

# Expanded Starting Equipment

While the three starting items per homeland in the core rulebook are sufficient to give a good sense of what might be typical items owned by a person from that area, they might become somewhat repetitive if you create many characters from the same area. Therefore, this document contains twenty objects for every homeland. The exception is Linfei, which instead has two lists of twelve objects each, divided between earth and sea people. Certain objects are explained in more detail under the tables. Whenever an "amulet" is listed, this uses the rules on page 78. Use  $d8+d10$  when rolling for the amulet's protection.

## Auwajo

**BLOWPIPE:** Range 30 meters, harm 1d4 for purposes of penetrating armour, but only ever deals 1 harm. Best used together with poison.

**RED CIRCLE TOKEN:** This carved hummingbird can be traded for a favour from a member of the Red Circle.

**WARRIOR'S LEECH:** This leech hunts by suppressing instincts of self-preservation. Attaching one grants advantage on rolls against fear for an hour once per day.

ID20	EQUIPMENT
1	Alligator-hide breastplate (Armour 1)
2	Ancient trinket whose purpose eludes you
3	Antique bronze gorget
4	Barbed spear
5	Blowpipe
6	Feathered cloak
7	Five doses of hunter's oil
8	Hunter's bow and six obsidian-tipped arrows
9	Ibis-skull amulet
10	Jar of fire ants
11	Lignum vitae mace
12	Looped coral necklace
13	Mummified head
14	Pelican decoy hat with breathing tube
15	Pot of cinnabar paint
16	Red Circle token
17	Set of clam shell scalpels
18	Tame ocelot
19	Turtle shell lyre
20	Warrior's leech

## Gegera

ID20	EQUIPMENT
1	Alchemical salts
2	Beaver musk perfume
3	Camir foal, offspring of priced parent
4	Camir-stomach bagpipe
5	Coat of many colours
6	Copper-studded buff coat (Armour 1)
7	Dagger with clan crest inlaid in gold
8	Erotic silk painting
9	Exquisite wooden toy tiger
10	Fur-lined boots with bright embroideries
11	Keg of pine tar
12	Letter of introduction from Northern Company merchant
13	Magnificent fur hat
14	Pellet crossbow (d6 harm)
15	Poor quality light jezail with axe head attached
16	Six bamboo tubes of far western spices
17	Skull of antlered humanoid
18	Three smoked reindeer hearts
19	Very friendly grey jay
20	Walrus tusk drinking horn

**ALCHEMICAL SALTS:** Alum, borax, natron, and other substances from the desert highlands to the southwest.

**CAMIR FOAL:** Of famous peerage, will be a fine steed when adult.

**EROTIC SILK PAINTING:** A person dressed in foreign finery from the waist up and nude and visibly excited from the waist down. Apparently exchanged among suitors in the far west.

## Linfei

ID12	EQUIPMENT (EARTH PERSON)
1	Bone toy powered by baleen spring
2	Drum with skin from famous bard
3	Eiderdown sleeping bag
4	Elaborate bronze headband
5	Favourite goat
6	Magnifying sphere of rock crystal
7	Miner's helmet with headlight (Armour 1)
8	Secret cave hideout
9	Shield hung with iron talismans (Armour 1)
10	Staff with hidden spearpoint
11	Superior quality sword blade in need of a hilt
12	Terrifying earth spirit mask

ID12	EQUIPMENT (SEA PERSON)
1	Bright sea cap with secret pockets
2	Eelskin diving suit
3	Harpoon with bone-inlaid shaft
4	Map of uncharted island
5	Mica sunglasses
6	Narwhal horn dagger
7	Pet otter
8	Seal-gut sack of stockfish
9	Small ring of green-tinted sea-people gold
10	Visored and painted helmet (Armour 1)
11	Waterproof sealskin coat
12	Whale-shaped lodestone

**BRIGHT SEA CAP WITH SECRET POCKETS:** This bright red or yellow cap has a bell on top, making you both visible and audible if you fall into the sea, and is well secured with a chin strap. The pockets are used to store emergency equipment in case of being shipwrecked.

## Nuwar Dana

ID20	EQUIPMENT
1	Bottle of floral perfume
2	Bottle of hallucinogenic persimmon wine
3	Bronze statuette of your city's patron god
4	Five doses of moonflower drops
5	Folding miniature altar
6	Long argilite pipe
7	Odd lantern given in return for a favour
8	Painted bark paper parasol
9	Palette of body paints
10	Plumed helmet (Armour 1)
11	Set of horn and bone game tiles
12	Silvered brass yaupon pot
13	Slender assassin's shortsword
14	Small glass lens
15	Soft deerskin robe with hidden metal ribs (Armour 1)
16	Spider-silk kerchief
17	Süan hound turtle
18	Turtle-shell zither
19	Two-pronged frog-catching spear
20	Water drum

**EELSKIN DIVING SUIT:** Made to be worn by a greased-up person and sewn in place, very good at protecting against cold water.

**SEAL-GUT SACK OF STOCKFISH:** A very waterproof bag with dried fish.

**ODD LANTERN GIVEN IN RETURN FOR A FAVOUR:** You have been told that this lantern can be used to signal for some sort of helper in the city. The referee should look at page 134 to see from where the help might come.

## Nuwar Gawatl

ID20	EQUIPMENT
1	Atlatl and javelin hung with fingerbones
2	Bag of datura-spiked yaupon leaves
3	Barbed rope for self-mortification
4	Conical cooking vessel with copper patterns
5	Copper dragonfly with mother-of-pearl wings
6	Curved sacrificial dagger
7	Demon mask
8	Dragon-headed halberd
9	Dramatic cloak
10	Feather-rimmed amulet
11	Five doses of dream-draught
12	Five doses of flash powder
13	Giant egg water bottle from the Dawnlands
14	Horned headdress
15	Obsidian hair ornament
16	Printed book of rites
17	Purported dragon scale
18	Ritual chest plate with disturbing etchings (Armour 1)
19	Snakeskin veil
20	Tame owl-cat

**BAG OF DATURA-SPIKED YAUPON LEAVES:** For inspiration one what might happen during consumption, look up some datura/jimson weed trip reports. Probably don't try it yourself, though.

**SÜAN HOUND TURTLE:** An ugly-cute relative of the snapping turtle, long-legged and good at begging for food, fashionable pet.

**WATER DRUM:** Made to be partially filled with water, giving a peculiar sound.

## Orakaua

ID20	EQUIPMENT
1	Battered pistol without bullets
2	Black iron cirlet with silver inlays
3	Book printed by the Society of Unity
4	Brimmed steel helmet (Armour 1)
5	Combination lock
6	Dark robe with many hidden pockets
7	Five smokesticks
8	Headdress decorated with seal whiskers
9	Insignia for admittance to political club
10	Iron animal trap
11	Knowledge of a secret passage somewhere
12	Map to smuggler's cove on the far western coast
13	Mechanical spark-striker
14	Merit pin
15	Plain and servicable warhammer
16	Sea monster mask
17	Shield (Armour 1) with mount for lantern on the backside
18	Small hurdy-gurdy
19	Talking magpie
20	Waterproof leather cloak

**COMBINATION LOCK:** Made of heavy iron, unlocked by a three-symbol code.

**MERIT PIN:** Proof of excellence in some field considered constructive by the Society of Unity.

## Oratsa

ID20	EQUIPMENT
1	Battle axe with a name
2	Bearskin mittens
3	Copper torque with studded leather pteryges attached
4	Decorative copper breastplate (Armour 1)
5	Elaborate jade necklace
6	Family crest face mask
7	Fish-shaped hat
8	Hide and wicker coracle
9	Keg of highly potent zizania moonshine
10	Jade dagger
11	Large but light-weight copper pan
12	Meter-long chain carved out of one piece of spruce
13	Porcupine quill collar
14	Set of copper bells
15	Shield hung with four wolf tails (Armour 1)
16	Three loyal but loud ducks
17	Vial of preserved beaver glands
18	Warm dogswool cloak
19	Wide embroidered sash with hidden pockets
20	Zizania harvest flail with ritual decorations

**VIAL OF PRESERVED BEAVER GLANDS:** Used for making perfume and flavouring alcohol.

**ZIZANIA HARVEST FLAIL WITH RITUAL DECORATIONS:** This counts as an inferior quality great weapon, and is normally used to knock zizania seeds out of the grain heads.

## Simeragala

ID20	EQUIPMENT
1	Antique Awajan coin necklace
2	Bag of dried coca leaves
3	Bag of monstrously hot chili powder
4	Beaked helmet (Armour 1)
5	Bottle of strong rum
6	Climbing hooks
7	Cocoa preparation kit
8	Diaphanous cotton robe
9	Elaborate mask
10	Green feather collar
11	Hardened dolphin leather buff coat (Armour 1)
12	Heavy rubber ball
13	Long trumpet
14	Mariner's short sword
15	Pet hoatzin
16	Pruning hook/polearm
17	Red Circle token
18	Sea chart
19	Sharkskin boots
20	Three firework rockets

**BAG OF DRIED COCA LEAVES:** Chewing some of these will give advantage on rolls to resist fatigue.

**CLIMBING HOOKS:** Gives advantage on climbing.

**COCOA PREPARATION KIT:** Contains pots, whisk, and a small box of cocoa powder.

**ELABORATE MASK:** Most likely connected to a temple-guild (see page 128).

**RED CIRCLE TOKEN:** See starting equipment for Awajo.

## Tseganda

ID20	EQUIPMENT
1	Bag made from a loon
2	Belt hung with raccoon tail pockets
3	Beautifully woven dogswool blanket
4	Birchbark scrap with secret notes of a priest
5	Bronze-chased signal horn
6	Clay bottle of turpentine
7	Dentalium shell choker
8	Fox fur-trimmed winter boots
9	Hunting dog
10	Jade-headed mace
11	Jug of maple syrup
12	Moon deer antler amulet
13	Painted pinewood shield (Armour 1)
14	Personal care kit
15	Pitch-lined cask of eulachon preserved in its own fat
16	Printed book of the theocrat's words
17	Robe with star embroideries
18	Spear inscribed with holy words
19	Steel helmet with decorative bronze studs (Armour 1)
20	Tripwire hung with copper bells

**PERSONAL CARE KIT:** Tweezers, a razor, a small bronze mirror, and skin oil.

**PITCH-LINED CASK OF EULACHON PRESERVED IN ITS OWN FAT:** Flammable, smelly, and edible. An acquired taste.

## Tuigar

ID20	EQUIPMENT
1	Bone-handled flaying knife
2	Brightly painted fiddle
3	Butterfly preserved in amber
4	Creepy hooded sealskin mask
5	Eiderskin winter anorak
6	Five animal snares
7	Hunter's bow hung with amber beads
8	Jug of freeze-distilled blueberry mead
9	Lariat
10	Mortar and bag of pemmican
11	Pot of strong bird glue
12	Reindeer antler headdress
13	Sable fur collar
14	Secret mead recipe
15	Ship's log found on the northern shores
16	Shield clad in reindeer hide (Armour 1)
17	Tame pine marten
18	Wicker snowshoes
19	Wooden slat cuirass (Armour 1)
20	Wolf-skin cloak

**LARIAT:** Reach three meters, used with Steel + Ranged. Partial success means the opponent is entangled, full success means the opponent is entangled and falls.

**SECRET MEAD RECIPE:** May have some minor effect such as sweet dreams, boldness and battlelust, or poetic eloquence.

**SHIP'S LOG WASHED ONTO THE NORTHERN SHORES:** This water-damaged book might contain interesting information regarding operations by the Northern Company.

## Xikala

ID20	EQUIPMENT
1	Birchbark scraps with scrawlings of mad hermit
2	Bone rattle for scaring spirits
3	Bronze circlet with red garnet
4	Cougar skin cloak
5	Crow's beak battle axe
6	Elaborately carved skull of ancestor
7	Five doses of pale death mushrooms
8	Hawk
9	Incomprehensible artifact
10	Iron pectoral covered with silver symbols (Armour 1)
11	Mummified human head
12	Pots of camouflage body paint
13	Red-and-black iron mask representing Yün the Crimson Death (Armour 1)
14	Set of soapstone game pieces
15	Three bolas
16	Token of ogre family's favour
17	Vulture feather headdress
18	Walking staff with hidden spearhead
19	Wide spruce root hat with jade crest
20	Wooden hand cannon

**INCOMPREHENSIBLE ARTIFACT:** The referee should find a suitable effect on page 109, or make up their own. Figuring it out might not be very easy, though.

**TOKEN OF OGRE FAMILY'S FAVOUR:** Ogres can, of course, not be trusted, but this just might work.

**WOODEN HAND CANNON:** Counts as a heavy jezail, but made from wooden slats bound in iron. Disadvantage on rolls to hit, 1 in 8 risk of breaking after every use.