

d12 Monthly

EQUIPMENT &
TRAPPINGS ISSUE

Issue 56
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FREE VERSION

RESOURCE MANAGEMENT

MAKING MUNDANE
EQUIPMENT MATTER

DESIGNED FOR USE WITH

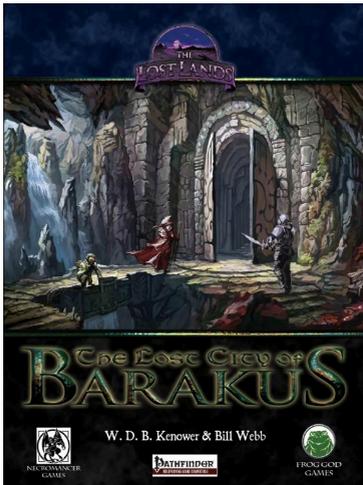
**OLD-SCHOOL
ESSENTIALS**

MORE EQUIPMENT THAN MONEY CAN BUY



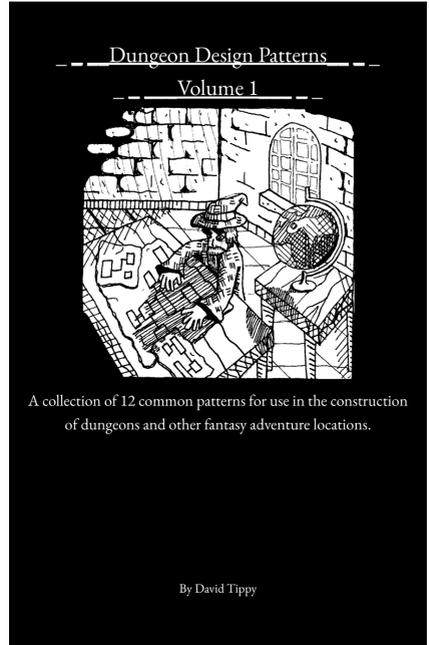
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Equipment & Gear

I remember a few times when playing this game when all magic was spent, all magical items were useless, attacks were useless, and all we had left was the equipment on our character sheets.

These are the times we all become truly creative. How were we getting out of this situation with just mundane equipment!?

Well, more often than not, it saw us through and we survived. Don't underestimate mundane equipment.

After all, equipment is the heart of any old school fantasy game.

The right equipment at the right time can mean the difference between life and most certainly horrible) death.

This issue is full of tables. All with loads of equipment - some you may never use, but they will be there if you do - with weight (using slots) and cost based on the silver standard.

I went into the weeds with this, and I have been working on it - on and off - for about 3 months now. So enjoy, and I hope you get something out of it for your own campaign worlds.

Read on! And, as always, happy gaming!

- Russ from YUMDM

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... for making this zine as good as it is.

The Weight of Adventure

Equipment Matters

There's a subtle but powerful shift that happens in a grounded fantasy campaign.

The focus moves away from what's written in tidy boxes on the character sheet and toward something far more tangible: what's actually in the character's pack.

That shift changes the game.

In many fantasy campaigns, equipment is treated as background noise. Starting gear is chosen quickly. Rations are assumed. Torches are hand-waved. Encumbrance is ignored because it feels restrictive or fiddly.

The spotlight rests on abilities, spells, and clever character builds.

But in a grounded style of play - especially in the tradition of the early editions - equipment isn't flavour text. It's a pillar of the campaign.

From Sheet to Backpack

When players ask, "What's on my character sheet?" they're usually thinking in abstractions: bonuses, hit points, class features.

When they ask, "What's in my backpack?" the game becomes physical.

How many torches are left? Who's carrying the rope? Did anyone bring spikes and a hammer? Can we actually haul this chest of silver out of here?

These questions ground the game in reality.

A ten-foot pole becomes a practical solution, not a joke. A flask of oil is light, fire, and possibly survival. A sack isn't filler, it's capacity.

The dungeon stops being a sequence of encounters and becomes an environment.

Players aren't just activating abilities; they're interacting with space, darkness, weight, and distance.

Scarcity Creates Tension

Grounded campaigns thrive on constraint.

When light runs out, darkness matters. When food is tracked, journeys matter. When characters can only carry so much before becoming slowed, treasure becomes a problem to solve rather than an automatic reward.

Scarcity gives meaning to choice.

Do we press deeper with only two torches left? Do we take the heavy idol or leave it behind? Do we carry extra water, or another coil of rope?

These decisions generate tension naturally.

You don't need elaborate plot twists when the environment itself applies pressure.

This isn't about punishing players with bookkeeping. It's about restoring consequence.

When resources matter, preparation matters. When preparation matters, success feels earned.

Logistics Is Gameplay

In a grounded campaign, logistics isn't an accounting chore - it's gameplay.

Encumbrance systems, especially slot-based ones, make trade-offs visible.

Each item occupies space. And space is limited.

A party that packs tools can bypass obstacles. A party that overloads on weapons may struggle with locked doors, flooded passages, or sheer cliffs.

The choices made before entering the dungeon ripple outward through the entire session.

The same holds true in wilderness travel.

A week's worth of rations has weight. So does water. So do spare cloaks when the weather turns.

Suddenly, distance and time are physical burdens.

Treasure Has Weight

One of the most transformative aspects of meaningful equipment management is how it reframes treasure.

If treasure has weight, it becomes a dilemma.

A thousand coins is no longer just a number on a ledger. It's a heavy, awkward mass that must be carried, guarded, and hauled back to safety.

The adventure doesn't end when the monster falls. It ends when the treasure reaches civilisation.

This creates unforgettable moments: arguments over who drops what, desperate retreats while overloaded, secret stashes meant for later retrieval. Even hiring porters becomes a strategic decision.

Extraction becomes as important as exploration.

Equipment Defines Tone

Treating equipment seriously sets the tone of the campaign.

In high-powered heroic fantasy, gear is secondary to spectacle. In grounded play, the world is indifferent and sometimes harsh. Rain ruins supplies. The cold demands preparation. Hunger weakens resolve. Weight slows the unwary.

The world doesn't scale to the characters. It simply exists. And in such a world, caution and foresight are virtues.

Shifting the focus from "what's on my character sheet?" to "what's in my backpack?" is ultimately a philosophical choice.

A Note on the Tables

Some items appear in more than one table - this is deliberate as it shows the type of equipment under that table that would be regularly used.

Slots indicate how many slots the item takes up. Generally, an individual can carry a number of items equal to their Strength ability score.

Slots count only when the item is carried, not worn (as in clothes), armour being the exception to this.

* This denotes the item is so small/light it doesn't count toward carrying capacity unless carried in bulk.

*4 An asterisk with a number next to it denoting the item doesn't take up a slot unless the number shown is carried.

Cost: All pricing is in silver pieces, and uses the silver standard as its base assumption.

Note to GMs: While all care has been taken to price items as accurately as possible, there could be items that seem mis-priced - feel free to change these as you see fit.

These tables don't take into account an item's availability - much harder in small settlements for some items. If unsure, give each settlement a number between 1(hamlet) and 6 (City-State) and roll 1D6: if the number rolled is equal to or lower than the settlement number, the item is there to be purchased.

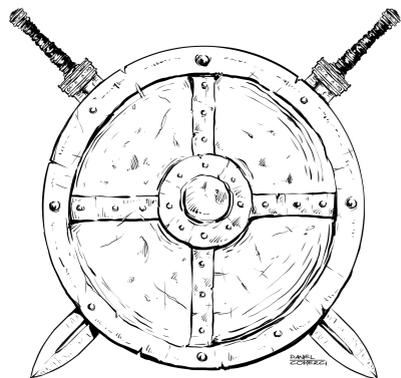
Adventuring Gear

Table: Adventuring Gear

Item	Slots	Cost
Backpack (empty)	*	2
Bag, canvas	*	2
Bandage roll	*	5
Barrel (empty, small)	3	30
Basket (empty)	1	4
Bedroll (wool)	1	8
Bell (small iron)	*4	5
Bowl, wooden	*3	1
Bucket, wooden	1	5
Candle (10 tallow)	1	5
Candle (10 wax)	1	10
Caltnrops (10-ft x 10-ft)	1	10
Canvas (sq. yard)	*4	1
Case, map or scroll	*6	10
Chalk (10 pieces)	*	5
Chest (wooden, small)	4	40
Cooking pot (iron)	2	40
Cord, hemp (20 ft.)	1	5
Crowbar (iron)	1	20
Firewood (per day)	4	1
Fish hooks (10)	*	2
Flask (clay)	1	3
Flint & steel	*	5
Grappling hook (iron)	1	40

Hammer, small	1	10
Ink (1 oz. vial)	*4	20
Inkpen	*	1
Jug, clay	1	2
Ladle, wooden	*4	1
Lantern, Bullseye	1	12
Lantern, Hooded	1	7
Lantern, Storm	1	20
Lantern oil (flask)	1	2
Lock (iron)	1	200
Manacles (iron)	1	150
Measuring line (50 ft. knotted cord)	1	5
Mirror (small steel)	*2	10
Mortar & pestle (stone)	1	12
Needle & thread	*	2
Oilcloth wrap	*	5
Paper (sheet)	*	4
Paper (parchment)	*	2
Pickaxe	2	30
Piton (iron)	*5	2
Pole (10 ft.)	2	5
Pot (iron, small)	2	5
Pouch (belt pouch)	*2	5
Rations (1 week, dry/iron)	1	30
Rations (1 week, standard)	2	15

Rope, hemp (50 ft.)	2	10
Rope, silk (50 ft.)	1	50
Sack (burlap, empty)	*4	2
Sealing wax	*4	10
Shovel (iron-shod)	2	20
Signal Whistle	*	8
Soap (coarse)	*6	5
Spade (wooden)	2	10
Spikes, iron (6)	1	10
Stool, folding	1	15
Tent (2-man, canvas)	3	80
Torch (6 pitch-wrapped)	1	10
Waterskin	1	5
Whetstone	*4	5
Whistle (bone)	*	2
Wedge (wooden door stop, set of 3)	1	3
Winter Blanket	1	5



Everyday & Civilian Life

Table: Clothing & Personal Effects

Item	Slots	Cost
Belt (Decorated, tooled / brass)	*	12
Belt (Leather)	*	2
Boots (Riding)	*	20
Boots (Work)	*	10
Brooch (Silver)	*	25
Brooch / Cloak Pin (Bronze)	*	6
Cloak (Heavy Winter, fur-lined)	2	30
Cloak (Wool, common)	1	8
Gloves (Leather, work)	*	5
Gloves (Wool)	*	2
Hat (Felt)	*	2
Hood (separate)	*	4
Money Belt (hidden pocket)	*	15
Satchel (Traveler's)	1	8
Shirt (Linen)	*	3
Tunic (Wool)	*	5



Table: Household Goods

Item	Slots	Cost
Bedroll (Straw-stuffed)	1	6
Blanket (Wool)	1	8
Bowl (Wooden, set of 2)	*	1
Broom (Twig)	1	2
Bucket (Reinforced, iron-banded)	1	7
Bucket (Wooden)	1	4
Candle (Beeswax, per 6)	*	5
Candle (Tallow, per 6)	*	1
Chest (Iron-banded)	4	70
Chest (Wooden storage)	3	25
Feather Bed (Luxury)	20	90
Jug (Clay)	2	2
Kettle (Small)	1	12
Pot (Iron cooking)	1	15
Spoon / Ladle (Wooden)	*	1



Table: Trade Goods & Raw Materials

Item	Slots	Cost
Barrel of Pitch	3	20
Beam (Timber, 10 ft)	4	10
Charcoal (Sack)	1	3
Copper Ingot	1	15
Firewood (Bundle, week's supply)	5	2
Hide (Fine leather)	1	15
Hide (Tanned)	1	6
Iron Bar (Ingot)	1	20
Salt (Sack, 20 lbs)	1	15
Wool (Raw, 10 lbs)	1	4
Wool Bolt (Woven, 20 yards)	2	40

Table: Writing & Record-Keeping

Item	Slots	Cost
Ink (Black vial)	*	6
Ink (Colored: red/blue)	*	15
Ledger Book (Blank)	1	25
Map Case (Leather tube)	1	10
Parchment (Long scroll)	*	8
Parchment Sheet (Single)	*	2
Quills (Bundle of 5)	*	2
Sand Shaker (Ink drying)	*	2
Sealing Wax (5 seals worth)	*	3
Signet Ring (Simple)	*	50

Wax Tablet (Reusable wooden)	*	8
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Table: Money & Exchange

Item	Slots	Cost
Coin Purse (Leather)	*	2
Coin Pouch (Hidden, sewn)	*	5
Coin Weights (Small set)	*	25
Lock (Quality)	*	40
Lock (Simple)	*	15
Promissory Note (Scribe fee)	*	3
Scales (Folding balance)	1	40
Seal Stamp (Generic wax stamp)	*	10
Strongbox (Iron-bound merchant)	4	100
Strongbox (Small, lockable)	2	40
Tally Sticks (Set of 10)	*	1

Coin purses hold 50 coins.

Quality Locks give a -20%/-1 penalty to pick them.

Strongboxes are locked with quality locks, and hold 200 coins and 80 coins for merchant and small boxes, respectively.



Travel & Infrastructure

Table: Road & Travel Gear

Item	Slots	Cost
Boundary Marker Stone	3	18
Directional Post (Wooden)	3	10
Distance Ledger (Road Record Book)	1	12
Guide Flag (Cloth Banner)	1	6
Lantern Post (Portable)	2	20
Map (Local Area)	*	8
Map (Regional)	*	20
Map (Surveyed & Detailed)	*	50
Messenger Token (Road Authority)	*	5
Mile Marker Stone (Carved)	3	25
Milestone Plaque (Iron)	1	12
Packed Gravel (Cart Load)	20	15
Road Hammer (Maintenance)	1	6
Road Repair Spikes (Bundle)	1	4
Road Tar Pot	2	12
Survey Chain (50 ft)	3	15
Survey Rod (10 ft)	2	8
Toll Ledger (Bound Book)	1	18
Toll Token (Stamped Iron)	*	1
Waystone (Uncarved)	3	12

Table: Bridges, Ferries & Crossings

Item	Slots	Cost
Anchor Stone (River Use)	3	10
Boarding Plank	2	6
Chain (10 ft, iron)	1	18
Crossing Pole (Long)	2	4
Ferry Pass (Single Crossing)	*	2
Ferry Pass (Seasonal)	*	15
Float Barrel (Sealed, empty)	2	10
Footbridge Kit (Rope & Planks)	3	35
Gangplank (Heavy)	3	15
Mooring Rope (50 ft, thick)	1	10
Pontoon Float (Wooden)	4	40
Pulley Block (Iron-bound)	1	12
River Marker Buoy	2	9
River Skiff (Small)	6	120
Rope (Hemp, 50 ft)	2	5
Rope Ladder (20 ft)	2	8
Signal Horn (Ferry Use)	1	6
Tethering Stake (Iron)	1	5
Toll Bridge Token	*	1
Winch (Manual, portable)	5	45



Table: Border & Customs Items

Item	Slots	Cost
Border Pass (Official)	*	10
Bribe Purse (Prepared with coin)	*	10+
Cargo Manifest Sheet	*	2
Customs Declaration Scroll	*	3
Duty Stamp (Wax Mark)	*	1
Entry Writ (Sealed)	*	8
Escort Writ (Armed Passage)	*	20
Inspection Seal (Lead Tag)	*	2
Letter of Safe Conduct	*	15
Merchant Charter Copy	1	25
Official Travel Papers	*	12
Port Clearance Note	*	6
Quarantine Notice Slip	*	2
Revenue Ledger (Customs)	1	20
Seal Stamp (Customs Office)	*	18
Sealing Wax (10 impressions)	*	15
Tariff Schedule Sheet	*	4
Toll Exemption Token	*	8
Trade Licence (Seasonal)	*	25
Transit Marker Tag (Cloth)	*	1

Table: Camping & Encampment Gear

Item	Slots	Cost
Bedroll (Wool)	1	6
Blanket (Heavy)	1	8
Camp Axe	1	8
Camp Chair (Folding Wood)	2	18
Camp Table (Folding)	3	25
Canvas Tarp (10x10 ft)	1	12
Cooking Tripod (Iron)	1	10
Fire Pit Ring (Iron Segments)	2	15
Fire Striker & Flint	*	2
Groundsheet (Waxed Cloth)	1	6
Lantern (Hooded)	1	15
Mess Kit (Tin Bowl & Cup)	1	5
Oil Flask (Lamp Oil)	*4	1
Pegs (Tent, set of 10)	*	2
Rope (Hemp, 50 ft)	2	5
Signal Whistle	*	1
Tent (2-Person, Canvas)	3	40
Tent (6-Person, Canvas)	6	120
Tent Pole Set (Spare)	2	10
Whetstone	*	2



Social, Legal & Political

Table: Legal & Bureaucratic Items

Item	Slots	Cost
Affidavit Scroll (Sworn Statement)	*	6
Appeal Petition	*	8
Arrest Writ (Sealed)	*	12
Boundary Charter (Copy)	1	25
Census Ledger	1	20
Contract (Drafted, Simple)	*	5
Court Summons	*	4
Deed (Land Transfer)	*	15
Fine Receipt (Official)	*	2
Guild Charter (Copy)	1	30
Inheritance Record	*	10
Judgment Roll	1	18
Ledger Book (Bound)	1	25
Licence of Trade	*	12
Notary Seal Stamp	*	20
Oath Register (Clerk's Book)	1	18
Royal Proclamation (Posted Copy)	*	6
Seal Wax (10 Impressions)	*	5
Tax Record Sheet	*	3
Bond of Surety	*	10



Table: Guild & Trade Insignia

Item	Slots	Cost
Apprentice Cord (Colored)	*	2
Badge (Bronze Guild Mark)	*	6
Badge (Silver Guild Mark)	*	20
Banner (Guild Hall)	2	40
Charter Copy (Guild)	1	30
Guild Apron (Marked)	1	8
Guild Cloak (Trimmed)	1	18
Guild Ledger (Official)	1	25
Guild Ring (Bronze)	*	15
Guild Ring (Silver)	*	40
Guild Seal Stamp	*	25
Master's Chain (Ceremonial)	1	80
Membership Licence (Yearly)	*	**
Messenger Token (Guild-Issued)	*	4
Oath Token (Marked Coin)	*	3
Ribbon (Trade Identifier)	*	1
Signboard (Painted Trade Mark)	2	20
Tabard (Guild Colors)	1	12
Trade Token (Stamped Copper)	*	1
Wax Seal (Guild Marked, 10 Uses)	*	6

** Varies by Guild

Table: Courtly & Noble Goods

Item	Slots	Cost
Banner (Embroidered House Arms)	2	80
Brooch (Gold, Set with Stone)	*	150
Cloak (Velvet Trimmed)	1	60
Court Gloves (Fine Leather)	*	15
Court Hat (Feathered)	*4	20
Drinking Goblet (Silver)	1	90
Embroidered Doublet	1	75
Fine Boots (Polished Leather)	1	30
Fine Linen Shirt	*	12
Fur Stole	1	70
Goblet (Gilded Brass)	*2	35
Heraldic Shield (Ceremonial)	2	50
Jewel Case (Velvet Lined)	1	25
Necklace (Silver Chain)	*	60
Perfume (Imported Flask)	*3	25
Ring (Gold Signet)	*	120
Sash (Silk)	*	40
Seal Ring (House Signet)	*	100
Silk Gloves	*	18
Tapestry (Wall Hanging)	4	150

**Table: Bribery & Influence**

Item	Slots	Cost
Barrel of Fine Ale	4	30
Basket of Exotic Fruit	1	20
Bolt of Fine Cloth (Dyed)	2	45
Bribe Purse (Prepared, 20sp)	*4	21
Cask of Spiced Wine	4	50
Coin Pouch (Heavy, 50sp)	*2	51
Decorative Dagger (Gift Quality)	1	40
Falcon (Trained Hunting Bird)	2	120
Feast Ham (Smoked & Spiced)	1	12
Fine Cheese Wheel	1	10
Gift Ring (Silver)	*	40
Imported Incense Bundle	*	15
Luxury Cloak Pin (Silver)	*	25
Perfumed Oil Flask	*	12**
Pouch of Rare Spices	*	18
Silver Bracelet	*	45
Sweetmeats (Boxed)	*	8
Tithe Forgiveness Note (Illicit)	*	30
Velvet Gloves (Fine)	*	18
Wine (Imported Bottle)	1	25+

** See *Issue 0 of d12 Monthly* for specific costs.

Crime, Control & Coercion

Table: Restraints & Confinement

Item	Slots	Cost
Ankle Chains (Iron Pair)	1	25
Barred Cage (Wood & Iron)	10	120
Branding Iron (Simple Mark)	1	15
Cage Cart (Prison Wagon)	-	250
Cell Lock (Iron Mechanism)	*4	18
Chain Collar (Iron)	*4	20
Dungeon Manacles (Heavy Iron)	1	30
Fetters (Light Iron)	*5	12
Gag (Cloth & Leather)	*	3
Holding Cage (Hanging)	4	90
Iron Cuffs (Locking Pair)	*4	18
Iron Shackle Key	*	5
Leg Irons (Heavy)	1	28
Pillory (Wooden)	8	75
Restraint Chair (Strapped)	5	60
Rope (Hemp, 50ft)	2	4
Rope Collar (Knotted)	*	12
Stocks (Village Set)	8	85
Thumb Cuffs (Small Iron)	*	14
Wrist Cords (Binding Set)	*	1

Table: Smuggling & Concealment

Item	Slots	Cost
Altered Crate (Hidden Compartment, empty)	3	25
Belt with Hidden Pocket	*	8
Boot Sheath (Concealed)	*	6
Concealed Coin Pouch	*4	5
False Barrel Bottom	3	30
False Book Cover (Hollowed)	1	12
False Cart Axle Tube	4	40
False Chest Panel	4	28
False Saddle Bags (Hidden Lining)	2	22
Hollow Candle (Wax)	*	4
Hollow Cane (Slim Storage)	1	15
Hollow Hammer Handle	*4	10
Hollow Knife Handle	*2	8
Hollow Ledger (Cut Pages)	1	15
Markless Trade Wrappings	1	3
Sealed Wax Packet (Waterproof)	*	2
Smuggler's Oilskin Wrap	1	6
Split Heel Boot (Hidden Slot)	*	9
Tunic with Inner Pockets	1	10

Table: Interrogation & Intimidation

Item	Slots	Cost
Blindfold (Cloth Wrap)	*	1
Branding Iron (Marked)	1	18
Cords (Binding & Suspension)	1	3
Display Cage (Public Shame)	8	100
Gag Bit (Leather)	*	4
Hood (Prisoner Sackcloth)	*	2
Iron Rod (Threat Display)	1	6
Lash (Leather Whip)	*3	10
Manacles (Light Iron)	*2	18
Mask of Shame (Painted Wood)	1	8
Questioning Stool (Strapped)	3	20
Rack Winch Handle	2	40
Restraint Chains (Wall Mounted)	2	35
Shackles (Heavy)	1	28
Signal Bell (Guard Use)	*	5
Threat Token (Marked Coin of Guilt)	*	2
Thumb Screws (Iron Pair)	*4	25
Torch (Pitch-Soaked)	*6	1
Truncheon (Oak)	*	4
Water Pail (Dousing)	1	2

Table: Forgery & Deception

Item	Slots	Cost
Altered Ledger (Partial Rewrite)	1	25
Blank Charter Parchment	*	6
Counterfeit Coin Die (Copper)	1	60
Counterfeit Seal (Common Office)	*	35
Disguise Beard (Human Hair)	*	8
Disguise Kit (Basic Pigments & Glue)	1	20
Duplicate Trade Licence (Forged)	*	30
Erasing Knife (Fine Scraper)	*4	5
False Guild Badge (Bronze)	*	12
False Signet Ring (Brass)	*	40
Forged Arrest Writ	*	25
Forged Tax Receipt	*	18
Imitation Ink (Color Matched)	*	6
Ink of Fading (Temporary Script)	*	10
Official Wax (Color Matched)	*	8
Practice Seal Stamp (Blank Face)	*	10
Scraped Parchment (Reused Sheet)	*	3

Scribe's Fine Quill Set	*	4
Sign Manual Template (Copied)	*	15
Witness Signature Copy Sheet	*	12

Illegal Items

Some items are not sold on the open market and must be sought out from dubious individuals or on the black market.

GMs have the final say as to whether an item is available and at what cost. Smaller settlements may not have the necessary infrastructure to support a black market and some items won't be available there.

Also, any lawful characters may be reluctant to purchase illegal items (especially if they are dangerous or cause suffering to others). Also, if not careful, the PCs may find the law interested in any illegal dealings they may have.



Cultural & Superstitious

Table: Charms, Talismans & Folk Belief

Item	Slots	Cost
Amulet case (tin)	*4	6
Bead string (wooden)	*	2
Birch bark prayer strip	*	1
Blessed cord (knotted)	*	4
Bone charm (carved animal)	*	5
Brass token (stamped symbol)	*	8
Charm pouch (leather)	*	5
Clay saint token	*	3
Dried herb bundle (warding)	*	2
Finger bone relic (animal)	*	4
Iron nail ward (bent nail)	*	1
Knotted thread ward	*	1
Luck stone (pierced)	*	2
Miniature shrine board	1	18
Prayer scroll (handwritten)	*	6
Ribbon ward (colored strip)	*	1
Salt packet (blessed)	*	2
Wax seal of protection	*	3
Wooden icon (carved)	*	10
Woven charm bracelet	*	3

Table: Festivals & Ritual Supplies

Item	Slots	Cost
Banner pole (plain)	3	15
Beeswax candles (bundle of 6)	1	15
Bells (hand, bronze pair)	*	12
Clay mask (painted)	1	10
Colored ribbon bundle	*	5
Costume horns (leather)	*4	8
Festival lantern (papered frame)	1	20
Flower garland (woven)	*	4
Incense bundle	*4	6
Painted wooden mask	1	18
Prayer banner (cloth)	1	12
Processional staff (carved)	2	25
Reed flute (simple)	*	10
Ritual basin (brass)	2	40
Ritual chalk (colored sticks)	*	6
Ritual drum (frame drum, small)	2	35
Salt bowl (ceremonial)	*4	5
Tallow candles (bundle of 12)	1	8
Wax offering tablets (set of 3)	*3	6
Wreath frame (woven reed)	1	7

Table: Games, Dice & Pastimes

Item	Slots	Cost
Backgammon board (wooden)	1	35
Ball (stitched leather)	*4	6
Bone dice (pair)	*	5
Card deck (hand-painted)	*	20
Chess board (carved wood)	1	50
Chess pieces (wooden set)	1	25
Counting stones (set of 20)	*	3
Dice cup (leather)	*	4
Draughts board (painted cloth)	*	15
Gaming cloth (marked grid)	*	8
Knucklebones (set of 5)	*	2
Nine-men's-morris board (folding)	1	18
Painted gaming tiles (set)	1	22
Peg board (wooden)	1	12
Pitch-and-toss markers	*	3
Playing counters (bone set)	*	4
Story dice (marked cubes)	*	6
Tally board (scoring)	*	5
Throwing hoops (set of 5 rope rings)	1	10
Wager purse (small leather)	*	5

Carrying Capacity

Table: Pack Animals

Animal	Carry	Cost
Camel (dromedary)	20	800
Camel (Bactrian)	24	1000
Donkey	12	300
Elephant (working)	80	8000
Goat (pack-trained)	4	60
Horse (cart horse)	18	700
Horse (pack horse)	16	600
Llama	8	200
Mule	18	700
Ox	20	500
Pony (pack)	12	350
Reindeer (pack-trained)	10	250
Water buffalo	22	650
Yak	18	600

Keep in mind these carrying capacities are based on two assumptions:

- Slots represent practical long-distance load, not cruel overburdening
- Costs reflect trained, working animals (not prize war stock)



Table: Bags & Sacks

Item	Carry	Cost
Backpack (canvas or leather)	6	45
Barrel (full-size)	6	30
Barrel (half-size)	4	20
Basket (large wicker)	3	6
Basket (small wicker)	1	3
Chest (large wooden, iron-banded)	8	80
Chest (small wooden)	4	40
Grain sack (large, burlap)	3	4
Grain sack (small)	1	2
Leather satchel	2	25
Oilcloth wrap bundle	2	10
Pack saddle (animal)	10	60
Panniers (pair, wicker)	8	45
Pouch (belt)	1	5
Rucksack (canvas, soft)	5	30
Sack (heavy canvas)	2	30
Sack (light burlap)	1	2
Saddle bags (pair)	6	40
Trunk (large travel chest)	10	120

Keep in mind that 100 coins fits into 1 slot. Use this as an indicator on how many of one item can fit into a container.



Want Even More?

Looking for more adventure? Back issues are available to download on [my website](#).

I'm also expanding this zine via new articles on the website. This will include web enhancements and other regular features.

Web Enhancements are articles that for whatever reason didn't make it into the zine. Usually 2-3 are posted on the website each month for each issue.

<https://yumdm.com/>

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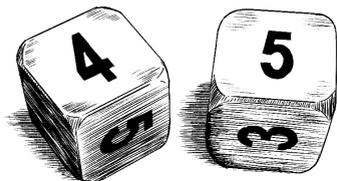
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Next Month

Next month I will bring you an alternative Players' Guide to Old School Essentials.

This will give you new races, classes, kits, and much more!



Many of these ideas I have developed over years of running campaigns with OSE, and most are what I use in my solo campaigns. I look forward to bringing you this one!

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EQUIPMENT & TRAPPINGS ISSUE

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