

Esoteric Equipment

All the items in this document are only available in larger settlements, and many of them only via the criminal underground or black market.

Item	Cost	Type
Flaming oil	15gp	Alchemical
Smoke stick	10gp	Alchemical
Acid vial	20gp	Alchemical
Acid flask	80gp	Alchemical
Explosive paste	15gp	Alchemical
Magic-user spell scrolls	300gp/level	Arcane
Wizard's robes	40gp	Arcane
Holy water	25gp	Cosmic
Clerical spell scrolls	300gp/level	Cosmic
Sleep draught	50gp	Drug
Truth serum	500gp	Drug
Paralysing poison	100gp	Drug
Curative herbs	5gp	Healing
Tonic	50gp	Healing
Wake-up call	40gp	Healing
Anti-venom	100gp	Healing
Caustic sludge	20gp	Poison
Chrome orange	80gp	Poison
Aqua tofani	800gp	Poison
Distillation of ichor	2,000gp	Poison
Solvent of Abaddon	4,000gp	Poison
Baneberry	6gp	Poison
Fungal extract	35gp	Poison
Hemlock	220gp	Poison
White hellebore	520gp	Poison
Black hellebore	1,200gp	Poison
Mustard gas	5gp	Poison
Ethers of cinnabar	25gp	Poison
Lilac vapour	35gp	Poison
Gaseous quicksilver	150gp	Poison
Nosferiti's vapour	1,200gp	Poison
Scarlet sting	15gp	Poison
Viper's venom	75gp	Poison
Blackblade	650gp	Poison
Blood of Asmodeus	1,700gp	Poison
Cyan solvent	2,500gp	Poison
Extra-healing	800gp	Potion
Healing	400gp	Potion
Salts of vitesse	25gp	Psychoactive
Alil	50gp	Psychoactive
Memory dust	30gp	Psychoactive
Yellow powder	40gp	Psychoactive
Blood of glory	20gp	Psychoactive

Alchemical Items

Flaming Oil: Normal flasks of oil contain a mixture which is intended for lamps, and is specifically designed to be as safe as possible (i.e. non explosive). By mixing normal oil with various chemical compounds, alchemists can create a highly explosive liquid suitable for use in combat. Causes 1d8hp damage for two consecutive rounds. Can be thrown either to hit an individual, or to affect an area (5' blast radius).

Smoke Sticks: Similar in appearance to normal torches, these tarred sticks have been alchemically treated to produce no light when lit. Instead they create a large volume of thick black smoke as they burn. The smoke fills up to a 30' radius volume, and lasts for 2 turns.

Acid: Glass vials and flasks of acid which can be used to dissolve small amounts of metal, or to be thrown in combat, causing 1d6hp damage.

Explosive Paste: Thick black paste which explodes on impact. A single dose is enough to be applied to an arrow head, and creates an explosion in about a 2' diameter which can be used to ignite flammable materials or damage objects. Causes 1d3hp damage to creatures in the blast.

Arcane Items

Scrolls: All 1st and 2nd level spells are easily available as scrolls. Spells of higher levels from the lists in the basic Labyrinth Lord book can be commonly found, but others might require some special searching. Spells above 4th level are rarely available for sale (high level wizards generally have better things to do).

Wizard's Robes: Woven from a specially fabricated cloth known as "wizard cloth", these robes are essential for safe spell-casting. The swirling patterns woven into the fabric help to dissipate the dangerous energies released when a spell is cast. Casting arcane spells without this protection, or when wearing other clothing or armour in addition, leads to the risk of spell backfire (25% chance if not wearing, +5% chance per point of AC from armour).

Cosmic Items

Scrolls: Scrolls of all clerical spells can be found, but generally only from the right temples.

Holy Water: Ceramic flasks filled with blessed subterranean waters prepared by various temples. Does 1d8hp damage with a direct hit against undead creatures.

Drugs

In addition to poisons, these compounds are sometimes used to inflict less deadly conditions on (generally) unwilling targets. A save versus poison is allowed to resist them.

Sleep Draught: An ingested poison causing a single target

to fall into a deep catalepsy 1 turn after consumption. The sleep lasts for 6 turns.

Truth Serum: This substance is the closest thing available to the interrogator's holy grail. Its effects are fairly consistent, but it sometimes has the unfortunate side-effect of turning the victim insane.

Paralysing Poison: An ingested substance which causes the victim to become completely rigid (and yet remain conscious) after 1 turn. The effects are the same as the *hold person* spell.

Healing Draughts

Curative Herbs: A selection of various herbs, generally tailored to the individual's needs. Characters using these herbs gain an extra hit point per day of complete rest. The dose is enough for one day.

Tonic: A general aid to reduce the shock of combat damage. When used by a character with 1hp or greater, restores 1d6hp. Can also be used to rouse the dying – if used within two rounds of a character being reduced to 0 or -1 hit points, the character can be revived and returns to 1hp. Tonic can only effectively be used once per day by a single character.

Wake-up Call: A potent smelling draught which, when applied to the mouth and nose of an unconscious or sleeping character, causes them to awake immediately. Also has some effectiveness against paralysis, granting a second saving throw.

Anti-venom: Grants a second saving throw against the naturally occurring venoms of spiders and snakes. (Antidotes for other specific poisons must be purchased individually, usually for the same cost as the poison itself.)

Poisons

Note that there is some risk associated with using poisons, except for those with special training.

Caustic Sludge: (poison type 1, contact): A rough grey paste of corrosive metals, often made from by-products of other alchemical processes.

Chrome Orange: (poison type 2, contact): A bright orange lacquer.

Aqua Tofani: (poison type 3, contact): A thin alchemical water of high toxicity.

Distillation of Ichor: (poison type 4, contact): An extremely potent poison produced by a secret magical transformation of demon ichor.

Solvent of Abaddon: (poison type 5, contact): The peak of the alchemist poisoner's art – this transparent fluid brings instant death to any touching it.

Baneberry: (poison type 6, ingested): Bitter tasting berries collected from this rare forest plant.

Fungal Extract: (poison type 7, ingested): A brown liquid distilled from a variety of toxic fungi.

Hemlock: (poison type 8, ingested): An alcoholic infusion of this infamous plant.

White Hellebore: (poison type 9, ingested): Quick acting and highly toxic, the seeds of the white hellebore are crushed into a powder to produce this poison.

Black Hellebore: (poison type 10, ingested): Slow to act but extremely poisonous, the black hellebore's seeds are roasted and crushed to make this odourless poison.

Mustard Gas: (poison type 11, inhaled): Extracted from the seeds of the common mustard plant, this gas causes coughing and respiratory damage.

Ethers of Cinnabar: (poison type 12, inhaled): A deep orange mineral extraction.

Lilac Vapour: (poison type 13, inhaled): A putrid bluish dust which causes dizziness and catalepsy.

Gaseous Quicksilver: (poison type 14, inhaled): This deadly vapour takes effect instantly.

Nosferiti's Vapour: (poison type 15, inhaled): Created by the famed alchemist by a process known to few, this black vapour is the deadliest of known fumes.

Scarlet Sting: (poison type 16, injury): Derived from the poison of giant bees.

Viper's Venom: (poison type 17, injury): A thick dark green liquid.

Blackblade: (poison type 18, injury): This quick-acting venom takes the form of a black grease.

Blood of Asmodeus: (poison type 19, injury): It is said that this deadly venom puts the fate of its victim into the hands of the arch-devil. Those who survive are favoured by the fiend.

Cyan Solvent: (poison type 20, injury): A livid blue liquid causing instant death upon entering the bloodstream. Also has properties of dissolving gold and silver.

Potions

Magical potions are available for sale (at fairly high prices) from various establishments in large cities. The most commonly found are healing potions of two potencies, but other types may be available on occasion.

Extra-healing: Instantly cures 3d6+3hp, or can be drunk as three smaller doses, each curing 1d6hp. Also effective against paralysis.

Healing: Instantly cures 1d6+1hp. Also effective against paralysis.

Psychoactive Substances

Among the many drugs, spirits and pipe-weeds used by intelligent races for recreation, some are particularly favoured by adventurers. The effects last for one session (or at most one day), unless otherwise noted.

Salts of Vitesse: The product of a complex alchemical process, salts of vitesse come in the form of a fine white powder or small geometric crystals. When ingested, the recipient's nervous faculties are magnified, resulting in a quickness and precision of action and thought. This grants a +1 bonus to DEX and INT (to a maximum of 19), as well as the ability to act first in a combat situation against a foe where all other factors are equal. Salts of vitesse are mildly addictive, and can lead to a deterioration of a character's health over time.

The Black Paste, Alil: This thick black tar-like paste is extracted from the seeds of a desert plant. Alil can be chewed or smoked, and induces a brief cataleptic trance wherein strange visions may be experienced. In addition to these recreational effects, alil has a tendency to awaken latent psionic ability, which leads to it having a certain degree of popularity among adventurers. It is known that die-hard users of alil typically begin to lose their grasp on normality.

The Yellow Powder: The musky, sticky, rich smelling yellow powder is derived from the pollen of the Latimer orchid. When rubbed into the gums and tongue it brings about a mild hallucinatory state, wherein the recipient's capacity for visualisation and imagination are increased. The powder is used recreationally by many, including those of an artistic bent, but it is members of the illusionist class who benefit most from its effects. Due to the greater precision and depth of imagination produced, all illusions created by one under the influence of the yellow powder gain a +1 to attacks and damage. The yellow powder is not addictive, but it can lead to a detrimental state of internalisation and paranoia.

Memory Dust: Infamous among magic-users of all kinds, this fine pearlescent dust is renowned for its ability to expand the human mind's capacity for the arcane energies required by spell memorization. Taken as a snuff, the dust gives a magic-user the ability to memorize a single spell of the level above his normal maximum (for example, a 1st level magic-user could memorize a single 2nd level spell). The extra spell remains in the magic-user's mind until it is cast. The dust is highly addictive, and a magic-user who continues to use it will eventually build up a tolerance to the drug, and in the end will need to consume large amounts of it to gain any effect.

Blood of Glory: This rich, crimson, viscous fluid is not in fact blood, though it bears a strong resemblance. It is actually the juice extracted from the pulp of the fruits of the Ylam tree. Imbibing a sufficient quantity of this "blood" induces a frenzy of aggressive emotions which are especially strong in the heat of battle, leading to a berserk rage. Combatants under the influence of the blood of glory gain a +1 to hit and +2 to damage, but suffer a -3 penalty to armour class, due to the reckless abandon induced by the fluid. There are no detrimental side-effects of the blood of glory, aside from the inherent danger of fighting while under its influence.

Urban Activities

Money Changers & Banks

Coins can be exchanged for a 5% fee.

Banks will keep a character's wealth stored safely for a 1% fee per month.

Loans are given at an interest rate of 10% per month, conditional on security equal to twice the value of the loan (this would usually be in the form of a valuable item or land deeds).

Valuation of Jewels

Jewellers or gem-cutters charge a flat rate of 2gp per item appraised.

Living Expenses

Where multiple costs are listed for a type of accommodation, these are for poor, average, good and luxurious quality, often depending on the district.

All accommodation options include normal food and drink appropriate to the quality.

Living Expenses	Daily	Weekly	Monthly
Absolutely destitute – begging (risky)	0gp	0gp	0gp
Common rooms in inns (small risk)	P: 3sp A: 4sp	P: 2gp A: 35sp	P: 7gp A: 10gp
Private rooms in inns (secure)	A: 9sp G: 15sp L: 3gp	A: 6gp G: 10gp L: 20gp	A: 20gp G: 35gp L: 75gp
Guild accommodation (secure)	1gp	5gp	15gp
Small rented shack, 1 room, no amenities	N/A	N/A	P: 1gp A: 2gp
Small rented room, shared amenities	N/A	P: 3gp A: 10gp	P: 5gp A: 15gp
Small rented apartment, 2 rooms, own amenities	A: 4gp G: 7gp L: 15gp	A: 18gp G: 30gp L: 75gp	A: 25gp G: 50gp L: 100gp
Living in own property	0gp	0gp	0gp
Animal upkeep (horse or dog)	55cp	35sp	12gp

Buying Property

For a more permanent base, characters may choose to buy property. Most normal people in towns would never own property, even a shack – it is purely the province of the well-to-do.

Buildings will also entail monthly running costs (which include a rough averaged figure for repairs etc.), unless the character wishes to allow them to fall into disorganisation and disrepair.

Property	Cost	Upkeep
Small hut, 1 room	100gp	1sp
Small apartment, 2 rooms	500gp	1ep
Apartment or small house, 3 rooms	1,000gp	1gp
Large apartment or medium house, 5 rooms	3,000gp	10gp
Grand apartment or large house, 8 rooms	10,000gp	25gp
Grand house, 12 rooms	50,000gp	50gp
Mansion, 20 rooms	100,000gp	100gp

Guild Membership

Membership of various adventurers' guilds costs 25gp initially, plus 5gp per month. They all offer cheap, secure accommodation, and the following additional benefits.

Wizards' Guilds: Access to guild libraries and training allow magic-users to learn new spells, given time.

Thieves' & Assassins' Guilds: Guild accommodation provides a safe house away from the prying eyes of the law.