

The Land of Karn

Fantasy Role-Playing Game

Basic Version

Shopping

Once the characters are made they need to be equipped with what they would have. Also, while the stories are unfolding there will be times that characters will want to purchase or acquire new items. This section deals with the basics of shopping in Karn and mainly contains list of goods and services characters may want or need along the way.

These prices are generic and not specific to any area of the world, but more than enough to get you going in this basic version. The full version of the game (both in print and in the bonus section of the page available to purchasers of the game) has much more extensive and location specific lists.

Shopping Basics

The following pages are filled with lists and some descriptions of most of the major and some of the minor items that are bought and sold in the Senton Kingdom. Some of the more area specific and rarer items are listed in the Encyclopedia section.

Coins and Conversion Rates

The costs used on these lists use the two main Senton coinage standards of Senton Silver Pennies (ssp) and Senton Gold Dollars (sgd). Although there are several other coins in use (all over the world) the item prices in this section will be listed in one of these two trade standards. Senton is the trade leader in the world, so it is not unusual to see these coins used for world trade.

In the Senton Kingdom there is a standard conversion rate between the two coins. One Senton Gold Piece equals Twenty Senton Silver Pieces, or $1\text{sgp} = 20\text{ssp}$.

Item Quality and Quantity

These lists are just generic standard prices for the

lower to medium quality items (usually in larger/capital cities). The prices will vary greatly around the rest of the world, usually depending on how easily available they are. For the most part the prices here are low compared to the rest of the world.

It is also important to note that most stores don't usually keep a large number of items of different kinds in stock, and many items need to be ordered ahead of time and then made or brought in. There are no super malls like we have in the real world today and stores specializing in just shirts or some other items are far and few between. The available sizes of items in stock are also usually limited, especially when it comes to clothing. The available sizes of clothing and items usually reflect the size of the races common to the area.

For example: In an area where Humans and Frenal are most common, you will rarely (if ever) find a shop that has Gnome or Rowgrran sized clothing.

The exact quality of each item is also different all the time (since nothing is mass-produced on an assembly line where everything is made exactly the same). GMs should feel free to alter the lists in any ways they see fit to go along with any changes in the local availability of items or supplies and the local economy.

The Barter System

No discussion of money and shopping would be complete without at least a passing mention of the barter system. Although most lands have currency, they are mainly used in larger town and cities as an easy method of exchange. Many smaller towns and villages rarely even see currency. Most of these places work entirely on the barter system.

Exchange of services or goods for other services and goods is what the barter system is all about. This is

often used in communities to share needed goods between those who have it to share and those who need it. Sometimes this is done knowing that they will need their help in the future (much like an IOU), but usually it's a direct exchange of services.

The barter system has no standard rate of exchange and is often based off what is needed more than what is valuable in terms of money. When a person is in need of something they are more willing to trade for it than when they have a surplus of it and when they have a surplus they are more willing trade it away. It is up to the GM to decide what someone other than the player characters will or will not barter for and with, and how much they are willing to trade it for.

For example: A local farmer exchanges some of his eggs and vegetables with the local blacksmith to get his work horse reshod. This is an example of items being exchanged for a service, and no money changing hands at all.

Specialty Items

All of the listed items and prices are for the basic items, but many people want to have their equipment and clothing tailor made and customized. Specialization of items (from the simple monogram to the complete overall design) will increase the costs of the items. Some specialization may also increase the functionality or comfort of items for that particular character, but this is all up to the GM. Sometimes even common items will need to be specialized if a rare race in the area, with some strange body shape or size, wants one designed to fit them.

For example: A Frenal happens to be in a Dwarven city and wants to buy a nice pair of leather leggings. Since the common race to the area is Dwarves, finding something to fit a tall Frenal is going to hard. So they are likely to have to get it specially made.

The exact cost increase (or decrease as the case may be) depends on what is being done. This can increase the cost of the items upwards of 500%, but usually it only is around double cost. The exact costs are once again left up to the GM to decide for the area they are in and what they want done.

Cost	Weapon Name	Damage	Notes
	Axes		
4sgd	Hatchet	1D6 Ch	Single sided head. (-2 Strike thrown, STR' range)
20sgd	Bipennis [2H < 60 STR]	2D6+2 Ch	Double sided axe head. (-5 Strike when thrown)
30sgd	Battle Axe [2H < 50 STR]	3D6 Ch	Single sided axe head. (-8 Strike when thrown)
10sgd	Throwing Axe	1D6+2 Ch	Rounded single sided head. (STR' range)
	Bows & Arrows		
20sgd	Short Bow [2H]	1D6 P	Bow bent with the natural bend. (400' range)
10ssp	Standard Arrow	Standard	Short arrow with wooden shaft and pointed head.
4ssp	Cheap Arrow	Standard	Short arrow of lower quality wood. (-2 Strike)
14ssp	Barbed Arrow	+1 Damage	Metal headed arrow with backwards barbs. *

Personal Weapons

This section covers the commonly available personal weapons. The size of these weapons are the average Human size ones used by the majority of the races. Most of the time a weapon has to be commissioned weeks or even months before you actually receive it. Some possible exceptions to this are if the weapon-smith happens to have one laying around, you happen to be in a large city with a well stocked weapon shop, or you work for a noble who happens to have one in his personal armory.

Weapon List

This section contains a basic list of all the common weapons. Talk to the GM if the weapon you want is not listed here. Some weapons are listed with some special notes besides the usual Damage, HP, cost, etc. These special notes are usually self-explanatory, but some need some more explanations.

2H: If something lists 2H in brackets it means they are designed to be used two handed. This means that the weapon takes use of both hands and the character can't use either hand for something else while using this weapon. Some two handed items can be used one handed by combat trained characters if they are strong enough, and these are listed with a strength limit next to the 2H listing. There are some rare occasions where another type of limit is listed to say when a weapon can be used one handed.

Thrown: Weapons that have a bonus (or negative) to a strike when thrown only get those when thrown using the appropriate skills or action types. Basically, this means you have to use the appropriate thrown weapon skill to throw them but you still suffer the effects of the negative (or bonus).

Notes: Some weapons require more notes to explain how they work or other special rules about them. These items are listed with an asterisk (*) after part of their listing and will be listed and explained in a description section following the list.

Cost	Weapon Name	Damage	Notes
30sgd	Long Bow [2H]	2D6 P	Bow bent against the natural bend. (600' range)
15ssp	Standard Arrow	Standard	Long arrow with wooden shaft and pointed head.
6ssp	Cheap Arrow	Standard	Long arrow of lower quality wood. (-2 Strike)
18ssp	Barbed Arrow	+1 Damage	Metal headed arrow with backwards barbs. *
Crossbow [Reloading requires 2 hands]			
45sgd	Light Arbalest [2H < 50 STR]	1D6 P	Takes 2 actions to reload. (400' range). Goat's Foot *
50sgd	Medium Arbalest [2H < 60 STR]	2D6 P	Takes 2 actions to reload. (500' range). Goat's Foot *
75sgd	Heavy Arbalest [2H < 90 STR]	3D6 P	Take 4 actions to reload. (550' range). Cranequin *
90sgd	Siege Arbalest [2H < 80 STR]	4D6 P	Takes 9 actions to reload. (800' range). Windlass *
Crossbow Bolts			
8ssp	Simple Bolt	Standard	Standard bolt made of a sharpened wooden shaft.
4ssp	Cheap Bolt	Standard	Standard bolt of lower quality wood. (-2 Strike)
12ssp	Barbed Bolt	+1 Damage	Metal headed bolt with small backwards barbs. *
5ssp	Blunt Bolt (-200' range)	Cr instead of P	Flat headed bolt that is slightly wider at the head.
Knives			
5sgd	Knife	1D4 Cu or P	Single sided blade. (-3 Strike when thrown)
10sgd	Dagger	1D6 Cu or 1D4 P	Dual sided blade. (-5 Strike when thrown)
10sgd	Throwing Knife	1D4 P	Dual sided blade balanced to throw. (STR' range)
Maces & Clubs			
10ssp	Blackjack	1D6 Cr	Sand filled leather tube.
1ssp	Club	1D6+2 Cr	Wooden stick thicker at one end.
25sgd	Mace [2H < 40 STR]	2D6 Cr	Metal head attached to a shaft.
40sgd	Great Warhammer [2H < 70 STR]	3D6 Cr	Metal hammer head attached to a shaft.
Spears (All do 1D6 Crush as Staff)			
5sgd	Simple Spear	1D6 P	Pointed pole. (STR-10' range)
10sgd	Short Spear	1D6 P	Short pole with metal pointed head. (STR' range)
12sgd	Long Spear	1D6+2 P	Pole with metal pointed head. (STR' range)
Staves			
2sgd	Short Staff [2H]	1D6 Cr	Strait wooden pole.
5sgd	Long Staff [2H]	1D6+2 Cr	Strait wooden pole.
Swords			
24sgd	Rapier	1D6 P	Thin round pointed blade. +2 strike w/Pierce.
20sgd	Short Sword	1D6 Cu or P	Sword with flat double sided blade.
28sgd	Foil	1D6+2 P	Thin square or triangle blade. +1 strike w/Pierce.
30sgd	Long Sword [2H < 40 STR]	2D6 Cu or Ch or 1D6 P	Sword with flat double sided blade.
42sgd	Claymore [2H < 80 STR]	3D6 Ch or 2D6 P	Large flat double sided blade. -4 strike w/Pierce.
Other Weapons			
15ssp	Brass Knuckles *	+1D6 to hand strikes *	Hard brass item that covers the knuckles.

Special Weapon Descriptions

This section covers all the weapons and parts from the above list that need a little more explanation or have special rules that go along with them. Anything marked with an asterisk (*) on the list will have some sort of explanation here.

Barbed Arrows and Bolts

These are basically the same as the normal arrows and bolts only with special barbed heads (usually made of metal). They are used exactly like a regular arrow or bolt when fired and when they stick into their target, but they are barbed and don't come out easy. When they are pushed or pulled out of the target they cause 1D6 Cut damage, and no armor, worn or natural, can protect against this damage.

Trained medical personnel can use the surgery skill to remove them without causing the extra damage. First

aid can also be attempted to do this, but at -25% skill level.

Brass Knuckles

This is not a weapon in and of itself. Instead it adds a 1D6 to the different types of hand strikes (like punches and chops) with that hand. They can not be used with a knuckle punch but can be used with the power punch. Use some logic as to what the strike uses to hit with if a ring of metal around the base of all the fingers would strike or not.

Cranequin

These are odd looking crossbows with a bulky gear mechanism built into them. The main part of this gear mechanism is a large crank sticking out of the top of the bow that is used, along with a metal hook that grabs the string, to pull the string into place for firing. This crank mechanism is usually removed before

firing, but the rest of the mechanism stays attached, making this a heavy crossbow. These bows require a lot of maintenance to keep them in good working order.

Crossbows

The speed a bow can be loaded depends on what method of loading is required by the bow and how many actions the loading character has. Any special equipment that is needed to load the bow usually comes with the bow and is included in the cost listed on the chart. Each of the loading methods are listed and explained separately on this list. They are Cranequin, Goat's Foot, and Windlass.

The range listed on the bows is not the absolute maximum they can fire at high angles, but more the high average range they can be fired up to with any accuracy what so ever. Longer shots can be achieved, especially with a large arc to the shot, but the accuracy of such shots drop tremendously. On a basic strait shot over flat land the shooter suffers a -1 to their strike rolls for every 10 feet beyond the listed range a character attempts.

Goat's Foot

This simple type of bow uses a separate two pronged lever (called the goat's foot lever) to hook onto two built in metal pegs on the side of the bow and pull the string back into place. These bows also have a toe-hold handle on the head of the bow to keep it in place while being loaded.

If the lever is ever unavailable a person can load this bow with their hands, but it is hard on the hands (causing some pain) and takes twice as long. These bows also don't require as much maintenance as the other types of crossbows.

Windlass

This is a simple looking large crossbow that comes with a complicated pulley and string mechanism used to load it. The bow has a toe-hold on the head (used to hold the bow still while loading) and an attachment on the butt for the pulley and crank system. When the winding crank is attached to the butt of the pulley, two hooks attached to pulleys hang down on string and are attached to the bow string. It is then wound up to lock the string into position.

This system provides a very powerful single shot, but takes the longest to set up and load. These crossbows can not be loaded without the pulley and string mech-

anism.

Personal Armor

This section covers the basics of buying armor in the land of Karn. Different areas of the world will offer different kinds and costs, but this is all you need to get going. This does not cover barding for horses and all sizes are based off the average Human sizes. Other sizes may cost more or less (depending on size, time, and difficulty to make) and all of them must be specially made since they are not the common sizes.

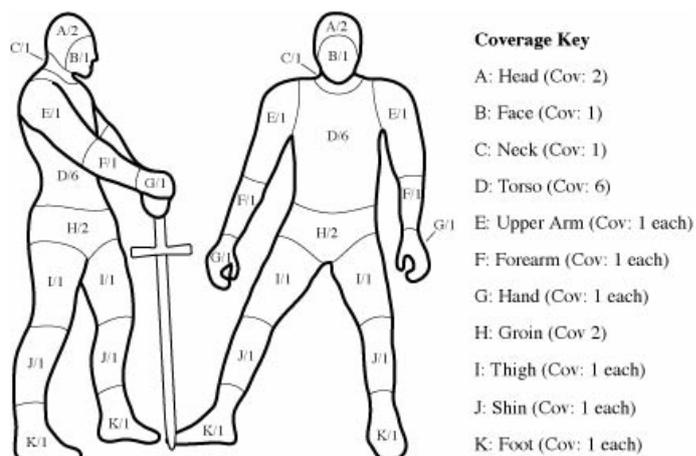
Coverage, Protection, and Location

The coverage rating a character gets for all the armor they are wearing determines the odds of them being hit directly instead of the armor taking part of the blow. For more information on how armor is used in combat see the combat section.

The protection from basic armor types is broken down into different types, one for each of the physical attack types. The basic types are Cut (Cu), Chop (Ch), Crush (Cr), and Pierce (P) and the others are Burn (B), Electrical (E), and Chemical (C). The way protection works is it's the amount of that type of damage that the armor takes instead of the wearer from each strike.

Coverage And Location Graphics

The Location Graphic shows an entire humanoid body separated into the different locations, complete with the letter and number markings used to represent them on the lists. Some items will only partially cover these areas, but exactly how depends on the item. The highest total coverage rating any person, or creature, can get is 24. A full rating of 24 means the entire body is covered, including the face. Non humanoid shaped creatures will still have a total of 24 maximum COV rating, they will just be counted and organized differently.



Clothing and Armor

In game terms, clothing is pretty much the same as armor, only most of it offers no level of real protection. Except in certain rare cases, most protection levels should be listed as 0 (10) or something like that (since they offer little or no protection, but take a lot of damage in the process). Since most of it is just the same as the next (except by name and style), I am not going to include lists of clothing in these rules.

Complete Suits of Armor

Each completed suit of armor is made up of the needed components of the same type to cover the areas it covers. Some of these suits don't cover the hands, feet, or head, but you can get hats, shoes, and gloves to increase the coverage ratings (even though it won't help the protection).

The main reason I added this section was for ease of use and speed of play. The full version of the game has the ability to buy componentized armor (which takes time to calculate out yourself, but is far more open ended). Armor purchased in this form (purely for game purposes) can not be broken into components to be worn separately and mixed with other armor components for bonuses (or to be sold for its parts).

Descriptions

This section describes the materials that make up the ten basic types of armor listed here. There are several other kinds of armors around the world, but these are the most common.

Padded/Quilt: This is basically two layers of heavy cloth sewn together and stuffed with some kind of filling, usually wool or cotton. It is then sewn some more to keep the stuffing in place. This basically consists of a shirt and pants. This is better against the blunt objects.

Cost	Armor Type	COV	HP	Protection (Damage) Ratings						
				CU	CH	CR	P	B	E	C
Complete Suits										
6sgd	Padded/Quilt	16 (D-F,H-J)	25	3 (6)	1 (4)	3 (1)	1 (1)	1 (10)	2 (1)	6 (?)
12sgd	Soft Leather	18 (D-F,H-K)	40	2 (4)	2 (4)	1 (1)	1 (1)	1 (5)	1 (1)	5 (?)
24sgd	Hard Leather	18 (D-F,H-K)	65	3 (4)	3 (4)	1 (1)	1 (1)	1 (5)	1 (1)	5 (?)
36sgd	Studded Leather	18 (D-F,H-K)	70	5 (6)	4 (4)	1 (1)	2 (1)	1 (5)	1 (1)	5 (?)
125sgd	Chain Mail	20 (D-K)	100	6 (3)	5 (6)	1 (1)	2 (1)	0 (2)	0 (0)	1 (?)
750sgd	Splint Mail	20 (D-K)	225	8 (8)	6 (8)	3 (6)	2 (2)	2 (8)	0 (1)	6 (?)
1250sgd	Plate Mail	23 (A, C-K)	300	10 (6)	8 (8)	5 (6)	4 (2)	2 (2)	0 (0)	8 (?)
Shield Types										
1sgd	Wood Buckler	4 (D, F-G)	30	8 (2)	8 (7)	6 (3)	7 (2)	4 (10)	4 (2)	6 (?)
15sgd	Metal Buckler	4 (D, F-G)	100	15 (2)	15 (10)	14 (2)	14 (2)	2 (2)	0 (0)	6 (?)
3sgd	Wood Target Shield	5 (D, E-G)	45	10 (3)	10 (9)	8 (3)	9 (2)	4 (10)	4 (2)	6 (?)
25sgd	Metal Target Shield	5 (D, E-G)	120	15 (2)	15 (10)	13 (2)	14 (2)	2 (2)	0 (0)	6 (?)
10sgd	Wood Kite Shield	8 (D-I)	60	10 (3)	10 (9)	8 (3)	9 (2)	4 (10)	4 (2)	8 (?)
28sgd	Metal Kite Shield	8 (D-I)	150	15 (2)	15 (10)	13 (2)	14 (2)	2 (2)	0 (0)	8 (?)

Soft Leather: This a well made thin layer of soft leather sewn together into the parts of the suit. It moves well and feels good, allowing no restrictions that normal clothing wouldn't have.

Hard Leather: This a thick layer of more ridged leather sewn together into the parts of the suit. It moves a little stiffly but still feels relatively good.

Studded Leather: This is basically the same as Hard Leather but it has little metal studs punched into it about every inch. The studs add a little extra protection against blades.

Chain Mail: This is difficult armor to make since it consist of thousands of little metal rings looped together to form a flexible metallic fabric. The rings are usually less than an inch across to help them stop smaller weapon shots. It gives the protection of a metal armor with the flexibility of a thick fabric.

Splint Mail: This is a series of small metal plates that are laced together. They are slightly overlapped in most places and no gaps are left between them. However, the lacing usually means they break easier and need repairs more often, but they are also far lighter and easier to move in that other forms of plate armor.

Plate Mail: This is a series of large metal plates that are attached to each other by buckles, straps, screws, and rivets. This basically covers the entire body except for the face, which shows through the helmet.

Shields

This section includes a list of shields and then a short section describing what they are. Shields are used as a combination of armor and weapon when a person is trained in them, and just as armor when someone is not. Either way, the hand and arm holding the shield (usually the left) can not be used for anything else that takes dexterity

Descriptions

For the most part a shield is a shield and the list simply explains what they are made of. There are, however, three basic kinds of shields that determine mostly size.

Buckler: This is the smallest shield and is usually about a foot and a half across. They are round and can be held in one hand (or even fastened to the forearm).

Kite Shield: This is a much larger shield that is worn on the arm. They are usually triangular or rectangular and taller than they are wide. They can also be made to bend around the person wearing them a little to add to the protection they provide.

Target Shield: This is a larger round shield that is often worn on the arm. They are usually about two to three feet across.

General Equipment Lists

These are all the equipment lists for common items your basic characters may need. The prices listed are the common larger city prices for the items, when they are in stock and season. Prices in small towns and villages can vary greatly depending on availability

Cost	Item	Notes
	Camping Gear	
1sgd	Light Blanket	A 6 by 3 foot blanket made of basic cloth.
2sgd	Heavy Blanket	A 6 by 3 foot blanket made of thick cloth.
4sgd	Sleeping Bag (Thick Cloth)	A 6 by 2 foot thick cloth bag made to sleep in.
15sgd	Sleeping Bag (Quilt)	A 6 by 2 foot quilted cloth bag made to sleep in.
4sgd	Sleeping Mat	A 6 by 3 foot extremely thick cloth mat. Can be rolled up.
3sgd	Net Hammock	A 7 by 2.5 foot net designed to be hung.
5sgd	Canvas Hammock	A 7 by 2.5 foot canvas sheet and ropes used to hang it.
8sgd	Basic Cot (Foldable)	Made of canvas and wood. 6 by 3 feet and 2 feet tall.
10sgd	Canvas Pup Tent (1 man)	This is a 6 foot square of canvas stretched over two poles.
12sgd	Canvas Pup Tent (2 man)	This is 6 by 8 feet of canvas stretched over two poles.
20sgd	Canvas Tent (4 man)	This is 8 by 10 feet of canvas stretched over four poles.
24sgd	Canvas Tent (6 man)	This is 8 by 12 feet of canvas stretched over four poles.
50sgd	Cloth Pavilion Tent (12 man)	This is 10 by 20 feet of thin cloth stretched over four poles.
	Lighting	
1/2ssp	Basic Torch (1 hour)	Piece of wood with oiled cloth wrapped around one end.
2ssp	Treated Torch (4 hours)	Same as torch but specially treated to burn slower.
1sgd	Sparkwick Candle (8 hours, low light)	Candle that produces only enough light for nightvision.
2ssp	Wax Candle (1 hour)	This is the standard candle that comes in many shapes.
4ssp	Large Wax Candle (4 hours)	This is the standard candle that comes in many shapes.
1sgd	Oil Lamp (8 hours)	Metal lamp that uses oil and has an exposed flame.
4sgd	Oil Lamp (24 hours)	Metal lamp that uses oil and has an exposed flame.
5sgd	Oil Lantern (12 hours)	Metal & glass lantern that uses oil. Has an enclosed flame.
7sgd	Oil Lantern (24 hours)	Metal & glass lantern that uses oil. Has an enclosed flame.
	Lighting Tools	
6ssp	Flint & Steel	These are simply minerals and metals used to cause a spark.
1sgd	Tinder Box	A metal box designed to start fires in and hold flint & steel.
1sgd	Candle Lantern	This is a candle holder with a small handle to carry it by.
4sgd	Covered Candle Lantern	Same as above, but has an enclosed chamber for the candle.
8ssp	Oil (1 pint = 80 hours)	This is the oil used for lamps and lanterns.

ity of items and the general attitudes of the people selling them.

This is by no means a complete list of items. This is not even as large as the lists in the published book or special section of the page. If there is something a Basic Version character wants and it is not on this list, let the GM decide what a fair price and availability is for it.

Camp Equipment

These are the basic equipment used for wilderness survival and travel. These are basic costs and tents are sized for humans and Frenal and made out of canvas. For higher quality or specialized items, such as leather tents, it can cost 50% to 200% more.

Lighting

These are items used for lighting in the world. Most of them are made of basic metal or clay, for glass and rarer metals add 50% to 250% to the basic costs.

Containers

These prices are for the basic types listed. If not otherwise listed, they are usually made of cloth, clay, or wood depending on the type of item. For items made

of higher quality materials, like leathers, glasses, metals, or other substances, increase the costs by 50% to 250%.

Other Supplies

This is where all the supplies that don't seem to fit anywhere else on these lists go, and as with other kinds of things, higher quality items can cost more.

Cost	Item	Notes
Personal Equipment Containers		
2ssp	Belt Purse	Small tie string cloth purse with belt tie. Holds about 1 lb.
2sgd	Money Belt	Leather belt with a built in money pouch. Holds about 5 lb.
6ssp	Small Shoulder Purse	Small cloth purse with shoulder strap. Holds about 10 lb.
4ssp	Small Sack	Small cloth sack without straps or ties. Holds about 50 lb.
12ssp	Large Sack	Large cloth sack without straps or ties. Holds about 100 lb.
6sgd	Backpack	Leather and cloth backpack with ties. Holds about 25 lb.
10sgd	Backpack	Leather and cloth backpack with ties. Holds about 50 lb.
15sgd	Backpack	Leather and cloth backpack with ties. Holds about 100 lb.
Personal Liquid Containers		
12ssp	Canteen	Metal container with locking cap. Holds about 1 pint.
15ssp	Canteen	Metal container with locking cap. Holds about 2 pints.
1sgd	Canteen	Metal container with locking cap. Holds about 4 pints.
4ssp	Water Skin	Leather container with sealing cap. Holds about 2 pints.
6ssp	Water Skin	Leather container with sealing cap. Holds about 1/2 gallon.
10ssp	Water Skin	Leather container with sealing cap. Holds about 1 gallon.
18ssp	Water Skin	Leather container with sealing cap. Holds about 3 gallons.
Weapon Holders		
2sgd	Dagger Shieth	Hard leather scabbard to hold a specific type of dagger.
4sgd	Dagger Scabbard	Hard leather and metal scabbard to hold a type of dagger.
4sgd	Small Sword Shieth	Hard leather scabbard to hold a specific type of sword.
8sgd	Small Sword Scabbard	Hard leather and metal scabbard to hold a type of sword.
5sgd	Large Sword Shieth	Hard leather scabbard to hold a specific type of sword.
10sgd	Large Sword Scabbard	Hard leather and metal scabbard to hold a type of sword.
4sgd	Small Quiver	Leather quiver with straps. Holds 10 arrows or bolts.
6sgd	Large Quiver	Leather quiver with straps. Holds 24 arrows or bolts.
Medical Equipment		
1ssp	Light Bandages (10 feet long)	Woven thin flexible bandage about 2" wide.
2ssp	Heavy Bandages (10 feet long)	Thicker and less flexible bandage about 2.5" wide.
2sgd	Scalpel	Small blade for surgery. 1 Cut damage. Counts as Knife.
1/2ssp	Medical Alcohol (pint)	Toxic to drink, but good at cleaning wounds.
Thieves Tools		
15ssp	Lockpick (1 pick)	Tool used, along with tension bar, to pick locks.
10ssp	Tension Bar	Tool used, along with Lockpick, to pick locks.
1sgd	Lockpick Case	Leather case designed to hold and conceal lock pick tools.
10sgd	Lockpick Set (12 picks, tension bar, & case)	All the above tools in a handy carrying case.
5sgd	Grappling Hook	Metal hook used to catch surfaces when used with rope.
Cordage		
2ssp	Fishing Line (10 feet)	Fairly strong and thin line used for fishing.
1/2ssp	Twine (10 feet)	A fairly weak and rough string.
1sgd	Rope (10 feet)	A strong woven rope.
12sgd	Light Chain (1 foot)	Chain made of thin metal links.
25sgd	Heavy Chain (1 foot)	Chain made of thick metal links. Very strong.
5sgd	Rope Ladder (10 feet)	Ladder made of rope that can fold or roll up easily.
Writing Equipment		
4sgd	Parchment (10 sheets)	Crisp paper made of the skin of sheep or goats. 10" by 1'.
8sgd	Vellum (10 sheets)	Soft paper made of the skin of calves or lambs. 10" by 1'.
5ssp	Canvas (per square foot)	Flexible fine woven fabric used for painting.
2ssp	Chalk Sticks (6)	Dusty white sticks used to write or draw with.
1/2ssp	Charcoal Sticks (6)	Dusty black sticks used to write or draw with.
4ssp	Natural Quill Pen	Pen made of the quill of a bird, usually a crow.
16ssp	Metal Tip Quill Pen	Pen made of the quill of a bird, usually a crow.
14ssp	Small Brush	This is a thin tipped paint brush made of only a few hairs.
2sgd	Large Brush	This is a thick tipped paint brush made to cover large areas.
10ssp	Black Ink (6 ounces)	Dark black India ink used to write or draw with.
2sgd	Paints (4 ounces)	Oil based paints used to paint with.