

THE RED HACK

FANTASY ROLE-PLAYING GAME

A version of D&D based on The Black Hack & the 1980 B/X edition.



1: MAKING A CHARACTER

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CONTENTS

| | |
|------------------------------------|----|
| The Essentials..... | 2 |
| Fantasy Role Play..... | 2 |
| Dice..... | 3 |
| Attributes & Statistics..... | 4 |
| Creating A Character..... | 6 |
| 1. Rolling Your Attributes..... | 6 |
| 2. Choosing A Class..... | 6 |
| 3. Other Statistics..... | 7 |
| 4. Background..... | 7 |
| 5. Gear..... | 8 |
| Equipment Choices..... | 8 |
| Weapons..... | 9 |
| Optional Rule: Roll for Money..... | 9 |
| Classes..... | 10 |
| Fighter..... | 10 |
| Techniques (Melee)..... | 10 |
| Techniques (Ranged)..... | 11 |
| Thief..... | 12 |
| Cleric..... | 13 |
| Wizard..... | 14 |
| Starter Spellbooks..... | 15 |
| Experiences & Leveling Up..... | 16 |
| Gaining A Level..... | 17 |
| Equipment..... | 18 |
| Melee Weapons..... | 18 |
| Ranged Weapons..... | 19 |
| Armour & Shields..... | 19 |
| Adventuring Gear..... | 20 |

THE ESSENTIALS

FANTASY ROLE PLAY

The Red Hack is a version of *D&D*. Not an official, published version, but part of the ‘folk tradition’ of players making their own rules through actual play. It is based on the 1981 version of *D&D*, known as *B/X* or *Moldvay* (after its writer), and on a 2016 third-party edition called *The Black Hack*, as well as contributions from many other creators such as Ben Laurence, author of *Ultan’s Door*.

D&D is a fantasy role-playing, or ‘FRP’ game. (‘Fantasy’ in this context can refer to either the genre of swords & sorcery or simply the act of imagination.) As a player in an FRPG you imagine a character and take on the role of that character. You have a sheet of statistics and notes describing what your character can do.

Your character, and those of your fellow players, are referred to as PCs, or Player Characters. Most of the people in the setting of the game are NPCs, or non-player characters. These, and the other facets of the game world, are controlled by the DM, or Dungeon Master.

The Dungeon Master acts as a referee, host & storyteller, and has the final say over everything that happens in the game. At its simplest, play consists of the DM describing the situation in the game to you, and asking “what do you want to do?”

You can then describe your character’s actions, act out their speech, ask questions, make plans with your fellow players and otherwise engage with the world. If there is uncertainty as to the success of a particular course of action, you roll dice to determine the result.

DICE

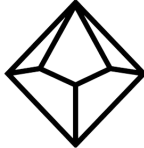
The game uses polyhedral dice, which look like this:



d20



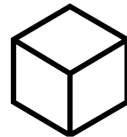
d12



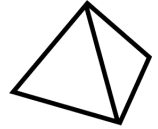
d10



d8



d6



d4

For short we refer to them with terms like “1d20” or “3d8”.

The first number is the number of dice being rolled, the second number is the number of faces on the die. Two ordinary six-sided dice rolled together would be “2d6”.

Most of the time you will be rolling the d20, the most commonly used die in nearly all versions of D&D.

Sometimes you’ll find a letter instead of a number to indicate the die being rolled, for example:

xd6 = an **unknown** number of d6. (A fireball does 1d6 damage per level of the caster, so ‘x’ for a fireball is the caster’s level.)

ud6 = a **usage** die - a way of rolling a die to keep track of how many arrows or torches you have remaining. (A full quiver of arrows rolls a ud12 when you attack; on a 1-2, it drops to a ud10, a ud8 and so on until no arrows remain.)

cd6 = a **chaser** die - an extra die rolled to provide an additional chance to succeed. (A +4 magic sword rolls a cd6 along with its attack. On a 1 or a 6, it automatically hits.)

All of these are detailed in the first chapter of the *Dungeons & Combat* book.

ATTRIBUTES & STATISTICS

Statistics or ‘stats’ are all of the numbers that define your character’s strengths and weaknesses. *Attributes* are six important statistics. Most rolls you make are compared to one of them, and they are the first thing you roll for when making a character:

STR or Strength: The ability to apply force, how good you are at fighting.

DEX or Dexterity: How fast and precise you are.

CON or Constitution: How tough and hardy you are.

INT or Intelligence: How educated and knowledgeable you are.

WIS or Wisdom: How perceptive and insightful you are.

CHA or Charisma: How charming and strong-willed you are.

An attribute is *Low* if it is 6 or less, and *High* if it is 16 or more. Having low or high attributes may modify other rolls.

Other stats include:

Class: What your role in the party is. The basic classes are Fighter, Thief, Wizard and Cleric. The DM can add other classes as she sees fit.

Level: How experienced and powerful you are.

Initiative: This is the type of die you roll at the start of each combat round to find out who goes first.

AC or Armour Class: How strong your armour is, used for defending against attacks.

HP or Hit Points: How much damage you can take before losing CON to injuries – HP recover quickly, but CON loss is more serious.

HD or Hit Dice: The type of die you roll to find out how many HP you gain when you gain a level, or when you heal by resting.

Reactions: The number of times you can act outside of your turn during each round of combat. If you and your friend are fighting a goblin, and the goblin tries to stab your friend, you can spend a reaction to stab the goblin even if it's not your turn!

Background: A short phrase or sentence describing the most important element of your character's backstory. Later, you can obtain more 'backgrounds' each detailing a particular area of expertise the character has acquired. Backgrounds make certain things easier for the character (*raised on the streets* might make it easier to find criminal contacts during the game) but may also make some things harder (it won't be so easy for an urchin like you to get into the governor's fancy ball).

CREATING A CHARACTER

1. ROLLING YOUR ATTRIBUTES

Roll 3d6 for each attribute in order, add the dice together and write down the number next to each one. This will give you a result from 3-18 for each one.

As an optional rule, the DM may allow you to simply use the average starting attributes of 14, 12, 11, 10, 9 and 7, assigned either randomly or as you see fit.

2. CHOOSING A CLASS

Fighter is a good class if you like being tough and doing a lot of damage, fighting many foes at once, having special fighting moves, and defending your friends.

Thief is a good class if you like being quick, clever and quiet, setting up an attack to do a lot of damage to a single foe, and helping the party get into and out of dangerous places.

Cleric is a good class if you like to be able to protect and heal your friends, make deals with gods and spirits, and gain magical powers by following the rules of your faith.

Wizard is a good class if you like to be frail but powerful, have access to magical abilities nobody else does, and gain powers through study and collecting books of magic.

Once you've thought about what Class you want to be, you can swap two of your attributes around. Did you roll a high WIS, but want to be fighter? Swap WIS & STR so you're strong instead!

3. OTHER STATISTICS

When you've chosen your class, write down your Class, Level, Reactions (both of these usually start at 1), Hit Dice, and Initiative dice (you'll find these in the entry for your Class.) Roll your hit die once to find out how many Hit Points you start with.

Your class specifies a Prime attribute; put a star next to it on your sheet. It also gives you a choice of three Secondary attributes; give the one you choose a star also. These attributes will go up faster than the others as you gain levels.

If you're a Fighter, you'll need to select a Technique.

4. BACKGROUND

Think about where your character comes from, why they became an adventurer, what they did before, what people first notice about them – there'll be time to come up with all the details later, but for now try to summarise in a short phrase or sentence.

5. GEAR

Every PC starts play with the following:

- **Basic Kit:** *A backpack, a bedroll, a waterskin, 3 rations, 6 torches, a tinderbox and 1d6 silver.*
- Your choice of
 - **no** armour, and another 2d6 silver.
 - **leather** armour, and another 1d6 silver.
 - or **chainmail**.
- **4 choices** of other equipment.

EQUIPMENT CHOICES

- Upgrade from Chainmail to Platemail*
- Shortbow
- Silver Dagger
- 4d6 Silver Arrows/Bolts
- Holy Water
- Holy Symbol (Cleric)
- Thieves Tools (Thief)
- Starter Spellbook (Wizard)
- Crystal Ball
- Hooded Lantern
- Bullseye Lantern
- **Vanguard Kit:** *Standard Weapon, Shield, Helm.*
- **Reaver Kit:** *Heavy Weapon, Helm, 1d6 silver.*
- **Duelist Kit:** *2 Simple Weapons, Standard Weapon, Mirror 2d6 silver.*
- **Thrower Kit:** *6 Simple Weapons, 2 flasks of oil, bottle, marbles.*
- **Sniper Kit:** *Archery Weapon, 2 Silver Arrows/Bolts, Simple Weapon.**
- **Skirmisher:** *Standard Weapon, Shield, 50' Rope.*

- **Archer Kit:** *Archery Weapon, Standard Weapon, 1d6 silver.**
- **Sailor Kit:** *Standard Weapon, Simple Weapon, 50' Rope, Bottle, Provisions.*
- **Pioneer Kit:** *Heavy Weapon, 10' Pole, 50' Rope, Iron Spikes, Provisions.*
- **Watchman Kit:** *Heavy Weapon, Simple Weapon, Lantern, 2 flasks oil.*
- **Crossbowman:** *Archery Weapon, Shield, spare case of bolts.**
- **Burglar Kit:** *Crowbar, Iron Spikes, Marbles, 50' Rope, 3 Sack, 1d6 silver.*
- **Minstrel Kit:** *Musical Instrument, 2 Glass Bottles, Writing Tools, Marbles, 2d6 silver.*
- **Delver Kit:** *50' Rope, 10' Pole, Iron Spikes, Lantern, 2 Flasks of Oil.*
- **Folklore Kit:** *Mirror, Garlic, Wolfsbane, Writing Tools, Hammer & Stakes, 1d6 silver.*

* Counts as two choices.

WEAPONS

Simple Weapons: Dagger, Handaxe, Spear, Staff, Sling

Standard Weapons: Shortsword, Mace, Flail, Warhammer

Heavy Weapons: Longsword, Battleaxe, Greatsword, Maul, Halberd

Archery Weapons: Longbow, Light Crossbow, Heavy Crossbow

For weapon, armour and equipment descriptions see Equipment, p18.

OPTIONAL RULE: ROLL FOR MONEY

Alternatively, you can equip new characters the old-fashioned way: Roll 3d6 to determine your starting money in gold pieces, then buy what you want from the Equipment chapter. Each gold is worth 10 silver, and each silver 10 copper. Prices are in silver.

CLASSES

FIGHTER

Hit Die: 1d10

Initiative: 1d6

Prime: STR

Secondary: DEX, CON or CHA

Class Traits

Combatant: Gain an extra reaction every even level.

Heavy Hitter: Increase the damage die of your weapon one step.

Techniques: Select a Technique at 1st level and every third level – 1, 3, 6, 9, 12. You can't take two techniques with the same parenthesized keyword (e.g. 'Brutalize').

Leadership: When leading hirelings, do not reduce your Initiative die if their die is lower.

TECHNIQUES (MELEE)

- **Agility** – Use your DEX as AC, as long as you are wearing no armour or light armour, and you can move freely (not encumbered, paralysed, slowed, prone, rooted to the spot, grappled, bound, unaware etc.)
- **Cleave (Brutalize)** – When you incapacitate a foe with a melee attack, gain an opening on another foe in range.
- **Scourge (Brutalize)** – When a foe within reach is bloodied, gain an opening on them.
- **Riposte (Retaliate)** – Gain an opening against anyone who misses you in melee.
- **Vengeance (Retaliate)** – Gain an opening against anyone who hits you in melee.
- **Charge (Manuever)** – Gain one opening against one opponent

when you move Close to one or more new opponents.

- **Stand (Manuever)** – If you don't move this round, gain an opening against anyone who moves close to you.
- **Parry (Rebutt)** – Spend a reaction to reroll a defence test using STR.
- **Frenzy (Rebutt)** – Make a reaction attack instead of a defence test against your attacker. You take their damage automatically, and take a critical if you roll 1 on your reaction attack.

TECHNIQUES (RANGED)

- **Archer** – For every attack you make with a shortbow or longbow, fire twice and roll each attack separately.
- **Suppression** – Spend a reaction attack and an arrow. NPC targets in your line of fire must roll within their morale on 2d6 to fire on you, or take any other action that would give you an opening.
- **Return Fire** – Gain an opening against anyone making a ranged attack against you, even from cover.
- **Snipe** – When attacking spend all of your remaining reaction attacks. Make an additional attack roll for each one, but only one attack. If you score a 20, you deal a critical hit. For every additional 20, add your base damage die to the total damage.
- **Rapid Fire** – Gain an opening for a ranged attack against every target in sight and out of cover or melee. Any unused reaction attacks remaining after you have taken these openings are lost.
- **Pointblank Shot** – Spend a reaction to make your attacks in melee with a ranged weapon this round not give your target an opening.
- **Thread the Needle** – Spend a reaction. Your next ranged attack may fire into melee with no risk of hitting any other target.

THIEF

Hit Die: 1d6

Initiative: 1d8

Prime: DEX

Secondary: WIS, STR or CHA

Class Traits

Exploit: Reaction attacks deal double damage +1 per odd level. May use DEX for Reaction attacks even in melee.

Backstab: Make a reaction attack against an unaware, helpless or surprised foe. Deals triple damage + Thief level, on a miss still deals damage equal to Thief level.

Use Scrolls/Magical Items: Make an INT test against the spell's level to cast a spell from a scroll. A failure may have unpredictable effects.

Read Languages: Apply the Thief skill difficulty discount to rolls to understand languages. If the discount causes the roll to succeed, only the written form is known.

Alert: Detect a trap when walking over it on a 5-6, +1 to rolls to listen at doors.

Thief Skills: Reduce the difficulty of certain feats by the thief's level. At each level from 7 onward, choose a skill to roll with advantage. Each of these tasks has a base difficulty of 7:

- *Picking Pockets*
- *Picking Locks*
- *Climbing Sheer Walls*
- *Hiding in Shadows / Moving Silently*
- *Detecting and Disarming Treasure Traps*
- *Identifying Treasures & Magical Items*

CLERIC

Hit Die: 1d8

Initiative: 1d6

Prime: WIS

Secondary: STR, CON or CHA

Class Traits

Combatant: Gain an extra reaction every even level.

Divine Magic: At every *even* level, gain one spell slot of the level attained. At every *odd* level, gain an additional slot of every level you already have. You may use each slot once per day to cast any spell of that level you know. You don't need to prepare them in advance. See the book of *Cleric Spells* for more information on divine casting.

| Level | 2nd | 4th | 6th | 8th | 10th | 12th |
|-------|-----|-----|-----|-----|------|------|
| 2 | 1 | | | | | |
| 4 | 2 | 1 | | | | |
| 6 | 3 | 2 | 1 | | | |
| 8 | 4 | 3 | 2 | 1 | | |
| 10 | 5 | 4 | 3 | 2 | 1 | |
| 12 | 6 | 5 | 4 | 3 | 2 | 1 |

Casting Time: Casting a spell reduces your initiative roll by 2.

Divine Wisdom: Always make effect rolls (monster saves) against their spells using WIS.

Bonds: Gain access to spells by making and keeping promises to spiritual powers. You might be a devoted follower of a god from the campaign world, a druid maintaining ancient pacts with forest spirits, a demonologist studying dark grimoires, or have still stranger patrons – vast extradimensional alien minds, or *genius loci* of a fabulous city.

Turn Undead: By brandishing a holy symbol, drive away 2d6 HD worth of undead of lower level than the cleric. To affect higher level undead, roll 2d6; a 7 affects undead of equal level, and every further 2 points on the roll affects undead of one level higher.

WIZARD

Hit Die: 1d4

Initiative: 1d6

Prime: INT

Secondary: WIS, DEX or CHA

Class Traits

Arcane Magic: Every night a wizard studies a spellbook, and after 6hrs of sleep will have dreamed the secret words of power to cast the book's spells. A wizard learns one spell per level in this way, in order of level. When cast each spell is forgotten. See the book of Wizard Spells for more information on arcane casting.

Potent Intellect: Effect rolls (monster saves) are made on the Wizard's INT vs the monster's HD.

Casting Time: Casting a spell reduces your initiative roll by 2.

Cantrips: Minor versions of some of the spells linger in the wizard's mind, and can be used at any time. Choose one cantrip from a spellbook you own any time you level.

Advanced Studies: More powerful wizards can study multiple spellbooks each night. At level 4, 7 and 10 a Wizard can begin to study an additional spellbook, learning one spell from the new book, and an additional one per subsequent level. So, a level 5 wizard learns five spells from one book and two from another.

Armour: Wizards in armour must fail an AC test to cast a spell. Otherwise their action is lost, though the spell remains memorised.

Learned & Wise: Step up your result on a successful Monster Lore test.

Read Languages: Subtract your level from the difficulty of rolls to understand languages. If the discount causes the roll to succeed, only the written form is known.

STARTER SPELLBOOKS

Enchanter

1. Charm Person
1. Ventriloquism
3. ESP
3. Invisibility
5. Haste
5. Abjure Normal Missiles

Illusionist

1. Sleep
1. Detect Magic
3. Phantasmal Force
3. Mirror Image
5. Dispel Magic
5. Clairvoyance

Abjurer

1. Protection from Evil
2. Hold Portal
3. Detect Evil
3. Wizard Lock
5. Protection from Evil 10' Radius
5. Hold Person

Evoker

- 1 Magic Missile
1. Shield
3. Levitate
3. Web
5. Lightning Bolt
5. Fly

Elementalist

1. Burning Hands
1. Light/Darkness
3. Continual Light/Darkness
3. Detect Invisible
5. Fire Ball
5. Infravision

Diviner

1. Unseen Servant
1. Read Languages
3. Knock
3. Locate Object
5. Invisibility 10' Radius
5. Slow

EXPERIENCES & LEVELING UP

As in other versions of D&D you gain experience in the course of your adventures, and as you gain experience you increase in level and power.

Unlike those versions, experiences in *the Red Hack* are brief descriptive sentences recording on of your exploits, such as “Entered the Catacombs of the Fleischguild.”

The following events usually count as experiences:

- Fighting against an important or particularly challenging foe.
- Rolling a saving throw which could lead to death.
- Whenever the party agrees to perform a quest.
- Each new dungeon, level or major map region entered.
- Each time the party recovers treasure from an adventure site exceeding its previous record (quest rewards don’t count!)

Others can be added to this list depending on the tone of the campaign. What counts as an experience can be a way of guiding the attention of the players onto particular activities.

For example, “whenever you advance a Relationship to level 3 or higher” would make it clear that this is a social campaign with a focus on making friends and allies.

Your experiences are recorded on a sheet with a check box next to each one. When you use them to level up, or otherwise expend them, check the box. The experience remains but its potential to help your character grow has been used up. On the other hand, if your character’s memory is manipulated so that they no longer recall the experience, you can strike it through to show they do not remember it.

GAINING A LEVEL

To advance in level you must spend one downtime in a place of relative safety such as a town, and mark off experiences. The number required to advance in level is equal to the level you are moving up to plus two.

| Level | Experiences | Total |
|-------|-------------|-------|
| 1 | - | - |
| 2 | 4 | 4 |
| 3 | 5 | 9 |
| 4 | 6 | 15 |
| 5 | 7 | 22 |
| 6 | 8 | 30 |
| 7 | 9 | 39 |
| 8 | 10 | 49 |
| 9 | 11 | 60 |
| 10 | 12 | 72 |
| 11 | 13 | 85 |
| 12 | 14 | 99 |

1. Check off the required number of experiences.
2. Increase your level by 1.
3. Roll your HD and add the result to your max HP.
4. Roll d20 against your two Prime attributes. If the number on the die is higher than your current attribute, increase your attribute by one.
5. Pick two more attributes and roll to see if they improve. You can pick any attribute that has not improved this level. If your Prime attribute fails its first roll, you can use one of these free rolls; if that fails, you can use your last free roll for a third shot at raising your Prime.
6. Apply class-related improvements (see classes.)

EQUIPMENT

MELEE WEAPONS

| Item | SP | Weight | DMG | Special Rules |
|-------------------------------|----|--------|-----|--|
| Unarmed | - | - | 1d3 | Armed opponent gets Reaction attack. |
| Dagger/Handaxe | 3 | 1W | 1d4 | Can be thrown. Short. |
| Shortsword/Mace | 6 | 2W/3W | 1d6 | |
| Longsword/Warhammer | 10 | 4W/5W | 1d6 | Versatile |
| Flail/Ball & Chain | 7 | ?W | 1d6 | Versatile, Flailing; spend reaction to reroll failed attack. |
| Greatsword/Battleaxe/ Maul | 15 | 8H/10H | 1d8 | 2-handed, does not grant openings to adjacent enemies on attack. |
| Spear/Light Polearm | 3 | 3H | 1d4 | Versatile, Long, may be thrown. |
| Halberd/Heavy Polearm | 7 | 8H | 1d8 | Long, 2 handed. |
| Staff | 3 | 2H | 1d4 | Versatile, Long, block. |
| Pike/Lance | 5 | ?H | 1d8 | Very Long, 2 handed. |

W next to weight means the item can be worn in a scabbard or belt.

H means it must be carried by hand.

Versatile: Can be wielded two handed. Doing so steps up the damage die to the next higher type.

Long: You can make a reaction attack on a foe if they move next to you.

Short: You can make a reaction attack against someone attacking you instead of inviting an ally.

2 handed: Must be wielded two handed, damage bonus already included.

Thrown: Near(60') range, uses DEX to hit, must be retrieved.

Flailing: Can't make reaction attacks. Spend a reaction if your attack

misses, is blocked, or parried to reroll it. Only one attempt per attack.

Block: A staff held two handed across the body loses its *versatile* and *long* traits but can be used to ward off blows like a shield.

RANGED WEAPONS

| Item | SP | Weight | DMG | Range | Special Rules |
|----------------|----|--------|------|---------------|----------------------|
| Sling | 1 | 2 | 1d4 | Far(120') | |
| Short Bow | 25 | 4 | 1d4 | Far(120') | 2H, Archer |
| Long Bow | 40 | 7 | 1d6 | Distant(180') | 2H, Archer |
| Light Crossbow | 35 | 4 | 1d6 | Far(120') | Reload, Adv@Near |
| Heavy Crossbow | 35 | 6H | 1d10 | Distant(180') | 2H, Reload, Adv@Near |

Archer: Fires twice as rapidly in the hands of a Fighter with the appropriate technique. Make every attack twice including reactions.

Reload: Takes an action to reload after firing.

Adv@Near: Within *Near*(60') range, roll twice to hit and take the best.

ARMOUR & SHIELDS

| Equivalent | AC | Wt | Category | Max Init. | Cost |
|------------|-----|----|----------|-----------|------|
| Clothes | 9 | 1 | - | - | 0.5 |
| Gambeson | 10 | 2 | L | 1d8 | 2 |
| Leather | 11 | 3 | L | 1d8 | 4 |
| Studded | 12 | 4 | M | 1d6 | 7 |
| Chain | 13 | 5 | M | 1d6 | 10 |
| Scale | 14 | 6 | H | 1d4 | 30 |
| Plate | 15 | 7 | H | 1d4 | 50 |
| Helm | n.a | 1 | | | 10 |
| Shield | n/a | 3 | | | 10 |

Even **light** armour will force a Wizard to fail an AC roll to or fail at casting a spell.

Medium or better armour removes the Thief discount to *Pick Pockets & Move Silently* as well as reducing their Initiative die to a d6.

Heavy armour reduces the wearer's Initiative die to a d4.

A **helm** confers disadvantage on WIS rolls to search or spot things, but allows a CON Save vs Death to avoid a critical hit.

Shields allow an additional opportunity to block an attack, by spending a *Reaction* and rolling STR vs the attacker's HD. Blocking a critical hit breaks the shield! (Unless the shield is magical.)

Armour can be broken up into components or assembled piecemeal; a suit can be made of no more than two pieces of each category. Each piece provides 1 AC and increases the weight by 1. The category of the suit is that of its heaviest piece. The cost of each piece is 2 for light, 5 for medium and 25 for heavy.

ADVENTURING GEAR

10' Pole: Useful for poking at possible traps. Has the same chance to trigger a trap as a PC.

50' Rope: Allows climbing without a roll once secured, either by a grapple or one character climbing ahead.

Backpack: Essential piece of equipment. Holds up to 20 stowed items and counts as a Burden if not empty.

Flask of Oil: ud8 oil, can refuel a lantern (exchange with the lantern's usage die.) If used as a weapon must be lit, thrown on floor or at target. Ignores AC, deals 1d4 damage. If a 4 is rolled the step the damage die up and apply it again on the target's turn as they catch fire. Every 4+ increases the die, up to the maximum limit of the remaining usage die when the flask was thrown.

Iron Spikes: One usage roll to secure a rope or spike a door. Use the 20

entire item to turn a 50' sheer wall into one with handholds.

Grappling Hook: Make a DEX roll to throw it and secure a rope on a suitable point within *Near(60')* range.

Holy Symbol: Essential for Clerics – allows for turning undead. Takes the form of an ornate form of any item worth 25 silver or less appropriate to the cleric's faith or of great personal significance. It could be a necklace, a lantern, a weapon, a book.

Holy Water: Can consecrate an area, a grave, a body in danger of rising as undead, and so on. As a thrown weapon ignores AC and deals 1d8 damage to undead.

Lantern: Equivalent to 2 torches, comes filled with ud8 oil.

Marbles: If scattered any biped making a move in a Close(15') area has to make a DEX save or lose their footing and their action. Foes test on the scatterer's DEX vs HD.

Sack: Holds 10 items, can be carried by hand to reduce burden.

Silver Arrow: A single shot, but effective against lycanthropes and certain undead.

Silver Dagger: Also effective against lycanthropes and certain undead.

Starter Spellbook: Essential for wizards; contains the knowledge of starter spells. Listed under the Wizard Class entry.

Hammer/Stakes: A small hammer for hammering in spikes or stakes; 1d4 base damage if used as a weapon.

Mirror: Can be used to see around corners or reflect/avoid gaze attacks.

Thieves Tools: Essential for picking locks or disarming traps. Improvised tools can be used but confer disadvantage.

Tinderbox: Can ignite a lantern, torch, or oil as an action.

Torches: ud6. Produces light, deals 1d4 fire damage if used in melee.

| Item | SP | Wgt | Notes |
|-------------------|-----|-----|---|
| 10' Pole | 1 | 5H | Too big for most containers. |
| 50' Rope | 5 | 5W | Climb without rolling once secured. |
| Backpack | 5 | 0 | Carries 20 items, counts as a Burden. |
| Bedroll | 1 | 1 | Allows restful sleep in the field. |
| Bottle | 1 | 1 | Stores 1 item of liquid. |
| Bullseye Lantern | 20 | 1W | Can direct its illumination at a target. |
| Case of Quarrels | 5 | 1W | ud12, weight included in the bow. |
| Crowbar | 10 | 3 | 1d4 blunt weapon, open containers by force. |
| Crystal Ball | 25 | 1 | Useful for Wizards with <i>Clairvoyance</i> , and starting fires. |
| Flask of Oil | 1 | 1 | ud8; if lit can be thrown. |
| Grappling Hook | 25 | 1 | Throw to secure a rope. |
| Holy Symbol | 25 | 0W | Used for turning undead. |
| Holy Water | 25 | 0W | Consecrates an area, deals 1d8 damage vs undead. |
| Hooded Lantern | 20 | 1W | Contains ud8 oil, shutter can hide light. |
| Iron Spikes | 2 | 2 | ud6, spike doors & secure ropes. |
| Lantern | 10 | 1W | Contains ud8 oil. |
| Marbles | 2 | 1W | Trip foes. |
| Music Instrument | 10 | 1 | |
| Provisions | 5 | 8 | Several (ud8) days' food. |
| Quiver of Arrows | 5 | 1W | ud12, weight included in the bow. |
| Rations | 0.7 | 1 | A day's food. |
| Sack | 1 | 1W | Carries 10 items, Burden if worn. |
| Silver Arrow/Bolt | 5 | 0 | One shot. |
| Silver Dagger | 30 | 1 | As dagger, affects werereatures. |
| Starter Spellbook | 25 | 1 | One of the Wizard's starter books. |
| Hammer/Stakes | 3 | 1 | Secure a rope or stake a vampire. |
| Mirror | 5 | 1 | |
| Thieves Tools | 25 | 1W | Used for traps/locks. |
| Tinderbox | 3 | ½ | To light lanterns or torches. |
| Torches | 0.2 | 1 | Improvised weapon dealing 1d4 fire damage. |
| Water/Wineskin | 1 | 1 | 1 day's water. |

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|---------------|---|---|---|
| Wolfsbane | 5 | 0 | Reputed to repel werewolves. |
| Garlic | 5 | 0 | Reputed to repel vampires. |
| Writing Tools | 1 | 1 | Ink, parchment and quills for mapping or notes. |

W next to weight means the item can be worn on the body somehow, such as in a scabbard or belt.

H means it must be carried by hand, and cannot be stowed in a pack.