

Microlite20 Equipment List

Fast Packs

50 Gold Pieces each
Choose a pack or 1d6 to select one randomly

Pack A (1-2)	Pack B (3-4)	Pack C (5-6)
Backpack	Backpack	Belt Pouch
Belt Pouch	Belt Pouch	Bedroll
Bedroll	Bedroll	Lantern (hooded)
10 Torches	10 Torches	Tent
10 Oil Flasks	4 Oil Flasks	10 Torches
Flint & Steel	Flint & Steel	5 Oil Flasks
Shovel	10 pcs of chalk	Flint & Steel
2st Caltrops	10. Pole	50. Rope
Signal Whistle	Mirror	Grappling Hook
Waterskin	Crowbar	10. Pole
Waterskin	Waterskin	4d Rations
4d Rations	4d Rations	4d Rations

Finally, add the following, based on your Class:
Cleric: Silver Holy symbol & 5 Gold Pieces
Fighter: Vial of Holy Water & 5 Gold Pieces
Mag: Spellbook & 2 Spell Pouches & 5 Gold Pieces
Rogue: Thieves Tools

Courier's Outfit	30 gp
Entertainer's Outfit	3 gp
Explorer's Outfit	10 gp
Monk's Outfit	5 gp
Noble's Outfit	75 gp
Peasant's Outfit	1 sp
Royal Outfit	200 gp
Scholar's Outfit	5 gp
Traveler's Outfit	1 gp

Mounts and Related Gear

Barding, medium creature	armour price x2
Barding, large creature	armour price x4
Bit and Bridle	2 gp
Dog, guard	25 gp
Dog, war	75 gp
Donkey or Mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Saddle, military	20 gp
Saddle, pack	5 gp
Saddle, riding	10 gp
Saddlebags	4 gp
Stabling (per day)	5 sp
Warhorse, heavy	400 gp
Warhorse, light	150 gp
Warpony	100 gp

Two-Handed Weapons

Chain, spiked	25 gp	2d4	—
Falchion	75 gp	1d6	—
Flail, heavy	15 gp	1d8	—
Glaive	8 gp	1d8	—
Greataxe	20 gp	1d10	—
Greatclub	5 gp	1d8	—
Greatsword	50 gp	2d6	—
Guisarme	9 gp	2d4	—
Halberd	10 gp	1d10	—
Lance	10 gp	1d8	—
Longspear	5 gp	1d8	—
Quarterstaff	—	1d6	—
Scythe	18 gp	2d4	—
Spear	2 gp	1d8	20 ft.

Ranged Weapons

Crossbow, hand	100 gp	1d4	30 ft.
Crossbow, heavy	50 gp	1d10	120 ft.
Crossbow, light	35 gp	1d8	80 ft.
Dart	5 sp	1d4	20 ft.
Javelin	1 gp	1d6	30 ft.
Longbow	75 gp	1d8	100 ft.
Net	20 gp	—	10 ft.
Shortbow	30 gp	1d6	60 ft.
Sling	—	1d4	50 ft.

ARMOUR & SHIELDS

Here is the format for armour entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armour.

AC Bonus: The column gives the Armour Class bonus provided by the armour.

Light Armour

Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4

Medium Armour

Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5

Heavy Armour

Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-plate	600 gp	+7
Full Plate	1,500 gp	+8

Pick, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole, 10 ft.	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing Wax	1 gp
Sewing Needle	5 sp
Signal Whistle	8 sp
Signet Ring	5 gp
Sledge	1 sp
Soap (per lb.)	5 sp
Spade or Shovel	2 gp
Spell Component Pouch	5 gp
Spellbook, wizard's (blank)	15 gp
Spyglass	1,000 gp
Tent	10 gp
Thieves' Tools	30 gp
Torch	1 cp
Vial, ink or potion	1 gp
Whetstone	2 cp
Artisan's Outfit	1 gp
Cleric's Vestments	5 gp
Cold Weather Outfit	8 gp

Clothing

Crowbar	2 gp
Disguise Kit	50 gp
Firewood (per day)	1 cp
Fishhook	1 sp
Fishing net (25 sq.ft.)	4 gp
Flask (empty)	3 cp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	5 sp
Healer's Kit	50 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Hourglass	25 gp
Ink (1 oz. Vial)	8 gp
Inken	1 sp
Jug, clay	3 cp
Ladder, 10 ft.	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock, simple	20 gp
Lock, average	40 gp
Lock, good	80 gp
Magnifying Glass	100 gp
Manacles	15 gp
Mirror, small steel	10 gp
Mug/tankard, clay	2 cp
Musical Instrument	5 gp
Oil, pint flask	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp

Shields

Buckler	15 gp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2
Shield, tower	30 gp	+4

ADVENTURING EQUIPMENT

Adventuring Gear

Acid (flask)	10 gp
Antitoxin (vial)	50 gp
Artisan's Tools	5 gp
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, winter	5 sp
Block and Tackle	5 gp
Bottle, wine, glass (empty)	2 gp
Bucket (empty)	5 sp
Caltrops	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chain (10 ft.)	30 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Craftsman's Tools	5 gp