

Different Totes for Different Folks

Basic backpacks for every D&D® game adventurer

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One aspect of creating a new D&D® game character too often treated superficially is that of outfitting the hero with her basic equipment. A new hero making her first venture into the dangerous outlands needs more than arms, armor, and a weeks food rations. The well-prepared adventurer takes along the "little things" that aid those of her chosen class out in the wild. The table here has an expanded list of equipment that players may wish to refer to when outfitting new characters, to speed play. Items in *italics* are new, not shown on the Adventuring Gear Table in the D&D game Rules Cyclopedia (page 69). Also presented are examples of basic adventuring kits for specific D&D game professions.



D&D Game Adventuring Gear Table

Item	Description/Notes	Cost/Enc.
Arrowhead	For use when manufacturing arrows in the wild	1sp/1
Backpack	Capacity of 400 cn (40 lbs.)	5gp/20
<i>Backpack, explorer's</i>	Capacity of 800 cn (80 lbs.)	10gp/80
<i>Backpack, waterproof</i>	Capacity of 300 cn (30 lbs.)	30gp/60
Bandages	Prevents further blood loss; enough for 1 character's wounds from 1 combat	1sp/1
Bedroll	Heavy blanket and small pillow	1gp/50
Belt		2sp/5*
<i>Block and tackle</i>	Effectively reduces the weight of hauled object to 25% normal, but requires 4 times the amount of rope	5gp/100
Boots, riding/swash-topped		5gp/15*
Boots, plain		1gp/10*
<i>Bow strings, 10</i>		1 gp/1
Candle	Burns 1 hour; sheds light in 10' radius	1sp/1
Chisel	For chipping away stone	2gp/10
<i>Climbing hook, hand-held</i>	Supports up to 250 lbs.	5gp/40
Cloak, long		1gp/15*
Cloak, short		5gp/10*
Clothes, extravagant	Tunic & pants; blouse & skirt; robe; etc.	50+gp/30*
Clothes, fine	See above	2gp/20*
Clothes, normal	See above	5gp/20*
<i>Disguise kit</i>	Includes wigs, hair dye, makeup	20gp/50
<i>Drill, hand</i>	For drilling through wood or metal	10gp/30
Garlic	Useful against vampires	5sp/1
Grappling hook	Holds up to 500 lbs.	25gp/80
<i>Gloves, heavy</i>	Prevents rope burns, assures better grip on slippery items, protects against contact poisons and things that harm exposed skin (e.g., needle traps); impossible to pick pockets or remove traps when wearing these	5sp/10*
<i>Gloves, soft</i>	Protects against contact poisons and other things that harm exposed skin; useless against needle traps	1gp/5*
Hammer, utility	Does 1d3 damage if used as weapon	2gp/10
Hat		2sp/3
Holy symbol	At DM's discretion, may be needed to Turn undead	25gp/1
<i>Holy symbol, inexpensive</i>	Inflicts penalty of 3 to Turning roll	5gp/1
Holy water	Breakable glass vial	25gp/1
<i>Ink, vial of</i>	Enough to write 50 pages of simple text	1gp/20
Iron spike	One spike needed for each 5' of a sheer surface being climbed by a thief or mountaineer	1sp/5
<i>Journal, blank</i>	With fifty 6"x9" pages	20gp/30
Knapsack	Capacity of 250 cn (25 lbs.)	3gp/10
<i>Knife, utility</i>	Does 1d3 damage if used as weapon	1gp/5
Lantern	Burns 4 hours; 30' radius of illumination	10gp/30
<i>Lantern, bullseye</i>	Burns 4 hours; illuminates cone 100' long, 20' base	20gp/30
<i>Lasso, leather</i>		5gp/30
<i>Leather, bulk</i>	One square foot for miscellaneous use	1sp/5
Lockpicks	Optional portion of thieves' tool kit; does not permit trap removal	15gp/5
<i>Magnifying glass</i>	For studying fine details and fire-starting	3gp/5
<i>Map, explorers'</i>	Speculative map of unexplored territory	50gp/10
<i>Map, detailed</i>	Highly detailed map of explored territory	30gp/10
<i>Map, general</i>	General trail map of explored territory	10gp/10
Mirror, hand	Made of steel	5gp/5
<i>Musical instrument, stringed</i>	Lute, mandolin, etc.	20gp/100
<i>Musical instrument, wind</i>	Flute, recorder, etc.	5gp/30
Oil, ceramic flask	Does 2d6 damage or covers 10' square area and burns for 3 rounds	2gp/10
<i>Oil, metal flask</i>	Prevents accidental breakage; cannot be used as missile weapon	1gp/20
Papyrus	One 12"x12" leaf	1sp/1
Parchment	One 10"x10" leaf	1gp/5
Parka	For warmth in cold climates	5gp/40*
<i>Pot, cooking</i>	Two-quart capacity	1gp/50
Pouch, belt	Capacity 50 cn (5 lbs.)	5sp/2*
Quill pen	For writing	5sp/1
Quiver	Holds 20 arrows	1gp/5
<i>Quiver, back</i>	Holds 50 arrows; prevents wearing of pack of knapsack	5gp/20
<i>Quiver, belt</i>	Holds 10 crossbow quarrels	1gp/3
Rations, iron	Week's supply; stays fresh 2 months	15gp/70
Rations, standard	Week's supply; stays fresh 7 days	5gp/200

Rope, 50' length	Supports 750 lbs.; for each 10 lbs. above this, give 5% cumulative chance of breakage	
Sack, small	Capacity 200 cn (20 lbs.)	1gp/1
Sack, large	Capacity 600 cn (60 lbs.)	2gp/5
Salt, 1 lb.	For preserving meat or monster parts for future use; one pound of salt is needed for each 5 lbs. of organs being preserved	10gp/10
Scroll case, waterproof	Holds 1 map, 1 scroll, or 10 leaves of parchment	5gp/20
Sewing kit	For repair of cloth/leather	1gp/10
Shoes		5sp/8*
Spellbook, blank	24"x24"x6"; holds 24 spells	100gp/200
Spellbook cover	Waterproof	10gp/30
Stake, wooden		1sp/1
Tent, 2-man	6'x4'x4'; watertight	20gp/200
Tent, 4-man	6'x6'x5'; watertight	25gp/500
Thieves' tools	Needed for picking locks & removing traps	25gp/10
Tinder box		3gp/5
Torch	Burns 1 hour; sheds light in 30' radius	2sp/20
Twine, 100' ball of	Supports up to 30 lbs.; for each 10 lbs. above this, give 10% chance of breakage	2sp/10
Vial, empty glass	Holds 1 pint (enc. 20 when filled)	1gp/10
Water/wineskin	1-quart capacity (enc. 30 when filled)	1gp/5
Wax	For making impressions	3sp/10
Whistle	For signaling or bird calls	1sp/5
Wolfsbane	To ward off lycanthropes	10gp/1

* If this item is being worn, as opposed to being packed away as a spare, its encumbrance is considered to be 0.

Kits for new characters

New adventurers bring with them varied philosophies and backgrounds that naturally prompt a character to bring certain items most useful to his adventuring class as a whole. The monastery-trained cleric, for instance, is more likely to pack along bandages and holy water than a backwoods fighter who knows the practical value of a block and tackle. Several basic packs follow for quick outfitting, each listing cost and weight factors. Players naturally may add or delete equipment as they deem fit. Note that the weight of the pack itself and bedroll (in most cases) are not considered in the encumbrance contained by the pack.

Cleric

A cleric's purpose is to heal, protect, and represent the interests of her particular order. Her basic kit reflects these aspects of her profession.

Item	Cost/Enc.
Backpack	5gp/20
Bandages (10)	1gp/10
Bedroll (attached to pack)	1gp/50
Clothes, fine (priestly garments)	5gp/20
Garlic	5sp/1
Holy symbol, inexpensive	5gp/1
Holy water	25gp/1
	1 gp/20
Parchment (2 leaves)	2gp/10
Quill pen	1gp/5
Rations, standard (1 week)	5gp/200
Tinder box	3gp/5
Water/wineskin	1gp/5
Total	55.5gp/348

Fighter/Dwarf

Fighters and dwarves are perhaps the

most practical adventurers, wasting very little upon unnecessary items. The professional warrior has few true needs.

Item	Cost/Enc.
Backpack	5gp/20
Bandages (5)	5sp/5
Bedroll (attached to pack)	1gp/50
Oil	2gp/10
Pot, cooking	1gp/50
Rations, iron (2 weeks)	30gp/140
Rope, 50'	1gp/50
Sack, large (3)	6gp/15
Tinder box	3gp/5
Torches (5)	1gp/100
Water/wineskin	1gp/5
Total	51.5 gp/450

Thief

The thief's life is an often risky one. Incumbent upon those who rely on stealth and fleetness of foot is to take no more than necessity requires—for freedom of movement is of paramount importance!

Item	Cost/Enc.
Backpack	5gp/20
Bedroll (attached to pack)	1gp/50
Candles (3)	3sp/3
Climbing hook	5gp/40
Gloves, soft	1gp/5
Hammer, utility	2gp/10
Iron spikes (10)	1gp/50
Magnifying glass	3gp/5
Rations, iron (1 week)	15gp/75
Rope, 50'	1gp/50
Sack, large	2gp/5
Thieves' tools	25gp/10
Tinder box	3gp/5
Total	64.3gp/328

Halfling

Halflings also prefer traveling light, although the industrious little fellows

might pack a variety of items to cover a number of different contingencies.

Item	Cost/Enc.
Knapsack	3gp/10
Bedroll (in knapsack)	1gp/50
Candles (3)	3sp/3
Ink, vial of	1gp/20
Oil	2gp/10
Map, general	10gp/10
Mirror, hand	5gp/5
Parchment (2 leaves)	2gp/10
Quill pen	5sp/1
Magnifying glass	3gp/5
Rations, iron (1 week)	15gp/75
Sack, small (3)	3gp/3
Tinder box	3gp/5
Torch	2sp/20
Wineskin	1gp/5
Total	50gp/232

Elf/Mage

The needs of a spell-caster are many, and it is all too true that the tools of her trade take up much of her available space!

Item	Cost/Enc.
Backpack	5gp/20
Bedroll (attached to pack)	1gp/50
Ink	1gp/20
Magnifying glass	3gp/5
Mirror, hand	5gp/5
Parchment (3 leaves)	3gp/15
Quill Pen	5sp/1
Scroll case	5gp/20
Spellbook	100gp/200*
Rations, iron (1 week)	15gp/70
Scroll case	5gp/20
Torch	2sp/20
Tinder box	3gp/5
Vial, empty glass	1gp/10
Total	147.7 gp/461

* This is presumed to be the book the character starts play with. If it is stored in other than the pack, its encumbrance is discounted from the total, leaving room for other gear.

Mystic

Austerity is a trademark of the mystic, and rare is the character who bears more than the most essential of items.

Item	Cost/Enc.
Knapsack	3gp/10
Bedroll (in knapsack)	1gp/50
Candle	1sp/1
Ink, vial of	1gp/20
Journal, blank	20gp/30
Quill pen	5sp/1
Rations, iron (1 week)	15gp/75
Tinder box	3gp/5
Total	43.6 gp/192

Druid/Outdoorsman

Clerics studying the path of druidism, as well as other outdoor adventurers (including some elves), understand that a wide variety of equipment can compensate for the many demands of the wild. Thus, while the professional explorer bears a heavy burden, he is rarely caught helpless in the wild.

Item	Cost/Enc.
Backpack, explorer's	10gp/80
Arrowheads (20)	1gp/20
Block & tackle	5gp/100
Bedroll	1gp/50
Climbing hook	5gp/40
Hammer, utility	2gp/10
Iron spikes (10)	1gp/50
Knife, utility	1gp/5
Leather, bulk	1sp/5
Map, general	10gp/10
Parka	5gp/40
Rations, iron (1 week)	15gp/75
Rope, 50'	1gp/50
Tent (2-man)	20gp/200
Tinder box	3gp/5
Torches (2)	4sp/40
Twine, ball of	2sp/10
Water skin (full)	1gp/30
Whistle	1sp/5
Total	81.8 gp/325

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