

AX&X: MUNGO'S MARVELOUS EMPORIUM

Gear, goods, and sundries. The equipment supplement for AX&X.

WELCOME TO THE EMPORIUM

Mungo buys cheap, sells dear, and asks no questions about the blood on your old boots. Everything on these shelves also lives in **equipment.csv**, so adding a row to that file stocks a new line, and the tables at the back are printed straight from it.

The core lists the same essentials in a sentence. This supplement is the long version: what each thing costs, what it weighs in slots, and the tricks a clever party gets out of a ten-foot pole. Buy what the delve demands and leave the rest to gather dust.

READING AN ENTRY

- **Cost:** In gold pieces, Mungo's asking price. Sell your loot back to him at half.
- **Slots:** What it takes to carry. A dash means it tucks away free, into a kit or a pocket.
- **Stat:** The number that matters in play: a damage die, an Armor Class, a bonus.
- **Notes:** How it behaves at the table.

COIN & CARRYING

- **Starting Purse:** A new adventurer rolls **3d6 x 10 GP** and spends it here.
- **Coins:** Heavy. A big hoard is a load you carry: the GM calls when coin costs a slot or slows you, about one slot per 100.
- **Slots:** You carry slots equal to your **STR** score when a pack is worn, fewer without one: just what you wear and hold. A soft cap, not a wall: pile on more and you are Overloaded, below. A sack holds 3 slots; a mule or hireling holds more.
- **Availability:** A town stocks the common lines. Anything rare wants a bigger city, a favor, or a search, at the GM's call.

OVERLOADING

Greed and good hauls both outweigh a strong back. You may take up more than you carry well and pay the weight for it.

- **Overloaded:** One slot over **STR** or more: the load drags and tires you. Move at **half speed** with no Run, and you are Weakened, until you drop back within your slots.
- **Immovable:** Past **double** your slots you only shuffle the pile a few feet. No fighting, climbing, swimming, or running. Set it down to act.
- **Lighten Up:** Dropping a sack or pack is free and instant: ditch the haul, fight light, come back for it. Spread a load across packs, a mule, and strong backs; **Travel** runs the mounts and wagons that carry treasure out.

ARMS

- **Size and Damage:** Light deals 1d4, medium 1d6, heavy 1d10. A heavy weapon needs two hands, so no shield with it.
- **Damage Type:** Each weapon is blunt, edged, or piercing, chosen when bought. It matters only when a foe resists or is vulnerable to a type.
- **Off-List:** A weapon outside your class list attacks at -2. An improvised one, a chair leg or a rock, is a light weapon at -2.

- **Missiles:** Bows and slings come with ammunition. Ranges and the firing rules are in the core and the Combat & Tactics supplement.

ARMOR

- **The Trade:** Heavier armor raises your AC but drags your move to 20 ft and sours any swim or hard climb. Pick for the dungeon you expect.
- **Shield:** +1 AC, one hand, and no good with a two-handed weapon.
- **Donning:** Strapping into medium or heavy armor is a few turns of work, not something you do mid-fight.

LIGHT & FIRE

- **Torches:** A torch lights 30 ft and burns 6 turns. Carry spares; the dark is -4 to hit and blinds your spells.
- **Lantern:** Steadier than a torch and shielded from wind. Each oil flask feeds it for 24 turns.
- **Oil as a Weapon:** A flask thrown and lit deals 1d6 and sets the target Burning. A missed throw can light the floor instead.

DOSES & VIALS

- **Blade Poison:** One coat lasts one hit: Body save or Poisoned. Applying it is an action, so do it before the fight, not during.
- **One-Use Vials:** Holy water and the like follow the same shape: one action to use, kept in a kit or a belt loop. Costly ones double as a treasure sink.

TOOLS IN PLAY

- **Ten-Foot Pole:** The patron saint of careful parties. Prod the floor, trip a plate, fish a key, hold a nasty thing at arm's length.
- **Rope and Grapnel:** Climb, lower, bind, or rig a trap. A grapnel turns a wall into a stair.
- **Mirror:** See around a corner, and meet a petrifying gaze without meeting its eyes.
- **Spikes and Hammer:** Spike a door shut for 1d4 turns against a monster, or pin a bridge, or mark a wall.
- **Odds and Ends:** A whistle signals across a room; chalk maps a maze; a sack hauls the loot.

FOR THE WILD

- **Living off the Land:** Line and hooks, a set of snares, a herbalist's pouch, and a curing kit turn a long road into food and physic. The **Hearth and Harvest** supplement gives the rules; these are the tools they ask for.
- **Camp:** A tent and bedroll keep the weather out, so a cold or wet night is no longer a Body save against Exposure.
- **The Dog:** A hunting dog earns its ration: +2 to Hunt or Trap, and a growl in the dark.

CLASS KITS

- **Thieves' Tools:** A Thief needs them for the best shot at locks and traps; without them the Class Check suffers.
- **Holy Symbol:** The Cleric's focus for prayers and for Turn Undead. Lose it and you cannot prepare spells.
- **Spellbook:** The Magic-User's focus, opening with two 1st-level spells. A scroll or a captured book copies in with a Day of study.

ON THE SHELVES

Printed from **equipment.csv**. Each line is one good.

ARMS

- **Light weapon** 2 GP, 1 slot, 1d4. Blunt, edged, or piercing, chosen when bought.
- **Medium weapon** 10 GP, 1 slot, 1d6. Blunt, edged, or piercing.
- **Heavy weapon** 15 GP, 2 slots, 1d10. Two hands. Blunt, edged, or piercing.
- **Bow or sling** 20 GP, 2 slots, 1d6. Piercing. Includes ammunition.

ARMOR

- **Light armor** 20 GP, 1 slot, AC 11.
- **Medium armor** 75 GP, 2 slots, AC 14.
- **Heavy armor** 100 GP, 3 slots, AC 16.
- **Shield** 10 GP, 1 slot, +1 AC.

CONSUMABLES

- **Rations (7 days)** 5 GP, 1 slot.
- **Torches (6)** 1 GP, 1 slot. Each torch burns 6 turns.
- **Lantern and 3 flasks** 12 GP, 2 slots. A flask burns 24 turns.
- **Oil flask** 2 GP, no slot, 1d6 fire. Thrown. Sets the target Burning.
- **Blade poison (1 dose)** 25 GP, no slot. One hit: Body save or Poisoned. Applying it is an action.
- **Remedy (herbal)** 15 GP, no slot. Heals 1d6 HP or ends one condition. One use. Brewed from herbs for 1 hour or bought from a healer.
- **Holy water (vial)** 25 GP, no slot, 1d6 vs undead. Thrown. Splashes the undead like burning oil.

KIT AND TOOLS

- **Rope 50 ft** 1 GP, 1 slot.
- **Ten-foot pole** 1 GP, 1 slot.
- **Spikes and hammer** 3 GP, 1 slot. Hold a door shut 1d4 turns against a monster.
- **Grapnel** 5 GP, 1 slot.
- **Sack** 1 GP, 1 slot. Holds 3 slots.
- **Mirror** 10 GP, no slot.
- **Whistle** 1 GP, no slot.
- **Chalk** 1 GP, no slot.
- **Crowbar** 2 GP, 1 slot.
- **Caltrops (bag)** 3 GP, 1 slot. Scatter to foul a floor.
- **Silk rope 50 ft** 10 GP, 1 slot. Light and strong.
- **Iron chain 10 ft** 10 GP, 1 slot.
- **Lock and key** 15 GP, no slot.
- **Manacles** 5 GP, no slot.
- **Tinderbox** 1 GP, no slot.
- **Candles (10)** 1 GP, 1 slot.
- **Waterskin** 1 GP, 1 slot.
- **Bell** 1 GP, no slot.
- **Marbles** 1 GP, no slot. Scatter to trip a chase.
- **Hunting horn** 5 GP, 1 slot.
- **Ink, quill, and parchment** 2 GP, no slot.
- **Belt pouch** 1 GP, no slot.
- **Large sack** 1 GP, 1 slot. Holds 6 slots.
- **Oilskin bag** 1 GP, no slot. Keeps a scroll or map dry.
- **Spyglass** 100 GP, no slot.
- **Hourglass** 25 GP, no slot.
- **Wolfsbane sprig** 5 GP, no slot. Wards the wolf.
- **Garlic braid** 1 GP, no slot. Wards the dead.
- **Wooden stakes and mallet** 1 GP, 1 slot. For a staked heart.

FOR THE WILD

- **Fishing line and hooks** 1 GP, no slot. Needed to Fish.

- **Snares (set of 6)** 3 GP, 1 slot. Needed to Trap. The wild may claim them.
- **Herbalist's pouch** 10 GP, no slot. Needed to Gather Herbs and brew a Remedy.
- **Forager's basket** 1 GP, 1 slot. +2 to Forage, and hauls what you find.
- **Curing kit** 5 GP, 1 slot. Salt and twine to smoke a kill. Keeps a hunt as rations.
- **Tent and bedroll** 5 GP, 1 slot. Shelter for a camp. No Exposure save in cold or wet.
- **Skinning knife** 2 GP, no slot. Dresses game and hide.
- **Hunting dog** 20 GP, no slot. A hireling of a sort. +2 to Hunt or Trap, eats a ration, tests morale.

CLASS KITS

- **Thieves' Tools** 30 GP, 1 slot.
- **Holy Symbol** 25 GP, no slot.
- **Spellbook** 15 GP, 1 slot. Starts with two 1st-level spells.

D12 MUNGO'S CURIOSITIES

The odd shelf at the back. Roll when a pocket is picked, a pack is dumped, or Mungo owes you change. What it does is for the table to decide.

- 1 A brass key that fits no lock Mungo will name.
- 2 A hand mirror that fogs near the dead.
- 3 A jar of fireflies, good for an hour of dim light.
- 4 A single die that always seems to win.
- 5 A map to somewhere, drawn by a known liar.
- 6 A tin whistle that only dogs, and worse, seem to hear.
- 7 A finger bone that always points downhill.
- 8 A sealed letter, never sent, still warm.
- 9 A child's tooth set in a silver band.
- 10 A folding knife with a blade bent to a hook.
- 11 A purse of foreign coins, a king long dead.
- 12 A locket holding the face of a stranger.

STOCK YOUR OWN SHELF

Price new gear by slot and effect. A mundane tool is a coin or two and one slot; a one-use trick runs a few GP up to 25. If it would swing a fight on its own, it is treasure, not gear. Keep the names strange; Mungo would.