

# QUICK START EQUIPMENT MENU

for *ASTONISHING SWORDSMEN & SORCERERS OF HYPERBOREA™*

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This document is intended to help speed the purchase of equipment for beginning characters in *Astonishing Swordsmen & Sorcerers of Hyperborea™*. The player rolls for starting money as usual (**3d6×10 gp**) and then chooses packs from the menu as desired and according to the needs of a particular character class. Guidance is provided as to which classes might find a particular pack useful. Money not spent on packs can be spent on other equipment from the rulebook as usual. Following the packs are lists of **Gimmicks** (cheap items that could have creative uses) and **Big Ticket Items** (expensive purchases that help soak up excess gold) which can aid in outfitting a character. At the end of the menu, premade starting lists (valued at roughly **110 gp** each) are given for every class and subclass; players can take these and begin adventuring immediately.

## BASIC ADVENTURING PACK

*Suitability: All Characters*

*Recommended: All Characters*

Backpack, iron rations (1 week), wineskin (full), winter blanket, bandages, sack (small).  
Costs **13 gp** and **7 sp**; weighs 12½ lbs.

## LIGHTING PACKS

*Suitability: All Characters*

*Recommended: All Characters*

**Beggarly Pack:** Torches (×3).

Costs **1 sp** and **1 cp**; weighs 3 lbs.

**Lowly Pack:** Tinderbox, torches (×3).

Costs **1 gp**, **1 sp**, and **1 cp**; weighs 4 lbs.

**Lordly Pack:** Tinderbox, lantern (hooded), lamp oil (flask).

Costs **9 gp** and **1 sp**; weighs 3 lbs.

## CLIMBING PACKS

*Suitability: All Characters*

*Recommended: Strong Characters and Thieves*

**Beggarly Pack:** Hemp rope (50 ft.).

Costs **1 gp**; weighs 5 lbs.

**Lowly Pack:** Hemp rope (50 ft.), grappling hook.

Costs **16 gp**; weighs 8 lbs.

**Lordly Pack:** Silk rope (50 ft.), grappling hook.

Costs **30 gp**; weighs 5 lbs.

## BREAKING AND ENTERING PACK

*Suitability: All Characters*

*Recommended: Strong Characters*

Pry bar, hammer (small), iron spikes (×12).

Costs **1 gp** and **8 sp**; weighs 7 lbs.

## SORCERY PACK

*Suitability: All Characters*

*Recommended: Magicians, Magician Subclasses, Warlocks, Legerdemainists*

Ink and quill, parchment (sheet), writing stick, chalk (piece).  
Costs **11 gp**, **1 sp**, and **1 cp**; weighs ¼ lb.

*Sorcery Pack Note:*

- ★ *All of the above classes begin with a spell book at no cost (weighs 1 lb.)*

## PIETY PACK

*Suitability: All Characters*

*Recommended: Clerics, Cleric Subclasses, Paladins, Purloiners*

Holy symbol (wooden), prayer beads (wooden), writing stick.  
Costs **6 sp** and **1 cp**; weighs ½ lb.

*Piety Pack Note:*

- ★ *Shamans may wish to add a wooden rattle (costs **1 gp**, weighs ¼ lb.) and mask (see **Big Ticket Items**).*

## THIEVERY PACK

*Suitability: Thieves, Assassins, Legerdemainists, Purloiners, Scouts*

*Recommended: Thieves, Assassins, Legerdemainists, Purloiners, Scouts*

Thieves' tools, wooden pole (10 ft.).  
Costs **25 gp** and **3 sp**; weighs 8 lbs.

## FIGHTER ARMS AND ARMOUR

*Suitability: Fighters, Fighter Subclasses, Bards*

*Recommended: Fighters, Fighter Subclasses, Bards*

**Beggarly Arms and Armour:** Shield (small), battle axe.  
Costs **15 gp**; weighs 10 lbs.

**Lowly Arms and Armour:** Shield (small), studded armour, battle axe, dagger.  
Costs **45 gp**; weighs 31 lbs.

**Lordly Arms and Armour:** Shield (small), scale armour, battle axe, dagger.  
Costs **70 gp**; weighs 36 lbs.

**Princely Arms and Armour:** Shield (small), chain mail, battle axe, dagger.  
Costs **95 gp**; weighs 41 lbs.

*Fighter Arms and Armour Notes:*

- ★ *Barbarians, berserkers, rangers, and bards lose some class abilities if clad in Medium armour.*
- ★ *Bards should add a wooden flute (costs **1 sp**, weighs ¼ lb.) or panpipes (costs **5 sp**, weighs ¼ lb.).*
- ★ *War hammer, footman's mace, morning star, or footman's flail may be freely substituted for a battle axe.*
  - ★ *Laminated armour may be freely substituted for chain mail.*

## FIGHTER ARMS AND ARMOUR (SKULL BREAKER)

*Suitability: Fighters, Fighter Subclasses, Bards*

*Recommended: Fighters, Fighter Subclasses, Bards*

**Beggarly Arms and Armour:** Great axe.

Costs **20 gp**; weighs 10 lbs.

**Lowly Arms and Armour:** Studded armour, great axe, dagger.

Costs **50 gp**; weighs 31 lbs.

**Lordly Arms and Armour:** Scale armour, great axe, dagger.

Costs **75 gp**; weighs 36 lbs.

**Princely Arms and Armour:** Chain mail, great axe, dagger.

Costs **100 gp**; weighs 41 lbs.

*Fighter Arms and Armour (Skull Breaker) Notes:*

- ★ *Barbarians, berserkers, rangers, and bards lose some class abilities if clad in Medium armour.*
- ★ *Bards should add a wooden flute (costs **1 sp**, weighs ¼ lb.) or panpipes (costs **5 sp**, weighs ¼ lb.)*
  - ★ *Great hammer or great mace may be freely substituted for a great axe.*
  - ★ *Laminated armour may be freely substituted for chain mail.*

## ARCHERY PACKS

*Suitability: Fighters, Fighter Subclasses, Druids, Monks, Shamans, Thieves, Thief Subclasses*  
*Recommended: Fighters, Fighter Subclasses, Druids, Monks, Shamans, Thieves, Thief Subclasses*

**Beggarly Pack:** Light crossbow, case of 20 bolts.

Costs **21 gp**; weighs 8 lbs.

**Lowly Pack:** Short bow, quiver of 12 arrows.

Costs **26 gp**; weighs 4 lbs.

**Lordly Pack:** Long bow, quiver of 12 arrows.

Costs **46 gp**; weighs 5 lbs.

*Archery Pack Notes:*

- ★ *Berserkers are reluctant to use missile weapons.*
- ★ *Druids may not use crossbows, except with a penalty.*
- ★ *Shamans may not use crossbows or long bows, except with a penalty.*
- ★ *Thieves and most thief sub-classes (except bards) may not use long bows, except with a penalty.*
  - ★ *Long bows require strength of at least 9 to fire.*

## MAGICIAN ARMS

*Suitability: Magicians, Magician Subclasses, Monks, Priests*  
*Recommended: Magicians, Magician Subclasses, Monks, Priests*

**Beggarly Arms:** Quarterstaff.

Costs **5 gp**; weighs 5 lbs.

**Lowly Arms:** Quarterstaff, dagger.

Costs **10 gp**; weighs 6 lbs.

**Lordly Arms:** Quarterstaff, dagger, darts (×6).

Costs **16 gp**; weighs 12 lbs.

## MAGICIAN ARMS (MASTER OF BEASTS AND THRALLS)

*Suitability: Necromancers, Witches, Monks, Priests*  
*Recommended: Necromancers, Witches, Monks, Priests*

**Beggarly Arms:** Whip, dagger.  
Costs **6 gp**; weighs 3 lbs.

**Lowly Arms:** Quarterstaff, whip, dagger.  
Costs **11 gp**; weighs 8 lbs.

**Lordly Arms:** Quarterstaff, whip, dagger, darts (×6).  
Costs **17 gp**; weighs 14 lbs.

## MAGICIAN ARMS (DISCIPLE OF FLAME)

*Suitability: Pyromancers, Monks*  
*Recommended: Pyromancers, Monks*

**Beggarly Arms:** Morning star.  
Costs **10 gp**; weighs 5 lbs.

**Lowly Arms:** Morning star, dagger.  
Costs **15 gp**; weighs 6 lbs.

**Lordly Arms:** Morning star, dagger, darts (×6).  
Costs **21 gp**; weighs 12 lbs.

## CLERIC ARMS AND ARMOUR

*Suitability: Clerics*  
*Recommended: Clerics*

**Beggarly Arms and Armour:** Shield (small), footman's flail.  
Costs **15 gp**; weighs 10 lbs.

**Lowly Arms and Armour:** Shield (small), studded armour, footman's flail, horseman's hammer.  
Costs **45 gp**; weighs 33 lbs.

**Lordly Arms and Armour:** Shield (small), scale armour, footman's flail, horseman's hammer.  
Costs **70 gp**; weighs 38 lbs.

**Princely Arms and Armour:** Shield (small), chain mail, footman's flail, horseman's hammer.  
Costs **95 gp**; weighs 43 lbs.

*Cleric Arms and Armour Note:*

★ *War hammer, footman's mace, or morning star may be freely substituted for a footman's flail.*

## CLERIC ARMS AND ARMOUR (WARDEN OF THE WASTES)

*Suitability: Druids, Shamans*  
*Recommended: Druids, Shamans*

**Beggarly Arms and Armour:** Padded armour, war club.  
Costs **13 gp**; weighs 14 lbs.

**Lowly Arms and Armour:** Leather armour, war club, short spear.  
Costs **21 gp**; weighs 24 lbs.

**Lordly Arms and Armour:** Studded armour, war club, short spear, dagger.  
Costs **36 gp**; weighs 30 lbs.

## THIEF ARMS AND ARMOUR

*Suitability: Thieves, Thief Subclasses, Barbarians, Berserkers, Rangers*  
*Recommended: Thieves, Thief Subclasses, Barbarians, Berserkers, Rangers*

**Beggarly Arms and Armour:** Short sword, dagger.

Costs **15 gp**; weighs 4 lbs.

**Lowly Arms and Armour:** Shield (small), leather armour, short sword, dagger.

Costs **35 gp**; weighs 24 lbs.

**Lordly Arms and Armour:** Shield (small), studded armour, long sword, dagger.

Costs **55 gp**; weighs 30 lbs.

## GIMMICKS

*These are inexpensive items that might be put to sundry unusual purposes by any character class.*

Bell, Brass – costs **5 sp**, weighs ¼ lb.

Candle, Beeswax – costs **5 cp**, weighs ¼ lb.

Candle, Tallow – costs **1 cp**, weighs ¼ lb.

Chisel – costs **5 sp**, weighs 1 lb.

Cord, Sinew (100 ft.) – costs **2 cp**, weighs ½ lb.

Drinking Horn – costs **1 sp**, weighs ½ lb.

Fishing Hooks (×12) – costs **5 sp**, no weight

Fishing String (100 ft.) – costs **1 cp**, no weight

Dice, Ivory (pair) – costs **2 sp**, no weight

Glue, Quart – costs **3 cp**, weighs ½ lb.

Grease, Quart – costs **2 cp**, weighs ½ lb.

Marbles, Ceramic (×20) – costs **2 sp**, weighs ½ lb.

Nails, Iron (×20) – costs **1 sp**, weighs ½ lb.

Needle, Sewing – costs **1 cp**, no weight

Pouch, Soft Leather – costs **7 cp**, no weight

Soap, Bar – costs **5 sp**, weighs 1 lb.

Wax, Bees-, Block of – costs **3 cp**, weighs 1 lb.

## BIG TICKET ITEMS

*These are higher-priced items that might be useful to a character who doesn't need to buy expensive armour, or who starts with a large amount of gold. All undoubtedly have their uses in the right hands.*

**1 gp** – Bottle, Glass (¼ lb.)

**1 gp** – Paint, Body (crock) (3 lbs.)

**1 gp** – Stakes (×4) and Wooden Mallet (2 lbs.)

**2 gp** – Case, Scroll or Map, Leather (½ lb.)

**2 gp** – Crampons (pair) (*includes ice axe*) (1½ lbs.)

**2 gp** – Horn, Hunting (1 lb.)

**3 gp** – Chain, Iron, Light (per ft.) (1 lb.)

**3 gp** – Fishing Net (10 × 10 ft.) (3 lbs.)

**3 gp** – Wire (100-ft. spool) (½ lb.)

**5 gp** – Block and Tackle (5 lbs.)

**5 gp** – Case, Scroll or Map, Brass (½ lb.)

**5 gp** – Chain, Iron, Heavy (per ft.) (3 lbs.)

**5 gp** – Incense Sticks (×12) (¼ lb.)

**5 gp** – Mirror, Steel (1 lb.)

**5 gp** – Pouch, Leather, Hard (½ lb.)

**5 gp** – Prayer Beads, Ivory, Yellow (no weight)

**5 gp** – Ring, Signet (no weight)

**5 gp** – Rope Ladder, Hemp (50 ft.) (12 lbs.)

**5 gp** – Tent, Canvas, Single (5 lbs.)

**7 gp** – Tent, Canvas, Double (7 lbs.)

**10 gp** – Bow Case, Leather, Waterproof (1 lb.)

**10 gp** – Censer, Brass (2 lbs.)

**10 gp** – Lantern, Bull's-Eye (1 lb.)

**10 gp** – Lock (*padlock and key*) (1 lb.)

**10 gp** – Mask, Leather (¼ lb.)

**10 gp** – Mask, Wooden (1 lb.)

**10 gp** – Skis, Pair (*includes poles*) (8 lbs.)

**12 gp** – Tent, Canvas, 4-man (10 lbs.)

**20 gp** – Arrows, Silver-Tipped (×2) (¼ lb.)

**20 gp** – Bolts, Silver-Tipped (×2) (¼ lb.)

**20 gp** – Mirror, Silver (3 × 5 inches) (1 lb.)

**23 gp** – Mule (*with saddlebags*) (n/a)

**25 gp** – Dagger, Silver (1 lb.)

**25 gp** – Holy Symbol, Silver (½ lb.)

**25 gp** – Holy Water (vial) (¼ lb.)

**25 gp** – Hourglass, Brass (1 lb.)

**25 gp** – Wolfsbane, Dried (bunch) (¼ lb.)

**30 gp** – Belladonna, Dried (bunch) (¼ lb.)

**33 gp** – Pony (*with saddlebags*) (n/a)

**35 gp** – Oil, Incendiary (flask) (1 lb.)

**40 gp** – Pony (*with saddle and tack*) (n/a)

**50 gp** – Book, Blank, 50-Page (1 lb.)

**50 gp** – Dog, War (n/a)

**50 gp** – Rope Ladder, Silk (50-ft.) (6 lbs.)

**60 gp** – Holy Symbol, Ivory, Yellow (½ lb.)

**65 gp** – Mask, Wooden (*mother-of-pearl inlaid*) (1 lb.)

**75 gp** – Holy Symbol, Gold (½ lb.)

**75 gp** – Mask, Silver (1 lb.)

**85 gp** – Horse, Riding (*with saddle and tack*) (n/a)

**100 gp** – Prayer Book, 50-Page (1 lb.)

## PREMADE STARTING EQUIPMENT LISTS BY CLASS

*In lieu of rolling for gold, the referee may allow players to choose from these starting equipment lists, each valued at roughly **110 gp**. Weight for each list is given, rounded to the nearest whole pound.*

### **FIGHTER (60 lbs.)**

Scale armour, small shield, battle axe, short bow, quiver of 12 arrows, backpack, bandages, pry bar, 50-ft. hemp rope, large sack, tinderbox, 2 torches, full wineskin, iron rations (1 week).

### **MAGICIAN or ILLUSIONIST (29 lbs.)**

Spell book, quarterstaff, silver dagger in leather sheath, sling, 20 sling bullets, backpack, flask of incendiary oil, bandages, winter blanket, piece of chalk, ink and quill, 3 sheets of parchment, 50-ft. silk rope, small sack, 3 torches, full wineskin, writing stick, iron rations (1 week).

### **CLERIC or DRUID (50 lbs.)**

Scale armour, small shield, morning star, dagger in leather sheath, backpack, vial of holy water, bandages, 3 torches, small sack, full wineskin, writing stick, iron rations (1 week), wooden holy symbol.

### **THIEF or SCOUT (50 lbs.)**

Leather armour, long sword in leather scabbard, dagger in leather sheath, backpack, bandages, winter blanket, grappling hook, wooden pole, 50-ft. silk rope, 3 torches, small sack, thieves' tools, full wineskin, iron rations (1 week).

### **BARBARIAN or RANGER (54 lbs.)**

Studded armour, small shield, bastard sword in leather scabbard, dagger in leather sheath, short bow, quiver of 12 arrows, hunting horn, backpack, bandages, winter blanket, large sack, tinderbox, 3 torches, full wineskin, iron rations (1 week).

### **BERSERKER (54 lbs.)**

Studded armour, small shield, bastard sword in leather scabbard, short spear, dagger in leather sheath, backpack, bandages, winter blanket, large sack, tinderbox, 3 torches, full wineskin, iron rations (1 week), wolfsbane.

### **CATAPHRACT or PALADIN (60 lbs.)**

Laminated armour, small shield, long spear, battle axe, backpack, bandages, large sack, 3 torches, full wineskin, iron rations (1 week).

### **WARLOCK (60 lbs.)**

Spell book, scale armour, battle axe, light crossbow, case of 20 bolts, backpack, bandages, ink and quill, pry bar, 50-ft. hemp rope, large sack, tinderbox, 2 torches, full wineskin, iron rations (1 week).

### **NECROMANCER or WITCH (31 lbs.)**

Spell book, quarterstaff, silver dagger in leather sheath, whip, sling, 20 sling bullets, backpack, flask of incendiary oil, bandages, winter blanket, piece of chalk, ink and quill, 2 sheets of parchment, 50-ft. silk rope, small sack, 3 torches, full wineskin, writing stick, iron rations (1 week).

### **PYROMANCER (26 lbs.)**

Spell book, morning star, silver dagger in leather sheath, backpack, flask of incendiary oil, bandages, winter blanket, piece of chalk, ink and quill, 50-ft. silk rope, small sack, 3 torches, full wineskin, writing stick, iron rations (1 week).

### **MONK (33 lbs.)**

Quarterstaff, dagger in leather sheath, light crossbow, case of 18 bolts and 2 silver-tipped bolts, backpack, vial of holy water, bandages, winter blanket, 50-ft. silk rope, tinderbox, 3 torches, small sack, full wineskin, iron rations (1 week).

### **PRIEST (27 lbs.)**

Quarterstaff, silver dagger in leather sheath, whip, backpack, flask of incendiary oil, vial of holy water, bandages, winter blanket, small sack, tinderbox, 3 torches, full wineskin, writing stick, iron rations (1 week), wooden holy symbol.

### SHAMAN (50 lbs.)

Studded armour, war club, dagger in leather sheath, short bow, quiver of 10 arrows and 2 silver-tipped arrows, backpack, bandages, winter blanket, small sack, tinderbox, 2 torches, fishing net, full wineskin, iron rations (1 week), wooden mask, wooden rattle, wooden holy symbol (totem).

### ASSASSIN (42 lbs.)

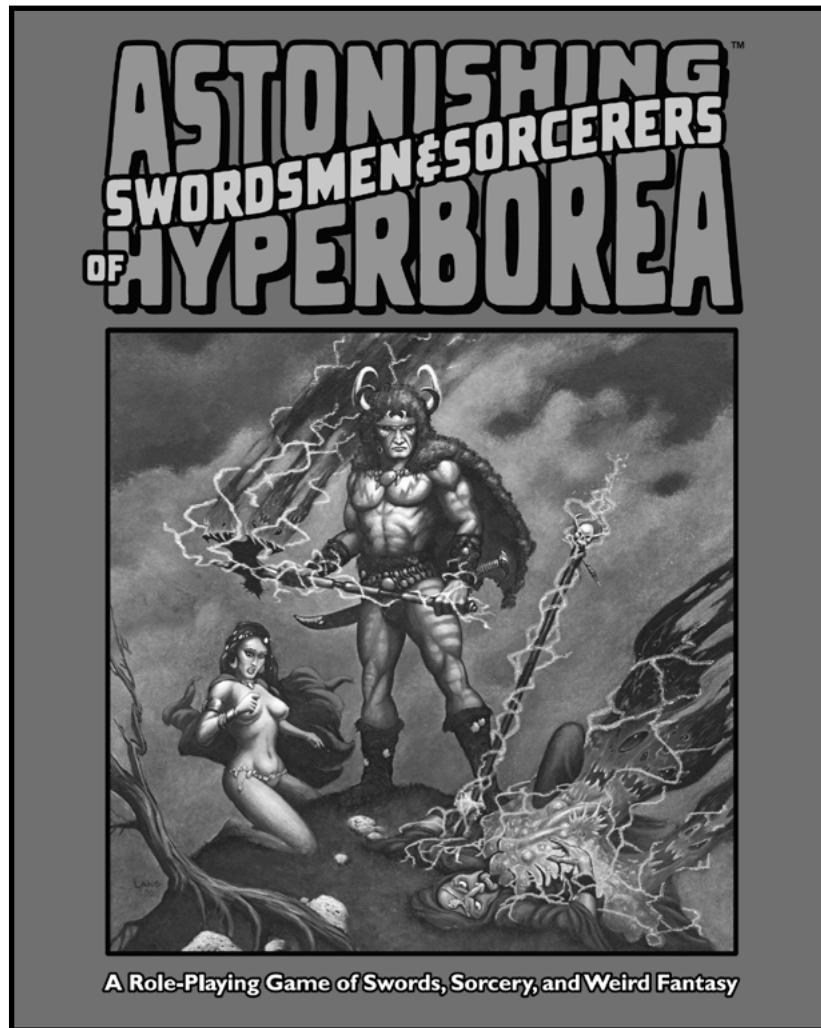
Small shield, short sword in leather scabbard, dagger in leather sheath, light crossbow, case of 20 bolts, backpack, bandages, winter blanket, grappling hook, 50-ft silk rope, 3 torches, small sack, thieves' tools, full wineskin, iron rations (1 week).

### BARD (60 lbs.)

Studded armour, small shield, bastard sword in leather scabbard, dagger in leather sheath, short bow, quiver of 12 arrows, backpack, bandages, winter blanket, pry bar, 50-ft hemp rope, large sack, tinderbox, 2 torches, full wineskin, iron rations (1 week), wooden flute.

### LEGERDEMAINIST (50 lbs.)

Spell book, leather armour, short sword in leather scabbard, dagger in leather sheath, backpack, bandages, winter blanket, ink and quill, grappling hook, wooden pole, 50-ft silk rope, 3 torches, small sack, thieves' tools, full wineskin, iron rations (1 week).



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