Equipment for Purchase

Melee Weapons

All melee weapons cause 1d6 of damage plus the strength bonus. Different weapons have better pluses to hit when attacking.

- Wizards can only use daggers and magical swords.
- Clerics can only use maces and morning stars.
- Fighters, Paladins and Rogues can use any melee weapon.

Standard Melee Weapons

Item	Combat Segment	Cost in GP	To-Hit Bonus
Spear	1	1	+0
Halberd (2H)	1	7	+1
Sword	2	10	+1
Two-Handed Sword (2H)	2	15	+2
Axe	2	3	+1
Battle Axe (2H)	2	7	+2
Mace	3	5	+2
Morningstar (2H)	3	6	+3
Dagger	4	3	+0



Missile Weapons

All missile weapons cause 1d6 of damage, with no strength bonuses. Different weapons have better pluses to hit when attacking.

- Clerics cannot use any missile weapons.
- Wizards and Rogues can use bows but not crossbows.
- Fighters and Paladins can use any missile weapon.

Standard Missile Weapons

Item	Combat Segment	Cost in GP	To-Hit Bonus
Shortbow (2H)	5	25	+0
Longbow (2H)	5	60	+1
Composite Bow (2H)	5	100	+2
Light Crossbow (2H)	5	25	+2
Heavy Crossbow (2H)	5	75	+3

Armor & Shields

All characters except Wizards can use shields to enhance their armor protection. Shields increase a character's armor class.

Standard Armor & Shields

Equipment	Cost in GP	AC
No Armor	-	8
Robes	0	8
Leather Armor	20	+1
Chainmail	500	+2
Plate Mail	1,000	+3
Shield	20	+1

Magical Equipment

Magical weapons give players additional bonuses to hit a target. Each 'plus' on a magical weapon provides a to-hit bonus. A standard axe adds 1 to-hit bonus. A +1 axe adds 2 to-hit bonuses. Magical weapons do not increase the damage dealt during the attack.

Magical armor reduces the damage taken from each hit by 1 point for each 'plus' on the armor. For example, a character with "Platemail +2" reduces damage taken by 2 points. If an opponent deals 10 points of damage, the character takes only 8 points damage. Damage cannot be reduced to less than 1. Magical armor does not increase the character's armor class.

Magical shields reduce the damage from non-melee attacks: missile weapons, spitting attacks, breath weapons, gaze attacks, and magic spells (like Spiritual Hammer). Each 'plus' on the magical shield reduces damage by 3 points. Damage cannot be reduced to less than 1.

Magical wands can only be used by **Wizards.** A magical wand increases spell damage; 1 extra point of damage to each target per magical bonus.

Magical staffs can only be used by **Clerics.** A magical staff increases the spell's healing effect; 1 extra point of healing on each target per magical bonus.

Magical potions can be used by **anyone** during the **spell segment** of combat**.** Between each combat round, a potion can be handed off to any other person as a free action. As an action, a potion can be consumed or poured down an unconscious person's throat.

Magical scrolls of Wizard spells can be used only by **Wizards or Rogues.**

Magical scrolls of Cleric spells can be used only by **Clerics or Rogues.**

All sources of damage reduction stack: shields, armor, spells and the Paladin's special ability

Equipment Restrictions

✓ designates equipment that a character class can use

Item	Combat Segment	Fighter	Paladin	Rogue	Cleric	Wizard
Robes		✓	✓	✓	✓	✓
Leather Armor		✓	✓	✓	✓	
Chainmail		✓	✓	✓	✓	
Plate Mail		✓	✓		✓	
Shield		✓	✓	✓	✓	
Spear	1	✓	✓	✓		
Halberd (2H)	1	✓	✓	✓		
Sword	2	✓	✓	✓		
2-Handed Sword (2H)	2	✓	✓	✓		
Magic Sword	2	✓	✓	✓		✓
Magic 2-Handed Sword (2H)	2	✓	✓	✓		✓
Axe	2	✓	✓	✓		
Battle Axe (2H)	2	✓	✓	✓		
Mace	3	✓	✓	✓	✓	
Morningstar (2H)	3	✓	✓	✓	✓	
Dagger	4	✓	✓	✓		✓
Shortbow (2H)	5	✓	✓	✓		✓
Longbow (2H)	5	✓	✓	✓		✓
Composite Bow (2H)	5	✓	✓	✓		✓
Light Crossbow (2H)	5	✓	✓			
Heavy Crossbow (2H)	5	✓	✓			
Potions	6	✓	✓	✓	✓	✓
Wizard Scrolls	6			✓		✓
Cleric Scrolls	6			✓	✓	
Magic Wands	6					✓
Magic Staffs	6				✓	

Magical Hardgoods

Magical Melee Weapons

Item	Cost in GP
Spear +1	1,000
Spear +2	2,000
Spear +3	4,000
Halberd (2H) +1	1,500
Halberd (2H) +2	3,000
Halberd (2H) +3	6,000
Sword +1	2,000
Sword +2	4,000
Sword +3	8,000
2-Handed Sword (2H) +1	2,500
2-Handed Sword (2H) +2	5,000
2-Handed Sword (2H) +3	10,000
Axe +1	2,000
Axe +2	4,000
Axe +3	8,000
Battle Axe (2H) +1	2,500
Battle Axe (2H) +2	5,000
Battle Axe (2H) +3	10,000
Mace +1	3,000
Mace +2	6,000
Mace +3	12,000
Morningstar (2H) +1	4,000
Morningstar (2H) +2	8,000
Morningstar (2H) +3	16,000
Dagger +1	1,000
Dagger +2	2,000
Dagger +3	4,000



Magical Missile Weapons

Item	Cost in GP
Shortbow (2H) +1	2,000
Shortbow (2H) +2	4,000
Shortbow (2H) +3	8,000
Longbow (2H) +1	3,000
Longbow (2H) +2	6,000
Longbow (2H) +3	12,000
Composite Bow (2H) +1	4,000
Composite Bow (2H) +2	8,000
Composite Bow (2H) +3	16,000
Light Crossbow (2H) +1	3,000
Light Crossbow (2H) +2	6,000
Light Crossbow (2H) +3	12,000
Heavy Crossbow (2H) +1	4,000
Heavy Crossbow (2H) +2	8,000
Heavy Crossbow (2H) +3	16,000

Magical Armor

Item	Cost in GP
Robes +1	3,000
Robes +2	6,000
Robes +3	12,000
Shield +1	4,000
Shield +2	8,000
Shield +3	16,000
Chainmail +1	4,000
Chainmail +2	8,000
Chainmail +3	16,000
Platemail +1	5,000
Platemail +2	10,000
Platemail +3	20,000

Magical Wands

Item	Cost in GP
Wand +1	4,000
Wand +2	8,000
Wand +3	16,000

Magical Staffs

Item	Cost in GP
Staff +1	4,000
Staff +2	8,000
Staff +3	16,000

Weapon names marked (2H) indicate 2-handed weapons. When these weapons are used, the character cannot use a shield.

Consumables (Potions and Scrolls)

Wizards can only cast scrolls with **wizard spells** on them. A wizard can use a scroll to cast any level spell, even a spell that is a higher level than they normally could cast.

Clerics can only cast scrolls with **cleric spells** on them. A cleric can use a scroll to cast any level spell, even a spell that is a higher level than they normally could cast.

Rogues can cast scrolls with **wizard spells** or **cleric spells** of any level.

Potions

Item	Effect	Cost in GP
Potion of Acid Resistance	½ damage from acid	200
Potion of Cold Resistance	½ damage from cold	200
Potion of Electrical Resistance	½ damage from electricity	200
Potion of Fire Resistance	½ damage from fire	200
Potion of Chlorine Gas Resistance	½ damage from chlorine gas	200
Potion of Healing	heal 1d6 +1	200
Potion of Extra Healing	heal 2d6 +2	500
Potion of Heroism	+2 attack dice and +2 to-hit bonus	400
Potion of Super Heroism	+4 attack dice and +4 to-hit bonus	1,200
Potion of Giant Strength	+1d6 melee damage	750



Cleric Scrolls

Item	Cost in GP
Scroll of Bless	200
Scroll of Cure Light Wounds	200
Scroll of Spiritual Hammer	400
Scroll of Healing Wave	400
Scroll of Lesser Protection	400
Scroll of Cure Serious Wounds	700
Scroll of Prayer	700
Scroll of Cleansing Wave	1,100
Scroll of Protection	1,100
Scroll of Cure Critical Wounds	1,600
Scroll of Sanctify	1,600
Scroll of Greater Protection	2,200
Scroll of Spiritual Wave	2,200

Wizard Scrolls

Item	Cost in GP
Scroll of Magic Missile	200
Scroll of Shield	200
Scroll of Burning Hands	400
Scroll of Strength	400
Scroll of Fireball	700
Scroll of Lightning Bolt	700
Scroll of Force Field	1,100
Scroll of Ice Storm	1,100
Scroll of Cone of Cold	1,600
Scroll of Cloudkill	1,600
Scroll of Disintegrate	2,200
Scroll of Shape Change	2,200

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