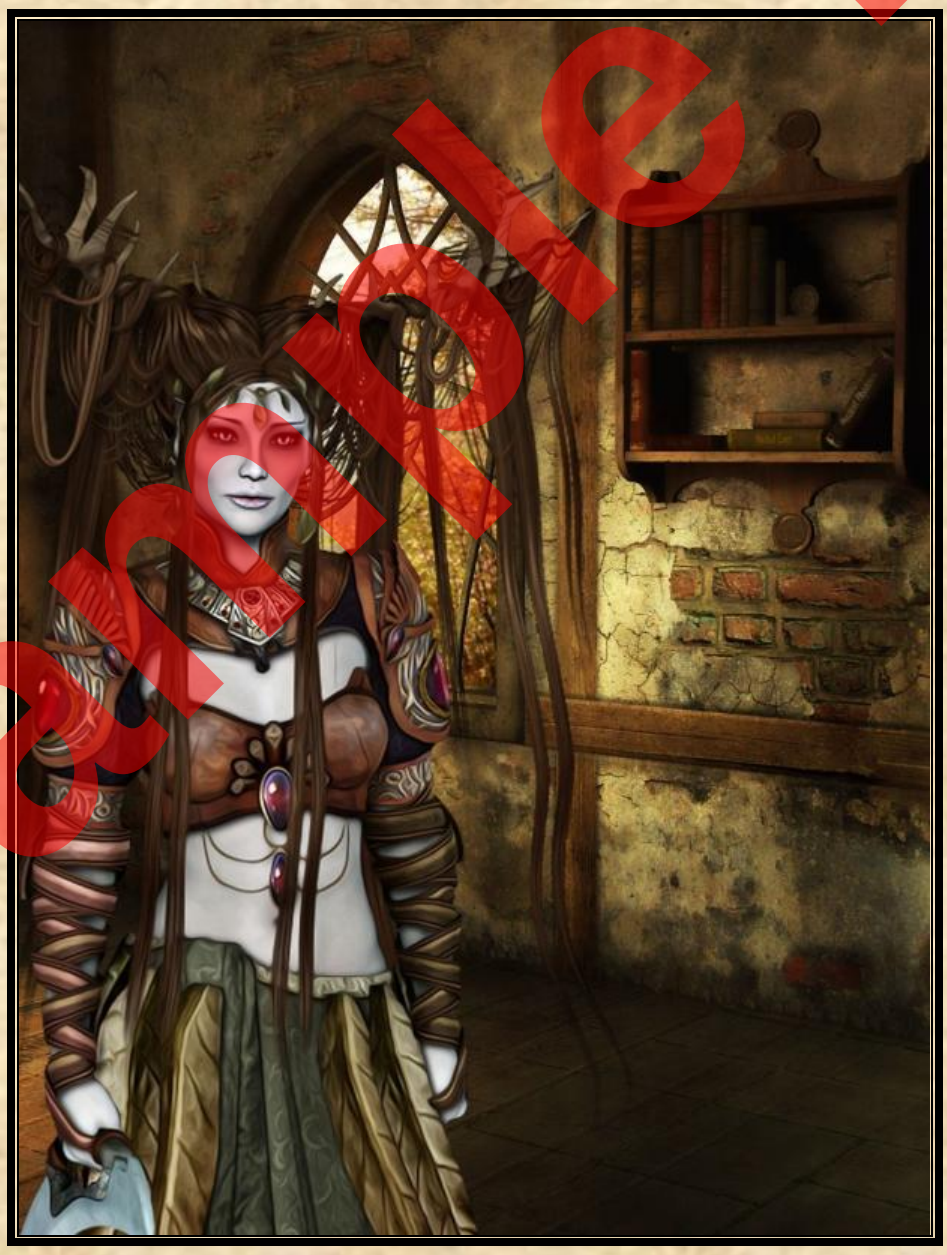
The Microlite20 RPG Collection

2020 Edition

A **Free** Collection of Roleplaying Games based on Microlite20 including the original Microlite20, expansions, variants, and complete games using the Microlite20 system.



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The Microlite20 RPG Collection is a compilation of Microlite20 based games. This collection is available for **free** PDF download (and is available as a "Pay-What-You-Want" product on DriveThruRPG with a suggested price of $0.00 for people who prefer that venue). Each individual game is copyrighted separately, is based on the Open Game License (because the original, Microlite20, is OGL), and is available for free. Each game is a separate entity with its own copyright and license. **The author of each individual game is solely responsible for his or her work -- no editing of individual games has been done.**

This is the fourth (2020) edition of The Microlite20 RPG Collection. Check the unofficial Microlite20 web site at https://microlite20.org/ to see if there is a later edition available and for more information on Microlite20 and its variants.

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Introduction

What is Microlite20?

Do you remember when the gaming table was full of pizza and soda, not rulebooks, miniatures and dungeon tiles? Do you yearn for a role-playing game that doesn't require weight training to carry all the books? Do you want to be able to hold all the rules in your head - or in your back pocket? And do you still want to use all those lovely monsters, adventures and game worlds too?

So do we!! -- Greywulf

Microlite20 is a minimalist role-playing game designed to be usable with the majority of the OGL/d20 supplements, rules and adventures with little or no advance preparation. The basic rules for character generation, combat, magic and level advancement take up a single sheet of paper, meaning it is perfect for introducing role-playing to new players, gaming one- shot adventures or tailoring into your own game system.

History of Microlite20

Microlite20 was designed by Robin V. Stacey (aka Greywulf) in 2006. The purpose of the rules were to strip the OGL/D20 system down to its bare minimum so that the world's most popular fantasy system could be played quickly and without thousands of pages of rules, but still be usable with all the adventures, campaign settings, and supplements that had been published for the 3.x edition of the world's most popular fantasy RPG.

Amazingly, one page of basic rules (coupled with the Fantasy SRD for spells and monsters) really did allow for fast-playing games with just about every adventure and supplement published for the 3.x edition.

Microlite20 was an immediate hit with players who liked the 3.x edition of the world's most popular fantasy RPG but did not like the complex and time-consuming (both to GM for and to play out combats) beast it had become. Microlite20 was a rules-light way to play that brought fun back to many game tables.

The Microlite20 rules were entirely open game content. Only the names "Microlite20" and "Robin V. Stacey" were listed as product identity. Having the entire system open game content sparked a flurry of gamer creativity. Simple variant rules and basic expansions came first – for example, lists of limited spells and monsters so Microlite20 could be played without lugging the huge SRD around. However, customized rule sets and complete games based on Microlite20 soon followed. As later editions of the world's most popular fantasy game were published, people created Microlite20-based versions of those editions. Many of these variant Microlite20 games are collected in this book. That's how a one page game grew to a 1500 page book.

In the spring of 2010, Robin sold the rights to Microlite20 to Seth Drebitko. Seth has big plans for the game but even without big plans, the Microlite20 community is still going strong, still producing new material and complete new games based on Microlite20.

In 2020 a few Microlite20 fans on Facebook and Microlite Nexus created a new base version of Microlite20: Microlite2020. This revision tried to update the original game with a few ideas developed since 2006 while still remaining true to the original ideas behind Microlite20. Microlite2020 is in some ways a Microlite20 2.0. However, it is not intended to replace the original game rather to provide another version to base variants and house rules on.

What is this Book?

This book is a simple collection of Microlite20 PDFs combined into a single PDF file for easy downloading and printing. Most Microlite20 materials are published as individual PDF files. For the most part, this book is all these PDFs (and a few extras like this introductory material) combined into a single PDF with an open source program called PDFSAM. Some material that was never published in PDF forum has been converted from text and word files to PDF and included.

As one might expect, there isn't a lot of organization. As 90% of the material was in fixed format PDF files, that's unfortunate, but only to be expected. Your compiler has attempted to put the various PDFs into useful order in seven sections, however.

The first section has only two sets of rules. The first, Microlite20 Purest Essence, is Paul Lessack's beautifully laid-out version of Microlite20. It includes the basic rules and some of the expansions (e.g. equipment, spells and the full expert rules and the GM guide) included in the second section. Many people consider this best version of "core" Microlite20. The second is the just released Microlite20 Beginners Players Guide. This is a version of Microlite20 designed to help those new to tabletop RPGs understand how to play. Note that the version of Microlite20 presented in this guide is itself a variant that uses mana points instead of hit points to power spells.

The second section includes the original Microlite20 rules, and many variant rules and expansions building upon the original rules.

The third section has the current (as of late Spring

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2020) draft version of Seth Drebitko's Microlite20 Revised.

The new Microlite2020 rules and its first variant (Microlite2020 Old School Edition) are in the fouth section.

The fifth – and largest – section includes many complete games based on Microlite20. Some of these games aren't that different from the original, while others break quite a bit of new ground. Not all of these games are fantasy, you'll find Microlite20 based science fiction games, espionage games, after the holocaust games, superhero games, and western games. Some games are quite short, others are fairly long and detailed. There's even a game, Tilehack, that uses Scrabble tiles instead of dice. A revised and more complete version of Pathfinder Lite is not included in this collection because its artwork is licensed under Paizo's Community Use Policy. A free copy of this version can be downloaded from the Microlite20 Download Library at Microlite20.org web site.

The sixth section has a collection of Microlite20 character sheets, setting, and mini-adventures.

The seventh section includes some of the Microlite74, Microlite78, and Microlite81 games available. These games convert old TSR versions to the more "modern" Microlite20 rules base. The rules of the more important core games are included; however, the many supplements and variants are not included to save space. How to obtain free copies of this additional material in explained at the start of this section.

The eighth section includes complete games with many pictures or background images. Two of these games try to add more information from the 3.x SRD to make more complete versions of Microlite20 that do not require referencing the 3.x SRD will playing Microlite20.

The Future of Microlite20

What does the future hold for Microlite20 gaming? I don't know for sure, but I suspect there will be many more additional rules options and complete Microlite20- based games. Microlite20 is so easy to work with that just about any GM can rework the system to make it "just perfect" for his or her favorite setting or homebrew campaign. With luck, there will be future (and even larger) edition of The Microlite20 RPG Collection – perhaps one with a Microlite20-based game you designed. Until then, there are a lot of interesting games to try in this fourth edition of The Microlite20 RPG Collection. Happy gaming!

Around the Net:

Microlite20 Nexus
https://microlite20.org/
The online home of Microlite20 and Microlite20-based games. There's a forum, a download area with over one hundred free Microlite20 supplements and variant Microlite20-based rules sets available for download.

RetroRoleplaying.com
https://retroroleplaying.com/
The compiler's home page – devoted to Old School Tabletop Roleplaying and the games he has designed. Most are Microlite20-based and most free or pay what you want.

RPG PUB
https://www.rpgpub.com/
The RPG PUB is a friendly and active forum "devoted to open discussion on tabletop gaming and other areas of interest to RPG fans. We value free speech, open minds, and friendly members. Your opinions are welcome here. **There are really only two rules: *be kind to your fellow posters and no politics!***"

Tabletop Roleplaying Games
https://ttrpgs.com/
Future home of a network of small sites devoted to Tabletop Roleplaying Games.

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Section 1:

Microlite20 Purest Essence

This fancy printing of Microlite20 incorporates the basic rules, the expert rules, the compact monster and spell lists, and the GM Guide in a nicely formatted package. It's really all you need to play. If you are at all familiar the 3.x Fantasy SRD, it's probably more than enough to run a fantasy campaign as a GM. While it is not the purest form of Microlite20 (see section 2 for that), it is the "purest essence" of the Fantasy SRD.

Microlite20 Beginners Players Guide

This is a version of Microlite20 designed to help those new to tabletop RPGs understand how to play. Note that the version of Microlite20 presented in this guide is itself a variant that uses mana points instead of hit points to power spells.

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Microlite20 purest essence

Robin V. Stacey, Darrell King & Al Krombach



This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play.

The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

©2008 http://www.microlite20.net/
Art Direction, Production & Layout: Paul Lesack

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Characters

Stats

There are 3 stats : Strength (**STR**), Dexterity (**DEX**) and Mind (**MIND**).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (**STAT**-10)/2, round down.

Races

Humans get +1 to all skill rolls

Elves get +2 **MIND**

Dwarves get +2 **STR**

Halflings get +2 **DEX**

Classes

The classes are **Fighter, Rogue, Mage, Cleric.** Characters begin at Level 1.

Fighters

Wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on

Rogues

Can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Magi

Wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

Clerics

Can wear light or medium armour. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + **MIND** Bonus) times per day.

Skills

There are just 4 skills : **Physical, Subterfuge, Knowledge and Communication.** Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.
Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + **STR** bonus. Dodging a falling rock is Physical + **DEX** bonus. Finding a trap is Subterfuge + **MIND** bonus. Disabling a trap is Subterfuge + **DEX** bonus.

Note that there are no "saving throws" in this game; use Physical + **STR** or **DEX** bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is:

1 + double the level of the spell being cast

Spell Level	HP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

This loss cannot be healed normally but is recovered after 8 hours rest. *There is no need to memorize spells in advance.*

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (**DC**) for all spells:

10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = **STR** Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces **STR**. If that reaches 0, death.

Roll d20 + **DEX** bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = **STR** bonus + Level
Missile attack bonus = **DEX** bonus + Level
Magic attack bonus = **MIND** bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (**AC**), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use **DEX** bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add **STR** bonus to Melee damage, x2 for 2-handed weapons. Armour Class (AC) = 10 + **DEX** bonus + Armour bonus.

Other Hazards

Falling
1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Spikes
add +1 point to falling damage per 10' fallen, max +10

Poison
Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold
If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds
- 1d6 to Hit Points
- 1 to all attack rolls
- 1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to **STR, DEX** or **MIND**.

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example:
The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

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Monsters

Animal (small) eg Badger
HD 1d8+2 (6 hp) AC 15 Claw +4 (1d2-1)

Ankheg
HD 3d10+12 (28 hp) AC 18 Bite +7 (2d6+7 plus 1d4 acid)

Bugbear
HD 3d8+3 (16 hp) AC 17 Morningstar +5 (1d8+2) or javelin +3 (1d6+2)

Choker
HD 3d8+3 (16 hp) AC 17 Tentacle +6 (1d3+3)

Deinonychous (Raptor)
HD 4d8+16 (34 hp) AC 16 Talons +6 (2d6+4)

Dire Rat
HD 1d8+1 (5 hp) AC 15 Bite +4 (1d4 plus to dodge for half

Dwarf
HD 1d8+2 (6 hp) AC 16 Waraxe +3 (1d10+1) or shortbow +1 (1d6)

Earth Elemental (large)
HD 8d8+32 (68 hp) AC 18 Slam +12 (2d8+7)

Elf
HD 1d8 (4 hp) AC 15 Longsword +2 (1d8+1) or longbow +3 (1d8)

Gargoyle
HD 4d8+19 (37 hp) AC 16 Claw +6 (1d4+2)

Goblin
HD 1d8+1 (5 hp) AC 15 Morningstar +2 (1d6) or javelin +3 (1d4)

Griffon
HD 7d10+21 (59 hp) AC 17 Bite +11 (2d6+4)

Halfling
HD 1d8+1 (5 hp) AC 16 Shortsword +3 (1d6) or light crossbow +3 (1d6)

Hellhound
HD 4d8+4 (22 hp) AC 16 Bite +5 (1d8+1 plus 1d6 fire)

Hill Giant
HD 12d8+48 (102 hp) AC 20 Greatclub +16 (2d8+10) or rock +8 (2d6+7)

Hobgoblin
HD 1d8+2 (6 hp) AC 15 Longsword +2 (1d8+1) or javelin +2 (1d6+1)

Human Commoner
HD 1d8+1 (5 hp) AC 12 Dagger +1 (1d6+1) or sling +1 (1d4)

Insect (small) eg Spider
HD 1d8 (4 hp) AC 14 Bite +4 (1d4-2 plus poison)

Kobold
HD 1d8 (4 hp) AC 15 Spear +1 (1d6-1) or sling +3 (1d3)

Ogre
HD 4d8+11 (29 hp) AC 16 Greatclub +8 (2d8+7) or javelin +1 (1d8+5)

Orc
HD 1d8+1 (5 hp) AC 13 Falchion +4 (2d4+4) or javelin +1 (1d6+3)

Owlbear
HD 5d10+25 (52 hp) AC 15 Claw +9 (1d6+5)

Rust Monster
HD 5d8+5 (27 hp) AC 18 Antennae touch +3 (rust)

Shadow
HD 3d12 (19 hp) AC 13 Incorporeal touch +3 (1d6 Str)

Skeleton Warrior
HD 1d12 (6 hp) AC 15 Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)

Stirge
HD 1d10 (5 hp) AC 16 Touch +7 (attach)

Stone Golem
HD 14d10+30 (107 hp) AC 26 Slam +18 (2d10+9)

Troll
HD 6d8+36 (63 hp) AC 16 Claw +9 (1d6+6)

Werewolf (hybrid form)
HD 3d8+7 (20 hp) AC 16 Claw +4 (1d4+2)

Wight
HD 4d12 (26 hp) AC 15 Slam +3 (1d4+1 plus energy drain)

Wolf
HD 2d8+4 (13 hp) AC 14 Bite +3 (1d6+1)

Wyvern
HD 7d12+14 (59 hp) AC 18 Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)

Zombie
HD 2d12+3 (16 hp) AC 11 Slam +2 (1d6+1) or club +2 (1d6+1)

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Skills

All creatures have a bonus to all skills equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open -- if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement

To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses.

For each doubling of the Hit Dice, increase the dice size for attacks (ie, *d4->d6, d6->d8,* etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create your own

Assign Hit Dice (d8 for most things, d12 for Dragons and Undead).

Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

Sample Characters

Morris, Human Rogue-1
STR 12 (+1), DEX 15 (+2), MIND 12 (+1)
hp 13, AC 15 (Studded Leather), Paired Shortswords, +0/+0, d6+1
Subterfuge +5, all others @ +2

Kendrick, Dwarf Fighter-1
STR 16 (+3), DEX 13 (+1), MIND 11 (+0)
hp 17, AC 17 (Chainmail + shield), Longsword +5, d8+4
Physical +4, all others @ +1

Cholmer, Elven Mage-1
STR 12 (+1), DEX 13 (+1), MIND 16 (+3)
hp 13, AC 11 (Robes), Quarterstaff +2, d6+1
Knowledge +4, all others @ +1
Spells: All 0 and 1st level arcane spells.

Barnabas, Halfling Cleric-1
STR 10 (+0), DEX 16 (+3), MIND 13 (+1)
hp 11, AC 18 (Chainmail), Morningstar +1, d8
Communication +4, all others @ +1
Spells: All 0 and 1st level divine spells.

Sample File

Equipment List

Starting Wealth

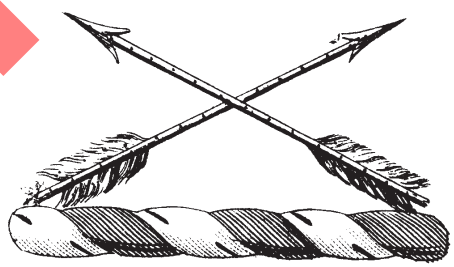
The most common coin is the *gold piece* (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins there are also platinum pieces (pp), which are each worth 10 gp.

Exchange	cp	sp	gp	pp
Copper piece	1	1/10	1/100	1/1,000
Silver piece	10	1	1/10	1/100
Gold piece	100	10	1	1/10
Platinum piece	1,000	100	10	1

You begin with a certain amount of acquired wealth, determined by your character class.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage	75 gp
Cleric	120 gp

The character uses this accumulated wealth to purchase his initial weapons, armor, and adventuring equipment, using the price lists on the tables below.



Weapons

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

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Damage: The damage column gives the damage dealt by the weapon on a successful hit.

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

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.

Two-Handed Weapons

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

Light Weapons

Weapon	Cost	Damage	Range
Unarmed Strike	—	1d3	—
Axe, throwing	8gp	1d6	10ft.
Dagger	2gp	1d4	10 ft.
Hammer, light	1gp	1d6	20ft.
Handaxe	6gp	1d4	—
Mace, light	5gp	1d6	—
Pick, light	4gp	1d4	—
Sap	1gp	1d6	—
Sickle	6gp	1d6	—
Sword, short	10gp	1d6	—

Armour

Armour	Cost	Bonus
Padded	2gp	+1
Leather	10gp	+2
Studded Leather	25gp	+3
Chain Shirt	100gp	+4
Hide	15gp	+3
Scale Mail	50gp	+4
Chainmail	150gp	+5
Breastplate	200gp	+5
Splint Mail	200gp	+6
Banded Mail	250gp	+6
Half-plate	600gp	+7
Full Plate	1,500gp	+8

Ranged Weapons

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

One-Handed Weapons

Weapon	Cost	Damage	Range
Battleaxe	10gp	1d8	—
Club	—	1d6	10ft.
Flail	8gp	1d8	—
Longsword	15gp	1d8	—
Mace, heavy	12gp	1d8	—
Morningstar	8gp	1d8	—
Pick, heavy	8gp	1d6	—
Rapier	20gp	1d6	—
Scimitar	15gp	1d6	—
Shortspear	1gp	1d6	20ft.
Sword, bastard	35gp	1d10	—
Trident	15gp	1d8	10ft.
Waraxe, dwarven	30gp	1d10	—
Warhammer	12gp	1d8	—
Whip	1gp	1d3	—

Shields

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



sample file

Adventuring Equipment

Back in the day, there were standard equipment packages, pre-compiled and pre-calculated, to help new players get started quickly. This document is inspired by those lists and provides a way for a player to quickly equip his or her PC or a GM to equip an NPC or Hireling on the fly. Additionally, these optional kits can be used to give a starting point from which to customize new characters.

50 Gold Pieces each

Choose a pack or roll 1d6 to select one randomly

Finally, add the following, based on your Class:

Cleric: Silver Holy symbol & 5 Gold Pieces

Fighter: Vial of Holy Water & 5 Gold Pieces

Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces

Rogue: Thieves Tools

Fast Packs

Pack A (1-2)

Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Iron Rations (4 days)

Pack B (3-4)

Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10"Pole, Mirror, Crow-bar, Waterskin, Iron Rations (4 days)

Pack C (5-6)

Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50. Rope, Grappling Hook, 10" Pole, Waterskin, Iron Rations (4 days)

Adventuring Gear

Acid (flask)	10gp	Antitoxin (vial)	50gp	Artisan's Tools	5gp	Backpack (empy)	2gp
Barrel (empty)	2gp	Basket (empty)	4sp	Bedroll	1sp	Bell	1gp
Blanket, winter	5sp	Block and Tackle	5gp	Bottle, wine, glass (empty)	2gp	Bucket (empty)	5sp
Caltrops	1gp	Candle	1cp	Canvas (sq. yd.)	1sp	Case, map or scroll	1gp
Chain (10 ft.)	30gp	Chalk, 1 piece	1cp	Chest (empty)	2gp	Craftsman's Tools	5gp
Crowbar	2gp	Disguise Kit	50gp	Firewood (per day)	1cp	Fishhook	1sp
Fishing net (25 sq.ft.)	4gp	Flask (empty)	3cp	Flint and Steel	1gp	Grappling Hook	1gp
Hammer	5sp	Healer's Kit	50gp	Holy Symbol, wooden	1gp	Holy Symbol, silver	25gp
Holy Water (flask)	25gp	Hourglass	25gp	Ink (1 oz.Vial)	8gp	Inkpen	1sp
Jug, clay	3cp	Ladder, 10 ft.	5cp	Lamp, common	1sp	Lantern, bullseye	12gp
Lantern, hooded	7gp	Lock, simple	20gp	Lock, average	40gp	Lock, good	80gp
Magnifying Glass	100gp	Manacles	15gp	Mirror, small steel	10gp	Mug/Tankard, clay	2cp
Musical Instrument	5gp	Oil, pint flask	1sp	Paper (sheet)	4sp	Parchment (sheet)	2sp
Pick, miner's	3gp	Pitcher, clay	2cp	Piton	1sp	Pole, 10 ft.	2sp
Pot, iron	5sp	Pouch, belt (empty)	1gp	Ram, portable	10gp	Rations, trail (per day)	5sp
Rope, hempen (50 ft.)	1gp	Rope, silk (50 ft.)	10gp	Sack (empty)	1sp	Sealing Wax	1gp
Sewing Needle	5sp	Signal Whistle	8sp	Signet Ring	5gp	Sledge	1gp
Soap (per lb.)	5sp	Spade or Shovel	2gp	Spell Component Pouch	5gp	Spellbook, wizard's (blank)	15gp
Spyglass	1,000gp	Tent	10gp	Thieves'Tools	30gp	Torch	1cp
Vial, ink or potion	1gp	Waterskin	1gp	Whetstone	2cp		

Sample file