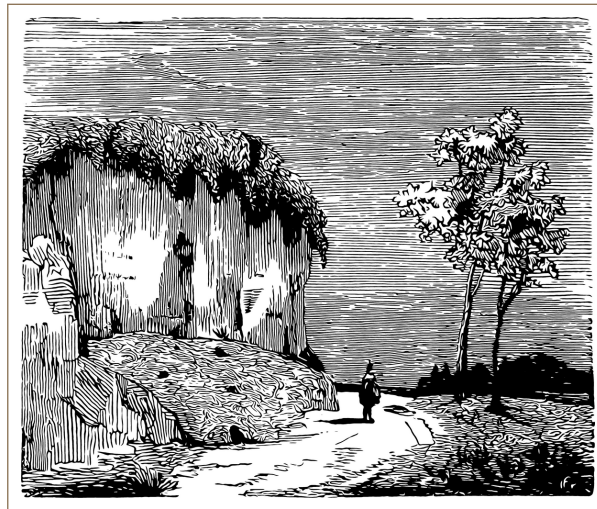


WIZARDS & LIZARDS

THE RUINS ABOVE PIGTON

GEAR CARDS

A WIZARDS & LIZARDS PLAYSET



B E T A

Version 0.12 · not yet playtested

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CONTENTS

1. The Deck 2

The kit the eight pre-made heroes carry, one card per item. Optional: the gear is already written on each sheet. Print, cut, and deal these when you want players handling their equipment instead of reading about it.

Cards are tarot-proportioned (62 × 106 mm) and tile six to a US Letter sheet, or two to an A5 sheet. **Gear does what it plainly does**; there are no damage numbers, because a blow is a blow (see the Quick Rules). The pip count in the corner is how many pack slots the item takes, which the Quick Rules do not use: it is there for tables that carry the deck into a campaign with the **Encumbrance** supplement.

THE DECK

Card	What it is	Carried by
Spear	reach; hold a foe at arm's length	the Company (spares)
Sword	a soldier's blade, quick in the line	Hesta
Maul	two-handed, heavy; needs room, hits like a falling wall	Surt
Mace	crushing; for what a blade slides off	Bram, Cael, Alde
Quarterstaff	reach, two-handed	Tariq
Dagger	quiet, and thrown	Sera, Mirel
Hand Axe	thrown, close work	Hesta, Surt
Sling	ranged, a cheap shot	Sera
Mail Shirt	worn armor: turns aside the first wound each fight	Bram, Cael, Hesta, Alde
Leather Armor	worn armor: the first wound each fight	Sera
Padded Jacket	worn armor: the first wound each fight	Tariq
Shield	with worn armor, the first two wounds each fight	Bram, Cael, Alde, Hesta
Wand of City-Glass	once a day, cast one spell for no stress	Mirel
Spell Components	anchor a spell so it lingers past the moment	Mirel
Holy Token	a divine source; pray through it	Alde
Field-Prayers	a book of them, much rained on	Cael
Healer's Kit	bright steel; mend a wound	Cael
Thieves' Tools	pick locks, disarm traps	Sera
Lantern & Oil	steady light	Cael
Torch	light; burns down	anyone
Rope, 50 ft	climb, bind, haul	Bram, Surt

Card	What it is	Carried by
Rations	a few days' food	everyone

Two blank cards round the deck to twenty-four, filling four Letter sheets with nothing ragged on the last.

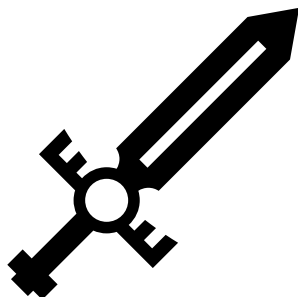
SPEAR



reach; hold a foe at arm's length



SWORD



a soldier's blade, quick in the line



MAUL



two-handed; needs room, hits like a falling wall



MACE



crushing; for what a blade slides off



QUARTERSTAFF



reach, two-handed



DAGGER



quiet, and thrown



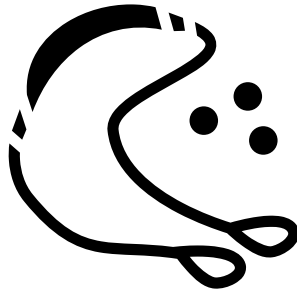
HAND AXE

WEAPON

thrown, close work



SLING



ranged, a cheap shot



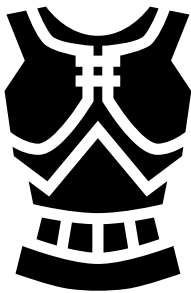
MAIL SHIRT



worn armor: the first wound each fight



LEATHER ARMOR



worn armor: the first wound each fight



PADDED JACKET

ARMOR

worn armor: the first wound each fight



SHIELD



with worn armor, the first two wounds a fight



WAND OF CITY-GLASS

FOCUS

once a day: one spell for no stress

SPELL COMPONENTS

KIT

anchor a spell so it lingers

HOLY TOKEN

FOCUS

a divine source; pray through it

FIELD-PRAYERS

KIT

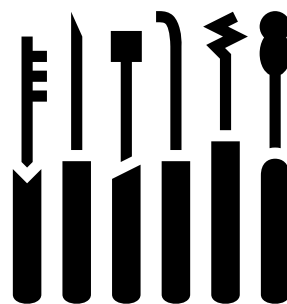
a book of them, much rained on

HEALER'S KIT



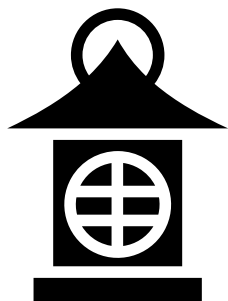
bright steel; mend a wound

THIEVES' TOOLS



pick locks, disarm traps

LANTERN & OIL



steady light



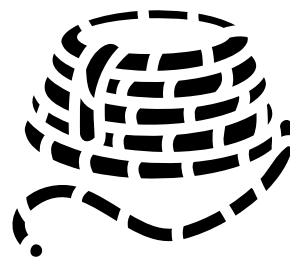
TORCH



light; burns down



ROPE, 50 FT



climb, bind, haul



RATIONS



a few days' food



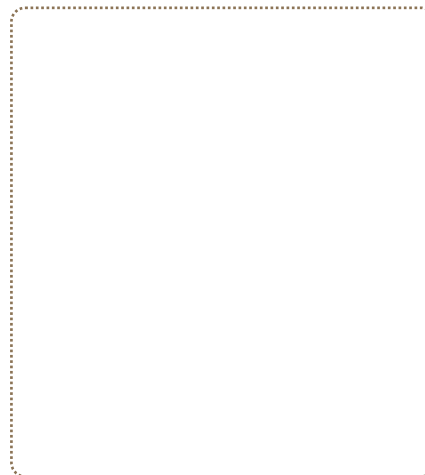
ITEM



SLOTS



ITEM



SLOTS



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