

Money & Equipment

Money

The currency of the Ancient Ways still holds sway and people still trade in pounds and pence. The Elizabethan and Carolinian currencies are still in use, alongside more crudely minted modern coinage. In terms of game coinage a pound (£) is worth a gp, a cp is worth a penny and a sp is therefore 10p. In most places these coins are accepted widely. In the bad lands and the wild lands it is far more likely that goods will be bartered.

Equipment : General

Most people have returned to a far more agricultural form of lifestyle. Ordinary equipment is as per the Player's Handbook, exceptions are found below. Masterwork items are available as per the standard rules.

Equipment : Weapons

All simple and martial weapons from the PhB are available.

Only the following 'exotic' weapons are available : Bastard Sword, Whip, Spiked Chain, Dire Flail, Hand and Repeating Crossbows, Bolas and Net.

Equipment : Armour

All available.

Equipment : Adventuring Gear

Special Equipment : Everburning Torches, Tanglefoot Bags and Wizards Spellbooks are not available. Everything else in the PhB is.

Waterclock's are replaced by mechanical clocks (£1,000), often with brass mechanisms, and often dating back hundreds of years. Also available are the Telescope (£600) and the Sextan (£2,000). A thermometer (£50) and barometer (£800) can also be found.