack (small)	1 sp	.5 lbs.
Total cost	1 gp, 17 sp, 3 cp	
Total weight	11.5 lbs	

Expert Kit		
Backpack, Leather	2 gp	2 lbs.
Bedroll	1 sp	5 lbs.
Flask	3 cp	1 lb.
Rations (7 days)	35 sp	7 lbs.
Sack (small) × 3	3 sp	.5 lbs.
Total cost	5 gp, 9 sp, 3 cp	
Total weight	15.5 lbs.	

Master Kit		
Backpack, Dlx. Leather	2 gp	2 lbs.
Bedroll	1 sp	5 lbs.
Flask	3 cp	1 lb.
Rations (7 days)	35 sp	7 lbs.
Healers Kit	50 gp	5 lbs.
Sack (small) × 3	3 sp	.5 lbs.
Sack (large)	1 sp	.5 lbs.
Total cost	56 gp, 3 cp	
Total weight	21 lbs.	

Mount Gear		
Light Horse (or Pony)	75 gp (or 30 gp)	—
Bit and Bridle	2 gp	1 lb.
Saddle, Riding	10 gp	15 lbs.
Saddlebags × 2	2 gp	2 lbs.
Feed (7 days)	35 sp	7 lbs.
Total cost	92 gp 5 sp (or 47 gp 5 sp)	
Total weight	24 lbs.	

Expert Mount Gear		
Light Warhorse	150 gp	—
Leather Barding	200 gp*	30 lbs.
Bit and Bridle	2 gp	1 lb.
Saddle, Military	20 gp	15 lbs.
Saddlebags × 2	2 gp	2 lbs.
Feed (7 days)	35 sp	7 lbs.
Total cost	377 gp 5 sp	
Total Weight	55 lbs.	

Master Mount Gear		
Light Warhorse	150 gp	—
Chain Barding	1000 gp*	80 lbs.
Bit and Bridle	2 gp	1 lb.
Saddle, Military	20 gp	15 lbs.
Saddlebags × 2	2 gp	2 lbs.
Feed (7 days)	35 sp	7 lbs.
Total Cost	1177 gp 5 sp	
Total Weight	105 lbs.	

*MODERN GAMES USE × 4 HUMANOID ARMOR PRICE

Wilderness Gear		
Hunting Knife*	1 gp	1 lb.
Fishing Line and Hook	1 sp	—
Flint & Steel	5 sp	—
Tent (2 person)	15 gp	30 lbs.
Waterskin	2 gp	24 lbs.
Total cost	18 gp 6 sp	
Total weight	55 lbs.	

*AS DAGGER, BUT 1-3 DAMAGE

Expert Wilderness Gear		
Blanket, Light	2 sp	1 lb.
Canvas (2 yards)	2 sp	2 lbs.
Hunting Knife*	1 gp	1 lb.
Fishing Line and Hook	1 sp	—
Flint & Steel	5 sp	—
Hammer	2 gp	2 lbs.
Pot	5 sp	2 lbs.
Spade	2 cp	3 lbs.
Tent (4 person)	30 gp	40 lbs.
Waterskin	2 gp	24 lbs.
Whetstone	2 gp	—
Total cost	38 gp, 5 sp, 2 cp	
Total weight	75 lbs.	

*AS DAGGER, BUT 1-3 DAMAGE

Master Wilderness Gear		
Analgesic × 4	20 gp	—
Antitoxin	75 gp	—
Blanket, Light	2 sp	1 lb.
Bucket	5 sp	2 lbs.
Compass	80 gp	—
Canvas (2 yards)	2 sp	2 lbs.
Chain	30 gp	2 lbs.
Counterscent	25 gp	—
Hunting Knife*	1 gp	1 lb.
Fishing Line and Hook	1 sp	—
Flint & Steel	5 sp	—
Grappling Hook	1 gp	4 lbs.
Hammer	2 gp	2 lbs.
Insect Netting	5 gp	1 lb.
Ointment of Antiseptic	10 gp	—
Pot	5 sp	2 lbs.
Powdered Bloodhound Lure	20 gp	—
Rope, Hemp (150')	3 gp	30 lbs.
Soap	1 cp	.5 lbs.
Spade	2 cp	3 lbs.
Tent (4 person)	30 gp	40 lbs.
Waterskin × 2	4 gp	48 lbs.
Weather Rune	10 gp	.5 lb.
Whetstone	2 gp	—
Whistle	3 gp	—
Total cost	323 gp, 3 cp	
Total weight	139 lbs.	

Dungeoneering Kit		
Chalk × 5	5 cp	—
Iron Spikes × 5	25 cp	5 lbs.
Pole 10'	—	3 lbs.
Rope, Hemp (50')	1 gp	10 lbs.
Torches × 10	1 sp	10 lbs.
Total cost	1 gp 4 sp	
Total weight	28 lbs.	

Expert Dungeoneering Kit		
Canteen	5 sp	5 lbs.
Chalk × 5	5 cp	—
Crowbar	2 gp	5 lbs.
Grappling Hook	1 gp	4 lbs.
Iron Spikes × 5	25 cp	5 lbs.
Lantern, Hooded	7 gp	2 lbs.
Marbles	1 gp	2 lbs.
Oil, Lantern × 5	5 sp	5 lbs.
Pole 10'	—	3 lbs.
Rope, Hemp (50')	1 gp	10 lbs.
Total cost	13 gp 3 sp	
Total weight	39 lbs.	

Master Dungeoneering Kit		
Alchemist's Fire	20 gp	1 lb.
Caltrops × 2	1 gp	2 lbs.
Canteen	5 sp	5 lbs.
Chain × 2	60 gp	4 lbs.
Chalk × 5	5 cp	—
Chisel, Stone	15 gp	1 lb.
Crowbar	2 gp	5 lbs.
Drill, Steel Tip	4 gp	1 lb.
Grappling Hook, Collapsible	3 gp	2 lbs.
Iron Spikes × 20	1 gp	20 lbs.
Ladder 10'	2 sp	20 lbs.
Lantern, Bullseye	12 gp	3 lbs.
Marbles	1 gp	2 lbs.
Oil, Lantern × 5	5 sp	5 lbs.
Pole 10' Collapsible	15 gp	6 lbs.
Rope, Silk (150')	30 gp	15 lbs.
Solvent Type A	25 gp	1 lb.
Tongs & Pliers	1 gp	1 lb.
Waterskin	2 gp	24 lbs.
Total cost	193 gp, 2 sp, 5 cp	
Total weight	118 lbs.	

Underdark Extension		
Antitoxin	75 gp	—
Blackface	1 gp	—
Chalk, Glow × 2	20 gp	—
Empyrean Stone	100 gp	3 lbs.
Low Light Tonic	100 gp	—
Oil, Shadow × 5	5 gp	5 lbs.
Total cost	301 gp	
Total weight	8 lbs.	



Scholar's Kit		
Candles × 10	1 sp	—
Holy Symbol, Wooden	1 gp	1 lb.
Ink	8 gp	1 lb.
Matches	1 gp	—
Mirror, Small Steel	15 gp	.5 lbs.
Parchment × 10	1 gp	—
Soap	1 cp	.5 lbs.
Sunrod	2 gp	1 lb.
Total cost	28 gp, 1 sp, 1 cp	
Total weight	4 lbs.	

Expert Scholar's Kit		
Bell	1 gp	—
Candles × 10	1 sp	—
Holy Symbol, Silver	25 gp	1 lb.
Holy Water	25 gp	1 lb.
Ink	8 gp	1 lb.
Matches × 5	5 gp	—
Mirror, Small Steel	15 gp	.5 lbs.
Parchment × 10	1 gp	—
Ring, Signet	5 gp	.5 lbs.
Sealing Wax	1 gp	1 lb.
Soap	1 cp	.5 lbs.
Sunrod	2 gp	1 lb.
Vial, Pottery × 5	5 cp	—
Total cost	176 gp, 1 sp, 6 cp	
Total weight	4 lbs.	

Master Scholar's Kit		
Bell	1 gp	—
Belt, Potion	1 gp	—
Case, Scroll/Map	1 gp	—
Candles × 10	1 sp	—
Chalk × 5	5 cp	—
Holy Symbol, Gold	50 gp	1 lb.
Holy Water × 2	50 gp	2 lbs.
Hourglass	25 gp	1 lb.
Ink	8 gp	1 lb.
Ink, Blue & Red	32 gp	2 lbs.
Magnifying Glass	100 gp	—
Matches × 5	5 gp	—
Mirror, Small Steel	15 gp	.5 lbs.
Ointment of Sunscreen	10 gp	—
Parchment × 100	10 gp	—
Ring, Signet	5 gp	.5 lbs.
Sealing Wax	1 gp	1 lb.
Slate 12" × 9"	5 sp	.5 lbs.
Soap	1 cp	.5 lbs.
Stain Remover	1 sp	—
Sunrod	2 gp	1 lb.
Vial, Glass × 5	5 sp	—
Total cost	317 gp, 2 sp, 6 cp	
Total weight	11 lbs.	

Bones Kit		
Antitoxin	75 gp	—
Analgesic × 5	25 gp	.5 lbs.
Bandages × 10	1 gp	.5 lbs.
Drill, Wood Drill	4 gp	1 lb.
Flask × 3	9 cp	3 lbs.
Healer's Kit	50 gp	5 lbs.
Needle & Thread	5 sp	—
Pot	5 sp	2 lbs.
Soap	1 cp	.5 lbs.
Stretcher	1 gp	10 lbs.
Tongs & Pliers	1 gp	1 lb.
Saw, Bone	1 sp	1 lb.
Total cost	158 gp, 2 sp	
Total weight	24.5 lbs.	

Master Bones Kit		
Alchemist's Bandage	40 gp	.5 lbs.
Alchemist's Mercy × 5	50 gp	.5 lbs.
Anti-Emetic × 5	25 gp	.5 lbs.
Antitoxin	75 gp	—
Analgesic × 5	25 gp	.5 lbs.
Bandages × 10	1 gp	.5 lbs.
Curative Tonic × 2	100 gp	—
Drill, Wood Drill	4 gp	1 lb.
Emetic	50 gp	—
Flask	3 cp	1 lb.
Healer's Kit	50 gp	5 lbs.
Instant Sobering × 10	30 gp	1 lb.
Magnifying Glass	100 gp	—
Needle & Thread	5 sp	—
Oasis Refreshment	80 gp	—
Ointment of Antiseptic × 5	50 gp	.5 lbs.
Ointment of Burn Care × 5	25 gp	.5 lbs.
Ointment of Foot Wound Care × 5	25 gp	.5 lbs.
Ointment of Frostbite Care × 2	30 gp	—
Pot	5 sp	2 lbs.
Saw, Bone	1 sp	1 lb.
Soap	1 cp	.5 lbs.
Smelling Salts	50 gp	—
Stretcher	1 gp	10 lbs.
Tongs & Pliers	1 gp	1 lb.
Total cost	813 gp, 1 sp, 4 cp	
Total weight	26.5 lbs.	

Alchemist's Kit		
Alchemist's Fire × 2	40 gp	2 lbs.
Belt, Potion	1 gp	—
Magnet	5 sp	.5 lb.
Pole, Expandable	15 gp	5 lbs.
Thunderstone × 2	60 gp	2 lbs.
Smoke Stick × 2	40 gp	1 lb.
Solvent Type A × 2	50 gp	2 lbs.
Sunrod × 5	10 gp	5 lbs.
Total cost	216 gp, 5 sp	
Total weight	17.5 lbs.	

Fulminating Kit		
Alchemist's Fire × 5	100 gp	5 lbs.
Charcoal (5 bags)	25 sp	5 lbs.
Dousing Powder × 5	50 gp	1 lb.
Drill, Steel Tip	4 gp	1 lb.
Earplugs	3 sp	.5 lbs.
Fireburst Pellet × 2	20 gp	—
Firestone × 2	20 gp	—
Flint and Steel	5 sp	—
Incendiary Powder, 16 oz.	16 gp	1 lb.
Matches × 20	20 gp	1 lb.
Oil, Quick Lighting × 5	1 gp	5 lbs.
Smoke Pellet × 2	50 gp	2 lbs.
Tongs & Pliers	1 gp	1 lb.
Total cost	282 gp 2 sp	
Total weight	22.5 lbs.	

Master Fulminating Kit		
Alchemist's Fire × 5	100 gp	5 lbs.
Alchemist's Fire Skewer × 2	80 gp	2 lbs.
Charcoal (5 bags)	25 sp	5 lbs.
Dousing Powder × 5	50 gp	1 lb.
Drill, Steel Tip	4 gp	1 lb.
Earplugs	3 sp	.5 lbs.
Fireburst Pellet × 5	50 gp	5 lbs.
Firestone × 5	50 gp	5 lbs.
Fire Interruption Gas	25 gp	1 lb.
Flame Paste	150 gp	—
Flash Pellet	50 gp	1 lb.
Flint and Steel	5 sp	—
Incendiary Powder, 168 oz.	168 gp	33 lbs.
Matches × 20	20 gp	1 lb.
Oil, Quick Lighting × 5	1 gp	5 lbs.
Smoke Pellet × 2	50 gp	2 lbs.
Tongs & Pliers	1 gp	1 lb.
Total cost	802 gp 2 sp	
Total weight	68.5 lbs.	

Expert Alchemist's Kit		
Alchemist's Fire × 2	40 gp	2 lbs.
Bag, Blinding × 3	45 gp	6 lbs.
Belt, Potion Masterwork	80 gp	—
Magnet	5 sp	.5 lb.
Pole, Expandable	15 gp	5 lbs.
Tanglefoot bag	50 gp	4 lbs.
Thunderstone × 2	60 gp	2 lbs.
Smoke Stick × 2	40 gp	1 lb.
Solvent Type A × 2	50 gp	2 lbs.
Sunrod × 5	10 gp	5 lbs.
Total cost	390 gp, 5 sp	
Total weight	27.5 lbs.	

