The Mystaran Armoury

v. 1.6

A Guide to Armour, Shields, Weapons, Firearms, & Siege Engines

by

Marco Dalmonte

SUMMARY

INTRODUCTION

This manual was begun to gather together, in a single supplement, all the rules concerning armour, shields, and barding from the various Mystaran manuals and in those of Advanced Dungeons & Dragons 2nd Edition, along with all the descriptions of the various types of weapons from the fantasy worlds of TSR (now WotC), and the rules concerning mastery with weapons (*weapon mastery* – a system introduced in the Classic D&D Master set). This book therefore replaces the old *Manual of Weapon & Mastery* written by me in 1998, adding new information and new rules taken partially from the Monkeygod Enterprises supplement *From Stone To Steel*, which is what I consider the definitive guide of the history of weapons – from the dawn of man until the Renaisance.

Moreover, there are additional rules regarding the use of explosives and firearms, with the possibility of choosing as and when to introduce them in any campaign and a chapter on siege weapons, to have a complete view of the typical siege equipment of any fantasy or medieval campaign.

As well as giving brief descriptions and statistics of the weapons, armour, shields, and barding, this manual also intends to give the Master and the players the tools to more completely integrate the various items presented here into the world of Mystara. To do this, a chapter has been added with the sole aim of giving each region or race of Mystara a specific range of the weapons and armour, that are considered typical of the race or commonplace in that region. This has been done to help the Dungeon Master to convey to the players the atmosphere and feeling of the different Mystaran civilisations, as well as to avoid choosing something bizarre due to the scarce information related to the level of technological development of the various civilisations.

The manual is divided into the following chapters:

- *Chapter 1 – Armour, Barding, and Shields*: here is presented all the information relating to the items listed above available on Mystara, including useful tables for each type of item. Completing the chapter is a useful list of the animal and fantasy creatures that can be used as mounts along with their statistics, as well as a section dedicated to the tack for each type of mount.
- *Chapter 2 –Normal Weapons*: here are presented all the general rules for managing weapons, including rules for weapon mastery, and adding many optional suggestions to make combat more realistic (aimed blows, critical hits, fumbles, amputation and infection, and so on). There is finally a list of all weapons available on Mystara (and generally in any fantasy campaign) with tables of statistics and other information concerning the weapons.
- *Chapter 3 – Firearms and Explosives*: here are listed all the firearms from muzzle loaders to the breech loaders of the XIX century along with weapon mastery

statistics, as well as an appendix relating to the most common explosives from the Medieval to the Victorian Age and some options to introduce the use of alchemical explosives.

- *Chapter 4 – War Machines*: a description of the war machines and siege weapons commonly used in fantasy campaigns and of some more perculiar types that are typical of some races.
- *Chapter 5 – Distribution of Weapons and Armour on Mystara*: in various appendices are grouped weapons, armour, and shields known or used based on ethnicity, region or level of technology, with particular reference to Mystara.

In the hope that what this manual contains will prove useful in enriching your sessions and making your campaigns more memorable, I ask the reader to always follow the golden rule of any group: "The Master always has the final word about what rules are used in his campaign."

That said, anyone who wishes is authorised to include the material in this book in total or in part in other free supplements, as long as this manual is always cited as the reference source.

Happy Gaming & Long Live Mystara!

SIZES AND DIMENSIONS

Frequently the text refers to the size of creatures or objects. For a quick overview of the abbreviations or terms used, Table I shows the possible sizes of objects and creatures. The Size Coefficient (*SC*) is what a medium size item's encumbrance (or creature's weight) and HP should be multiplied by to determine those values for an item (or creature) of the given size, it is also used to determine the maximum carryable, liftable, and manageable weight. Moreover, remember that smaller creatures can more easily hit larger creatures and vice-versa. For each size of difference, a creature of smaller size receives a cumulative bonus to hit of +1, those larger suffer a cumulative –1 penalty.

TABLE I: DIMENSIONS OF CREATURES AND OBJECTS

Size	Abbr	SC	Creatures Height/Length	Objects Max Dimension
Diminutive	D	⅛	Upto 11"	Upto 4"
Tiny	T	¼	1'–1'11"	5"–11"
Small	S	½	2'–3'11"	1'–2'6"
Medium	M	1	4'–6'11"	2'7"–5'3"
Large	L	2	7'–11'11"	5'4"–10'
Huge	H	4	12'–24'11"	10'1"–19'6"
Gargantuan	G	8	25'+	19'7"+

ENCUMBRANCE

Encumbrance is defined as the maximum weight transportable by an individual and is measured in coins (abbreviated cn.; 10 coins = 1 lb). Encumbrance depends on the character's Strength and his size, and determines the individual's movement rate. The following table gives the *Maximum Transportable Weight or Encumbrance* and the *Maximum Moveable Weight or Encumbrance* (push, drag, or lift a weight with both hands) for medium-sized creatures; for beings of a different size multiply the values by the relevant SC (see Table I).

Str	MTW	MTE	MMW	MME
1	2 lb	20 cn	2 lb	20 cn
2	10 lb	100 cn	12 lb	120 cn
3	20 lb	200 cn	22 lb	220 cn
4	30 lb	300 cn	34 lb	340 cn
5	40 lb	400 cn	44 lb	440 cn
6	50 lb	500 cn	56 lb	560 cn
7	60 lb	600 cn	66 lb	660 cn
8	70 lb	700 cn	78 lb	780 cn
9	80 lb	800 cn	88 lb	880 cn
10	100 lb	1,000 cn	120 lb	1,200 cn
11	110 lb	1,100 cn	132 lb	1,320 cn
12	140 lb	1,400 cn	168 lb	1,680 cn
13	150 lb	1,500 cn	182 lb	1,820 cn
14	180 lb	1,800 cn	252 lb	2,520 cn
15	190 lb	1,900 cn	270 lb	2,700 cn
16	220 lb	2,200 cn	448 lb	4,480 cn
17	230 lb	2,300 cn	476 lb	4,760 cn
18	260 lb	2,600 cn	756 lb	7,560 cn
19	270 lb	2,700 cn	798 lb	7,980 cn
20	300 lb	3,000 cn	1,200 lb	12,000 cn

The Maximum Transportable (MTE) or Moveable (MME) Encumbrance in coins is obtained by multiplying by 10 the MTW/MMW expressed in pounds.

It is possible to lift up a weight for a number of rounds equal to ⅓ of the character's Strength, moving only 3 feet per round: for each subsequent round needs a Strength check with a cumulative –1 penalty, and at the first failure the weight is dropped to the ground. A character can instead push or drag a weight along the ground moving 3 feet per round for one minute per Strength point, after which he must make a check every minute with a cumulative –1 penalty: at the first failure he stops and must rest for 1 turn. A successful Strength check allows the lifting or moving of weights that exceed the maximum limit, with a cumulative –1 penalty every additional 10% of weight beyond the maximum.

EFFECTIVE SPEED

The effective speed is a function of the transportable encumbrance. The movement speed depends on the relationship between the Carried Encumbrance (CE) and the Maximum Transportable Encumbrance (MTE):

Encumbrance	Light	Medium	Heavy
CE / MTE	< ⅓	< ⅔	> ⅔
Speed	Normal	⅔	⅓

So if the carried encumbrance remains within ⅓ of the total allowed, the speed is unaffected. If the encumbrance is between ⅓ and ⅔ of the total, the speed is reduced to ⅔ of base speed. If later the encumbrance exceeds ⅔ of the total, the speed is reduced to ⅓ of base speed. If an individual attempts to carry more than he can transport (the Carried Encumbrance exceeds his MTE) he can no longer move. For flying beings, if the carried encumbrance exceeds half of the maximum, its Manouvre Factor falls by 1 step (min. ⅓).

If a character is smaller than another, with equal encumbrance, it is obvious that his steps are shorter and his speed is reduced, and vice-versa. Therefore for each difference in size from medium, the base speed (walking) is reduced by 10 feet (for smaller creatures) or increased by 10 feet (for those larger).

Example: the base speed of a halfling (small size) is only 30 feet per round, while that of a troll (large size) is 50 feet per round.

Below is a table of the typical base speeds for bipedal humanoid creatures based on size. The base speed (walking) of a creature determines both its maximum running speed (triple base speed), and its hourly speed expressed in miles (a twentieth of the base speed value.

Size	Run (ft/rnd)	Walk (ft/rnd)	Hourly Speed (MPH)
Gargantuan	210	70	3.5
Huge	180	60	3
Large	150	50	2.5
Medium	120	40	2.0
Small	90	30	1.5
Tiny	60	20	1.0
Diminutive	30	10	0.5

The run speed can also be used to calculate the hourly speed, but you cannot run for more than three hours a day and after each turn of running you need to walk at half speed for 2 turns. Normally a character needs to rest for an hour for each hour spent travelling. If this isn't done, he loses 1 point of temporary Constitution for each hour in which he continues to move at normal speed (he can no longer run until he rests), and must make a Constitution test every hour to resist faitgue (see the *Resistence* general skill). If he sleeps for a number of hours equal to that spent travelling, his Constitution will return to normal when he awakes.

TECHNOLOGICAL LEVEL

Each weapon and armour has a Technological Level (TL), which is a descriptor that indicates in what types of civilisation certain items can be found, created, or repaired. The Technological Level shows the level of technical and scientific evolution in a specific civilisation, but it has nothing to do with its social, economic, cultural, artistic, or magic development. For example, a culture could have a progressive TL but use a backward economic system, have little artistic knowledge and little affinity for magic. This descriptor is an aid for the DM to make adventures more coherrant with the style and

characteristics of the campaign setting, avoiding inconsistences (like the distribution of weapons and armour in civilisations that shouldn't have them).

Each region or nation of consequence of a campaign setting should be assigned a Technological Level for weapons and armour, giving it a range of items that it is possible to acquire there. Naturally it is always useful to also make distinctions and place limitations based on the different cultures: for Mystara such a procedure has carried out in Chapter 5, which shows what the TL are of the Mystaran nations and which are the most widespread weapons/armour in each region, as well as those that aren't available or uncharacteristic.

Described next are the various Technological Levels used in this manual, with brief examples about the types of weapons and armour that are linked to it. Each TL is linked to a material or energy that characterise the technical and scientific evolution of that type of civilisation. Usually what is available to a more "primitive" culture is also available in more evolved cultures, although they are probably made from better materials, where applicable (e.g. a typical short sword of the Bronze Age is also easily reproduced in the Iron and Steel Ages, but will be made with better metal).

STONE AGE (1)

This is the most primitive technology level, in which weapons, utensils, and protection are made exclusively using materials of the animal world (bone) and plants (wood, fibres, algae) or raw minerals (stone, obsidian, shells). The weapons are mostly bludgeoning weapons (staffs, stones, maces), while a few are piercing weapons (usually made for hunting with bone points, or chipped or polished stone, like the first spears, harpoons, and javelins), and the rarest are slashing weapons (they are usually simple kitchen utensils, like knives and daggers). The armour consists of skins sewn together with plant fibres or sinews, at times reinforced with wooden strips or bony elements (tibias, ribs, claws). Shields are rare and where used are all wooden or made of resilient shells.

BRONZE AGE (2)

This was the first stage in which working with simple weapons, like copper and bronze, was known. After the first experiments with copper, too soft for war purposes, bronze was considered the more resilient and reliable workable metal, relegating copper to domestic utensils and less durable weapons. In these civilisations piercing weapons were developed and it helped in the creation of the first slashing, martial weapons, which however remained few and battered, as the bronze blades easily lost their edge. It assisted in the creation of the first agricultural tools that on occasion were used as simple weapons. The first metallic armour created, was cumbersome and rather rigid, as well as those of worked leather and padded armour or made of soft materials and of simple construction.

IRON AGE (3)

This was when the discovery of working haematite and magnetite in a forge was made and which produced pig iron (also called soft or wrought), a malleable and hard metal at the same time, good to produce sharp weapons, which began to quickly spread. Iron replaces bronze as the most used and resistent metal and this allowed the development of larger weapons, used to pierce armour which became thicker. Metal armour and shields are the order of the day in martial cultures, and chainmail represents the apex of armour technology.

STEEL AGE (4)

This TL is known for the technique that, combining iron with carbon in a forge, allowing the production of steel, an even more resistant and harder metal. The first crossbows and other simple mechanical tools, double weapons or with ever more particular or specific applications (e.g. grain sword) began to spread. Armour technology is so advanced that it allows the forging of better layered armour with a more flexible lower part and with an upper part covered in thick and protective plates (e.g. banded and plate-mail). The cumulation of this technological level was the creation of full armour, its fabrication however was so complicated that only a few could afford the cost, and it wasn't very widespread.

GUNPOWDER AGE (5)

This level of technology is based on the discovery of composite chemical explosives that allowed the creation of advanced firearms. Initially the resulting weapons were unstable (5a), but became lighter and easy to manage with the evolution of manufacturing techniques and of trigger systems (5b-c). Moreover it allowed the creation of longer and lighter armour-piercing weapons or more manageable missile weapons, capable of always piercing the thickest armour against which slashing weapons often proved inadequate.

STEAM AGE (6)

This level of technology is based on the discovery of breechloading firearms and the exploitation of steam to deliver a power superior to that of a human. The evolution of this technology brought about the creation of the internal combustion engine (circa the second half of the 19th century) to make machines with amazing applications. Because of the development and spread of firearms, armour fell completely into disuse.

ELECTRONIC AGE (7)

The discovery of techniques and instruments, that permitted the use of electricity in an industrial manner, resulted in the tool capable of produced great electrical works: electronic circuits. Electricity became an everyday element which allowed the creation of, among other things, weapons of devastating power, and the spread of portable weapons with increased rates of fire at a reasonable cost. [*This TL is beyond the scope of this manual.*]

CHAPTER 1: ARMOUR, SHIELDS, AND BARDING

Armour is any type of protection that can be worn in order to reduce its wearer's vulnerability to attacks from an armed or unarmed enemy. Normally armour is mostly used by fighters, but clerics and thieves use it to protect themselves, selecting lighter versions. There are no rules that prohibit the use of one armour rather than another, save for good sense. A mage can calmly decide to use barding like a knight and plate-mail that protects him from head to foot, but knows full well that it will compromise his ability to cast spells. Similarly, a thief may decide to wear chainmail, but he knows that this prejudices the use of his peculiar abilities (the thief skills). As such ultimately, armour use is simply dictated by an individual's common sense and physical abilities, as well as the technological limits of the character's civilisation or cultural restrictions (the druids, for example, refuse to wear metallic armour regarding them unnatural).

The various types of armour, helmets, shields, and barding used on Mystara (and in general any fantasy campaign) are fully described in this chapter. All the items have a base in reality and have been used by one or more civilization in Earth's past, and as such they have been included in this supplement. However, it was decided to also include some types of purely fantasy armour (see the section *Special Armours*) to give the typical feeling of a fantasy campaign in comparison to the real world. The DM and players are encouraged to create new models of armour, barding, and shields, based on the following rules. However, they should be careful in their creations, to avoid unbalancing the campaign. Naturally it should be remembered that anything available to the PCs is also available to their enemies.

USABLE ARMOUR (OPTIONAL)

The Classic D&D rules state that only clerics and fighters can wear all types of armour, while thieves are limited to leather armour and mages cannot wear any armour. With the introduction of the rules in this manual, it is however possible to see what armour a character is able to use simply based on the training he receives and his class.

In particular, armour (either whole or partial) is divided into three groups based on the protection offered: Light (those that lower AC by 1-2 points), Medium (those that lower AC by 3-4 points), and Heavy (those that lower AC by 5+ points). Following these distinctions, it can generally be said that each class is able to wear a series of armours based on its training as follows:

Fighters: any armour.
Clerics: Light or Medium armour; only fighting clerics or those of war deities can freely wear heavy armour.
Thieves: Light armour.
Mages: no armour.

This rules also covers the case of a character that chooses to wear armour that he has not been trained to wear. In such cases, his movements are more difficult due to the armour's encumbrance to which he is not accustomed and suffers a penalty to his Attack Rolls that depends on the AC offered (see Table 1.1a – as well as limiting the character's Dexterity see Table 1.3 and Legend), while arcane spellcasters also have a failure chance each time they try to cast spells (see Table 1.1b).

TABLE 1.1A: ATTACK PENALTY BY ARMOUR WORN

Proficiency	Light	Medium	Heavy
None	–2	–4	–6
Light	—	–2	–4
Medium	—	—	–2

TABLE 1.1B: SPELL FAILURE

Armour Material	Failure %
Cloth & Plant Fibres	—
Magic Materials*	10%
Hide, Bone & Shell	20%
Wood & Coral	30%
Common Metals & Alloys	40%

*Magic Materials: this definition includes those materials created magically (like glassteel and ironwood) and those alien and rare (like adamantine, mithral and red steel), not worn armour.

LEGEND

A.C.: the Armour Class granted by the armour.

A.V. (Optional): gives the Armour Value, or the number of damage points the armour absorbs each time that the character wearing it is struck; against any missile from a ranged weapon, the AV is halved. The hp absorbed are lost from the armour's Hit Points (HP), which indicates how much damage the armour can take before being destroyed. For armour with an AV of zero, it always loses 1 HP each time that the character is struck, even if the armour isn't resistant enough to limit the damage. Every time that the armour's HP descends enough to enter a lower category, its AC and AV also fall as a consequence. In this case however, you need to also reduce the AC of all monsters and assign an AV to each based on the thickness of skin and scales. As a simple and generic rule, you can give each creature an AV equal to ⅓ of its Hit Dice (rounding any remainder). So for example, a lycanthrope with 4 HD has an AV of 1 point, while a gold dragon with 12 HD has an AV equal to 4 points.

The Armour Value rule can also be used as an alternative to Armour Class: in this case the AV is equal to the AC points offered by the armour, which however doesn't grant any AC bonus. So it is easier to hit anyone (lower AC) but the inflicted damage is lessened (as it is partially absorbed by the armour). The AC of monsters needs to be calculated in the same manner.

Dex: armour, because of its stiffness, limits the character's movements and stops him from taking complete advantage of his agility. This column shows the maximum Dexterity score that can be exploited for each armour type as a function of its flexibility.

Example: an elf with 18 Dexterity can use without restriction any armour up to Studded Leather, but if he wears Fur Armour his Dexterity drops to 16. If he wears Full Plate his Dexterity drops to 10, and he gets no benefit from his high Dexterity, as the armour impedes his graceful movements too much.

RHP: gives the Penalty to the Saving Throw versus Death Ray to *Resist Heat* (see the general skill of the same name).

T.L.: Technological Level. Shows the level of technological development in which it is possible to find this type of armour (see Introduction). It is also available at higher technological levels.

Cost: the cost in gold pieces of the specific type of armour in a region with a Technological Level equal or superior to that of the armour (where is supposed to be easily repairable). If an attempt to buy armour in a region with a lower TL, its cost increases based on the difference between the region's TL and the armour's TL as follows:

1 TL of difference (e.g. Iron & Bronze): cost ×2

2 TL of difference (e.g. Iron & Stone): cost ×4

Over 2 TL of difference the armour is considered as an artefact and probably costs ten times as much (if it is ever sold), without considering the fact that is impossible to replicate. Note that the armour or shield's true creation cost is usually half of its retail price.

Enc.: the encumbrance in coins (10 coins = 1 pound) for armour of medium sized beings. Increase or decrease this value based on the subject's size using the appropriate Size Coefficient in Table I of the Introduction. If the armour is magical, its encumbrance is halved.

H.P.: the Armour's Hit Points, or the amount of damage it can take before it becomes useless (see the rules on Hit Points in the *Tome of the Magic of Mystara – Volume 3*). The HP of armour depends on its size and the AC it grants: multiply the base value given below by the armour's points of protection to find its exact HP:

Size	Base hp	Size	Base hp
Diminutive	15	Large	40
Tiny	20	Huge	50
Small	25	Gargantuan	60
Medium	30		

Example: Medium armour that grants AC 8 (1 point of protection) has 30 hp, one of AC 7 (2 points) has 60 hp.

H.S.: shows the modifier to the thief's *Hide in Shadows* skill that is applied when wearing the armour. If the character has the *Hide* general skill, the penalty to the check is equal to 1/5 of the listed percentage.

P.P.: shows the modifier to the thief's *Pick Pockets* skill that is applied when wearing the armour.

NOTE ON THE ARMOUR OF SUBAQUATIC RACES

The subaquatic races have developed special metallurgic techniques that allow them to forge and mould the raw metals they find (gold, silver, platinum, tin, copper, and iron) to create all sorts of items, in particular utensils, weapons, and armour. They essentially use three main methods:

Magic: the use of the 2nd-level divine spell *flaming liquid* constitutes the safest and simplest system, but it is not available to most craftsmen (as it is a prerogative of the clerics). It is therefore a system used especially by the tritons and aquatic elves, which give great importance to the magic to mould the surrounding environment, but uncommon among the other races.

Igneous Rock: this system, developed and taught only by the kopru, permits metal to be worked by placing on a particular igneous rock, made red hot by a magma source below or previously heated exposure to magma. The rocks acts as anvil and forge and gives off sufficient heat to allow the working for some hours before cooling (at which point, the igneous rock is fractured and must be replaced). This method isn't used by other undersea races due to the extreme heat produced by the rock, which is only bearable because of the kopru's physiology.

Geyser: this system was also originally invented by the anche kopru, but is also known to other races that regularly use it. This creates a forge at a point where the flowing steam is made incandescent by the magma below. Thanks to an ingenious system of pipes, the smith can channel the steam and only release it into the forge to soften the metal sufficiently to work it. Unfortunately this method has many weak points: firstly find a geyser, and manage to build a sufficently reliable system of channels to contain the steam power, and to prevent the source from being exhausted. Moreover the steam only makes the softer metals (copper, silver, gold, platinum, and tin) and iron malleable, and the craftsman is must use a blast of steam at least once an hour.

As can be easily imagined, it is a rather complex procedure, and this factor, together with the difficulty in discovering and extracting the minerals, that helps to make the metallurgic arts uncommon among the undersea peoples, and is mainly the province of the kopru, the true masters of metallurgy and warm energies, tritons, and sea elves. As such the undersea races prefer to use other, more abundant and easily worked materials (like stone, coral, the skins and scales of marine creatures, oysters, algae, and shells) to create common tools and even weapons and armour. For standard rmour made with different materials you need to recalculate the cost, encumbrance, and HP using the appropriate material (treating shells, teeth, and scales as Bone).

Moreover, any non magical or precious metal forged on the surface and taken underwater has a tendancy to

rust due to the salt in the seawater. Similarly, metals forged underwater are particularly susceptible to oxidation, and tend to quickly degrade. In both cases, the armour or weapon loses 1 Hit Point for each day spent in the hostile environment, with a corresponding loss in protection (AC & AV) or offensive ability. Only a smith can remove the rust with a suitable repair, but any item that loses all of its HP becomes so encrusted from rust or oxidation that it is a useless, worthless piece of scrap iron, which crumbles away at the slightest pressure. For reference to the rules on the loss and repair of Hit Points see the *Tome of the Magic of Mystara – Volume 3*.

SUITS OF ARMOUR

This section presents the so-called armour suits, or armour of various weights that entirely protect the body. The list that follows lists the armour in order of technological development, from the most primitive to the most evolved and capable of offering better protection.

PROTECTIVE SKINS

This is the oldest and simplest armour that man has ever worn. It is formed from animal skins treated but not tanned that cover the torso and groin. The skins don't offer a particularly effective protection, but are better than simpke clothes or bare skin. They are only popular among the most primitive populations (including undersea), or those members of tribes too poor to have better armour or of a lower social status than the warriors and tribal leaders.

Disadvantages: the skins tend to easily soil, stiffen, and rot, and if used regularly (every day) last no more than five or six months. If the skins get wet they become heavy (encumbrance doubles) and impose a –1 penalty to the wearer's Dexterity. Moreover, the skins tend to easily warm, and are a favoured refuge of fleas, lice, insects, moths, and bacteria, and this can cause trouble for the character's health (the goblinoid races don't suffer this disadvantage). If the character wears the skins for more than 7 consecutive days, his Constitution is reduced by a point for each subsequent day if he doesn't remove the skins for at least 10 hours a day (this also applies to magical skins). From the moment he removes them and has a wash, the character can recover a characteristic point per day.

Optional note: if the DM allows it, a shirt made from the skin of a magical creature with an ability derived from its skin could manifest wholly or in part that power (for example, the skin of a displacer beast could give the same effect to the protective skins).

FUR ARMOUR

The development of simple skins is represented by fur armour, formed from several layers of thick crude fur sewn together with hemp cord or animal sinews and worn over a shirt. The furs usually only cover the torso but it is possible to have leggings to protect the lower limbs. Due to the simplicity in making it (they can be made by anyone who can sew or a leatherworker) and the relatively low cost of the main material, this armour is mostly popular among primitive cultures that lack the knowledge to produce more complex armour or armour with metal parts. It is also a good choice for the populations of the colder regions, as the armour is perfectly warm, and for the druids who disdain metal armour. Usually fur armour is used by barbarian warriors, or by the more primitive hunters and woodsmen.

Disadvantages: the furs tend to lose the fur very easily and emit a very strong and pungent, that certainly doesn'tmake the character very welcome in a civilised setting. Furs easily rot and usually must be replaced after a year. Wet fur armour is very heavy (double encumbrance) and imposes –2 Dexterity penalty to its wearer. Moreover, fur armour tends to easily warm, becoming unwearable in warm climates or temperatures, and is a favoured refuge of fleas, lice, insects, moths, and bacteria, and this can cause trouble for the character's health (the goblinoid races don't suffer this disadvantage). If the character wears the furs for more than 7 consecutive days, his Constitution is reduced by a point for each subsequent day if he doesn't remove the furs for at least 10 hours a day (this also applies to magical furs). From the moment he removes them and has a wash, the character can recover a characteristic point per day.

PAPER ARMOUR

Although it seems ridiculous at first sight, it is possible to make armour using layers of thick, coarse paper (not the worked product used for writing) glued one on the other to form a sort of shirt that has the same flexibility as cloth but is harder (has the resistance of corregated card), lighter, and more water resistant, since it is suffused with impermeable resin. This armour is simple to prepare (it can be created by a paper manufacturer, as well as a carpenter or armourer), fresh, clean, and relatively cheap, although it is only common in those civilisations that already know of writing and paper. Paper armour usually covers the chest, with the addition of paper bracers and leggings to improve its effect. This type of armour is easy to carry about and replace, and is therefore tha favourite choice of warriors and guards of villages too poor to have more expensive armour that offer a similar or better protection, but it is never worn by military of any rank. Moreover, given its relative imperability, it is also widespread among sailors and pirates.

Disadvantages: as it is made from paper, the most serious disadvantage of this armour is that it highly inflammable. Any flame that hits the character has a 50% chance of setting fire to the armour, which once alight loses 1d6 HP per round (causing the same to its wearer) until the flames are extinguished. Moreover, although suffused with impermeable resin, if the armour remains immersed in water for more than a minute it starts to fall apart and loses 10 HP each round, until it disintegrates.

Finally, due to its nature, when paper armour is damaged it cannot be repaired, and therefore once destroyed it is simply thrown away and replaced.

PADDED ARMOUR

Padded armour is the simplest form of purposely manufactured armour. It consists of two or more layers of cloth padded with stuffing, cotton and sawdust and sewn together. Usually this type of armour covers the torso and shoulders, reaching down to the thighs (like an overcoat), but there are longer versions (with sleeves and leggings) in the colder regions. This type of armour is typical of the lower ranks, the guards and soldiers of poor rural communities or the more primitive tribes. It is usually made by those who don't have the resources or materials to make leather armour or by those who lack the knowledge to make it. It is possible for a tailor to create a set of padded armour in a day, while those unskilled take double the time.

There is a particular version of padded armour called *corded armour*, since it is made from many interlaced threads of rope or cord to create a shirt much more resistant than a simple padded tunic. Corded armour is slightly dearer (13 gp) and heavier (enc. 130 cn.), but grants an AV of 2 points. All the other statistics are unchanged, including it associated disadvantages.

Disadvantages: because of the padding material, padded armour isn't very durable and tends to easily fall apart or soil. If it doesn't receive appropiate repairs (each week during adventuring or travelling; each month in normal conditions), the armour rips in more places and its protection falls by a point becoming a useless and cumbersome habit (this doesn't happen with magical armour). Moreover, wet padded armour is very heavy (encumbrance doubles) and imposes a –1 Dexterity penalty to its wearer. As if this was not enough, padded armour tends to easily heat and is a favoured refuge of fleas, lice, insects, moths, and bacteria, and this can cause trouble for the character's health (the goblinoid races don't suffer this disadvantage). If the character wears the armour for more than 7 consecutive days, his Constitution is reduced by a point for each subsequent day if he doesn't remove the armour for at least 10 hours a day (this also applies to magical armour). From the moment he removes it and has a wash, the character can recover a characteristic point per day.

SLAT ARMOUR

This armour is the most primitive form of Brigandine, as it is made from a series of vertical wood or bone stripes, bound together by leather cords or sinews and covered by an overcoat of thick skins or fur. Due to its rather rigid nature, slat armour is normally used to protect the chest, but also makes movement very awkward and is rather cumbersome. Slat armour is limited to covering the torso and doesn't cover the limbs or groin. Due to the materials used (easily repairable by anyone), it is a rather primitive armour (the natural evolution of fur armour)

and easy to make (pieces of wood cut to the same thickness and length, sewn together and prepare furs to be worn over it), and is therefore very popular among the less technologically advanced populations, especially those that live in cold climes, as well s the followers of druidism.

The undersea races use this type of armour with slats of bone, algae as ties and shark or manta skin to cover the slats.

Disadvantages: as it is covered by furs or untanned skins, slat armour has all the defects of fur armour. In addition, its protection derives from the rigidity of the slats, but this is also unfortunately the cause of the armour's most serious defect, as there is a chance of being seriously wounded by the slats when the armour is struck by a blow. In this case in fact, the slats penetrate the body and can remain stuck in the flesh, causing lacerations. In game terms, each time that the character suffers a serious wound (10 HP or more) because of a direct blow, the damage increases by a point because of the lacerations produced by the armour's slat against the flesh.

LEATHER ARMOUR

This armour consists of a corselet and back of leather hardened by boiling in oil. The rest of the armour, that covers the forearms and thighs, is of softer and more flexible leather or is made from resistant cloth, and it aids the movements of those wearing it, granting them sufficient protection, although it leaves the joints uncovered. The armour is sufficiently simple to be prepared by a leather worker, doesn't have a high cost due to easily repairable material (the leather comes from the skins of cows, calves, horses, sheep, camels, or seals, adequately treated), is very durable (doesn't easily rot, resistant to inclemities and is usually impermeable) and doesn't have the risk of causing infections or exhausting its wearer. These factors make it the preferred choice of all the infantry troops and guards of backward or not very populous communities, but also by bandits, corsairs, and thieves, without forgetting the numerous undersea peoples that use tanned leather from the skins of sperm whales, sharks, seals, and similar aquatic animals.

There is a advanced version called *cuir-boulli*, as the leather is boiled in wax, which makes the armour thicker and more resistant, giving an AV of 1 point at a cost of 25 gp., but is also less flexible which limits the wearer's Dexterity.

PLATED ARMOUR

This is padded armour to which are fixed many various shaped metal plates wide enough to cover the chest's vital areas, and offer better protection from enemy blows. It is an improvement of padded armour only made in those civilisations that are sufficiently developed to forge metals (the first type of armour that requires an armourer), even though the plates are usually made of soft metals (bronze, copper), as they prefer to use iron and steel to make more complex types of armour. This type of armour is a good

choice for craftsmen or wealthy peasants who must defend themselves when they need to travel, or for the infantry and soldiers that have more economic choices. However, due to its weight and cost, leather armour is prefered among those populations able to create it.

Disadvantages: plated armour has all the disadvantages of padded armour.

STUDDED LEATHER

This armour is made from sturdy but flexible leather (not hardened through boiling in oil), reinforced with hundreds of close metal rivets that seek to deflect or partially repel the weapons that seek to penetrate it. In practice the rivets defend the body, while the leather supports them and covers the individual. Studded leather is also known as "poor man's armour", as it has metal components but with a limited cost. This armour is also relatively easy to make (it can also be made by a leather worker) and is common enough among the low and middle classes, and especially among the city guard, infantry units, sailors, and marksmen, as it allows smooth movements, isn't as heavy or as rigid at any point like leather armour and offers better protection.

Disadvantages: unfortunately, the rivets tend to fall away when the armour is struck very hard, and this weakens the protection offered and even the armour's structure. If the armour is very damaged (losing one point of protection from the AC or AV), and become infested by lice, moths, and fleas (50% +10% per month it isn't cleaned or repaired), causing problems for the character (the goblinoid races don't suffer this disadvantage), who sees his Constitution reduced by a point each week in which he doesn't adequately clean or repair the armour (this also applies to magical armour). From the moment it is cleaned or repaired, and the character has a good wash, he recovers a characteristic point each day.

HIDE ARMOUR

This armour is prepared by sewing together numerous layers of leather and very thick animal skins (like those of bears, elephants, oxen), or more layer of skin from the same animal. Also known by the appellation of "battle hide", this type of armour is only widespread among the cultures too primitive to create leather or metal armour, and is also one of the preferred choices of druids, who refuse the use of unnatural metal armour. Given its relatively simple method of preparation (skin sufficient animals, tan parts of the skin and sew them together insieme to form a double layer of leather, so it can also be made by any leather worker, or wear unworked or mix of worked leather, if the skin is sufficiently thick), the base cost of the materials and the thick protection offered (better than simple leather armour), hide armour is common in the more technologically backward regions, or amng those civilisations in which druidism dominates, or among the humanoid populations, who don't mind the odour or the armour's stiffness and appreciate the

offered protection.

The undersea populations also use hide armour, created with animal skins that are more resilient but sufficiently elastic to be worked (sharks, mantas, octopi, dolphins, whales, and so on).

Disadvantages: despite the protection offered, hide armour is uncomfortable, heavy, and stiff, and while it certainly offers good protection from the cold in the harder climes, quickly becomes too warm in temperate climes and quite unwearable in warm or hot climes. Moreover it always gives off an unpleasant odour of raw flesh, and although those that wear the armour become accustomed to it after some time, it is certainlt not a good way of making a good impression. Like padded armour, hide armour is a favoured refuge of fleas, lice, insects, moths, and bacteria, and this can cause trouble for the character's health (the goblinoid races don't suffer this disadvantage). If the character wears the armour for more than 7 consecutive days, his Constitution is reduced by a point for each subsequent day if he doesn't remove the armour for at least 10 hours a day (this also applies to magical armour). From the moment he removes it and has a wash, the character can recover a characteristic point per day.

BREASTPLATE

This armour (also called *cuirass*) is made from a moulded corset and can include pauldrons to protect the shoulders and a covering of stiff leather in the groin. Breastplates are usually made from many layers of overlapping cloth glued together to form a two piece corset (front and back, that are tied at the sides by means of leather straps) made of metal or boiled leather covered by metal plates. This type of armour is usually worn with a helm and leather bracers and leggings, or over a padded shirt, and therefore offers a certain protection while granting good mobility for the limbs, although, due to the stiffness of the bodice, it severly limits the chest's movements. Particularly widespread among Bronze Age cultures and civilisations that live in temperate climates, as it is a fairly well ventilated armour, it was also popular following the rise of firearms, when armour became obsolete and metal (together with leather) breastplates became a good compromise. It is a good choice for infantry, city guards, and middle class people, as however its metal parts have helped to add to its cost and manufacture. Like leather armour, also the cuirass doesn't have any particular disadvantage compared to other armours.

There is an aquatic version called *shell armour*: it is made from two worked pieces of giant turtle or oyster shell joined with algae or skin ties, and includes pauldrons of oyster, bracers and leggings of skin on which are fixed protective shells. Shell armour leaves all the joints uncovered but completely covers the groin and torso's vital areas and also the limbs partially. As the shell is sufficiently hard and thick, it doesn't need metal parts and it grants the same AC, AV, and HP as a breastplate. The other statistics remain the same, while the armour

makes it's Saving Throws as Bone (see the rules on the *Hits Points and Saving Throws of objects*).

Scale Armour

This armour (also called *Lorica Squamata* in Thyatian) consists of a soft leather coat with covered by pieces of overlapping metal (like the scales of a fish) fixed to the leather and with gauntlets and a helm. It offers the same protection as hide armour but is heavier because of the layers of metal scales. It doesn't have the disadvantages of hide armour (doesn't smell, isn't infested by insects, or too warm or garish), bit is however slightly heavier, without counting that it is rather elaborate and requires an expert hand to make all the scales (which are made through cutting the maliable metals rather than from forging) and applied to a leather coat (only an armourer is able to forge it). As such it is an armour that is usually only worn by members of the aristocracy or wealthy classes, or by the army's NCOs, and is particularly widespread in regions in which there aren't a great deal of ferrous metals and therefore completely metal armours (mail and better) are too expensive or precious. However, scale armour allows better manoeuvrability to that of hide or metal armour, and also provides better ventilation for the body, therefore being more widespread in areas with torrid climates.

Among the undersea peoples, scale armour (or scaled) is a distinct sign of wealth, nobility, or fighting spirit. Due to its good flexibility, is a type of armour that is much in demand, and usually the metal plates are replaced with scales of coral, durable animal scales and teeth, or by small but resilient shells. Also because of this, the mages of the underwater races often transform all the steel and iron items they create into glassteel, to avoid the wear and tear. For this aquatic armour you need to recalculate its cost, encumbrance, and HP using the appropriate material (treating the shells, teeth, and scales as Bone).

Disadvantages: the smallness of the scales (from ½ to 2 inches wide) and the fiddly work to fix them to the leather makes scale armour difficult to maintain. In fact, if it isn't cared for each month and the lost scales aren't replaced, the armour loses a point of protection (both from AC and AV) per month.

Regarding shell armour, it remains durable as long as it remains underwater, but if it leaves it (exposed to the air for 24 hours), it becomes fragile and if it loses 10 or more points of damage at once, it fractures. This problem doesn't happen with magical shell armour.

Brigandine Armour

This armour has a layer of small, irregularly shaped metal plates fixed to a soft leather or hard-wearing cloth shirt, with a covering a more or less rigid cloth that covers the corset and plates and serves to reinforce the armour's shell. Brigandine covers the torso, shoulders, forearms, and groin, offering a similar protection to scale armour, weighing more than hide armour but less than scale armour, and is quieter and more flexible, but is quieter than all other armours except for padded, leather, and studded leather armour. This makes it a good choice for any type of rogue (in effect its name derives from it being extremely widespread among brigands), also given its ease of construction (as it is less complicated to make than scale armour or any metal armour), but also for city guards and mounted soldiers. Moreover another quality of Brigandine is that its outer covering can contain pockets or holes to slip any small object inside the armour, hiding it. This expedient is used by smugglers, thieves, and assassins to pass by unnoticed with stolen property or weapons while moving about freely.

Disadvantages: unfortunately Brigandine needs careful maintainence, since if it isn't monthly maintained and lost scales aren't replaced, the armour loses a point of protection (both from AC and AV) per month. Moreover, Brigandine that is damaged (that has lost HP) and not repaired can become infested by lice, moths, and fleas (50% +10% per month it isn't repaired), causing problems for the character (the goblinoid races don't suffer this disadvantage), who sees his Constitution reduced by a point each week in which he doesn't adequately clean or repair the armour (this also applies to magical armour). From the moment he cleans or removes it and has a wash, the character can recover a characteristic point per day.

Banded Leather

This armour (also called *Lorica Segmentata* by the Thyatians) is made from strips of curved metal that are adapted to the body's shape, at least 2 inches wide and about 1 foot long, positioned parallel to the area it covers (horizontal on the chest, back, and abdomen, vertical at the shoulders) and fixed to a padded or soft leather undershirt. Lorica segmentata has strips or straps of leather that thread through the ends of the plates and are knotted (on their front and rear) to fix them better. Banded leather is an improvement of simple leather armour, as the horizontal bands allow greater freedom to the torso's movements, offering a wider protection on the limbs and better ventilation to the body compared to a breastplate. This armour is mostly widespread among the military that constantly in action, as it allows a greater freedom of movement, although it needs more careful maintainence than a simple breastplate.

Disadvantages: unfortunately as it is composed of many metal strips and gets its flexibility at the joints from the shirt, banded leather must be monthly maintained to reinforce the joints and change the worn out laces (a job anyone can do). If this isn't done, the armour loses a point of protection (both from AC and AV) and imposes a one point penalty to the character's Dexterity. Moreover, banded leather that is damaged (that has lost HP) and not repaired can become infested by lice, moths, and fleas (20% +10% per month it isn't repaired, causing problems for the character (the goblinoid races don't suffer this disadvantage), who sees his Constitution

reduced by a point each week in which he doesn't adequately clean or repair the armour (this also applies to magical armour). From the moment he cleans or removes it and has a wash, the character can recover a characteristic point per day.

LAMELLAR ARMOUR

This armour is made from a series of square or rectangular metal plates 1-2 inches wide and 2-3 inches long, close together and sewn to an undershirt of heavy cloth that covers torso, groin, arms, and thighs. Lamellar armour is an improvement of scale armour, as the plates are much larger and simpler to make, and offers better protection as they are firmly fixed to the undershirt. However, the armour is more encumbering than scale armour, and this gives it less freedom of movement. Lamellar armour is the most advanced version of armour available to Bronze Age populations, and is usually chosen by the more affluent military, by palace guards or those of rich merchants, and even by the adventurers allowed it, as its improvements have resulted in a greater cost.

This armour is also widespread among the undersea peoples, and like scale armour, the plates used consist of large shells or pieces of purposely worked coral, fixed to a corset of shark, manta, or dolphin skin, which gives it sufficen resistance and softness to wear without limiting movements. The underwater armour isn't subject to the disadvantages of the normal version (see below), and the other statistics remain unchanged.

Disadvantages: lamellar armour needs careful maintainence, as damaged lamellar (that has lost HP) and not repaired can become infested by lice, moths, and fleas (50% +10% per month it isn't repaired), causing problems for the character (the goblinoid races don't suffer this disadvantage), who sees his Constitution reduced by a point each week in which he doesn't adequately clean or repair the armour (this also applies to magical armour). From the moment he cleans or removes it and has a wash, the character can recover a characteristic point per day.

CHAINMAIL ARMOUR

This armour, also called coat of mail or *Lorica Hamata* in Thyatian, consists of a series of thin but resistant metal rings interlaced through each other, and designed to create the effect of an extremely flexible metal cloth (although heavy) that shapes itself to the body of those wearing this tunic (also called a mail hauberk or coat of mail).

Under it is usually a layer of padded cloth or soft leather that reduces the impact of the blows and prevents the armour chaffing on clothes or bare skin. The armour is positioned so that several layers of mail over vital areas (chest, stomach, groin), and always include mail gloves, and a separate mail coif to wear on the head. Most mail coats don't have sleeves or cover the legs (as the hauberk finishes just above the knee) which therefore results in a need for leather greaves and bracers. Mail hauberks are the favoured armour of mercenaries, army NCOs, guards of rich merchants, or gendarmes of a large city, as its price makes it unaffordable to the less affluent or common soldiers. The armour is perfect for military missions that aren't too lengthy or for the day-to-day patrols in a city, as it gives a strong advantage to its wearers compared to mobs, brigands, and humanoids. Usually those wearing a tabard or a sign over a mail coat are officers and the apparel denotes their status.

Disadvantages: despite chainmail only being slightly heavier than scale armour, its weight is not distribute evenly over all the body, but is concentrated on the wearer's shoulders, making it more encumbering than it really is. This means that it isn't possible to wear chainmail for more than one hour per point of Strength without becoming tired (–1 penalty to all rolls). For each successive hour in which he insists in bearing the armour the penalty increases by a point (this disadvantage doesn't apply to magical chainmail, which is much lighter). Only after removing it and resting for at least an hour does the penalty disappear. As it isn't worn for days at a time, its padding doesn't suffer from the deleterious effects of the padding of inferior armour. However, as it is metal armour in which the rings easily slide through each other, it is very important to maintain it by oiling it and cleaning it with a stiff brush. If he doesn't spend at least an hour per week in this maintainence, after a month the armour loses a point of protection (both from AC and AV), and continues to become stiffer and cumbersome at this rate. This is because chainmail is made from non magical ferrous materials (magical mail is immune to this deterioration). From the moment the armour is oiled and cleaned (requiring an hour for each week in which it hadn't been done), all then penalties disappear.

SPLINT ARMOUR

This armour is a more primitive version of banded mail and is a natural improvement of slat armour. It protects the entire body and is made of straight strips of metal or wood, nailed to a leather backing worn over a padded cloth. A flexible mail coat protects the joints, and is accompanied by gauntlets and a helm. The versions with wooden splints are usually made for poorer warriors or in regions where metal is scarce, while those of metal are a little more expensive than chainmail (as is shown in the price of those with metal splints). Although splint armour in incredibly stiff and is very limiting to freedom of movement, it is however less expensive banded mail even though it grants the same protection, and at times is preferred to chainmail exclusively for this reason. Splint armour is usually only widespread in areas where metal is scarce and as they attempt to maximize their armour protection (given the lack of banded mail, plate, or chainmail) for the rather warlike peoples. It is therefore normally found worn by warriors and hunters that do not have access to more advanced metallurgic knowledge, as well as by the nobles of warlike peoples in the late Iron

Age or at the start of the Middle Ages.

Disadvantages: the protective offered derives from the stiffness of the vertical bands, but this is also unfortunately the cause of the armour's most serious defect, which is the chance of being seriously injured by the splints when the armour is penetrated by a blow. In this case in fact, tha bands penetrate the body and can remain stuck in the flesh, causing lacerations. In game terms, each time that the character suffers a serious injury (10 HP or more) because of a direct blow, the damage increases by a point because of the lacerations produced by the splints against the flesh.

BANDED MAIL

This armour consists of a series of frontal metal laminatedstrips sewn onto a leather backing and a mail coat. The lamintation refers to the fact that each strip is made from several layers of beaten metal or from more metal leaves joined together. The strips cover the vunerable areas, while the coat and leather protect the articulations and permit freedom of movement. Straps and buckles distribute the weight evenly, avoiding the problem of fatigue caused by a mail hauberk. Completing the armour are a pair of gauntlets and a helm, as well as a pair of leather trousers on to which are sewn smaller strips of flexible metal. This type of armour was the precursor to plate, as it improves on the protection offered by a mail coat and solves the problems relating to its encumbrance. However, it is inferior to plate as there are narrow gaps between one layer of bands and another that could allow an adversary's blows to reach vital areas, therefore offering an inferior protection than plate-mail. Moreover, as the metal stripes are created to remain stiff and inflexible, banded mail doesn't even suffer from the rust problems that a mail coat has, although it certainly needs to be constantly oiled and cleaned if for no other reason that to give its wearer a good image. This type of armour is very widespread among the officers or the cavalry of some eastern or middle-eastern armies, as well as wealthy adventurers and some noble families.

Disadvantages: the only problem of banded mail is at the joints, is that it deteriorates much quicker than any other armour because of the chaffing between the mail coat and the metal bands. Although this doesn't affect the protection offered, if the joints aren't kept oiled and cleaned with careful maintainence for at least an hour per day, after a week those wearing the armour suffer a 1 point penalty to their Dexterity. The penalty increases by one each week it goes without sufficient care. After three months of no maintainence, the armour is so stiff at the joints to be unservicible. All the penalties vanish when the armour is cleaned for at least 6 hours. This problem, naturally, doesn't occur with magical banded mail.

PLATE-MAIL ARMOUR

This armour is a combination of a mail or Brigandine shirt with metal plates to cover the vital areas (abdomen, torso, and groin), accompanied by a helm, leggings, and gauntlets. The metal plates are firmly fixed to an undercoat of mail or flexible leather. The technical knowledge used to create plate-mail is advanced, and allows the production of armour that is not too heavy and that combines the protection offered by steel plates and the flexibility of leather or mail. The most important part of the armour is the *plastron-de-fer* (breastplate), and it is this that protects the abdomen and chest from mortal blows. The shoulders are protected by metal *pauldrons*, the legs by plate *cuisse* and *greaves* and the arms by *brassards* and *gauntlets*. As the plates are accurately made to easily fit and arrange themselves with the mail below, the layer of leather or padding underneath is usually much thinner and flexible than that of banded mail or brigandine. Plate-mail is the most popular choice of high ranking warriors, officers, nobles, and the more seasoned adventurers, as it is more resistant, durable, and protective, even though it is more encumbering and expensive than lesser armour.

There is an underwater version of plate-mail made with specially grown seashells, and the shells of crustaceans and oysters and with the best sharkskin available. It is armour that is only made for nobles or very powerful characters, and when it is given to someone of lower rank it is always considered a prize for worthy actions or determined by their life in their community.

Disadvantages: like shell armour, it remains hard as long as it remains underwater, but if it ever leaves (exposed to the air for 24 hours), it becomes so fragile that if it suffers 10 or more points of damage at once, it is reduced to fragments. This problem doesn't occur with magical shell armour.

FULL PLATE

This armour (also called field or jousting plate) is made from metal plates that are shaped, riveted and joined to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helm. Underneath it is often necessary to wear a layer of padding to absord blows and avoid chaffing. Straps and buckles distribute over the entire body, so that full plate impedes movement less than splint armour, although the latter is lighter. All full plate must be made to measure for its buyer by an expert armourer, although it is possible to modify full plate originally created for someone else at a cost equal to half the price of a new suit (as long as the armour is of the same size as the person who wishes to wear it).As well as the sure advantage gained from the protection from normal attacks (AC 0), full plate also protects from most magical and elemental attacks: in fact the damage from attacked based on cold, fire, gas, and acid is reduced by 1 point per die, and those wearing the armour benefit from a +2 bonus to applicable Saving Throws.

Full plate is a symbol of the high-ranking social and prestige status of its wearers and due to its personalised nature there is no anonymous full plate: all have adornments, decorations, and coats-of-arms that proclaim its wearer's identity (a practical thing, as

nobody could recognise the subject so armoured, even with his visor raised). In some kingdoms, the prestige of this armour is such that anyone who wears it that isn't of noble lineage or has the explicit authorisation of the sovereign is punishable by law. Full plate is one of the best signs of identification of a fighter, beyond its certain monetary value. Usually a sovereign only gives it to the most valorous knights, following some memorable deed. Full plate is the pinnacle of armour technology and is only available in the more advanced cities, only crafted by *Armourers* with a skill value of at least 15 points.

Disadvantages: full plate offers a protection unrivalled by any other, but at a huge price. It is indeed very complicated to don, slows down movement, noisy, preventing its wearer from carefully controlling the surrounding space, and as it leaves very small gaps between the various plates, it easily overheats and it is also subject to the formation of fungi and rust. Its wearers therefore cannot take anyone by surprise, but to the contrary those attempting to surprise a person in full plate benefits from a +1 bonus. It requires three turns to put on without assistance and a turn to remove (halved if he is helped by someone else), and if he falls over wearing full plate, he needs a Strength check with a –4 penalty per round to get up by himself. The armour becomes a real furnace in conditions of temperature (over 40°C), even causing 1 hp per minute from burns to the skin if he remains exposed to the sun for an hour or more. Finally it is very important to keep it oiled and clean: if this maintainence isn't done for at least an hour per week, after a month the armour loses a point of protection from its AC, and continues to become stiffer and more encumbering at this rate. This is because full plate is made from non magical ferrous materials (magical armour is immune to this type of deterioration). From the moment that the armour is oiled and cleaned (which needs an hour for each week it wasn't done), all the penalties disappear.

HELMETS

This brief appendix describes the helms that are worn with the various types of suits of armour, listed in order of increasing cost. It is possible for characters to change the type of helm worn with his armour within the limits listed below, without prejudicing the armour's offered protection.

SIMPLE CAP: this helm is supplied with leather armour and generally with armour that has an AC inferior to 5. It consists of a hat, beret, or cap of leather or padded cloth, that is tied with a strap under the chin and protects the upper half of the head, the forehead, and parts of the neck. Wearing it doesn't impart a penalty to *Listen* or *Hear Noise* checks.

MAIL COIF: this helm is supplied with chainmail and generally with all metal armour that has a mail base. It is formed from a cap of padded cloth on which is fixed a form of mail hood. The mail completely protects the head and neck reaching to the shoulders and only leaving the face exposed. A fighter that wears a Great Helm usually also a mail coif under it, to always remain well protected when he removes the helm. A mail coif inflicts a –2 penalty *Listen* checks or –10% to *Hear Noise* attempts.

OPEN HELM: this is a rigid metal helm that comes with all metal armours that offer an AC of between 4 and 7. The open helm only leaves the face and neck exposed, although in some cases it comes with a nosepiece, or a support that covers the nose. A particular type of semi-open helm is the *celata* – a sort of metal hat with a fixed or semi-moveable visor provided with eye holes that hides the upper half of the face, leaving the neck, chin and mouth exposed (halfway between an open helm and a closed helm). It is a favourite of NCOs, mercenaries, and gladiators. An open helm inflicts a –1 penalty *Listen* checks or –5% to *Hear Noise* attempts, and a –1 penalty to *Spot* checks.

NITHIAN HELM: this is an open helm similar to a pharoh's chamfron, with many air holes in the upper part. Thanks to its particular form, it allows good aeration and keeps the head fresh in torrid climes. It can be worn with any armour (partial or full), and subtracts 2 points from that armour's RHP. The nithian helm inflicts a –2 penalty *Listen* checks or –10% to *Hear Noise* attempts, and a –1 penalty to *Spot* checks.

CLOSED HELM: this is a rigid metal helm that comes with all metal armours that offer an AC of 5 or better. The closed helm protects all the head and neck, with the exception of the back of the head, and it can also have a semi-moveable visor that can be raised to aid vision while not involved in combat. The *galea* instead is a typical closed helm of gladiators, with a honeycomb visor fixed to a wide brim at forehead level to shield the eyes from the sun. The closed helm inflicts a –3 penalty *Listen* checks or –15% to *Hear Noise* attempts, and a –2 penalty to *Spot* checks.

GREAT HELM: this is a massive metal helm that covers the head and neck, that rests its weight on to the shoulders thanks to a special support plate. The great helm offers total protection to the headand the only openings are straight fissures at the eyes (allowing limited peripheral vision) and mouth (to be able to breathe in and out). The great helm is only supplied with plate-mail or full plate, and is the covering preferred by veteran warriors and noble officers. The great helm inflicts a –4 penalty *Listen* checks or –20% to *Hear Noise* attempts, and a –4 penalty to *Spot* checks.

TABLE 1.2: HELMETS

Type	Cost	Enc.	*Lis.*	*Spot*	H.N.
Simple Hood	1	20	–	–	–
Mail Coif	5	50	–2	–	–10%
Open Helm	8	40	–1	–1	–5%
Nithian Helm	10	50	–2	–1	–10%
Closed Helm	15	60	–3	–2	–15%
Great Helm	20	80	–4	–4	–20%

STUDDING FOR SUITS OF ARMOUR

It is possible to add studding to any metal armour at a cost of 4 gp per armour size (therefore medium studded armour costs an additional 16 gp), an operation that requires no more than a couple of hours for any armourer, and increases the armour's encumbrance by 5%. The studding permits the inflicting of 1d4 piercing damage per round to any grappling adversary (see the rules for Grappling Value), or with a fist, kick or elbow attack, (normal Attack Roll, but the damage is lethal and not debilitating). An armour's magical protection bonus doesn't add to the studding's offensive effectiveness (as it isn't a bonus to Attack Rolls or damage), but they are considered magic weapons.

The studding can always be used as long as the armour has at least half its initial HP. When the HP drop below this threshold, it also means that the studding is too damaged to be effectively used.

DONNING AND REMOVING ARMOUR

To don armour takes one minute per point of protection offered (e.g. 1 minute for those that give AC 8), except for full plate (which requires 3 turns and the assistance of someone else), while removing it requires 1d6 rounds per point of protection offered (for full plate this takes 1 turn).

It should be noted that it isn't possible to sleep wearing a helm or heavy armour, and wearing light or medium armour doesn't allow the recovery of Hit Points (with the exception of those that only add 1 AC point).

TABLE OF ARMOUR SUITS

The following table 1.3 lists all the previously described types of suits of armour, including the statistics regarding their Armour Class, cost, encumbrance, Hit Points, and other references used (the abbreviations used in the table are all explained in the Legend at the Chapter's start).

The values given are for the armour of medium sized creatures. For characters of different sizes, multiply the encumbrance, cost, and HP by the appropriate Size Coefficient listed in Table I in the Introduction to obtain the new values (the HP should always be multiplied by 5). If the armour is magical, its encumbrance is halved.

TABLE 1.3: SUITS OF ARMOUR

Type	AC	AV	Dex	RHP	TL	Cost	Enc	HP	*HS*	*PP*
Protective Skins	8	0	–	–2	1	5	50	–	–	–
Fur Armour	8	1	16	–5	1	10	150	30	–	–
Paper Armour	8	0	–	–1	2	15	80	30	–	–
Padded Armour	8	0	19	–2	2	10	100	30	–	–
Corded Armour	8	1	17	–2	2	20	120	30	–	–
Slat Armour	7	1	15	–5	1	25	180	60	–	–
Leather Armour	7	0	18	–1	1	20	140	60	–	–
Plated Armour	7	1	18	–3	2	30	170	60	–10%	–
Studded Leather	7	1	18	–1	2	35	160	60	–10%	–
Cuir-boulli	7	1	16	–1	2	25	150	60	–	–
Hide Armour	6	2	13	–4	1	30	200	90	–	–10%
Breastplate	6	1	14	–3	2	40	200	90	–10%	–
Scale Armour	6	2	15	–2	2	50	300	90	–20%	–10%
Brigandine	6	2	16	–3	3	60	250	90	–	–10%
Banded Leather	5	1	16	–2	2	60	300	120	–20%	–
Lamellare	5	2	13	–4	2	70	350	120	–20%	–10%
Chainmail	5	3	15	–4	3	80	400	120	–30%	–20%
Splint Armour	4	3	11	–6	3	90	450	150	–40%	–30%
Banded Mail	4	3	13	–5	4	100	500	150	–30%	–30%
Plate-mail	3	4	12	–6	4	150	600	180	–50%	–40%
Full Plate	0	5	10	–10	4	250	900	270	–70%	–70%

WEARING DIFFERENT PIECES OF ARMOUR

It is common practice among the goblinoid races, plunderers, and mercenaries to loot the fallen on a battlefield to acquire better armour and weapons. Unfortunately, it is not always easy to find a complete intact suit of armour or of the right size, and they therefore prefer to only take those pieces that seem sturdier or in better condition, and combine them with the armour or armour parts that they already wear. This custom has resulted in many plunderers, especially the goblinoids, to wear pieces from various suits of armour that frequently clash with each other, with a rather colourful or wild effect. It is possible to calculate both the effective encumbrance and the real protection offered by this type of "patchwork armour" by using the simple table and the rules below. Table 1.4 can be used as a reference for the encumbrance value of the various pieces, and to also randomly determine which parts are usable (roll 4d10 to establish the number of pieces and then roll 1d20 on table 1.4 to determine whaat they are – all the parts listed are single pieces).

TABLE 1.4: PIECES OF ARMOUR

D20	Body Part	Enc.
1-2	Head	See Helms
3-5	Torso	¼
6-7	Shoulder	1/10
8	Upper arm	1/10
9	Elbow	1/10
10-11	Forearm	1/10
12-13	Hand	1/10
14-15	Thigh	1/10
16	Knee	1/10
17-18	Shin	1/10
19-20	Foot	1/10

Once it is established what parts are available, their encumbrance can be calculated by referring to the third column: which gives the piece's weight compared to the full suit's weight. This also means that frequently a complete suit of armour made from parts from different suits can weigh more than a simple full (this is because the pieces are mixed up and don't fit perfectly, becoming more encumbering). The same procedure (with the same values) is also used to establish the cost of patchwork armour.

Once the encumbrance of the pieces has been established (and also the value), it is necessary to work out what effective protection they offer. So therefore consult table 1.5, rolling 1d20 to determine what type of armour each of the parts (found with table 1.4) was from:

TABLE 1.5: PROTECTION OFFERED BY PIECES OF ARMOUR

d20	Armour Type	Torso	Head	Others
1	Paper Armour	3 pts.	1 pt.	½ pt.
2	Skins / |Furs	3 pts.	1 pt.	½ pt.
3	Padded Armour	3 pts.	1 pt.	½ pt.
4	Corded Armour	3 pts.	1 pt.	½ pt.
5	Slat Armour	4 pts.	2 pts.	1 pt.
6	Leather Armour	4 pts.	2 pts.	1 pt.
7	Plated Armour	4 pts.	2 pts.	1 pt.
8	Studded Leather	4 pts.	2 pts.	1 pt.
9	Cuir-boulli	4 pts.	2 pts.	1 pt.
10	Hide Armour	4 pts.	2 pts.	1½ pts.
11	Breastplate	5 pts.	2 pts.	1½ pts.
12	Scale Armour	5 pts.	2 pts.	1½ pts.
13	Brigandine Armour	5 pts.	2 pts.	1½ pts.
14	Banded Leather	6 pts.	3 pts.	2 pts.
15	Lamellare Armour	6 pts.	3 pts.	2 pts.
16	Chainmail	6 pts.	3 pts.	2 pts.
17	Splint Armour	7 pts.	3 pts.	2½ pts.
18	Banded Mail	8 pts.	4 pts.	2½ pts.
19	Plate-mail	10 pts.	4 pts.	3 pts.
20	Full Plate	12 pts.	5 pts.	4 pts.

It is now necessary to total up the points derived from the type of pieces and armour, and divide the total by 10. Subtract the result from 9: the result is the Armour Class of the patchwork armour. In practice, every 10 points from the pieces of armour lower a human's AC by 1 point. The AV of the armour is always equal to 9 less the AC obtained, while its Hit Points are determined based on the Armour Class offered (30 HP per point of AC better than 9, for medium sized creatures). To determine the RHP, the maximum Dexterity and the penalty to thief abilities use the average of those armours involved.

Example: Urgham has collected 5 pieces of armour: a mail coif (enc. 40), a right plate (60), two leather leggings (15 each), and a scale shirt (75). The patchwork armour's total encumbrance: 40+60+15+15+75 = 205 coins (about 22½ lbs). His Armour Class is calculated thus: 9 – [3 (mail coif) + 3 (plate shoulders) + 2 (leather leggings) + 5 (scale shirt) / 10] = 9 – [16 / 10] = 9 – 1.3 that is 1 (the fraction is not considered) = 8. With this patchwork armour therefore, Urgham's AC is equal to 8, while his

AV is 1 (9 – 8) and the armour only has 30 Hit Points. The RHP is equal to –3 while the maximum Dexterity is 15.

Unfortunately, patchwork armour, isn't sufficiently designed to resist blows, and also suffers from the disadvantage of more easily falling apart than normal armour. Each time that the character is hit with a natural 20 (a critical), roll 1d8 on the following table to find out what has happened to the armour:

1. Pieces of armour become loose and interfere with movement. The AC is penalised by 1 point as the pieces do not stay in place.
2. A piece of armour is detached and flies 3 feet away for each hit point lost.
3. A piece of armour is completely destroyed and cannot be used to calculate AC.
4. The armour is jolted by the blow, and this causes an irritating noise each time that the character moves (it is impossible to move silently or surprise anyone), until it is repaired (the cost is equal to 10% of the armour's value).
5. The armour is damaged to such an extent that it is more vulnerable to critical. Now the armour suffers critical damage if the enemy rolls a natural 19-20 on his Attack, and this can become lower if the same critical result is thrown. This situation lasts until the armour has added more pieces to take the protection to at least 10 points.
6. The straps of the armour pieces are so worn that with every blow piece of armour falls to the ground, lessening the armour's protection. Only an armorer can repair this defect (the cost is equal to 50% of the armour's value).
7. The armour has absorbed all the damage that would have affected the character (convert the hp to HP), and for every HP lost a piece of armour is torn off and completely destroyed (thus lessening the armour's protection).
8. The armour suffers the same damage as the character from the blow (losing the hp caused by the blow from its HP), and for every 5 HP lost a piece of armour is torn off and flies 10 feet in a random direction (thus lessening the armour's protection). This result can cause large holes in patchwork armour.

PARTIAL ARMOUR

In this section are presented the so-called partial armour, or items that protect one body part improving the subject's AC by only a point or fraction of a point (independent of its natural AC). Unlike suits of armour therefore, partial armour is lighter, offers greater freedom of movement (no limitations on maximum Dexterity), doesn't have any of the penalties associated with thief abilities, and can be combined to further the subject's AC. However the AC bonus given by these items (see

Table 1.6) vanishes if it is worn together with a suit of armour. The partial armours are presented in alphabetical order.

BRACERS

These are (often) leather armbands (sold in pairs) that completely cover both forearms, from the wrist to the the elbow, that are tied with laces or straps; there is also a metal version of bracers, but are usually only made to order (as they cost and weigh double that of leather bracers). Thanks to the *Defensive use of bracers* general skill (see the *Manual of General Skills*) the character can use a pair of bracers to deflect his adversary's blows (improving his AC by 1 point), as long as the enemy or the enemy's weapon is not more than one size larger than the character, and the character isn't wearing a full suit of armour (which makes the use of this skill impossible). This protection is popular aming the races that live in the warmest climates, or among those classes too poor to afford a full suit of armour.

GIRDLE

The girdle (or *balteus* in Thyatian) is a wide, thick leather belt covered with circular metal plates; if equipped with studded leather strips to protect the pubic region it is called *cingulus*. It is used by gladiators or Thyatian soldiers to protect the abdomen and groin.

METAL HELM

This is an open helm or more often a closed helm or a great helm (or *galea* in Thyatian*)*. Refer to the metal helms described in the preceding section for further details.

PECTORAL GUARD

This protection is formed from two strong, thick leather straps about a hand wide and sewn together to form an "X". It is worn by passing the straps under the armpits and over the shoulders, and offers partial protection (⅓ point), but it is useful for attaching quivers, daggers, bags, and other equipment and is usually used in conjuction with other partial protection. The defensive bonus is cancelled by any full suit of armour worn with the pectoral guard, but it is instead possible to add together the defensive bonus of the pectoral guard and any other type of partial armour, the guard is also frequently used to support the breastplate, which increases its functionality. This type of partial armour is espically popular among the races that live in the warmest climates (although not typically among the Nithians), or among those classes too poor to afford a full suit of armour.

UPPER ARM GUARD

These are durable leather guards (sold in pairs) that completely cover the upper arms, from the elbow to the shoulder, which are attached to the bracers with two tight iron rings positioned at the ends that mitigate blows. Thanks to the *Defensive use of bracers* general skill (see the *Manual of General Skills*) the character can use a pair of bracers to deflect his adversary's blows (improving his AC

by 1 point), as long as the enemy or the enemy's weapon is not more than one size larger than the character, and the character isn't wearing a full suit of armour (which makes the use of this skill impossible). This protection is popular aming the races that live in the warmest climates, or among those classes too poor to afford a full suit of armour.

SHOULDER PAD

The shoulder pad (or *galerus* in Thyatian) is a metal guard with a high flange on the upper half to protect one side of the neck and a series of laminated plates or guards in the lower half to protect the upper arm, typically used by gladiators in the arena.

GREAVES

These are resilient leather guards (sold in pairs) that completely cover the shins, from the knee to the ankle, that is tied at the back and that has on its upper half, by the tibia, a protective metal plate. Thanks to the *Defensive use of bracers* general skill (see the *Manual of General Skills*) the character can use a pair of greaves to deflect his adversary's blows (improving his AC by 1 point), as long as the enemy or the enemy's weapon is not more than one size larger than the character, and the character isn't wearing a full suit of armour (which makes the use of this skill impossible). This protection is popular aming the races that live in the warmest climates, or among those classes too poor to afford a full suit of armour.

ARMOURED SLEEVE

This sleeve (or *manica* in Thyatian) of boiled leather covered with metal plates is worn by gladiators on the weapon arm to protect it from enemy blows. It is flexible but resilent enough to parry or block enemy blades.

PLATED CLOAK

The plated cloak (also called the armoured cloak) is made from leather on which are fixed numerous round or rhomboidal metal studs, which serve to deflect blows and offer a minimal protection from attacks from the back or front. Slightly heavy and hot, the plated cloak is however a good compromise for better AC without being excessively expensive or needing exceptional strength.

The plated cloak can also be worn with protective skins, fur, padded, and paper armour, granted the character its AC bonus. This type of partial armour is especially popular among the races that live in cold or humid regions, or is used mainly by army commanders or important characters to wear a minimum protection of a certain value.

BREASTPLATE

The breastplate is a round metal disc about 1½ feet wide and 2 inches thick, and began as an addition to the pectoral guard to offer better protection. It is also possible to wear the plate without the aid of a pectoral guard, hung around the neck on a cord (like a huge amulet), although this solution is rather uncomfortable, as all the plate's weight is supported by the neck muscles

which makes it impossible to sustain for over an hour per point of Strength. If it is worn for more than the permitted time, for every successive hour the character's Dexterity is lowered by 1 point, but the penalty vanishes if the individual removes it and rests for an hour.

As can be imagined, the plate's AC bonus is only useful against opponents that attack from the front or side, but not against attacks from the rear.

The breastplate can also be worn with protective skins, fur, padded, and paper armour, and still grant its AC bonus to the character. This type of partial armour is espically popular among the races that live in the warmest climates (although not typically among the Nithians), or among those classes too poor to afford a full suit of armour.

SHINGUARD

The shinguard (also called greave or *ocrea* in Thyatian) is a greave moulded entirely in metal that protects the lower leg (from the ankle to the knee) and that are normally used to defend the forward leg from enemy blows.

TABLE OF PARTIAL ARMOUR

In the following table are listed all the partial armours described above, including the statistics regarding the bonus offered to the Armour Class (or Armour Value) of the subject, cost in gp, encubrance, Hit Points, and the penalty to the ST to *Resist Heat* (RHP).

Note that the values listed are for medium sized characters. For characters of other sizes, multiply the encumbrance, the cost, and HP by the relevant Size Coefficient from Table I in the Introduction to obtain the new values (the HP should be multiplied by 5).

TABLE 1.6: PARTIAL ARMOUR

Type	Bonus	RHP	TL	Cost	Enc.	HP
Bracers*	–1	–	2	3	6	–
Girdle	–⅔	–1	3	10	70	30
Metal helm	–⅓	–1	2	see Helms		
Upper arm guard*	–1	–	2	2	4	–
Pectoral guard	–⅓	–	2	6	20	–
Shoulder pad	–⅓	–1/2	3	5	40	10
Greaves*	–1	–	2	4	8	–
Armoured Sleeve	–⅓	–1/2	3	6	40	10
Plated cloak	–1	–2	2	10	100	40
Breastplate	–⅔	–1	2	10	80	40
Shinguard	–⅓	–	3	5	25	10

SPECIAL ARMOURS

This section describes some special suits of armours: some are original ideas; others were already described in *Dragon Magazine Annual #1* and then associated with specific Mystaran races. These armours have perculiar properties that distinguish them from normal suits of armour, and are not replicable using materials other than those mentioned. The armours are listed in increasing order based on the protection offered.

CRUSTACEAN ARMOUR

This armour (also called Triton armour) is a creation of the triton armorers and mages, and is both a protective garment and a symbol of social status within a community.

It is formed from many layers of crustaceans anchored to a vest of anguillan skin, which forms thick protective armour. The secret of this procedure was discovered by the tritons from the attraction exercised by low electromagnetic fields towards many marine crustaceans. The tritons are able to tan the skins of normal and giant anguillans to keep their electrostatic charge intact, and make a sort of wet suit that completely cover the body (complete with a hide helm) and that attracts much more of these crustaceans when its wearer is underwater near the region in which they live. Clearly, the tritons with the thickest and most ornate armour are recognised as veterans of many deeds (through travel, battle, or exploration) as well as long-lived, and as such are honoured and revered within the community. The tritons also usually make these coats for their allies, and some triton nobles gift them to all those that they consider friends and that have performed great services for their race. It is even possible to purchase these vests, although the cost is rather high: however the tritons are also good traders and they never miss an opportunity to trade.

Special powers: the Armour Class granted by the crustaceans varies depending exclusively on the time it has been worn underwater. The initial skin vest is sufficiently thick but elastic and offers a protection similar to Leather Armour. The AC and the other values improve based on the time it has been worn, as the crustaceans once they unite with the coat remain attached for ever (or at least until they die, that is as long as the armour isn't damaged). Clearly the gp cost varies as a function of the armour's maturity.

Time	AC	AV	Enc.	H.P.	Cost
7 days	7	0	150	60	50
1 month	6	1	200	90	80
6 months	5	2	300	120	120
1 year	4	2	400	150	150
5 years	3	3	500	180	180
10 years	2	4	600	210	210
15 years	1	4	700	240	250
20 years	0	5	800	270	300

Disadvantages: the way the armour's protection improves is certainly the cheapest of current armour, but alas it is also its weak point, as there is no way to decrease the time needed for the crustaceans to form their layers on the armour.

Moreover, if the armour is damaged it isn't repaired normally, but "self-repairs", as long as the coat of anguillan skin still exists, the armour continues to attract crustaceans to it. This constitutes a considerable disadvantage, as once it has lost 40 Hit Points, the armour loses a rank, and before it returns to the higher

rank the time listed above needs to pass.

To create magical armour, the cost is equal to magical leather armour, as only the base anguillan skin can be enchanted.

The armour becomes more encumbering and showy during the time it remains underwater, and this also impacts on any thief ability. In practice, every point of Armour Class acquired thanks to the accumulation of crustaceans (thus each point of AC under 7) imposes on the thief abilites *Move Silently*, *Hide in Shadows,* and *Pick Pockets* a cumulative penalty of –5% (there is no penalty to *Scale Walls*).

Finally, if crustacean armour is removed from water, it can survive for a week before it begins to dry out and lose crustaceans, losing a protection rank (also lowering its AV, Encumbrance, and Hit Point values) for each day on dry land. When the armour returns to water, the disintegration is interrupted.

BONE ARMOUR

This armour is also called Armour of the Dead and is a typical creation of the more brutal humanoids as well as those true devotees of necromantic cults. It consists of a soft hide shirt and trousers, on which are applied metal plates, which are then covered by frequently dark cloth that serves to reinforce the armour's frame and hide the plates. On the outer cover bones of the armour's size are applied along the lines of its wearer's skeleton, in such a way as to create the image of a skeleton that encloses the character's body. The bones are treated with a particular resin that makes them more resistant and to permanently fix them to the cloth without resorting to hooks or wires. The helm is usually made from the cranium of a creature of the same size, to whose interior metal plates are attached to reinforce it. Clearly the sight of similar armour also strikes terror in the hearts of the more experienced adventurers, and as such is only commissioned by particularly violent or sadistic warriors or priests to impress their enemies. Bone armour, because of the particular work involved, isn't simple to make and is usually only made to order by goblinoid smiths or by armourer priests devoted to a necromantic or demonic divinity. Many followers of benign cults attack the wearers of bone armour on sight, and it is a point of honour to attempt to destroy it whenever possible.

Special powers: what isn't often mentioned is that the bone placed on the armour is cursed with a particular ritual, or is taken from animated skeletons to retain some of their negative energy. This surrounds the armour with a very strong evil aura (detectable with a *detect evil* spell) that has two effects: firstly, anyone seeing the wearer must make a ST vs. Spells to not be terrified. If the ST succeeds, thereb are no adverse effects beyond being momentarily disconcerted (and becomes increasingly immune to the terrorising power of the armour), while if the ST fails, for the next 24 hours the victim has a –1 penalty to his Attacks, damage, and opposed checks with the armour's wearer.

Moreover, the malign aura allows the character to pass for a lesser undead (a skeleton or zombie) to the eyes of other leser undead (up to 6 Hit Dice), which therefore do not attack him to feed, as long as they aren't forced to do so by someone that commands them.

Disadvantages: as well as the fact of clearly being identified as an evil thing, bone armour has all the disadvantages of lamellar armour, due to its construction. Bone armour demands careful maintenaince, as armour that has been damaged (that has lost HP) and not repaired can become infested by lice, moths, and fleas (50% +10% per month it isn't repaired), causing problems for the character (the goblinoid races don't suffer this disadvantage), who sees his Constitution reduced by a point each week in which he doesn't adequately clean or repair the armour (this also applies to magical armour). From the moment he cleans or removes it and has a wash, the character can recover a characteristic point per day.

SYLVAN ARMOUR

This armour is mostly prevalent among druids, Emerondians, and some clans of sylvan elves particularly versed in natural knowledge. Made entirely of three layers of wood, which nearly cover the entire body and offer a protection similar to that of chainmail, it is the most valued armour a druid can wear. The properties of sylvan armour are due to the varieties of wood from which it is made. Indeed, the first and third layers are usually made from common but resistant wood, while the second, on which are anchored the outer plates and the inner chassis, is a very flexible wood that serves to make the armour less rigid and encumbering than normal.

The makers of sylvan armour (carpenters or skilled wood carvers) then add a special resin to treat the outer part and make it harder and impermeable and that allows the attachment of many spines of various lengths, while the three layers of wood are simply joined by gluing them with a very particular sap prepared by mixing various tree resins. This armour completely covers the body, legs, and arms, only leaving the head exposed, which is usually covered with a leather helm. The armour doesn't require particularly rare materials, but the resins that hold it together make it costly, while its fabrication is relatively simple (it takes a week to make). Sylvan armour is especially widespread among the populations that live in woods and forests, and its method of fabrication is known to all druids as well as the sylvan elves, which makes it relatively common in woodland settings.

Special powers: the sap that sticks the three wooden layers of sylvan armour together gives it its strangest power. In fact, it is so sticky that once left to dry, when any piercing or slashing weapon successfully penetrates the armour and cracks the outer layer runs the risk of being engulfed by the sap. In practice, each blow that follows with a piercing or slashing weapon forcing the attacker to make a Strength check: if the check succeeds,

the character is able to free the weapon, vice-versa the weapon remains stuck to the sap and thus to the armour. To successfully remove it requires a new Strength check but with a –15 penalty (a task for even the strongest fighters).

Moreover, all the wooden spines and spikes that cover the outer part are purposely made to wound anyone that attempts to engage its wearer in a hand-to-hand duel. Sylvan armour is considered to have studding thanks to these (1d4 damage to Grappling adversaries or unarmed attacks) and anyone that attacks the subject and rolls a natural 1-5 on a d20 must make a Dexterity check or be disarmed (the weapon remains imprisoned between the spines and it falls to the ground).

Finally, the armour provides good camouflage in sylvan settings, granting its wearer a +4 bonus to any *Hide in forests* checks or a +20% bonus to the *Hide* thief ability when used in sylvan settings.

Disadvantages: the power of its sap has a great disadvantage, which is that the armour heavier each time that a weapon remains stuck to it, with the result that frequently in a military campaign sylvan armour becomes heavier and impedes the movements of its wearer. In practice, every 100 coins (10 lbs) of additional encumbrance because of the stuck weapons, the maximum Dexterity granted by the armour is reduced by 1 point and the penalties to thief abilities increases by 5 percentage points. Moreover, sylvan armour is useful in woodland settings, but it quickly overheats, and this makes it particularly tiring to wear for long periods, especially in the colder and humid climes.

INSECT ARMOUR

This armour (also called Sul or Emerondian Armour) is the product of superior natural knowledge and Emerondian biotechnology. The Emerondians are an alien people that arrived on Mystara and settled in the davinian forests south of the Thyatian Hinterlands. The last survivors of the destruction of their original planet, the Emerondians abandoned the distructive knowledge that had nearly destroyed them and chose to become one with nature, living in symbiosis with it. Already in possession of advanced natural knowledge, they chose to specialise in the study of animals, insects, and plants, to preserve the entire ecosystem in which they live and defend it from the attacks of the savage adjacent populations, progressively isolating themselves in their new kingdom. As well as developing strong ties with the spirits of nature, the Emerondians created giant insects as mounts and guards, and chose to also use these insects to create armour that combine protection with a maximum freedom of movement.

Insect armour isn't made, but rather grown. The Emerondians grow these sul, a type of diminutive insect with a soft carapace, which secrete an adhesive substance when in contact with others of the same species. They are kept together in large tanks of an individual's size, and once the sul attain maximum expansion (about three

months), their metabolism slows and the insects in the tank are completely united and inseparable (inert state). When a mass of sul comes into contact with an individual, they tend to take his shape, only leaving openings at the eyes, nose, mouth, and ears, if previously covered with an odourless and colourless but strongly repulsive substance to these insects. Because of its nature, insect armour is therefore a good choice for anyone that needs silent, flexible armour with good protection but with minimum encumbrance. However, the Emerondians will only reveal the secret method of breeding the sul with difficulty, although now and again they will give this type of armour to particularly virtuous strangers who complete quests or important actions for the good of their race.

Special powers: the sul quickly reproduce and have incredible regenerative powers, so much so that they completely heal from any damage in one round (if not completely destroyed). This means that the Hit Points of the armour repair themselves automatically, unless the armour loses more than 30 HP from a single blow. In this case, the sul cannot regenerate and are considered destroyed (for each 30 HP lost the AC falls by 1 point).

The armour is considered Light and very quick to don: it is enough to be immersed in the tank full of sul and in one round be completely covered. To remove them, it is sufficient to resonate within 1½ feet of the individual a particular harmonic frequency that imparts the order to the sul to shift 1½ feet: in one round all the sul leave the subject and remain on the ground a short distance away. The frequency is only known by those that breed the sul, who can vary the frequency of each breeding tank, and each owner of insect armour is provided with an instrument to reproduce it (usually a tuning fork or a whistle). The Emerondians train the sul to respond to this sound, repeating it once a day up to the end of the breeding phase.

Moreover, the sul's carapace has chameleon properties, changing colour to blend into its surroundings. This power is constant and is similar to the effects of the 2nd-level arcane spell *mimicry*.

Disadvantages: the regenerative ability of the sul is also the source of the armour's only problems. Indeed, each time that the armour suffers damage, there is a chance equal to 1% per HP lost that the sul penetrate into the wound and begin to feed on the individual that wears it, causing him 1d8 damage per round. In that case, the only way to stop them is to quickly use the sound that removes them. As insects, the sul must be regularly fed: needing at least 2 pints of water and ½ lb of grain each week (that are usually supplied when the idle sul are in their inert state). For every week in which it doesn't receive sufficient nutriments there is a 5% chance that it feeds on the first living creature with which it comes into contact (the control is made at first). Finally, the sul have huge regenerative powers, but aren't indestructible. If the armour loses in a single blow at least

30 HP, it is considered that many sul have been completely destroyed, and the Armour Class offered drops by a point (but the AV remains unchanged). The armour isn't repaired normally, but the sul can reproduce until they regain their original mass as long as they are left alone in a confined area for at least a week for every 30 HP to regenerate, and fed and watered each day.

SPIDER ARMOUR

This armour (also known as Herathian Armour or Shiye Armour) is made from cloth of silver coloured cobweb silk from specially raised spiders, and is then worked to produce a very light tunic that covers the individual from the shoulders to the knees, which is then coated with a particular alchemical solution extracted from the glands of these spiders, that makes it as durable as stone but still maintain a good degree of elasticity. The armour is usually worn over normal clothes, to which is usually added a metal or leather helm and a pair of greaves and bracers to protect the limbs. Only the Herathians (who in reality are all aranea, a race of shapechanging spiders), the shadow elves and the shiye elves know the procedures to raise the spiders and extract the silk and the glandular secretions in the correct manner (a procedure that requires at least a month for each suit of armour), and keep this knowledge a jealously guarded secret (so much that anyone found speaking with a foreigner is condemned to death). Spider armour is a symbol of power and nobility among the Herathian aranea, whose nobles all have a suit of spider armour with special insignia that proclaims their rank. In Herath, making spider armour for any common aranea or foreigner is considered a capital offence punishable by death. Among the shadow elves and the shiye elves instead, spider armour is the apparel of heroes or members of the noblest castes. However, the shiye also only usually produce spider armour for strangers only on very special occasions, after astronomical deeds, or very particular quests.

Special Powers: The major advantage of spider armour resides in both its extreme lightness and sturdiness, which offers to its wearers the protection of plate-mail with the same flexibility and slightly superior encumbrance of leather armour (it is considered a Light armour). Moreover, the armour also renders its wearer particularly flame resistant granting a +2 bonus to any Saving Throw vs. fire.

Disadvantages: spider armour is particularly vulnerable to large quantities of water. Light rain doesn't create problems, but driven rain, or a bucketful of water full in the face or immersing it in water make the silk fibres become ever softer and weaken the armour's structure. In general, each round spent in contact with a large quantity of water like described above causes the spider armour to lose 1 point of AC or AV, while after each minute of contact with the mass of water the armour loses 10 Hit Points and unravels. From the moment its exposure to water ends, the armour begins to resolidify and regain 1 point of AC and AV each minute it is dried; the HP lost because of water must instead be repaired normally.

As well as its cost and the difficulty to acquire, another disadvantage is due to the fact that it isn't easy to repair spider armour. Only those that know the secrets of hits construction can repair damaged spider armour: in effect, to repair the armour the damaged parts are immersed in water to soften the area and remould the silk to cover the gashes. The repair cost is four times normal (2 gp per HP) and the time required is one day for every 10 HP.

DEMONIC ARMOUR

This armour is the best reward for any evil character that follows the entropic lords. The armour is made from the skin of a true demon and ii is therefore very rare and expensive. The customer must first find an armourer who is disposed to perform the work (usually greedy and scrupleless dwarves or abject priests) and so must find the raw materials and provide the smith with them before he can begin work on the armour. This obviously means risks his life before to unspeakable dangers, but if the subject succeeds in the task and the armourer does his work well, the fruit of these many sacrifices is armour with incredible magical powers. Demonic Armour is made from a coat of plate-mail that forms the base on which the demon parts are added: scales and hide for the corset and the limbs, cranium and horns for the helm, claws and fangs for the gauntlets. The sight of a character dressed in demonic armour is frightening and incites tfear in even the most evil priests, as well as repugnance and hate. As such, only the most pitiless tyrants, the wickedest clerics, and the cruellest adventurers usually adorn themselves with it.

Special Powers: demonic armour has several benefits, all a legacy of the entropic aura associated with the body of the demon from which it was made.

The most immediate power is that of terrorising anyone that sees somebody wearing the armour: each victim must make a ST vs. Spells to not be terrified. If the ST succeeds, the victim is only stunned for a round (and becomes increasingly immune to the terrorising power of the armour), while if the ST fails, the victim has a constant −1 penalty to all his rolls everytime he finds himself in the presence of those wearing demonic armour.

Moreover, demonic armour grants its wearer a +2 bonus to counter any necromantic power (spells and special abilities).

Finally, the armour gives its wearer the ability to control undead and demons as a cleric of equal level (see the rules to control undead given in the first chapter of the *Tome of the Magic of Mystara – Volume 2*).

There is a final power that however only rarely manifests itself (30% chance at the end of the armour's creation): some demonic armour is surrounded by a permanent anti-magic field. This armour cannot be further enchanted, unlike "common" demonic armour,

but in compensation it grants its wearer a 50% anti-magic barrier. The barrier however acts both on magic effects (arcane, divine, and any other nature) from without and those produced by the wearer, and can in no way be cancelled, thereby constituting an obstacle for any spellcaster who wants to wear it.

Disadvantages: from the moment it is first worn, the armour establishes a psychic and spiritual link with the character, who finds that he no longer wishes to wear other types of armour. In practice, it is like he is cursed and forced to never part from the armour, although he can remove it for short periods (to sleep, repair it, or make it more powerful). The character however will try to never be far from it in any way, and if anyone steals it, he will obsess in its recovery, running any risk and spending his last penny to find and recover it. Only the death of the owner or a dispel curse spell or similar cast by a caster of at least 20th-level will definitively break this.

The armour, moreover, is bloodthirsty. If it doesn't assist in the death of a creature each day, and bath in its blood, the armour becomes so thirsty that it begins to feed on its wearer. It is therefore necessary to sacrifice at least one living being (killing it whilst wearing the armour) with 1 Hit Dice each day (either an animal or intelligent creature). If this is not done, at the end of 24 hours the armour drains 1 point of Constitution from its owner, stealing part of his fibre and health. If his Constitution drops to zero because of this effect, the character dies and returns to life after a day as a spectre. From the moment when the armour is offered the required sacrifice, the armour's owner begins to regain 1 point of Constitution for each day in which the sacrifice is completed.

Finally, anyone that owns demonic armour is marked as an evil follower of Entropy, and is truly persecuted by all those that have sufficent power or courage to face him (as the armour not only shows the evilness but also the incredible power of its wearer).

MECHANICAL ARMOUR

This armour represents the apex of gnomish mechanical technology and is based on the application to full plate of a steam mechanical system that makes it easier to use and strengthens some of its peculiarities. Mechanical armour is thus identical to full plate, and this means that there is no series production of mechanical armour, but each is a unique item and purposely individually designed for its owner. Mechanical armour is never a gift lavished by some magnanimous lord on a particularly faithful knight: it is always a work of mechanical engineering explicitally commissioned by a subject able to afford it (usually a rich adventurer) to a gnomish, or in some cases dwarven, community with the tools and resources to produce it.

Special powers: as well as the marvellous protection it gives against normal attacks (AC 0), mechanical armour also protects from most magical and elemental attacks: in fact the damage from attacked based on cold, fire, gas, and acid is reduced by 1 point per die, and those wearing

the armour benefit from a +2 bonus to applicable Saving Throws.

Moreover, the servo-mechanisms in all the joints and powered by the steam produced by two boilers positioned on the armour's back armour allow those that wear it to move with greater agility and of producing greater than normal strength. This means that, whilst functioning, the armour supports half of its own weight thanks to the servo-mechanisms (and can also be worn by weak people), and gives anyone that wears it a Strength of 18 points, as well as a certain agility (unlike full plate, the maximum Dexterity usable by wearers of mechanical armour is 13 points).

Moreover, it is possible add special accessories, weapons, and applications to mechanical armour, even though this means an additional cost to the base cost of 3,000 gp and weight to the armour (see Table 1.6 for the base statistics of mechanical armour, to which is added the cost and encumbrance of specific accessory).

It isn't possible to apply more than one accessory in the same armour location (arm, shoulder, legs, unless specifically stated otherwise), and the maximum number of accessories that mechanical armour can have is equal to 6 from among the following:

Crossbow mounting	Cost: + 50 gp	Enc: varies
On the back of the wrist is inserted a metal guide in which a hand crossbow or six-shooter can be positioned and held. The crossbow can be used and reloaded as normal by the character, exploiting any appropriate mastery, with no danger of being disarmed and without impeding the holding of other objects or weapons. Increase the armour's encumbrance based on the type of crossbow inserted (hand crossbow or six-shooter).		

Retractable claw	Cost: + 100 gp	Enc: +50 cn
A war claw is inserted in to one of the gauntlets is inserted that emerges with a movement of the character's wrist and can be used as a melee weapon exploiting the appropriate mastery. Alternatively it is possible to insert a long retractable blade along the back of the forearm in place of the claws, that once activated emerges out to a point to about 16 inches beyond the hand and therefore be used as a manopole, exploiting the appropriate mastery.		

Gasmask	Cost: + 200 gp	Enc: +10 cn
The helm is equipped with a system to filter external air (machinery to alchemically treat and tubes to circulate the air) that allows the wearer to better resist any gaseous poison or toxin (a +4 bonus to ST vs. poisonous gas).		

Flamethrower	Cost: + 500 gp	Enc: +100 cn
The armour is equipped with a tank that holds up to 8 pints of flammable oil under the arm and an automatic flint at wrist level with a fuse. With a skilful move of the wrist it is possible to activate the flint that lights the fuse. So, by pressing a button positioned under the wrist with the other hand, the oil is forced out by the		

pressure of the vapour channeled into the tank, and the lit fuse transforms it into a tongue of fire directed towards the target. To direct the flames against a target requires a successful Dexterity check: the range of the flames is 10 feet and the damage produced with each blaze (that consumes 1 pint of oil) is equal to 2d4 points of damage, but the victim can make a ST vs. Dragon Breath for half damage; if the Dexterity check fails, the thrower is emptied. It is also possible to increase the pressure to release a more powerful flame: in this case, for each round in which the pressure is increased without releasing the oil the damage increases by 2d4 points (consuming over 1 pint of oil), up to a maximum of 8d4 hp (4 pints of oil in a single burst).

Electric field	Cost: + 5,000 gp	Enc: +100 cn

The armour is externally covered by numerous copper cables and ceramic studs. The cables are connected to a generator of great electromagnetic fields held in a backpack between two small boilers, which prevents the carrying of other backpacks. When he wants, the character activates the generator by frantically turning a crank on the bottom of the generator for at least two rounds, which passes an electric impulse from thegenerator and it is spread by the cables, electrifying the armour's outer surface (while the interior is purposely shielded) for a minute. Anyone touching the armour directly or with metal weapons (for example attacking the character) receives an electric shock that causes 1d8 points of damage. It is always possible to continue to charge the armour, but this always requires two full rounds (an action that prevents attacking or casting spells, but not movement or activating magical items).

If the armour comes into contact with water while the electric field is activated, the generator is short-circuited and damaged, while the character suffers 2d8 points of electric damage from the shock. The generator is useless until it is repaired, an operation that requires a successful *Construct contraptions* check with a –2 penalty, a week of work, and a cost of 1,000 gp.

Grenade-launcher	Cost: + 500 gp	Enc: +100 cn

A mortar projector is added to the shoulder and allows the firing of grenades up to a distance of 50 feet thanks to the force of the steam (it doesn't need an external fuse). Refer to Chapter 3 for further details on mortars and grenades.

Appliqué Armour	Cost: + 1,500 gp	Enc: +500 cn

The thickness of the armour plates in the vital areas (torso, abdomen, head) is doubled, and this improves its AC by 2 points and AV by 1 point and its HP by 60 points. Moreover, against projectiles from firearms fired at medium or long range the AC and AV isn't halved.

Chronometer	Cost: + 200 gp	Enc: +10 cn

Within the helm, on the side at eye level, is a mechanical clock with a glowing face, which allows the character to always know the hour and how much time has passed, to know when the tanks need refilling and prevent the armour from suddenly freezing.

Retractable shield	Cost: + 200 gp	Enc: +50 cn

To the left forearm is attached a large disc similar to a seashell that on occasion expands segment after segment until it forms a true steel shield attached to the arm, and can then return to an inert state with a press of a button positioned under the wrist (an action that is possible with the same hand). Activating the shield needs a move action and the shield can be used to grant a –1 AC bonus, as well as having the advantage of not requiring the hand to be held.

Night vision	Cost: + 1,000 gp	Enc: +10 cn

The helm has a special lens made thanks to a certain alchemical procedure that allows the viewing of infrared rays and the thermographic spectrum as Infravision within 120 feet. It is possible to raise or lower the lens with a lever on the outside of the helm (free action once per round).

Carronade	Cost: + 1,000 gp	Enc: +100 cn

Over the arm is a chute in which are held up to 40 small lead balls. When a button is pressed, the steam pressure fires them as projectiles from above the wrist. The subject can therefore use the carronade as a firearm with a range of 30/60/100 feet: to hit the target it is necessary to make an Attack Roll against his AC as calculated according to the firearm rules (see Chapter 3) and if it hits causes 1d6 points of damage per ball (rate of fire is 1 ball per round).

Grapple	Cost: + 300 gp	Enc: +100 cn

On the shoulder is a small steam cannon with a small winch. Upon inserting a grapple connected to a cord attached to the winch, the character can fire it at a specific area (Dexterity check) and once engaged, a press of a shoulder mounted button automatically rewinds the cord, allowing the character to automatically scale great heights or recover whatever is caught by the grapple. The silk cord is 100 feet long, and the winch can develop traction equal to 400 lb (4,000 cn).

Harpoon	Cost: + 100 gp	Enc: +50 cn

On the arm is a duct in which a harpoon is inserted, which uses the steam created by the armour to fire the harpoon as if it was a speargun, exploiting any mastery in the use of this weapon. The harpoon's tip moreover has a silk cord fixed to a hook on the forearm, which allows the character to recover the harpoon or pull in any harpooned prey with an opposed Strength check.

Jets	Cost: + 200 gp	Enc: +100 cn

It is possible to exploit steampower by allowing it to escape at high pressure from conduits positioned under the feet and along the waist, producing an impressive vertical force that permits complete great leaps vertically up to 20 feet per round or diagonally up to 40 feet per

round as a free action. It is also possible to activate it to slow a vertical fall: in this case, the distance of the fall is reduced by 20 feet. It is necessary to make a *Balance* or Dexterity check to land after the jump: if he fails, the character loses 1d6 debilitating damage.

Disadvantages: those that wear mechanical armour appear imposing and threatening, but also attract attention because of the constant noise and hisses produced by the servo-mechanisms and the amour's steam boilers. The first evident disadvantage therefore is that of not being able to pass unobserved: those wearing the armour continually produce a loudish noise, and it is impossible to *Move Silently* or *Hide in Shadows*, and as a consequence it is impossible to surprise the enemy (any attempt to take him by surprise or *Pick Pockets* automatically fail, unless they are both surrounded by an area of magical *silence*). Moreover, the noise generated and the helm also hampers the wearer's ability to hear, who suffers a constant –5 penalty to Listen checks (or –25% to *Hear Noise*).

Secondly, all the armour's advantages derive from the steam power from the two rear boilers. This must always be fed with coal and flammable oil, otherwise the armour ceases to function and even becomes unusable as armour (impossible to move). It is necessary to refill each boiler with 1 pound (10 coins) of coal and half a flask of flammable oil (the oil is poured through a funnel in the top of each boiler), an operation that needs two rounds for each boiler: this fuel allows the armour to function at full strength for 4 hours, before it must be refuelled; if the fuel is exhausted before the boilers are refilled, they are extinguished and the armour is paralysed (along with its wearer). If only half of the materials listed above are used or if one of the two boilers ceases to function, the armour's Strength drops to 14 and the maximum Dexterity to 10, and it is impossible to use any special effect linked to the steam produced by the armour. It requires at least a minute to make mechanical armour operative if lit from cold.

Moreover, mechanical armour is very hot, and if this represents an advantage in cold settings, it is certainly a disadvantage if used in areas where the temperature is higher than 30°C. In fact, the armour's internal temperature (because of the steam that circulates in its mechanisms and boilers) is constantly 20°C higher than the outside temperature, and makes it impossible to resist these excessive temperatures for long (see the RHP penalty).

As the armour relies on its servo-mechanisms for all its special abilities, these also rather expose it to malfunction, especially if it suffers damage. In practice, every HP lost there is a 1% cumulative chance that it will malfunction. To stabilise it, roll 1d100 every time that it is damaged, and once per hour afterwards if it has lost up to 50 HP, or any time that he uses one of the armour's special devices, and if the result is less than the malfunction chance, roll a 1d10 on the list of malfunctions below. Moreover, a malfunction automatically occurs any time that the subject rolls a natural 1 on a ST to avoid a non mental external effector on any type of roll (ST, Attack Roll, or a skill check) linked to the accessories.

LIST OF MALFUNCTIONS (D10)

1. **Disaster:** the armour explodes because of catastrophic damage, causing steam, boiling oil, and pieces of steel to fly in all directions. The armour is irreparable, and all within 10 feet lose 3d6 hp caused by the splinters and heat (ST vs. Dragon Breath halves the damage). Its wearer instead must make a ST vs. Death Ray with a penalty equal to the armour's number of accessories and the number of hours worth of fuel in the tanks: if failed, his body is mangled in the explosion and he dies, while a with a successful ST he is reduced to 1 hp and is unconscious for 1d4 minutes.

2. **Destruction:** an accessory suffers irreparable damage and explodes or is completely broken. It cannot be replaced or repaired, and it is considered lost: the accessory's additional encumbrance can only be removed with the intervention of a specialised technician (successful *Construct contraptions* check and a cost of 50 gp). The accessory's destruction always damages the character based on its position: 2d6 if in the helm, 1d10 if on the torso or back, 1d8 on the arm or leg. If the malfunction wasn't caused by a result of 1 on a d20 linked to a particular accessory, choose one at random.

3. **Explosion:** one of the boilers explodes causing a fall in the armour's pressure and damages its wearer. The subject loses 2d6 points of damage (no save) from the explosion, and the armour functions at half effect until it is repaired with a successful *Construct contraptions* check with a base penalty of –3, a cost of 1,000 gp and a week of work.

4. **Severe damage:** a principal component of one of the accessories is broken and ceases to function until repaired with a successful *Construct contraptions* check with a base penalty of –2, which involves a cost equal to the accessory's value and duration of 1 day for every 100 gp of cost.

5. **Moderate damage:** an accessory's component (a tube, gear, spring) is broken and must be repaired with a successful *Construct contraptions* check with a base penalty of –1, which involves a cost equal to the accessory's value and duration of 1 day for every 100 gp of cost.

6. **Severe jam:** some springs or gears escape their alignment or a tube or bar bends, and this jams the armour's servo-mechanisms. The practical consequence is that the armour responds in a sluggish manner to movements and causes a 4 point penalty to the character's Dexterity and a 2 point penalty to his Initiative, as well as to lowering the Strength derived from the servo-mechanisms by 4 points until it is repaired. This requires 300 gp and three days of work, as well as a successful *Construct contraptions* check, to

identify and repair the damage.

7. **Moderate jam:** some springs or gears of one of the accessories become disaligned and this jams the accessory, which cannot be used until the damage is repaired. This requires a cost equal to 1/5 of the accessory's value and two days of work, as well as a successful *Construct contraptions* check, to identify and repair the damage. [Note: this malfunction is never applied to the Appliqué Armour.]

8. **Severe wear:** the servo-mechanisms of the armour and its various parts begin to corrode due to the steam pressure or dirt that has lodged between the mechanisms and wears them. From this moment, every hour there is a 1 on d6 chance that the armour completely freezes for 1d6 rounds paralysing its wearer, although the boilers continue to function. To repair the wear requires extinguishing the armour and carefully clean it for an entire day, an operation that needs a *Construct contraptions* check and a cost of 150 gp.

9. **Moderate wear:** the mechanisms of one of the accessories begin to begin to corrode due to the steam pressure, dirt, or external agents. From this moment, every time that the accessory is used there is a 1 on d6 chance that the armour completely freezes for 1d6 rounds, before it can be used again (but the d6 must be rolled to see if is still jammed). To repair the wear requires carefully cleaning the accessory for an entire day, an operation that needs a *Construct contraptions* check and a cost equal to 1/10 of the accessory's value. [Note: this malfunction is never applied to the Appliqué Armour.]

10. **Unlucky blow:** The accessory that was being used simply doesn't function this time, but it isn't broken or jammed. If no accessory was being used, the armour completely freezes for a round (the character is paralysed), but remains lit.

If later an aimed blow is made on one of the two rear boilers, the armour may explode (50% chance with each blow). If it explodes, the wearer must make a ST vs. Death Ray: if successful, he loses 90% of his current hp and passes out for 1d6 rounds, vice-versa he dies from the explosion. All those within 20 feet lose 4d6 HP because of the flames and pieces of metal that fly everywhere, but can halve the damage with a successful ST vs. Breath Weapon.

Finally, due to the complexity of this technology, only characters with at least 15 points in the *Construct contraptions* and *Armourer* skills (thus usually gnomes and dwarves) are able to construct (*Fantasy Physics* check per complicated device) and repair it. The repair cost is 20 gp per HP and the time required is one day for every 5 HP.

TABLE OF SPECIAL ARMOURS

The following table lists all the special armours described above, including the statistics regarding their Armour Class, cost, encumbrance, Hit Points, and other references used (the abbreviations used in the table are all explained in the Legend at the beginning of the chapter).

The values given are for the armour of medium sized creatures. For characters of different sizes, multiply the encumbrance, cost, and HP by the appropriate Size Coefficient listed in Table I in the Introduction to obtain the new values (the HP must always be multiplied by 5). If the armour is magical, its encumbrance is halved.

TABLE 1.7: SPECIAL ARMOURS

Type	AC	AV	Dex	RHP	TL	Cost	Enc.	HP	*H.S.*	*S.T.*
Crustacean Armour	varies	varies	varies	As AV	2	varies	varies	varies	varies	varies
Bone Armour	5	2	15	4	2	80	380	120	−10%	−10%
Sylvan Armour	5	3	14	5	1	200	270	120	–	−20%
Insect Armour	4	0	–	2	N.A.	300	150	150	–	−10%
Spider Armour	3	1	18	1	3	500	180	180	–	–
Demonic Armour	2	4	12	6	4	3,000	700	210	−60%	−60%
Mechanical Armour	0	5	13	10	6	3,000	1,000	270	−100%	−100%

SHIELDS

This section describes all the shields available to characters in a fantasy setting. The shields are solid protections of metal or other materials, of rectangular, circular, or rhomboidal shape, held in the off hand. They are used in combat to keep an enemy away and deflect his blows, granting the combatant better protection.

In the original rules in this manual a very simple approach was chosen to manage the use of shields. The shields are catagorised based on their size, and each shield grants an AC bonus based on its size compared the size of the subject that uses it, as follows:

Shield of 2 or more sizes smaller: useless (no AC bonus, it would be like a man trying to hide behind a handkerchief).

Shield of 1 size smaller: −1 against only one enemy. The shield (known as a buckler) offers an AC bonus only against the attacks of a single individual of the shield user's choice.

Same size: −1

Shield of 1 size larger: −2

Shield of 2 or more sizes larger: complete cover, subject cannot be hit (like a human hiding behind a wall larger than him). The shield is firmly held with both hands and supported on the ground (this is known as a tower shield); only characters with titanic strength are able to move it about.

Example: a medium-sized creature (human) that holds a small shield can benefit by a point of protection to his AC only against one adversary. With a medium shield he gains a −1 bonus to his AC, while a large shield grants him a −2 bonus to his AC, and a huge shield would offer him total cover.

The following table gives the various characteristics of shields based on their size. The cost, encumbrance, and Hit Points listed below refer to normal steel weapons. For shields made of different materials, refer to Table 2.7 in chapter two of this volume. The *Size* column shows the minimum size of the shield to which all the shields of that size must conform (for round shields it is the diameter, for rectangular shields it is its long side, for rhomboidal shields it is its longest diagonal). Normally, it takes an armourer or smith half a day to make a shield of his own size.

TABLE 1.8: SHIELDS

Size	Size	Cost	Enc.	H.P.
Diminutive	4 in	1	5	6
Tiny	8 in	2	12	15
Small	1½ ft	5	25	30
Medium	3 ft	10	50	60
Large	5½ ft	20	90	100
Huge	10 ft	40	150	180
Gargantuan	20 ft	80	310	360

If a shield loses Hit Points it becomes more fragile and doesn't offer the same protection. In practice, if it is reduced to ⅓ of its HP, its AC bonus is halved (rounding any remainder). This means for example that a shield that improves AC by 1 point, once reduced to a ⅓ of its HP is useless.

As a final note, it should be noted that shields are not widely available or used by the undersea peoples, as due to the friction of the water, using a shield is totally impractical underwater (like the use of bludgeoning weapons) and doesn't offer any additional protection (it is only a hinderance).

SHIELD TRAINING (OPTIONAL)

The general rule is that anyone can benefit from the defensive bonus of a shield, from a veteran fighter to an untrained mage. If you wish to attach a degree of training as well to shield use, it is sufficient to introduce this rule: only those that have the *Shield Training* general skill can use any shield and benefit from its defensive bonus, without a skill check (which instead uses the ability as described in the *Manual of General Skills*); to this end, it is advised to impose this obligatory ability on the Fighter class. Those that don't have this ability can only be able to use shields of the same size (so −1 to the AC), while other shields are too small or large to be wielded successfully, and they cannot attack whilst defending with a shield.

USING A SHIELD TO PARRY

Normally the Armour Class bonus offered by the shield implies that the character uses it to intercept all the attacks. However, the shield doesn't lose Hit Points each time that a character is hit (unlike the armour, which loses HP and Armour Value), which could make shields seem indestructible. In reality, it is also possible to use the shield to actively parry an attack: in this case, the shield suffers the blow in place of the character and is therefore damaged.

Anyone with enough Strength to wield a shield (see the rules for wielding a weapon in the introduction of Chapter 2) can use it to parry any one attack by with natural, melee, thrown, or missile weapons. He must make an Attack Roll with the shield (only modified by his Strength bonus) against the AC hit by the adversary: if it succeeds, the shield has intercepted the weapon; vice-versa the weapon has hit the character, who has also lost the chance to, as the parry consumes an attack (unless he has the Active Defence fighting option, which guarantees one free parry per round with a shield). The shield suffers the same damage that the weapon would have inflicted on the character, unless the shield has a higher magical bonus than the weapon: in that case, it is left unharmed by the blow.

In the case of characters using the fighter Total Defence combat option (or Parry), he renounces attacking for the round and receives a −5 bonus to his AC as he is actively defending with both weapon and shield. If in spite of everything the blow still hits, the armour loses Hit Points (unless it has a high enough magic bonus to not suffer damage). If instead the attack hits an AC

within these 5 protection points due to his defensive position, then the damage must be divided equally between his weapon and shield (if he has one) with which the character was defending himself.

SHIELD PENALTY TO *RESIST HEAT*

Carrying a shield also imposes a penalty to Saving Throw vs. Death Ray in attempts to *Resist Heat* (see the *Resist Heat* skill). The RHP depends on the shield's size in relation to the subject:

Shield of 1 size smaller: no penalty
Same size: –1
Shield of 1 size larger: –2
Shield of 2 or more sizes larger: –4.

If the character wants to remain on his feet, he can shelter from the sun in the shield's shadow which impose a penalty (and could even benefit from it, as in the shade the temperature is lower by 5-8°C)

NITHIAN SHIELDS

To avoid the problems linked to the torrid heat of their homeland, the Nithians have designed shields that have little encumbrance and don't tire their wielder. Small sized shields are normal (of wood and metal), but those of medium and large size (the Nithians have no tower shields) have a wooden chassis on which is stretched a thick but elastic skin, to give the the body protection but without having a good resistance to a blow. In practice, the encumbrance of a medium or large Nithian shield is half that shown in table 1.8, and they don't have a ST penalty to resist heat.

This greater lightness and manageability is balanced by their greater fragility. In practice, its HP are also halved, and each time that the character is wounded while using his shield, there is a 50% chance that the blow has passed through the shield, thus rendering it completely useless.

Clearly, given their structure, medium and large Nithian shields cannot have studding or be transformed into shield weapons (see below).

STUDDING FOR SHIELDS

It is possible to add studding to each type of shield at a cost of 2 gp per size of shield (from a minimum of 2 gp for diminutive shields to a maximum of 16 gp for gargantuan shields), an operation that takes any smith or armourer a turn for small sized or smaller shields, three turns for medium or large sized shields, and a hour for shields of huge or gargantuan size. The studding inflicts 1d4 piercing damage to any adversary with a normal attack roll using the shield in place of a normal attack. A shield's magical protection bonus doesn't improve the studding offensive capacity (it doesn't give a bonus to the studding's Attack or damage rolls), but the studding can be enchanted to become a magical weapon.

The studding can always be used as long as the shield has at least half its initial HP. When the HP drop below this threshold, it also means that the studding is too damaged to be effectively used.

Note that the studding for shields can also be added to

shield weapons, or to those shields to which slashing or piercing weapons have been applied, which are treated as proper melee weapons (see Chapter 2).

SHIELD WEAPONS

It is possible to add true weapons to a shield, creating in such a case a shield weapon. Unlike normal studding, which cocers the shield's entire surface, the weapons are positioned around its border or in the shield's centre, and those using it have the possibility of exploiting these weapons to make an additional attack with the added weapons, as well as training in the use of this type of item, improving both its offensive and defensive capacities simultaneously (see the rules on Weapon Mastery in Chapter 2). For further information and detailed descriptions of the various types of shield weapons, see Chapter 2.

The table below gives concise details regarding shield weapons. Note that the values (base damage, cost, encumbrance, and Hit Points) refer to a medium sized shield. Obviously, multiply by the size modifier all the values for shield weapons larger or smaller, also taking into account the varying damage dice (a category lower for each size smaller, a category higher for each size larger). A shield weapon can only be made by a weaponsmith, but it isn't possible to add weapons to an existing shield: the shield weapons are always constructed from new, given that, a unlike studding, the procedure for their fabrication is very complex. It requires a day for every 10 gp of the shield's total value to make it (rounding any remainder).

TABLE 1.9: SHIELD WEAPONS (MEDIUM SIZE)

Type	TL	Damage	Cost	Enc.	H.P.
Shield, Spiked	1	1d4	13	65	65
Shield, Knife	1	1d4	15	60	60
Shield, Sword	3	1d6	30	90	80
Shield, Lantern	5	1d6	40	80	80

COMPLETE BARDING

Barding is any type of protection for a mount that usually protects the torso, neck, head, and flanks, while leaving the legs uncovered. The most common mounts are horses, camels, and mules, but in a fantasy world there are also more exotic mounts available, like griffons, hippogriffs, pegasi, great cats, wolves, wyverns, elephants, and even dragons.

The majority of mounts usually don't wear any barding for three reasons: the first is that in many cases the creature's natural Armour Class is sufficiently low (thick skins and scales and good agility) and the beast doesn't need to burden itself further with the barding's weight. The second reason is that making barding is an expensive and lengthy procedure, and most riders don't want to invest time and money to protect their own mount. The third and final reason that explains the scarcity of barding is due to its weight. Barding is very cumbersome, and this not only hampers the mount's

speed (as it is burdened with a huge weight), but it also contributes to more quickly tire the animal, which therefore loses in affability.

Historically, barding was created and used during the medieval period, but following the introduction of smokepowder became obsolete, and was relegated to simple trappings for parades that denote the high social status of those that are allowed it. In the world of Mystara barding exclusively belongs to all those civilisations that have a certain tradition of cavalry and metallurgic technological development (Thyatis, Ylaruam, Ethengar, Heldannic Territories, and Eusdria). In the Savage Baronies, where smokepowder is already widespread, it has become obsolete and therefore abandoned.

The next section describes the various types of barding available for any type of mount in a fantasy campaign. Clearly, based on culture, climate, and the type of mount, some barding will be more popular than others. Generally, winged mounts tend to use lighter barding, like all those mounts in the warmer regions, while the largest and sturdiest creatures are equipped with heavier protection.

PADDED BARDING
Technological Level: Bronze Age

This barding is made from a cloth coat padded with cotton and linen and sewn together. The barding covers the creature's entire body, reaching down the flanks, but it leaves the legs and neck exposed. It is the simplest (it can be made by a tailor) and least encumbering form of barding, used by the poorest cavalry or in the warm regions, or by the most fragile and less resistant mounts. Very refined padded barding made from expensive threads is usually used as decorations during parades.

LEATHER BARDING
Technological Level: Bronze Age

This barding consists of a boiled leather coat about 1 inch thick or of soft leather reinforced by metal studs that deflect blows better, connected to the mount thanks to straps and laces. The barding covers the creature's entire body and extends up to the neck, leaving the legs and the snout exposed. It is a light but effective barding and simple enough to fabricate (and only needs the work of a leather worker), usually used by nomadic cavalry or humanoids of any region, or by mounts with little resistance.

SCALE BARDING
Technological Level: Iron Age

This barding is the simplest form of protection for mounts that uses plates for protection. It consists of a coat of thick boiled leather on which are sewn scales or plates of metal or wood to reinforce the offered protection. The barding is connected by many straps, covering the animal's entire body except for the legs, but includes a studded leather cap for the creature's head. It is a moderately heavy barding that needs the work of an armourer, and it available among all but the most primitive civilisations or humanoids tribes. It is the heaviest type of barding that can be worn in torrid climes.

MAIL BARDING
Technological Level: Iron Age

This barding consists of interlinked metal rings on a thick coat of padding or leather, or of a cloth coat on which is supported a mail coat that is attached to the saddle and firmly held by straps that pass under the mount's belly. The barding covers the animal's entire body with the exception of the legs, and includes a mail cap or a metal plate to cover the creature's head. This is a heavy barding that requires the work of an expert armourer, and it is the typical barding associated with heavy cavalry or warhorses, and is typically used by adventurers, mercenaries, or soldiers with good economic options.

A mount cannot normally cope for long periods while wearing mail barding: must rest for an hour for every 6 hours that it had been worn, otherwise its speed drops by 10% for every hour after the first six, until it is too tired to continue, and can only recover after resting for 8 consecutive hours.

BANDED BARDING
Technological Level: Steel Age

This barding consists of a leather coat to which are added horizontal metal bands connected to each by small steel rings. The leather coat that holds all the metal fittings is attached to the saddle and animal through a system of straps that serves to distribute its weight. The barding covers the animal's entire body with the exception of the legs, and includes a sort of banded metal helm to cover the creature's head. It is a heavy barding and also needs the work of an expert armourer, and it is the prerogative of officers in charge or by nobles that can afford the cost, and it is only available in civilisations with a good metallurgic technology.

PLATE BARDING
Technological Level: Steel Age

This armour consists of all the typical pieces of barding: a *chamfron* that protects the animal's head, a *cuello* and a *crinet* that covers the neck (throat and mane), a *peytral* that covers the mount's chest and forequarters, the *flanchard* that protect the flanks, and the *crupper* that covers the animal's rear. The barding consists of a mail coat to which are added steel plates linked together via articulated joints that allow the plates to move and makes it more flexible. All the barding stands on a system of sturdy straps anchored to the saddles, and rests on a padded undercoat, needed so that the armour doesn't scratch and damage the animal's skin. Barding is very heavy and difficult to make, and it is the prerogative of high ranking officers, the most important commanders of any army, or nobles rich enough to afford to afford its cost.

Due to its excessive encumbrance, field barding is too heavy to be worn for long periods and is only usually used when battle is imminent. A mount must rest for an hour for every 4 hours it wore the plate barding, otherwise its speed drops by 20% for every hour after the fourth, until the animal is too tired to continue, and can only recover after spending 8 consecutive hours without wearing any barding.

FIELD BARDING

Technological Level: Steel Age

This armour constitutes the ultimate barding used on the battlefield. In practice it is identical to plate barding, but it has thicker and more resistant plates to augment its protection, making the mount a true armoured tank. All the barding stands on a system of sturdy straps anchored to the saddles, and rests on a leather undercoat, needed so that the armour doesn't scratch and damage the animal's skin. Barding is very heavy and difficult to make (it can only be made by those with an *Armourer* skill with a value of 14 or better), and it is the prerogative of only the most important army leaders or clearly famous and rich heroes, and it is only available in communities with advanced metallurgic technology.

Due to its excessive encumbrance, field barding is too heavy to be worn for long periods and is only usually used when battle is imminent. A mount must rest for an hour for every 3 hours it wore the field barding, otherwise its speed drops by 25% for every hour after the third, until the animal is too tired to continue, and can only recover after spending 8 consecutive hours without wearing any barding.

JOUST BARDING

Technological Level: Steel Age

This barding represents the pinnacle of barding technology and and is only available in the richest and most technologically advanced kingdoms, the product of the most skilled armourers (only those with the *Metallurgy* and *Armourer* general skills with a value of at least 14 in each can fabricate it), and is always made to measure for a mount (this makes all joust barding unique and unusable on other animals). In practice it is identical to field barding, but it has many more articulated joints to help the armour's flexibility. All the barding stands on a system of sturdy straps anchored to the saddles, and rests on a leather undercoat, needed so that the armour doesn't scratch and damage the animal's skin. The barding is very heavy and it is usually the prerogative of kings, the most famous heroes, or sufficiently rich and powerful nobles to commission one to use in jousts and tourneys.

Joust barding is too heavy to be worn for long periods and is only usually used in jousts (tourneys between knights) or for particularly important parades, to demonstrate the lofty status of those who are allowed it. A mount cannot wear joust barding for longer than 2 consecutive hours without resting for a full hour,

otherwise its speed drops by 50% after a third hour, and after four hours the animal is too tired to remain on its feet, and can only recover after spending 8 consecutive hours without wearing any barding.

TABLE OF COMPLETE BARDING

In the following table are listed all the types of full barding described above, including the statistics for the bonus offered by the Armour Class of the mount (The Armour Value is equal to half of it, see alternative rule), the cost, encumbrance, and Hit Points of the barding (for further clarification see the Legend at the start of the chapter, the AC drops by 1 point for every 40 HP lost). The Armour Class shown in the third column isn't the AC offered by the barding, but the maximum AC achievable by mounts wearing that barding. In practice this takes into account that some creatures have a rather low natural AC, and any further protection offered by a type of barding ceases to function for creatures that already have an AC at that level.

Note that the cost, encumbrance, and HP listed are for barding for large sized mounts (like a horse). If the barding is magical, the encumbrance is halved.

For mounts of different sizes, the encumbrance and cost of the barding varies based on the coefficient of the new size (see table I in the introduction): for example large sized barding has double values, while for gargantuan sized barding the values are quadrupled. It is possible to create Tiny or Diminutive sized barding, that costs and weighs an eighth or sixteenth in respect to the values in table 1.10, but only armourers of that size can effectively do precise work of that size. For barding of different sizes, they follow the scale given on page 1, multiplying the HP base value by the barding's points of protection.

It needs a week of work per point of protection offered to make barding, and the time needed to put it on or remove it from a mount is equal to 2 minutes for each point of protection.

TABLE 1.10: BARDING

Type	Bonus	AC	Cost	Enc.	HP
Padded Barding	−1	6	50	200	40
Leather Barding	−2	5	80	400	80
Scale Barding	−3	4	100	700	120
Mail Barding	−4	3	200	1,000	160
Banded Barding	−5	2	400	1,500	200
Plate Barding	−6	1	600	2,000	240
Field Barding	−7	0	800	2,500	280
Joust Barding	−8	−1	1,000	3,000	320

PARTIAL BARDING

It is possible to use some parts of complete barding to protect a mount. Partial barding only shields the animal against attacks from a certain direction. Partial barding offers a differing protection based on the pieces that the barding is composed of and is only accessible only in civilisations that have a Technological Level equal at least to that of the Steel Age.

CHAMFRON

This piece of armour covers the head and part of the animal's neck. In its simplest form it consists of a cap of boiled leather tied under the animal's neck, while in its most advanced form it is made of mail or metal plates, although some sylvan races (e.g. the elves) prefer using leather covered with wood or resistant plant.

CRINET

This piece of barding only covers the upper part of the mount's neck (the mane) and is made from a series of articulated, horizontal steel plates on a layer of mail. Usually it is only present in plate barding.

CUELLO

This piece of barding only covers the lower part of the mount's neck (the throat) and is made from a series of studded leather straps that is attached to the crinet, or in the more advanced versions by a series of articulated steel plates attached to a wide band of metal rings. Usually it is only present in plate barding, and is exclusively found connected to a crinet.

FLANCHARD

This piece of barding covers the mount's sides by the saddle and up to the hindquarters, protecting the area not covered by the peytral or the crupper. The Flanchard can be of padded cloth reinforced with metal rings or scales, or of steel plates connected via metal rings to a cloth covering.

PEYTRAL

This piece of barding covers the mount's chest and forequarters and attached to the front of the saddle. The simplest peytrales are of padded cloth reinforced with metal studs, rings, or scales, while the more advanced use bands or plates of steel.

CRUPPER

This piece of barding (also called tail guard) covers the rear (and hindquarters) of the mount, leaving the tail free. The crupper simplest form consists of a coat of soft leather sewn to square pieces and tied by straps or laces, while the most advanced crupper is formed from several steel bands often connected via pieces of mail to the flanchard and the saddle.

TABLE OF PARTIAL BARDING

In the following table are listed all the types of partial barding described above, including the statistics for the bonus offered by the Armour Class of the mount (which is identical to its Armour Value, see alternative rules), the cost (gp), encumbrance, and Hit Points of the barding (for further information see the Legend at the start of the chapter). The pieces of partial barding are useless for all those mounts whose natural AC is 1 or better. However, the protection offered by the pieces of barding only counts for the areas covered: this means that for attacks directed at an unprotected area uses the mount's natural AC.

Example: a warhorse is barded with a crinet, and advanced cuello, and a simple peytral for a total bonus to its AC of 2 points. This means that against all frontal attacks its AC would be 5 (7-2), while attacks from the flanks or rear use its natural AC (7).

Note that the cost, encumbrance, and HP listed are for the barding of large size mounts (like a horse). If the barding is magical, its encumbrance is halved.

For mounts of different sizes, the barding's encumbrance and cost vary based on the coefficient of the new size (see table I in the introduction): for example huge sized barding have double values, while for those of gargantuan size the values are quadrupled. It is possible to create barding of Tiny and Diminutive sizes, that cost and weigh an eighth or sixteenth of the values in table 1.10, but only armourers of the same size are able to effectively to do precise work at these sizes. For the HP of barding of different sizes, they follow the scale given on page 1, multiplying the HP base value by the barding's points of protection.

It needs a week of work per point of protection offered to fabricate barding, and the time required to put it on or remove it from a mount is equal to 2 minutes per point of protection of the piece (fractions of 1 are equivalent to 1 minute).

TABLE 1.11: PARTIAL BARDING

Type	Bonus	Cost	Enc.	HP
Chamfron, simple*	–1/3	30	50	–
Chamfron, advanced*	–2/3	60	150	40
Crinet*	–1/3	50	100	40
Cuello, simple*	–1/3	20	50	–
Cuello, advanced*	–2/3	40	100	40
Flanchard	–1	100	300	80
Peytral, simple	–1	100	400	40
Peytral, advanced	–2	200	800	80
Crupper, simple	–1	100	350	40
Crupper, advanced	–2	200	700	80

*As can be seen, the protection bonus of the chamfron, crinet, and cuello is a fraction of the total. This means that only a combinantion of their partial protections can obtain a reduction to the AC. In practice, there are the following options a simple chamfron, crinet, and a simple cuello (that improves the AC by 1 point), or an advanced chamfron and a crinet (–1), or crinet and advanced cuello (–1). It isn't possible to combine chamfron and cuello, as the cuello is always joined to a crinet, and it is practically useless to combine advanced chamfron, crinet, and a simple cuello (–4/3) or advanced (–5/3), as the advanced chamfron already has a protective gorget for the throat, which makes the cuello redundant.

TACK FOR MOUNTS

Normally to control a mount and remain solidly seated in the saddle requires the rider to also make use of tack, or certain items of leather or metal, positioned at the animal's key points (mouth, back, flanks) and used by the rider to direct its movement at his pleasure and avoid easily falling. Each mount needs to have at least a saddle

and bridle. The lack of any of this tack penalises the *Ride* check by 1 point for each missing item. The task listed below are available any civilisation of the Bronze Age onwards with cavalry.

BRIDLE

The simplest form of bridle is made from a rope or leather lace which is fastened around the mount's mouth and whose end is held by the rider to direct the beast's movements. The bridle is composed of three fundamental parts: *headpiece*, *reins*, and *bit*.

Bit: this is a piece of metal that is inserted in the animal's mouth to anchor the reins better and gain a more controllable reaction and speed of the mount. The bit can be of two types: a *snaffle* or a *curb*.

Snaffle: consists of a metal bar to whose ends are attached two rings, to which the reins are secured. The snaffle is a type of bit is the gentlest on the mouth, and it is usually used for the more docile or intelligent mounts, but can also be used with the more restless animals or to tame a wild beast (−1 penalty to the check with the snaffle).

Curb: This is a metal plate inserted into the animal's mouth, with short vertical bars attached to the sides of the plate. Each bar has a ring at its end, and the reins are secured to the two lower rings, while the two upper rings are linked by a slender chain or a leather strap that passes under the mount's jaw. This system permits the use of more force to control the animal's speed and movements, and it is an ideal means for war mounts or those simply better set.

Reins: the reins are straps that are attached to the bit and held by the rider. The reins are usually made of resilient but slender leather or (in the case of particularly large creatures) partly leather and partly metal rings. There is a particular type of reins called a longe line, which consists of a simple cord that is attached to the bit and that is usually used to train and tame the wildest animals.

Headpiece: This is a series of straps and cords that secure the bit to the mount's muzzle. It is usually of leather or very durable cloth, but it is also possible to make it using chains of small metal, especially for the sturdier or fanged creatures.

SHOES

The shoes are the "footwear" of the mount, and are especially used for hooved animals (horses, for example). In fact, on rough ground or on paving, these animals wear down their hooves quicker than they grow, and this risks causing pain in the leg or crippling it, rendering the mount unserviceable. In game terms, a mount without shoes consumes its hooves after 60 miles distance. Afterwards, each day has a cumulative 5% chance of losing 1 hit point. When because of this it loses over half its Hit Points, it is considered crippled and useless (unless it is magically cured).

Because of this the riders usually make shoes for their own mounts, so that the shoes are consumed during a journey rather than the animal's hooves. A shoe is simply a metal plate in the shape of a hoof (a "U"), which is fixed to the hoof (a procedure that doesn't cause pain or irritation to the animal, as its hoof doesn't have nerve endings). Moreover, the advantage of the hooves is that, as objects, it is also possible to enchant them, and give the mount special effects (like walking on water, flying, elemental, and so on).

A shoe usually lasts for weeks, depending on how the mount is used. In practice, they should be changed every 120 miles distance and the mount reshoed, otherwise its hooves begin to be consumed (see above).

SADDLEBAGS

These twin bags, which exploit the mount's superior carrying capacity, are attached to the saddle and are positioned in front or behind the rider. The saddlebags are made of diverse materials, from cloth to leather, from wool to velvet, but never metal. They are composed of two identical bags closed with straps, sewn on a large strap of silk or leather that is laid on the animal's back and the bags rest on the animal's flanks.

A mount can carry saddlebags of the same size or smaller, but not of a larger size. They are usually used to hold those things that aren't carried in a backpack, or to carry provisions, money, or very cumbersome items, which the mount can carry. The saddlebags listed in table 1.12 are large sized and have a capacity of 800 coins (80 lbs). Refer to the Size Coefficient of Table I in the Introduction to determine the capacity and encumbrance of saddlebags of different sizes.

SADDLE

This item is placed on the mount's back and helps the rider remain comfortable and balanced, without the risk of falling with every shock. The saddle is normally of very thick leather and is always shaped to conform to the animal's spine for which it has been made (thus a saddle for horses would be useless on a dragon or a camel). The saddle has a tree (called bow), a forward part (pommel), and a rear part (cantel), both with a spur that serves to stop him sliding forwards or backwards in front and behind the rider and prevent him falling, and it always has a blanket between the saddle and the animal's back to prevent it from chafing and make the saddle more stable on the mount. The saddle can be more or less divided according to their user, and the more ornate have a padded bow, pommel and cantel decorated by hand or even in precious metals, and embroidered blankets or equipped with precious fittings. All the saddles created for mounts of war have large rings along the edges, to which are secured the various parts of barding.

SPURS

In reality this accessory belongs to the rider not the mount. It is a metal tool attached to the heel of a boot that ends in a spike or to which is attached on a pivot a star or pointed roundel. The spurs are used by the rider

to quickly reinforce his commands, earning the mount a 10 feet spurt to its base movement and gives a +1 bonus to Initiative whilst the rider uses it. However, if the character insists on continuing to use the spurs, in the long run the animal is really injured: for each round after the first three in which he uses the spurs, the mount loses 1d2 Hit Points. This condition ceases if the rider stops using the spurs for at least a minute. For creatures that can only be hit with magic weapons, the spurs must also be magical to have any effect, but this is very dangerous, as they cause 1d2 points of damage plus the magic bonus.

STIRRUPS

This is a leather strap attached to the saddle at the upper end, whose lower end terminates in a metal support (that can be open or closed) for the rider's feet. The stirrups are always attached to a saddle.

The most immediate advantage of stirrups is the possibility of leaping quickly into the saddle. Moreover, the stirrups helps the rider to sit more solidly in the saddle, and counter any unexpected blow that could unseat him (in effect, the stirrups grant a +1 bonus to the *Ride* check to resist *Unseat* attempts). Moreover, the stirrups keep the rider well seated, giving him greater freedom in the use of his upper body (for melee or missile attacks or to cast spells).

Without stirrups, it is not possible to use a lance, and with each blow received while he is seated, the rider must make a *Ride* check to avoid falling from the saddle.

TABLE OF TACK

In the following table are listed all the types of tack described above, including the statistics regarding their cost in gold pieces, encumbrance, and Hit Points of the item (for further clarification see the Legend at the start of the chapter).

Note that the cost and encumbrance listed are for large sized mounts (like a horse). In case of mounts of different size, the encumbrance, cost, and Hit Points of the item varies in this way: huge tack costs and weighs double, while those of gargantuan size are quadruple. Medium sized tack costs and weighs half, while small sized tack is a quarter. It is possible to create tiny and diminutive tack, which costs a weighs an eighth or sixteenth (rounding any remainder) in respect to the values in table 1.12, but only craftsmen (saddlers, leather workers, or smiths) of that size can effectively do precise work at those sizes.

It needs a day or work to make the tack for a large mount and the time needed put it on or remove it from a mount or is equal to 1 minute for each type of tack.

TABLE 1.12: TACK

Type	Cost	Enc.	HP
Bridle with snaffle	5	20	–
Bridle with curb	10	30	–
Shoes (2 pair)	2	20	12
Saddlebags	5	60	20

Saddle	20	200	30
Spurs (pair)	4	10	10
Stirrups (pair)	6	20	10

APPENDIX A: ANIMALS AND MOUNTS

In order to help the DM and players, a series of tables follows that give the various types of possible mounts, common animals, and magical creatures typical of fantasy settings (also good choices as familiars for arcane spellcasters and animal companions for rangers.

As can be seen by the creatures in the various tables, it was decided to also include animals of small, tiny, and diminutive sizes as mounts and animal companions for those races smaller than humans (like leprechauns, faeries, kobolds, and so on), that abound in any magically rich world.

It should be remembered that it is only possible to ride animals of the same size or maximum of two sizes larger than your own size: smaller animals are of little use and cannot hold the rider's weight, while those larger are too powerful to be controlled.

The abbreviations used in the table are as follows:

Type: the mount's race.

Size: the mount's size (based on Table I in the Introduction).

AC: the creature's natural Armour Class.

HD: the creature's Hit Dice (d8). Fractions show fractions of a d8, a bonus (e.g: +1) after the HD are hp added to the total.

MV: movement speed expressed in feet per round (10 seconds). The first value gives the running speed, the second the walking speed, the third the hourly march speed expressed in miles (at normal speed). If the creature has other movement modes in addition or in place of the normal mode, it is specifically added: *F* (fly), *C* (climb), or *S* (swim).

Where there is also a number present between parentheses, this is its *Maneuverability Factor*, which is the number of direction changes it can make in a round, and it always refers to a flying creature. If the carried encumbrance is over half the maximum, the base Maneuverability Factor of the flying mount is lessened by a rank (5 → 3 → 1 → ½ → ⅓).

Attacks: number and type of attacks per round.

Damage: damage of each of the creature's attacks.

ST: the creature's Saving Throws (C: Cleric, F: Fighter, H: Halfling, T: Thief, M: Mage, E: Elf, D: Dwarf, NM: Normal Man).

Enc.: the animal's encumbrance value. It should be remembered that the maximum encumbrance is equal to double its carrying capacity for towed cargoes (e.g. wagons), otherwise it is equal to its carrying capacity.

To calculate the encumbrance of any quadruped mammal use table 1.13, which shows the amount of coins worth of encumbrance a quadruped can carry for

each Hit Dice. The table considers quadrupeds are different sizes based on their sturdiness: for example, a horse or a bear are considered sturdy quadrupeds, while deer and wolves are light. Non quadrupedal mammals used the most appropriate table based on their.

TABLE 1.13: CARRYING CAPACITY OF MAMMALS

Size	Light	Sturdy
Diminutive (D)	50 × HD	80 × HD
Tiny (T)	100 × HD	200 × HD
Small (S)	300 × HD	500 × HD
Medium (M)	700 × HD	1,500 × HD
Large (L)	2,000 × HD	3,000 × HD
Huge (H)	3,000 × HD	3,500 × HD
Gargantuan (G)	3,500 × HD	4,000 × HD

The great cats instead, due to their bone structure and Hit Dice which more represents their offensive ability rather than their carrying capacity, they are considered light quadrupeds with a capacity per HD equal to half that given in table 1.13 to determine their MTE.

To calculate the encumbrance of birds, reptiles, amphibians, and fish, use table 1.14:

TABLE 1.14: CARRYING CAPACITY OF OTHER ANIMALS

Size	Birds	Amph/Rept/Fish
Diminutive (D)	15 × HD	40 × HD
Tiny (T)	40 × HD	100 × HD
Small (S)	80 × HD	300 × HD
Medium (M)	200 × HD	600 × HD
Large (L)	500 × HD	1,000 × HD
Huge (H)	1,000 × HD	1,500 × HD
Gargantuan (G)	1,500 × HD	2,000 × HD

Gigantic versions of normal creatures have a maximum encumbrance equal to 500 cn per HD for Medium-sized beings or smaller, while for those larger the relevant size multiplier is applied.

Constructs and undead of any size have a maximum encumbrance of 1,000 cn per HD.

Magical creatures have a maximum encumbrance that depends on their size: 1,000 per HD for being of Large size or larger, 700 per HD for being of Medium size or smaller. Some exceptions are the dragons (2,000 cn per HD), rocs (1,000 cn per HD), and skinwings (200 cn per

HD). Flying horses (hippogriffs and pegasi) are considered light quadrupeds in order to determine their carrying capacity.

Adding moreover a tenth of the values given in each table per each Hit Point bonus to the Hit Dice, or fraction the values for creatures with Hit Dice equal to a fraction of the whole (like ½ or ¼ and so on).

These values are for standard creatures. The maximum carrying capacity can vary if the creature's Strength is higher or lower than normal (see the table relating to the general skill *Raise animals* in the *Manual of General Skills*).

Cost: gold piece value of a healthy young or adult specimen of the race in a nation developed enough to have a trade in these types of creatures. Clearly, horses and camels are available in nearly all the kingdoms of Mystara, but rarer beings like griffons, pegasi, or elephants are only available in the more magically and technologically advanced nations. In the less developed nations, the cost of these creatures increases by up to three times.

Moreover, each creature must be taken care of and fed by its owner, who each month must spend a certain amount to sustain it (10 gp × HD for magical creatures, 1 hp × HD × the Size Coefficient for other animals). If the money isn't spent, it means that the mount wasn't fed or adequately cured. This causes restlessness in the animal and the loss of 1 Hit Dice as they waste away each week after the first month, until its needs are satisfied (from that moment recovers 1 Hit Dice per day). If its HD drops to zero because of its master's inexperience, the mount dies of hunger.

Env: Environment, or rather the type of climate in which it is easy to find the creature in question.

C indicates a cold region (maximum temperature 15°C, minimum below zero for a large part of the year), *T* a temperate are (between 0°C and 30°C for most of the year), *W* a warm region (maximum temperatures above 30°C for most of the year), *S (S)* indicates subterranean areas, *Aq* an aquatic setting (cold, temperate, or warm) and *Any* indicates any type of region.

TABLE 1.15: NORMAL HORSES

Type	Size	AC	HD	MV	Attacks	Damage	ST	Enc.	Cost	Env.
Carthorse	L	7	3	90/30/2	1 bite or kick	1d4 or 1d6	F2	9,000	45	Any
Donkey	M	8	1+1	120/40/2½	1 kick	1d4	NM	1,650	20	T, W
Horse, elven war	M	7	3	180/60/3¾	2 hoov. + 1 bite	1d6/1d6	F4	4,500	300	T
Horse, riding inferior	L	7	2	210/70/4⅓	2 hooves	1d3	F1	5,000	50	Any
Horse, riding normal	L	7	2+1	240/80/5	2 hooves	1d4	F1	6,000	75	Any
Horse, riding superior	L	7	2+2	360/120/7.5	2 hooves	1d4	F1	6,600	100	Any
Horse, war inferior	L	7	2	150/50/3	2 hooves	1d4	F1	6,000	100	Any
Horse, war normal	L	7	3	180/60/3¾	2 hooves	1d6	F2	9,000	150	Any
Horse, war superior	L	7	3+3	240/80/5	2 hoov. + 1 bite	1d6/1d4	F2	9,900	200	Any
Mule	L	7	2	120/40/2½	1 bite or kick	1d3 or 1d6	F1	6,000	30	Any
Nag	L	8	2-1	150/50/3	2 hooves	1d3	F1	5,700	30	Any
Pony	M	7	2	180/60/3¾	2 hooves	1d3	F1	3,000	40	Any
Zebra	M	7	2	240/80/5	1 kick	1d4+1	F1	3,000	60	T, W

All the equines listed above have an additional attack to those specified: the charge. If it moves at maximum speed in a straight line for at least 1 round it can overrun the enemy trampling it and causing damage based on its size: Small (P) 1d4; Medium (M) 1d8; Large (L) 2d8. For herds, the damage caused is equal to that listed, plus an extra dice for every 3 animals present.

TABLE 1.16: MAMMALS

Type	Size	AC	HD	MV	Attacks	Damage	ST	Enc.	Cost	Env.
Antelope/Gnu/Impala*	M	7	2	240/80/5	1 butt or kick	1d6 or 1d4	F1	3,000	50	T, W
Badger/Wolverine	S	5	1	120/40/2½	2 claw + 1 bite	1d2/1d3	NM	300	30	C, S, T
Bat	D	6	1 hp	10/3/¼ F: 120/40/½(5)	1 per 10 bats	Confusion (-2 Atk & ST)	NM	12	1 sp	Any
Bat, giant	M	6	2	30/10/½ F: 180/60/3¾(3)	1 bite	1d4+para.	F1	1,000	60	S, T, W
Bear, black	M	6	4	120/40/2½	2 claw + 1 bite	1d3/1d6	F2	6,000	100	C, T
Bear, brown (Grizzly)	L	7	5	120/40/2½	2 claw + 1 bite	1d8/1d10	F4	15,000	250	C, T
Bear, cave	H	5	7	150/50/3	2 claw + 1 bite	2d4/2d6	F4	24,500	350	C, T
Bear, polar	L	6	6	120/40/2½ S: 90/30/2	2 claw + 1 bite	1d6/1d10	F3	18,000	300	C
Bison/Buffalo/ Auroch*	H	5	6	120/40/2½	1 gore or kick	2d6 or 1d8	F3	21,000	120	T
Boar*	M	7	3	90/30/2	1 tusk	2d4	F2	2,100	50	Any
Boar, giant*	L	3	10	120/40/2½	1 tusk	2d8	F5	20,000	300	T, W
Camel*	L	7	2	150/50/3	1 bite + 1 hoof	1/1d4	F1	6,000	80	W
Cat	T	8	¼	180/60/3¾	1 claw	1	NM	20	5	T, W
Cow/Heifer*	L	7	3	90/30/2	1 kick	1d6	F1	9,000	50	Any
Deer, red or fallow*	M	7	2	240/80/5	1 gore	1d6	F1	1,400	40	C, T
Dog, diminutive	D	8	¼	90/30/2	1 bite	1d2	NM	12	5	T, W
Dog, fighting	M	7	2+2	180/60/3¾	1 bite	2d4	F1	1,540	40	Any
Dog, medium	M	8	2	180/60/3¾	1 bite	1d6	F1	1,400	20	C, T
Dog, small	S	8	1	150/50/3	1 bite	1d4	NM	300	15	T, W
Dog, tiny	T	8	½	120/40/2½	1 bite	1d3	NM	50	10	T, W
Dolphin/Porpoise	M	5	3	S: 180/60/3¾	1 butt	1d6	N6	2,100	50	Aq (T, W)
Elephant*	H	5	9	120/40/2½	2 tusk	2d4	F5	31,500	900	W
Elk*	L	7	4	120/40/2½	1 gore	1d8	F2	12,000	80	T, W
Elk, Prehistoric*	H	6	8	150/50/3	1 gore	1d10	F4	28,000	240	T, W
Ferret, giant	S	5	1+1	150/50/3	1 bite	1d6	F1	550	30	C, T
Fox/Marten	S	7	½	150/50/3	1 bite	1d4	NM	150	10	C, T
Gazelle*	S	5	1	240/80/5	1 gore	1d4	NM	300	20	W
Giraffe*	H	7	4	150/50/3	1 kick	2d4	F2	8,000	100	W
Goat/Ewe*	S	8	1-1	120/40/2½	1 butt or kick	1d3 or 1d2	NM	270	10	Any
Hippopotamus	H	5	9	90/30/2	1 bite	2d6	F4	31,500	200	W
Hyaenodon	L	7	5	150/50/3	1 bite	3d4	F3	10,000	200	T, W
Hyena	M	7	1+1	120/40/2½	1 bite	1d6	NM	770	25	T, W
Jackel	S	6	1	150/50/3	1 bite	1d6	NM	300	10	T, W
Mammoth*	G	3	15	150/50/3	2 tusk	2d6	F8	60,000	1500	C
Mouse	D	9	1 hp	60/20/1¼	1 per 10 mice	1d4+disease	NM	5	1 sp	Any
Mouse or Rat, giant	S	7	½	120/40/2½	1 bite	1d3+ disease	NM	250	10	S
Narwhal	H	7	12	S: 180/60/3½	1 gore	2d6	F12	36,000	6000	Aq (Any)

Orca (Killer whale)	H	6	6	S: 240/80/5	1 bite	2d10	F3	18,000	600	Aq (C)
Ox/Bull*	L	7	4	90/30/2	1 gore or kick	2d4 or 1d6	F2	12,000	60	Any
Pig*	M	7	1	120/40/2½	1 bite	1d4	NM	700	30	T, W
Ram/Mouflon*	S	7	1+1	150/50/3	1 butt or kick	1d6 or 1d3	NM	350	25	Any
Rat	T	8	¼	90/30/2	1 bite	1+ disease	NM	25	2	Any
Reindeer/Caribou*	L	7	3	240/80/5	1 butt or kick	2d4 or 1d6	F1	9,000	75	C
Rhinoceros *	L	5	6	120/40/2½	1 gore	2d4	F3	18,000	120	W
Rhinoceros, wooly *	H	4	8	120/40/2½	1 gore	2d6	F4	28,000	160	C
Shrew, giant	S	4	1	180/60/3¾	2 bites	1d6	F1	500	30	T, W
Skunk, giant	M	6	3	120/40/2½	1 bite + stink	1d4/nausea	F1	1,500	60	T
Tapir, giant (Swampmare)	L	5	3+1	60/20/1¼ S: 120/40/2½	2 claw + 1 bite	1d4/1d8	F2	6,200	100	W
Weasel, giant	L	7	4+4	150/50/3	1 bite	2d4+suck	F3	4,400	90	S
Weasel/Ferret	T	6	½	120/40/2½	1 bite	1d4	NM	50	10	C, T
Whale	G	6	36	S: 180/60/3¾	1 bite or butt	3d20 or 6d6	F18	144,000	6,000	Aq (Any)
Wolf	M	7	2+2	180/60/3¾	1 bite	1d6	F1	1,540	50	C, T
Yak/Llama/Ibex*	L	7	4	120/40/2½	1 butt or kick	1d8 or 1d6	F2	8,000	100	C, T

*These animals have an additional attack beyond those specified: the charge. If it moves at maximum speed in a straight line for at least 1 round it can overrun the enemy trampling it and causing damage based on its size: Small (S) 1d4; Medium (M) 1d8; Large (L) 2d8; Huge (H) 4d8; Gargantuan (G) 8d8.

For herds, the damage caused is equal to that listed, plus an additional die for every 3 animals present.

TABLE 1.17: GREAT CATS

Type	Size	AC	HD	MV	Attacks*	Damage	ST	Enc.	Cost	Env.
Bekkah**	L	4	12	240/80/5	2 claws + 1 bite	1d10/3d8	F6	12,000	600	W
Cheetah	M	5	3	300/100/6¼	2 claws + 1 bite	1d2/1d6	F2	1,050	200	W
Jaguar**	M	6	4+2	180/60/3¾	2 claws + 1 bite	1d3/1d8+1	F2	1,540	250	W
Leopard/Snow leopard	M	5	3	180/60/3¾	2 claws + 1 bite	1d3/1d6	F2	1,050	200	W/C
Lion	L	6	6+2	150/50/3	2 claws + 1 bite	1d4+1/1d10	F3	6,200	300	T, W
Lioness	L	6	5	150/50/3	2 claws + 1 bite	1d4/1d10	F3	5,000	300	W
Lynx	M	5	2+2	150/50/3	2 claws + 1 bite	1d2/1d4	F1	770	100	C, T
Panther	M	4	4	210/70/4⅓	2 claws + 1 bite	1d4/1d8	F2	1,400	250	T, W
Puma (Mountain lion)	M	6	3+2	150/50/3	2 claws + 1 bite	1d3/1d6	F2	1,120	150	Any
Tiger	L	6	6	150/50/3	2 claws + 1 bite	1d6/2d6	F3	6,000	350	T, W
Tiger, Sabre-toothed	L	6	8	150/50/3	2 claws + 1 bite	1d8/2d8	F4	8,000	400	C, T
Wild cat	S	5	1	150/50/3	2 claws + 1 bite	1/1d3	NM	150	20	T

*All the great cats attack with two front claws and a bite. If both claws hit, the cat also rakes its prey with its rear claws, inflicting an additional 2d4 damage up to medium size or 2d8 damage if larger.

**The *bekkah* (a larger and ravenous version of the panther) can roar every round: those that hear the roar must make a ST vs. Paralysis or become shaken from fear (–2 penalty to attack rolls and damage) for 2d4 rounds.

TABLE 1.18: BIRDS

Type	Size	AC	HD	MV*	Attacks	Damage	ST	Enc.	Cost	Env.
Bird, dimu. (Magpie)	D	8	1 hp	F: 270/90/5½[5]	none	–	NM	2	1	T, W
Bird, medium (Heron)	M	8	1-1	F: 360/120/7½[3]	1 beak	1d4	NM	180	10	Any
Bird, small (Owl)	S	8	½	F: 330/110/6¾[5]	1 beak	1d2	NM	40	5	Any
Bird, tiny (Crow)	T	8	¼	F: 90/30/2[5]	1 beak	1	NM	10	2	Any
Condor/Albatross	L	7	3	F: 240/80/5[1]	1 beak	1d6	F1	1,500	60	W
Eagle	M	6	1+2	F: 450/150/9⅓[3]	2 claw + 1 beak	1d2/1d4	NM	250	50	C, T
Eagle, giant	L	5	4+2	F: 390/130/8[1]	2 claw + 1 beak	1d6/1d10	F4	4,200	300	Any
Emu	M	8	2	90/30/2	1 beak or kick	1d6 or 1d4	F1	400	40	T, W
Hawk, giant	M	6	3+3	F: 480/160/10[3]	1 beak	1d6	F2	1,650	200	Any
Hawk/Falcon/Kestrel	S	7	1	F: 480/160/10[5]	2 claw + 1 beak	1/1d4	NM	80	40	Any
Magpie, giant	S	6	1+1	F: 330/110/6¾[5]	1 beak	1d4	F1	550	60	T, W
Ostrich	L	7	3	330/110/6¾	1 beak or kick	1d8 or 1d6	F1	1,500	60	W
Owl, giant	L	6	4	F: 360/120/7½[3]	2 claw + 1 beak	1d8/1d6	F1	4,000	200	C, T
Raven, giant	M	7	2+2	F: 90/30/2[3]	1 beak	1d6	F1	1,600	150	T, W
Sparrowhawk/Kite	S	6	½	F: 480/160/10[5]	1 beak	1d3	NM	40	20	T, W
Swan/Goose/Duck	M	7	1	60/20/1½(S) F: 90/30/2[3]	1 beak	1d4	NM	200	15	T, W
Vulture*	M	7	1+1	F: 270/90/5½[3]	1 beak	1d6	NM	225	20	W

*Any flyer can dart at double "run" speed for 1 turn per hour, up to a maximum of 6 turns per day.

TABLE 1.19: DINOSAURS

Type	Size	AC	HD	MV	Attacks	Damage	ST	Enc.	Cost	Env.
Ankylosaur*	H	0	7	60/20/1¼	1 tail	2d6	F4	10,500	210	W
Archelon	L	4	6	30/10/½ S: 30/10/½	1 bite	2d6	F3	6,000	180	Aq (W)
Brontosaur*	G	5	26	90/30/2 S: 150/50/3	1 bite + 1 tail	2d6 / 3d6	F13	52,000	780	Aq (T, W)
Ichthyosaurus	H	5	10	S: 240/80/5	1 bite	2d8	F5	15,000	300	Aq (Any)
Plesiosaur	G	7	16	S: 210/70/4⅓	1 bite + 2 fins	4d6/1d8	F8	32,000	480	Aq (Any)
Pteranodon	H	6	5	F: 210/70/4⅓ (½)	1 bite	1d12	F3	7,500	150	T, W
Pterodactyl	L	7	2	F: 180/60/3¾ (1)	1 bite	1d6	F1	2,000	60	T, W
Pterosaur	G	5	10	F: 240/80/5 (⅓)	1 bite	3d6	F5	20,000	300	T, W
Triceratops*	G	4	20	90/30/2	3 horns	1d8/2d8	F10	40,000	600	T, W

*These animals have an additional attack beyond those specified: the charge. If it moves at maximum speed in a straight line for at least 1 round it can overrun the enemy trampling it and causing damage based on its size: Small (S) 1d4; Medium (M) 1d8; Large (L) 2d8; Huge (H) 4d8; Gargantuan (G) 8d8.

For herds, the damage caused is equal to that listed, plus an additional die for every 3 animals present.

TABLE 1.20: REPTILES, AMPHIBIANS, AND FISH

Type	Size	AC	HD	MV	Attacks	Damage	ST	Enc.	Cost	Env.
Alligator/Crocodile	H	3	6	90/30/2 S: 90/30/2	1 bite	2d8	F3	9,000	120	T, W
Barracuda	L	6	1+2	S: 150/50/3	1 bite	1d8	F1	1,200	25	Aq (T, W)
Cayman	L	5	2	60/20/1¼ S: 90/30/2	1 bite	1d8	F1	2,000	40	T, W
Chameleon, Horned	L	2	5	120/40/2½	1 bite + 1 horn	2d4/1d6	F3	5,000	150	T, W, S
Crocodile, giant	G	1	15	90/30/2 S: 120/40/2½	1 bite	3d8	F8	30,000	450	W
Draco, giant	M	5	4+2	120/40/2½	1 bite	1d10	F3	2,100	130	T, W
Eel, moray**	M	5	1	S: 45/15/1	1 bite	1d4+para.	F1	600	10	Aq (T, W)
Frog / Toad	D	8	1Pf	10/3/¼	none	–	NM	5	1	S, T, W
Gecko, giant	M	5	3+1	120/40/2½	1 bite	1d8	F2	1,550	100	T, W, S
Lizard medium (Iguana)	M	7	1	60/20/1¼	1 bite	1d3	NM	600	10	W
Lizard, dim. (Gecko)	D	6	1Pf	30/10/½	none	–	NM	5	1	T, W, S
Lizard, Giant foot-pad	L	6	2+1	120/40/2½ C: 60/20/1¼	1 bite	1d6	F2	2,100	70	T, F, S
Lizard, Rockhome*	L	5	3	120/40/2½	1 bite	1d6	F3	3,000	90	S
Lizard, small (Tuatara)	S	6	½	60/20/1¼	1 bite	1d2	NM	150	5	T, W
Lizard, tiny (Chameleon)	T	7	¼	30/10/½	1 bite	1	NM	25	2	T, W, S
Mackerel, giant**	L	7	2	S: 120/40/2½	1 bite	1d6	F1	2,000	60	Aq (Any)
Manta / Ray**	L	6	4	S: 120/40/2½	1 sting	1d8+para.	F2	4,000	80	Aq (T, W)
Manta, giant**	G	6	10	S: 180/60/3¾	1 butt +1 sting	3d4/2d10 +para.	F5	20,000	300	Aq (T, W)
Pike / Lamprey	S	6	½	S: 150/50/3	1 bite	1d3	NM	150	5	Aq (T)
Piranha**	T	5	¼	S: 120/40/2½	1 bite	1d2	NM	25	5	Aq (T, W)
Shark, bull (Blue)**	L	4	2	S: 180/60/3¾	1 bite	2d4	F1	2,000	40	Aq (T, W)
Shark, great white**	G	4	8	S: 210/70/4⅓	1 bite	2d10	F4	16,000	160	Aq (Any)
Shark, hammerhead**	H	4	5	S: 210/70/4⅓	1 bite	2d8	F3	7,500	100	Aq (W)
Shark, tiger (Mako)**	L	4	4	S: 180/60/3¾	1 bite	2d6	F2	4,000	80	Aq (T, W)
Shark, vamora**	M	4	6	S: 150/50/3	1 bite	1d10	F3	3,600	120	Aq (W)
Shark, whale**	G	3	10	S: 180/60/3¾	1 butt	1d10	F6	20,000	200	Aq (T, W)
Snake, gargantuan (Anaconda) ***	G	5	8	90/30/2	1 bite + constrict	1d6/2d6	F4	8,000	160	W
Snake, huge (Python) ***	H	5	5	120/40/2½	1 bite + constrict	1d8/2d8	F3	3,250	100	W
Snake, large (Boa) ***	L	6	4	120/40/2½	1 bite + constrict	1d4/2d4	F2	2,000	80	W
Snake, med. (Rattle) ***	M	6	2	90/30/2	1 bite	1d3+pois.	F1	600	40	W
Snake, small (Cobra) ***	S	7	1	90/30/2	1 bite	1d2 or pois.	F1	150	20	T, W
Snake, tiny (Viper) ***	T	7	½	60/20/1¼	1 bite	1 or pois.	NM	25	10	T, W
Sturgeon, giant**	G	0	10+2	S: 180/60/3¾	1 bite	2d10	F5	20,400	360	Aq (Any)
Swordfish (Marlin)**	H	5	3	S: 180/60/3¾	1 horn	1d8	F1	3,000	30	Aq (W)
Toad, giant	M	7	2+2	90/30/2	1 bite	1d4+1	F1	1,100	70	S, T
Tuatara, giant	L	4	6	90/30/2	2 claws + 1 bite	1d4/2d6	F3	6,000	180	S, T, W

* The Rockhome Lizard is a bipedal creature that cannot be a mount, but is used by the dwarves as beasts of burden to pull their carts and other wagons in the caverns and mines where they live (in this case, the maximum it can carry on carts is

equal to double what it can carry, thus 6,000 coins).

** Any fish can dart at double "run" speed for 1 turn per hour, up to a maximum of 6 turns per day.

*** All the snakes have the same physique that does not give them the strength of other reptiles, as they don't have legs and use an undulating movement of their body (serpentine) to move. This makes their carrying capacity equal to half that of normal reptiles, and they are impossible to ride. In compensation their movement rate is the same both on firm ground and on the the surface of water, and they can also climb trees at half normal speed.

TABLE 1.21: ARTHROPODS, CRUSTACEANS, AND INSECTS

Type	Size	AC	HD	MV	Attacks	Damage	ST	Enc.	Cost	Env.
Ant, giant	M	3	4	180/60/3¾	1 bite	2d6	F2	2,000	120	S, T, W
Bee, giant	T	7	½	F: 150/50/3(5)	1 sting + pois.	1d3 + 1/rnd	F1	250	15	S, T, W
Beetle, giant fire	T	4	1+2	90/30/2	1 bite	2d4	F1	600	40	S
Beetle, giant stinging	S	4	2	120/40/2½	1 bite	1d6	F1	1,000	60	S
Beetle, giant striped	S	3	3+1	120/40/2½	1 bite	2d6	F2	1,550	100	S
Crab, giant	L	3	3	90/30/2	2 pincers	2d4	F1	3,000	90	Aq (T, W)
Dragonfly, giant black	S	1	3+2	60/20/1¼ F: 240/80/5(5)	1 bite + 1 breath	1d3/3 hp	F3	1,600	80	C, S, T
Dragonfly, giant blue	S	−1	4+2	60/20/1¼ F: 240/80/5(5)	1 bite + 1 breath	1d5/4 hp	F4	2,100	110	S, T, W
Dragonfly, giant green	S	0	4	60/20/1¼ F: 240/80/5(5)	1 bite + 1 breath	1d4/4 hp	F4	2,000	100	S, T, W
Dragonfly, giant red	S	−2	5	60/20/1¼ F: 240/80/5(5)	1 bite + 1 breath	1d6/5 hp	F5	2,500	125	S, T, W
Dragonfly, giant white	S	2	2	60/20/1¼ F: 240/80/5(5)	1 bite + 1 breath	1d2/2 hp	F2	1,000	50	C, S, T
Fly, giant hunting	S	6	2	90/30/2 F: 180/60/3¾(5)	1 bite	1d8	F1	1,000	50	S, T, W
Lobster, giant	L	4	4+4	150/50/3	2 pincers	2d6	F2	4,400	150	Aq (T, W)
Locust, giant	S	4	2	60/20/1¼ F: 180/60/3¾(5)	1 bite or butt or spit	1d2 or 1d4 or nausea	F2	1,000	60	S
Millipede, giant	T	9	½	60/20/1¼	1 bite	daze	NM	250	15	S
Scorpion, giant	M	2	4	150/50/3	2 pincers +1 sting	1d10/1d4	F2	2,000	200	S, W
Scorpion, poisonous	D	8	1Pf	10/3/¼	1 sting	2d6 pois.	NM	2	10	S, W
Spider, giant crab	M	7	2	120/40/2½	1 bite	1d8+death	F1	1,000	100	S
Spider, giant hunting	S	8	2	120/40/2½	1 bite	1d6	F2	1,000	60	Any
Spider, giant sand	M	6	2+1	120/40/2½	1 bite	1d6 + para.	F1	1,100	80	S, W
Spider, giant weaver	M	4	5	120/40/2½	1 bite or web	1d10 & para.	F5	2,500	150	S, T, W
Spider, giant woodland	S	6	1+3	120/40/2½	1 bite	1d6+pois.	F1	650	40	T
Spider, poisonous	D	9	1Pf	30/10/½	1 bite	Poison	NM	2	varies	S, T, W
Tarantula, giant	M	5	4	120/40/2½	1 bite	1d8+dance	F2	2,000	120	S, T
Widow, giant black	M	6	3	120/40/2½	1 bite	2d6+death	F2	1,500	150	S

TABLE 1.22: MAGICAL CREATURES

Type	Size	AC	HD	MV	Attacks	Damage	ST	Enc.	Cost	Env.
Baluchiterium	H	5	10	120/40/2½	1 kick	3d6	F5	10,000	500	T
Blink Dog*	S	5	4	120/40/2½	1 bite	1d6	F4	1,200	400	T, W
Bounder[7]	L	5	4	150/50/3	2 claws + 1 bite	1d2/2d6	F2	4,000	200	T, W
Caniquine	L	6	4+1	180/60/3¾	1 bite or kick	1d8 or 2d6	F2	4,100	200	T
Centaur/Chevall*[1]	L	5	4/7	180/60/3¾	2 hoov + 1 wpn	1d4/var.	F4	6,000	100	T, W
Chimera*	L	4	9	120/40/2½ F: 180/60/3¾(1)	2 claws + 3 heads + breath	1d3/2d4/1d10/3d4	F9	9,000	4,500	S, T, W
Coltpixy*[2]	D-L	6	3	270/90/5½	2 hooves	variable	E3	var.	3,000	T
Displacer Beast	L	4	6	150/50/3	2 tentacles	2d4	F6	4,000	600	T, W
Dog, elven or faerie	M	3	2+3	180/60/3¾	1 bite	2d6	E3	1,500	230	T
Dragon*[3]	S-G	var.	var.	variable	variable	variable	var.	2,000 ×HD	var.	Any
Dragonne	L	3	8	150/50/3 F: 240/80/5(1)	2 claws+1 bite or roar	1d6/4d6 or fear & deafen	F8	8,000	4,000	Any
Drolem	H	−3	20	120/40/2½ F: 240/80/5(½)	2 claws + 1 bite + breath	2d6/1d20 + death	F10	20,000	88,000	Any
Feliquine	L	5	4+4	180/60/3¾	2 claws + 1 bite	1d6/1d10	F2	4,400	250	T
Feywing	L	4	7+1	60/20/1¼ F: 180/60/3¾(1)	3 bites or 3 horns or mix	2d4 (bite) or 1d10 (horn)	F7	7,100	2,200	T, W
Flapsail	H	2	8	90/30/2 F: 240/80/5(½)	2 claws + 1 bite or breath	1d8/3d6 or cur hp	F8	8,000	4,000	C, T

35

Name										
Frelon*	L	3	6+3	90/30/2 F: 180/60/3¾ (1)	2 claws + 1 bite + 1 sting	1d4/2d6/1d6 +para.	F3	6,300	630	T
Ghriest	L	6	4+1	F: 270/90/5½ (1)	1 beak or breath	2d6 or 4d6	F2	4,100	100	T
Gorgon	L	2	8	120/40/2½	1 horn or breath	2d6 or petrify	F8	8,000	4,000	Any
Grangeri	G	5	13	150/50/3	1 bite or kick	2d6 or 3d6	F7	13,000	600	T
Griffon	L	5	7	120/40/2½ F: 360/120/7½ (1)	2 claws + 1 bite	1d4/2d8	F4	7,000	500	Any
Hellhound*	M	4	3-7	120/40/2½	1 bite or breath	1d6 or 1d6×HD	F3-7	700 × HD	300×HD	W
Hippogriff	L	5	3+1	180/60/3¾ F: 360/120/7½ (1)	2 claws + 1 bite	1d6/1d10	F2	6,200	300	T, W
Horse, sea greater	L	7	4	S: 240/80/5	1 butt	2d4	F2	4,000	120	Aq (T, W)
Horse, sea leser	L	7	2	S: 180/60/3¾	1 butt	1d6	F1	2,000	60	Aq (T, W)
Horse, sea normal	L	7	3	S: 210/70/4⅓	1 butt	1d8	F2	3,000	90	Aq (T, W)
Hydra	H	5	5-12	120/40/2½	5-12 bites (1 bite per head)	1d10 per head	F5-12	1,000 ×HD	300×HD	T
Hydra, Flying	H	5	5-9	120/40/2½ F: 180/60/3¾ (½)	5-9 bites (1 bite per head)	1d10 per head	F5-9	1,000 ×HD	400×HD	Any
Hydra, Sea	H	5	5-12	S: 150/50/3	1 bite per head	1d10 per head	F5-12	1,000 ×HD	300×HD	Aq (Any)
Krenshar[5]	M	6	2	150/50/3	2 claws + 1 bite	1d4/1d6	F1	2,000	100	T, W
Lammasu*	L	5	7	120/40/2½ F: 180/60/3¾	2 claws or C7th spell	1d6 or by spell	C7	7,000	2,100	T, W
Lupasus (winged wolf)*	L	6	5+5	180/60/3¾ F: 360/120/7½ (1)	1 bite	2d6	F3	5,500	550	C, T
Man-scorpion*	L	1	8	240/80/5	1 weapon + 1 tail	3d6/1d10+pois	F8	8,000	200	S, W
Manticore*	L	4	6+1	120/40/2½ F: 180/60/3¾ (1)	2 claws + 1 bite or 6 spines	1d4/2d4 or 1d6×spine	F6	6,100	1,500	C, T
Masher	H	7	20	90/30/2	1 bite + 1 sting	3d8/2d8+death	F10	20,000	2,000	Aq (Any)
Nightmare*	L	−4	7	150/50/3 F: 240/80/5 (1)	2 hooves + 1 bite or breath	2d6/1d12	F7	7,000	N.A.	Any
Pegasus*	L	6	2+2	180/60/3¾ F: 480/160/10 (3)	2 hooves	1d6	F2	6,600	250	T, W
Pegataur*[1]	L	5	5	180/60/3¾ F: 360/120/7½ (1)	2 hooves + 1 wpn or magic	1d6/varies or by spell	E5	6,000	300	Any
Phororhacos	L	6	3	180/60/3¾	1 beak	1d8	F2	3,000	90	T, W
Pocket Dragon	S	8	3	90/30/2 F: 120/40/2½ (5)	1 bite	1d3 + pois.	E3	21,00	100	Any
Roc adult*	H	2	12	60/20/1¼ F: 480/160/10 (½)	2 claws + 1 beak	1d8/2d10	F6	12,000	3,600	T, W
Roc, chick*	M	6	3	30/10/½ F: 360/120/7½ (3)	1 beak	1d8	F1	3,000	900	T, W
Roc, mature*	G	0	36	60/20/1¼ F: 540/180/11¼ (⅓)	2 claws + 1 beak	3d6/8d6	F18	36,000	10,800	Any
Roc, young*	L	4	6	60/20/1¼ F: 420/140/8½ (1)	2 claws + 1 beak	1d4+1/2d6	F3	6,000	1,800	T, W
Rust Monster	M	2	5	120/40/2½	1 antenna	Rust metal	F3	3,500	150	S
Sea serpent, large	G	3	12	S: 240/80/5	1 bite or spire	3d6 hp or 2d10 SP	F6	12,000	1,200	Aq (Any)
Sea serpent, small	H	5	6	S: 150/50/3	1 bite or spire	2d6 hp or 1d10 SP	F3	6,000	600	Aq (Any)
Skinwing, adult[4]	L	4	7-9	F: 180/60/3¾ (1)	1 bite	1d10	F4	300 × HD	30×HD	S, W
Skinwing, chick[4]	M	4	1-3	F: 150/50/3 (3)	1 bite	1d4	F1	300 × HD	30×HD	S, W
Skinwing, mature[4]	L	4	10	F: 180/60/3¾ (1)	1 bite	2d8	F5	300 × HD	30×HD	S, W
Skinwing, young[4]	M	4	4-6	F: 150/50/3 (3)	1 bite	1d8	F3	300 × HD	30×HD	S, W
Slug, giant[6]	H	8	1-20	60/20/1¼	1 bite or spit	1d12 or cur hp	F1-10	1,000 ×HD	20×HD	Any, S
Sphinx*	L	0	12	180/60/3¾ F: 360/120/7½ (1)	2 claws + 1 bite or roar or magic	3d6/2d8 or variable	C24	12,000	6,000	Any
Stirge	S	7	1	F: 180/60/3¾ (5)	1 beak	1d3	F1	700	50	S, T
Thunderhead	L	0	8	30/10/½ F: 180/60/3¾ (1)	2 claws + 1 lightning	2d6/5d6	F8	8,000	4,000	Any
Turtle, giant (Nikt'oo)	L	5	3	60/20/1.25 S: 120/40/2½	1 bite	3d4	F1	3,000	90	Aq (T, W)
Tyminid*	S	6	3	90/30/2 F: 120/40/2½ (5)	2 claws + 1 bite	1d4/1d4+1	F1	2,100	150	C, T
Unicorn*	L	2	4	240/80/5	2 hooves + 1 horn	1d8/1d8	F8	4,000	400	T
Vulturehound	S	5	2	90/30/2 F: 180/60/3¾ (1)	2 claws + 1 beak	1d3/1d4	F1	1,400	100	T, W
Wolf, black (Worg)	M	6	4+1	150/50/3	1 bite	2d4	F2	2,800	100	C, T

Wolf, dire	M	4	3-5	150/50/3	1 bite or breath	1d8 or 1d4×HD	F2	700 ×HD	300×HD	C
Wyvern	L	3	7	90/30/2 F: 240/80/5[(1)]	1 bite + 1 sting	2d8/1d6+pois.	F4	7,000	700	C, T
Xytar	L	3	5+1	120/40/2½	1 bite or breath	1d10 or 3d6	F2	5,100	600	W
Yowler or Yeth	M	0	3+3	150/50/3 F: 270/90/5½[(3)]	1 bite	2d4	M11	2,200	350	Any

Notes:

* Unlike the other creatures listed, these creatures are intelligent, with a proper language, and usually choose to be used as mounts only in rare cases, after having made friends with the rider or having been subdued by him with force or magic. In particular, pegataurs, centaurs, chevals, lammasu, and manscorpions do not become long term mounts, but can occasionally transport someone on their back.

1. *Centaur, Chevall, and Pegataur*: the encumbrance of these creatures is for a subject with average Strength (10) and is calculated like for normal characters (see the *Encumbrance and Movement* section at the beginning of the chapter), but multiplied by 3 because they are quadrupeds.

2. The Chevall is a centaur with 7 HD that can transform in to a horse: in this form it has a speed of 270/90/5½ and gains a bite (1d8) attack.

3. Pegataurs are winged centaurs (capable of flight) with the torso and heads of an elf (ST as elf).

4. *Coltpixy*: also called the Faerie Horse, the coltpixy is an intelligent equine related to the unicorn that can become invisible along with its rider, changing the colour of its coat, and of assuming any size from Diminutive (D) to Large (L). The maximum carrying capacity depends on its size: 240 (Diminutive), 600 (Tiny), 1,500 (Small), 4,500 (Medium) or 9,000 (Large). The kick damage also depends on the size assumed: Diminutive 1d2, Tiny 1d3, Small 1d4, Medium 1d6, Large 2d4. Its speed instead remains unchanged for any size, and is has the same requirements as a superior riding horse.

5. *Dragon*: all the dragon's statistics depend on its number of Hit Dice and its species, apart from its carrying capacity (2,000 cn per HD) and the cost (between 500 and 1,000 gp per Hit Dice based on species). Refer to the *Rules Cyclopedia* and *Dawn of the Emperors* manuals for the details of each species.

6. *Skinwing*: a reptilian creature with membranous wings that probably derives from pterodactyls, used as a mount both by the shadowelves and by some humanoid tribes of the tropical regions.

7. *Krenshar*: this being is similar to a great cat, but has the ability to draw back the skin to show the muscles and tissues of the muzzle to scare other creatures (ST vs. Paralysis or affected as a *fear* spell).

8. *Giant slug*: the creature cannot be rode due to its slippery back, but is used to pull carts or wagons. The giant slug needs 10 pints of water per HD per day and 10 rations per day, or browse in fungi forest for 1 hour. There is a variant of the giant snail called Giant Snail that only lives in forests and has a shell that it can completely retreat into, granting AC –2. Both types can spit (normal Attack Roll) once per round up to a distance of 5 feet per Hit Dice, and the sputum causes the same Hit Points that the snail has because of the acidic saliva.

9. *Bounder*: originally from the Hollow World, this is a wingless, 8 feet tall, long tailed wyvern walks on powerful rear legs. It gets its name from its ability of leaping about, and once per round can make a single leap of up to 100 feet long (maximum height of jump: 10 feet) in place of its normal move. They are used as mounts by the Krugel orcs and are particularly used to leap across crevasses and ravines.

CHAPTER 2: NORMAL WEAPONS

GENERAL RULES

Normal weapons are all those that produce wounds by means of points (piercing or stabbing weapons), blunt faces (bludgeoning or blunt weapons) or metallic blades (slashing or tearing weapons). They can be split into three large umbrella categories: improvised, simple and complex weapons. Moreover, the weapons can be further divided into five types based on their employment: melee weapons (those used in hand-to-hand combat), missile weapons (are only used at a distance), throwing weapons (can be used in melee or at range, but their range is always less than missile weapons), polearms (long weapons which can hit adversaries at a short distance), and double weapons (weapons that exploit two different combat styles).

IMPROVISED WEAPONS

Improvised weapons are objects of everyday use not thought of being used as weapons of war, which all are able to use for the common tasks that they had been created for (e.g. digging with spades, hoeing with hoes, cutting with knives, etc.), but which on occasion can be used to cause damage. Obviously, as they are not true weapons there is no weapon mastery in their use and anyone using them as a weapon has a –2 penaslty to attack rolls (if you do not have the *Improvised weapon* general skill). It is possible to wield weapons over one size larger than the character, and bulky objects must always be wielded with two hands (if its weight allows it). The damage caused by improvised weapons is always mortal, and depends on both the object's size and its type of damage (Bludgeoning, Piercing, or Slashing), as shown in table 2.1: indeed, piercing or slashing improvised weapons always cause a damage dice better than bludgeoning weapons of equal size (e.g. a tiny size bottle inflicts 1d3 hp, while a hatchet inflicts 1d4 hp).

TABLE 2.1: IMPROVISED WEAPON DAMAGE

Size	Example	B Damage	P/S Damage
Diminutive	Glass	1	1d2
Tiny	Bottle	1d3	1d4
Small	Poker	1d4	1d5
Medium	Chair	1d5	1d6
Large	Table	1d6	1d8
Huge	Closet	2d6	2d8
Gargantuan	Cart	3d6	3d8

It is possible to throw a one-handed improvised weapon to a distance dependent on the item's size in relation to the character's size and Strength (see table 2.2); item's larger than the thrower can only be thrown a maximum of 5 feet.

TABLE 2.2: IMPROVISED WEAPON RANGE

Object Size	Range
< 3 size	Strength ×6 ft.
< 2 size	Strength ×3 ft.
< 1 size	Strength ×1½ ft.
Equal	Strength ×1 ft.

SIMPLE WEAPONS

This definition encompasses the tools created to wound and kill, usually for hunting or war, able to exploit some particular effect and that are known for their use as offensive instruments (the category includes nearly all weapons, including firearms and crossbows, more easily used thanks to superior technology). They have 5 ranks of mastery, with standard training times, and as they are simple to use the unskilled attack roll penalty is–2.

Many simple weapons derive from everyday tools (especially from farming or craft tools), being a redesigned version to increase the common tool's offensive capacity (e.g. the scaling fork derives from the pitchfork, the glaive from the scythe, the warhammer from the hammer, and so on). Any character that has at least Basic rank in a simple weapon linked to a similar common tool can use the improvised weapon exploiting the attack bonus, special effects, and the defence and damage bonuses derived from his training in the linked simple weapon. If the simple weapon is a different size and must be held differently (with one or two hands) to the improvised weapon, the character cannot exploit the simple weapon's defence bonus and must use the reduced damage associated with the improvised weapon.

TABLE 2.3: TOOLS AND LINKED SIMPLE WEAPONS

Tool	Simple Weapon
Hatchet	Axe, throwing
Axe	Axe, Battle
Shovel	Staff
Chain	Chain, War
Knife	Dagger
Flail	Aspergill
Scythe	Scythe, Straight
Sickle, Billhook	Sword, Sickle
Pitchfork	Fork,
Sledgehammer	Maul, War
Cleaver	Machete
Hammer	Hammer, Throwing
Pick, Hoe	Pick, Military
Cudgel, Torch, Spade	Club or Mace, Light
Rake	Rake, War
Hook	Fang, Short

COMPLEX WEAPONS

These are instruments designed and created with the precise aim of inflicting particularly lethal wounds or to exploit several special effects if used in the correct way. They are always more difficult to learn to use effectively compared to simple weapons: they always have 5 levels of mastery, their training times are double standard, and they are decisively more difficult to use unskilled (a –4 penalty to attack rolls). Many complex weapons derive from simple weapons, and the category includes all the double weapons, long braced weapons, and any weapons that are particularly heavy or capable of causing much higher damage than simple weapons.

RANGED WEAPONS

Ranged weapons are weapons that fire projectiles to a distance, and usually need both hands to be used (unless specifically stated otherwise in their description). These weapons cannot be used in melee against enemies moving within 5 feet (automatically miss the targets, unless they immobile), or against targets beyond maximum range. Moreover, any Armour Value is halved against projectiles fired from a ranged weapon.

The Attack Rolls are modified, by the character's Dexterity bonus, his mastery rank, and by any magical modifier of the weapon, as well as the distance to the target, according to the following table:

Target within Short Range	+1
Target within Medium Range	+0
Target within Long Range	–1

The range given is how for firing straight, i.e. with the missile parallel to the ground and aimed at the target. It is however possible to double the maximum range by increasing to trajectory to 45° (shooting in a parabola). In this case however, it is not possible to aim (see general ability) and the Attack Roll suffers a total penalty of 5.

A target's cover (anything that blocks line of sight) also influences the Attack Roll. Cover that can be penetrated (like a bush or a tent) is called *soft cover*, while cover that cannot be penetrated is *hard cover*. If the target is behind cover, the attacker's Attack Roll is penalised as shown below:

TABLE 2.4: ATTACK ROLL PENALTY FOR COVER

Cover	Soft	Hard
¼	–1	–2
½	–2	–4
¾	–3	–6
Complete	–5	Not hitable

Missile weapons that are larger or smaller than those presented have different maximum ranges. For each size category larger or smaller than the weapon described, it range rises or falls by 30% to maintain a value that is by 3 or 1.5).

Example: a short bow is the medium sized version of a long bow (large size), and its range is reduced by 30%. An orcish long bow would therefore by huge sized, and

it's ranged increased by 30% (110/210/320 rather than 80/160/240).

Finally, every time a protectile or dart is used it is possible to recover it if it is easily locatable and hasn't hit the target (in which case it is considered too damaged). Roll a 1d100: if the result is 50 or less, it means that the missile is lost or broken, vice-versa means that the projectile is intact and can be recovered and reused. A protectile cannot be used more than twice: on its third use, the missile breaks.

POLEARMS

Polearms are large slashing weapons with a wooden shaft as a handle and topped with a slashing or piercing head. The braced weapons are divided into two subcategories: short and long braced weapons, whose only difference is that the long weapons have a greater capacity thanks to being over 6 feet long.

Long weapons allow adversaries to be attacked from up to 10 feet away or enemies behind the first line of attackers, without directly exposing himself. The attack cannot be made by beings of smaller size than those that fight in the front line and the Attack Roll has a –4 penalty (as the target has medium cover). However, given the extreme length of these weapons, they are unwieldly against adversaries in close combat (body to body), which forces the character to hold the shaft in an incorrect manner, shortening the grip to successfully wield it. Therefore polearms suffer a –1 penalty to attacks against opponents within 5 feet (which doesn't happen to braced weapons less than 6 feet long).

DOUBLE WEAPONS

A double weapon is a type of weapon that allows it to be used for two different combat styles (e.g. the bastard sword, which can be used with one or two hands, or the staff-chain), or that allows him an extra attack by exploiting both ends of the weapon or different blades present on the weapon. It is only possible to use double weapons of up to one size larger than your own size.

To be able to use a double weapon usable both with one and two hands with only one hand, it is necessary to be able to manage with one hand the total encumbrance of the weapon. Otherwise he can use the weapon with two hands (as long as he can manage the weapon's weight with two hands!).

MANAGABLE ENCUMBRANCE

This value gives the maximum encumbrance of the object that the character can manage with only one hand, and it is therefore indispensible data to know what weapons a subject can use. The following formula shows the encumbrance in coins of an object that the individual can manage with only one hand thanks to his Strength (to find the manageable encumbrance with two hands, simply multiply the value obtained by two):

Manageable Encumbrance with 1 hand (coins) = (Strength × Multiplier) × Size Coefficient

Refer to the table below to determine the Multiplier based on the individual's Strength:

TABLE 2.5: MANAGEABLE ENCUMBRANCE

Strength	Mult.
1 – 20	× 6
21 – 40	× 7
41 – 60	× 8
61 – 80	× 9
81 – 100	× 10

To calculate the maximum manageable weight in grammes, multiply the encumbrance in coins by 50.

A character cannot wield with one hand objects larger than his own size, while he can wield with two hands objects of his own size (for example when they are too heavy to wield with only one hand) or larger, but not those smaller, unless the object's structure doesn't prevent it. For example, a long sword (medium size) certainly has a long enough hilt to be held in two hands by a human (medium size), but the same human cannot use a rapier with two hands (medium size), as its hilt is much shorter and equipped with a guard.

WEAPON AND CREATURE SIZES

A character can wield a one handed weapon of his own size or smaller, and with two hands weapons of the same size or a maximum of one size larger (as long as the manageable encumbrance allows it). It is not possible to wield a weapon over two sizes smaller or one size larger than the character's own size.

Creatures larger or smaller than medium size use appropriately sized weapons, and cause proportionate damage, also having access to weapon mastery. Generally, a weapon identical to one described in this manual causes a type of damage dice smaller or larger by 1 rank if there is just one size difference. The dice progression is:

1 ⇨ d2 ⇨ d3 ⇨ d4 ⇨ d5 ⇨ d6 ⇨ d8 ⇨d10 ⇨ d12 ⇨ 2d8

If instead the weapon is two (or more) sizes smaller or larger the damage is multiplied or divided by the size difference (×2 or ÷2 for 2 sizes, ×3 or ÷3 for 3 sizes).

Example: a hill giant (Large size) with a long sword of his size causes 1d10 damage at Basic rank (instead of 1d8). While a cloud giant's long sword (Huge size) causes 2d8 damage at Basic rank.

Table I in the Introduction shows the relative sizes of creatures and objects, which is also found in the description of each weapon. For weapons of the same type but of different sizes multiply its encumbrance, cost, and HP by the relevant Size Coefficient given in table I to obtain the new values (rounding any remainder).

DEBILITATING DAMAGE

Debilitating damage indicates the attempt to stun and knockout a subject with bludgeoning blows carefully directed to the right points (head, neck, kidneys, etc.).

All damage received due to punches and kicks is considered debilitating, unless it was from a Martial Arts expert, a character with the *Offensive martial arms* skill, or a creature with claws, horns, or an attack of this type, which can decide to strike to kill or stun. Debilitating damage inflicted with bare hands by people unskilled in the martial arts depends on the attacker's size compared to his victim's, as follows:

TABLE 2.6: DEBILITATING DAMAGE

Attacker's Size	Damage
2+ < victim	none
1 < victim	½ Str bon
Equal to victim	Str bon
1 > victim	Str bon +1
2+ > victim	Str bon ×2

Weapons can also inflict this type of damage, but if it isn't specifically mentioned among the special effects that the weapon causes debilitating damage, the damage caused is always one die less than Basic damage (e.g. a sword does 1d6 rather than 168, as the better damage due to mastery is because the character can make better killing blows) and the attacker doesn't benefit from the Attack Roll bonus derived from his training in the weapon (usually striking with the flat of the blade, the shaft, or the grip), but doesn't suffer the Attack Roll penalty for using an improvised weapon.

Finally, every blow that inflicts debilitating damage has a 10% chance (some weapons are better) of knocking out the victim of equal or smaller size to the weapon for 3d6 minutes minus his Constitution score (1 round minimum).

The hit points lost following debilitating damage are recovered with a Constitution test at the rate of 1/10 of total hp + Constitution bonus (max 10) per minute from when the cause ceases. If the subject drops below zero hp due to this damage, he becomes unconscious not dead: each turn he may make a Constitution test to recover 1 hp + Constitution bonus, and only regains consciousness when his hp return to a positive value. If, however, the damage causes the victim to drop below –5 hp, he enters a coma due to the blow's violence and loses 1 hp per minute, finally dying if he reaches –10 hp. If during this period, he is successfully treated with a Heal or Medicine check he stabilises and recovers 1 hp per day of successful checks; when he returns to 1 hp, he regains consciousness and recovers hp as normal. The use of curative spells obviously allows him to recover his strength much more quickly.

COUP DE GRÂCE

It is possible to slay a living, vibrant creature with a well delivered single blow to a vital body area, like the heart, brain, or neck (cutting the carotid and jugular arteries), using an appropriate weapon: slashing or piercing weapons can be up to 2 sizes smaller than the victim, bludgeoning weapons can be up to one size smaller. As such it is necessary that the victim is either immobile (paralysed, bound, or asleep) or that the attacker has surprised him (impossible during melee). The attacker makes a single Attack Roll against the victim (AC 10 if immobile only improved by magic) and if it succeeds the weapon inflicts maximum damage. If the Attack Roll fails against an immobile victim, the attack still hits and causes normal damage; if it fails against a surprised victim that can move he has evaded the blow completely. The wounded victim (if still alive) makes a ST vs. Death Ray with a penalty equal to half the hp lost by the blow: if it fails he fails to the ground dead; if the ST succeeds, it suffers severe bleeding (see "Critical Hits" in the *Optional Rules*).

THRESHOLD OF DEATH

Once a subject's hit points fall to zero or below, he loses consciousness and falls into a coma: and is now considered on the threshold of death. If he is not quickly cured with normal (*Heal* or *Medicine* check) or magical means that return his hp to a positive number, he loses a further 1 hp per minute, and once he reaches –5 hp he is considered definitely dead. Obviously, individual wounds that reduce the positive hp to less than –5 hp kill him, as if he was the victim of a coup de grâce.

For debilitating damage the threshold of death is reached at –6 hp. At this point the subject can no longer help himself and dies if he isn't helped before reaching –10 hp (see above).

For suffocation victims, once that their Constitution or hp reach zero they lose 1 hp a round rather than a minute, as the lack of oxygen to the brain causes severe damage more quickly than bleeding; at –10 HP he dies from asphyxiation.

UNDERWATER COMBAT

Unlike air, water has a much higher friction, and this affects weapon use in several ways. Underwater any blow by a bludgeoning or slashing weapon is enormously slowed because of the manoeuvre necessary to perform the blow, with the consequence that all slashing and bludgeoning weapons at any mastery level automatically cause half damage and their Attack Roll has a –4 penalty (they are easier to avoid due to their slowness). Piercing weapons do not have this penalty and are popular with the undersea races.

Moreover, it isn't possible to use shields or threown weapons underwater, and the only weapons that function at a distance are missile weapons, although the range of bows is halved. As such the most popular missile weapons of the undersea races are the mechanical ones (crossbows and spearguns).

Finally, any being from the surface suffers a –1 penalty to his Initiative and AC, unless he knows how to *Swim* or benefits from *Freedom of Movement*.

WEAPONS OF ALTERNATIVE MATERIALS

It is possible to make versions of normally steel weapons in wood, stone, bronze, or other materials. The material used affects the weapon's Hit Points, cost, encumbrance, and offensive ability, as shown in table 2.7:

TABLE 2.7: ALTERNATIVE WEAPON MATERIALS

Material	Cost	Enc.	H.P.	Atk	Damage
Adamantite/Mithril	20	0.5	2	+1	+1
Bone	0.6	0.7	0.5	–2	–1
Bronze	0.7	1.2	0.8	–1	–1
Copper	0.5	1.2	0.7	–1	–2
Crystal/Coral	1	0.4	0.5	–	–1
Dragon	15	1	1	+1	–
Gold	8	1.6	0.7	–1	–
Iron	0.8	1	0.9	–	–1
Obsidian	8	0.5	1	–	–
Platinum	12	2	0.8	–	–
Red Steel	10	0.5	1.5	+1	–
Silver	4	1.3	0.7	–	–
Stone	0.7	1.5	0.9	–1	–1
Stone, Precious	varies	0.8	0.7	–	–
Wood	0.5	0.7	0.6	–1*	–2
Wood, Petrified	3	1.5	1	–1	–1

In the above table, the columns relating to Cost, Encumbrance, and HP gives the number which must be multiplied by the base value for each steel weapon described in this chapter to give the values for items made with that type of material. The Attack Roll column gives the Attack Roll modifier for the material only applies to slashing weapons, while those relating to damage inflicted apply to any type of weapon of that material.

*Note: Slashing weapons replicated in wood (like the Japanese *bokken,* the Roman *rudis*, or bamboo *shi-nai*, the typical weapon of Japanese kendo) are considered bludgeoning weapons that can inflict debilitating and non-lethal damage (they are used in training in the use of any sword, to avoid seriously injuring the participants).

FIGHTER COMBAT OPTIONS

This ability reflects the great experience and skill of fighters in the art of combat and has been increased compared to the four options introduced in the Companion rule set (Multiple Attacks, Disarming, Parrying, and Sundering) that the fighter gains at name level (9th). Unlike multiple attacks that are automatically gained, these particular manouvers can be only learnt as follows, often in a martial or military order (like the fighter's guild, which however never know more than 7 special moves) or from a master who already knows it. The instruction involves a week of training and normally costs in gold pieces equal to ten times the level to which he is going (halved if the fighter is associated to the guild).

All the following abilities are only available to the Fighter and its subclasses that enjoy the same options, and he can choose one at each of the following levels: 3rd, 6th, 9th, 16th, 20th, 28th, and 32nd. With the exception of Multiple Attacks that are automatically acquired at 12th, 24th, and 36th level. The list below describes in alphabetical order the available options; a level next to the name shows the minimum level necessary to learn it.

MULTIPLE ATTACKS (12TH, 24TH, 36TH)

The Fighter is so skilled and quick in making his attacks that he can make more than one attack in his combat turn, based on the level he has attained:

12th level: 2 attacks.
24th level: 3 attacks.
36th level: 4 attacks.

The Fighter makes all his attacks in his combat turn, and enjoys all of the same modifiers of any normal attack. However it is only possible to make all these attacks if in that round the character doesn't move more than half his walking speed: otherwise, it is only possible to make a single attack.

WHIRLWIND ATTACK (9TH)

The Fighter can deliver a single attack, with any weapon he is at least Skilled in, which can hit all enemies within a 10 foot range. The whirlwind attack takes the character's entire action round (he cannot make any others, or move): make a sinlgle Attack Roll with a –4 penalty and all the enemies with AC equal to or worse than that hit are injured and lose the damage inflicted by the attack. This attack cannot be parried in any way.

HEAVY BLOW (6TH)

The Fighter is capable of making violent attacks that exchange accuracy for damage. Once per round he can impose on his Attack Roll, with a melee weapon, a penalty of up to half his level (max –10 at 20th): if the blow is successful the damage inflicts is increased by the same.

FIGHTING WITH TWO WEAPONS

This ability can only be chosen if the Fighter is *Ambidextrous*. He has been trained to fight holding a melee weapon of which he has some training (at least Basic rank) in each hand, provided that he doesn't use a shield, but the primary attack and the following one suffer a –2 penalty to the Attack Roll. When the character acquires Multiple Attacks, thanks to this option he can continue to make another free attack using the weapon in his offhand, continuing to apply the –2 penalty to the Attack Rolls of the primary and secondary attacks.

If he is using two *different* weapons he can use the Special Effects of both, but must choose which defensive bonus to use each round, he doesn't add both together and likewise for parrying.

AGILE FIGHTING

This ability can only be used by a Fighter with at least 14 Dexterity. He is trained to fight with quick, precise moves, exploiting his agility rather than his strength. As long as he is only lightly encumbered he adds his Dexterity modifier rather than his Strength modifier to his Attack Rolls with one-handed melee weapons, but not in order to calculate the damage inflicted.

DIRTY FIGHTING

Only a non Lawful Fighter and with a Strength and Dexterity of at 12 can learn this ability. He is trained to use dirty tricks (tripping, sand in the eyes, pushing) to gain an advantage in melee attacks against living beings up to one size larger than his own. Each round he uses this ability gives him a +1 bonus to Attack and Damage rolls, although it is clear to all present that he is fighting dirty. An *Alertness* check each round allows the victim to counter the effects of dirty fighting and negate the bonus gained by the fighter by this option.

LIGHTNING COUNTERATTACK (6TH)

The Fighter waits for the enemy's blow to make a quick counterattack while the defence is more open. This ability gives the character a +4 bonus to his Attack Roll against a specific adversary who just wounded him, only if he attacks after him in the same round.

IMPROVED CRITICAL (6TH)

The Fighter can give this ability to one weapon category from bludgeoning, piercing, slashing or missile weapons. His lethal skill with it allows him to identify and strike the vital (or particularly vulnerable) parts of the target with an increased chance to achieve a critical. Refer to the *Critical Hits* tables in the *Optional Rules* section to determine the additional effects. This option can be chosen more than once and given to a different weapon category.

ACTIVE DEFENCE (6TH)

The Fighter is trained to use his shield better to actively defend himself from his opponents' blows. Once per round in addition to his actions he can parry any melee attack received using his shield: he needs to make an Attack Roll against the AC hit by the enemy (like the Parry ability of weapons) and if successful the damage is suffered by the shield. This option can be used in addition to any parries made due to mastery in the held weapon.

TACTICAL DEFENCE

The Fighter forgoes his attacks for the entire round and chooses instead to defend himself (this option is called Parry in the Companion rules). This means that for the entire round he cannot make Attack Rolls or use magic items or cast spells, but can only normally walk while defending himself with weapons and shield from any enemy attack. This tactic gives him an additional 4 point bonus to his Armour Class against all attacks in that

round, and if he isn't hit, the Fighter gains a +2 bonus to his AC the next round if he decides to attack.

DISARM

This option must be associated with a specific type of weapon: bludgeoning, piercing, or slashing. When using one of these weapons, in place of a normal attack to inflict damage the Fighter can choose to disarm his adversary. Make an Attack Roll with a –2 penalty, and if successful don't inflict damage, but the victim must make a Dexterity check with a penalty equal to the sum of the attacker's Strength and Dexterity bonuses. If failed, the weapons falls 1d12 feet from the victim, which must spend an attack or movement action to recover it.

The Fighter can only disarm beings with weapons of up to one size larger than the weapon being used. He cannot disarm creatures using natural weapons and it isn't possible to parry a disarm attempt.

To disarm an individual that uses a weapon with two hands, as the weapon is held in two hands, it requires two successful attempts in the same round, otherwise the weapon remains in the individual's hand.

WEAPON EXPERT

The Fighter has developed a natural ability to master any type of weapon. Thanks to this option, the chance to calculate his success in weapon mastery progression or learning of a weapon improves by 20%.

TEMPERED PHYSIQUE (9TH)

The Fighter hsa developed an exceptional resistance that gives him a +1 bonus to all the ST that influence his physique (poisons, pietrification, etc.) and that makes the difference in critical situations. Moreover, when he suffers physical damage inflicted by a weapon (including natural weapons, but excluding damage from spells, magic effects, or special attacks like dragon breath, poison, the gaze of the nekrozon, etc.) that would take him to zero or less hit points, he can make a ST vs. Death Ray for half if the fighter is aware of the attack and can react (so it is ineffective if he is paralysed, stunned, asleep, surprised, etc.).

CLEAVE

The Fighter has been trained to exploit his offensive impetus to the maximum. When he kills an adversary, he may immediately have a free attack (max 1 per round) with the same weapon against an enemy within 10 feet.

INTIMIDATE (6TH)

The Fighter can intimidate his adversaries by exploiting his superior weapon training. To do this it is necessary to demonstrate his ability with a weapon, without physically attacking any adversary for at least a round. Anyone observing the character must make a ST vs. Paralysis and if it fails receives a –1 penalty to his Attack Roll, Morale Rolls, and AC while facing the fighter for the next 24 hours, and flees or surrenders if he is reduced to less than half hp by the fighter's hands. The *remove fear* spell or a successful *Courage* skill check counters and negates

cancels the penalty of thr ntimidation.

You cannot intimidate adversaries of higher level or that have equal or better weapon mastery, or creatures of animal intelligence or lower.

MASTERY IN COMBAT (CLOSE OR AT RANGE)

The Fighter is trained to improve his ability with melee or missile weapons (his choice).

He benefits from a constant +1 bonus to any Attack Roll in melee (both with weapons and bare hands) if he chooses close combat, otherwise he has a +1 bonus to Attack Rolls with any missile or thrown weapon if he chose mastery in ranged weapons. The option can be selected twice to comprise both categories.

LIGHTNING REFLEXES

The Fighter has well trained reflexes that give him a +1 bonus to individual Initiative, to all his ST vs. effects that can be dodged. The effect is not applied if the subject is paralysed, stunned, or heavily encumbered.

SMASH (9TH)

This option allows the combatant to concentrate all his strength in a single blow. In practice, when the fighter announces his intention to smash, he automatically loses the initiative to gather his strength, and release all his power in a deadly blow that relies on force rather than accuracy, the Attack Roll receives a –5 penalty, but if the smash attempt succeeds, the character's entire Strength score is added to the damge rather than just the Strength modifier.

It is only possible to smash only once per round and this action consumes two of the character's attacks: until he has multiple attacks, if he smashes he cannot move during his turn. Smash prevents the character from actively parry other blows, although it is possible to benefit from any AC bonus granted by his weapon training. A fighter that enjoys multiple attacks may first make a smash attempt and then his other attacks, but only if he did not move during his turn (otherwise he sacrifices the additional attacks for movement).

MARKSMAN

The Fighter has been trained to be an excellent marksman with bows, crossbows, or firearms that he has at least Basic rank in. The character takes a round to accurately prepare the strike, and then fire the projectile with an uncommon precision. The missile inflicts double damage to a target within medium range and there is no penalty to the Attack Roll if the target is at long range; moreover, if the fighter has the *Aim* skill his bonus is doubled. He cannot prepare more than one missile at a time (so he cannot, for example, take three rounds preparing as many arrows and then fire them in succession with the bonus described above).

OPTIONAL RULES

AMPUTATION

It is possible to amputate a creature's limb or head with a single blow using the following rule only if the following four conditions are met:

1. The attacker has to declare an Aimed Blow (see the Aimed Blow section below) to the body part that he wishes to amputate using a slashing weapon;
2. The victim is a maximum of one size larger than the weapon.
3. The victim loses at least half his hp to a single attack.

If all the preceding conditions are met, the victim must make a ST vs. Death Ray with a –4 penalty). If the ST fails, the amputation happens, while if the ST succeeds the vctim is stunned for 1d4 rounds. If the hp of the creature drop to zero, it dies as a result of the amputation of the part struck.

With an aimed blow to the neck it is possible to decapitate the victim with blow only if he is using a weapon that is the same size or larger than the victim: if decapitated, the victim dies irrespective to the amout of damage caused or left.

For further information on the effects of an amputation on the victim's health, see the *Wounds and Infection* section, in the part relating to Gangrene to a body part.

TOOTHED WEAPONS

A toothed weapon is any type of slashing or piercing weapon with a jagged blade or to whose blade metal, stone, or bone points have been applied to make the edge more jagged and lethal.

A toothed weapon has the mastery appropriate to that type of weapon applied to it, but its cost is increased by ⅓, does an extra point of damage at each mastery rank, and the chance of contracting an infection from the open wound created by a toothed weapon is increased by 10% compared to the base percentage (see the optional rule below entitled *Wounds and Infection*).

GROUP ATTACKS

Very often a character's very low Armour Class protects him from enemies attacking in even overwhelming numbers. For example a Fighter with an AC of –2 is practically unhittable by low level characters, and therefore can also resist an assault of 50 (1st-level fighters or normal men) with little fear of suffering damage (they can only hit him with a natural 20). This is quite unrealistic, and the following rule is advised.

Every time that two factions meet in melee and there is at least an eight to one ratio between the two forces, one supposes that, if they cannot successfully protect their backs and the surrounding area is large enough, each person in the smaller group is completely surrounded (attacked by eight creatures from the larger group). In this case, eight members of the larger group act like a single creature with a level equal to the average

of the the levels of the group's members +4, using the THAC0 of the most prevelant class with a +4 bonus, as the victim must defend himself against the attacks of each person. If the Attack Roll is successful, roll the damage caused by all the attackers; if instead the Attack Roll fails, all the attackers have missed the target.

Example: Baraka (F10 with AC –2) is assaulted by a furious band of bandits for killing their leader. There are 15 brigands (1st-level thieves armed with short swords), who clearly have at least the required 8 to 1 ratio. The first eight are able to surround him and attack as a 5th-level Thief (THAC0 17, +4 to the Attack Roll): if the Attack Roll is equal to 15 or more, then the blows have hit, and as thieves, at least half of them are able to backstab Baraka, causing double damage, for a total of 8d6 + 4d6 points of damage in a round (enough to kill the fighter)! If he is able, Baraka can however try to parry some of the attacks to reduce the damage. If Baraka manages to cover at least one of his sides from the enemy attacks, he can avoid the group attack, and face the attacks of single adversaries.

BASE ATTACK BONUS AND POSITIVE AC

This option introduces a simpler, more straightforward way to calculate Armour Class and handle the old THAC0 (an acronym of *To Hit Armour Class Zero*) of Classic D&D, and is based on the system conceived for D&D Third Edition.

Based on the character's class and level or the creature's Hit Dice (in the case of monsters), consult the following table to find the subject's Base Attack Bonus (BAB), which replaces THAC0 and is added to the Attack Roll:

TABLE 2.8: BASE ATTACK BONUS BY CLASS OR HD

BAB	Ftr	Clr/Th	Mage	HD
+0	–	1-2	1-4	¼ - 1
+1	1-2	3-5	5-8	2
+2	3-4	6-8	9-12	3
+3	5-6	9-11	13-16	4
+4	7-8	12-14	17-20	5
+5	9-10	15-17	21-25	6
+6	11-12	18-20	26-30	7
+7	13-14	21-23	31-35	8
+8	15-16	24-26	36	9
+9	17-18	27-29	–	10
+10	19-20	30-32	–	11
+11	21-23	33-35	–	12
+12	24-26	36	–	13-14
+13	27-29	–	–	15-16
+14	30-32	–	–	17-18
+15	33-35	–	–	19-20
+16	36	–	–	21-22
+17	–	–	–	23-24
+18	–	–	–	25-26
+19	–	–	–	27-28
+20	–	–	–	29-30
+1 to the Attack Roll for every 2 additional HD up to a maximum of +30 at 50 HD and over.				

To make an Attack Roll: roll 1d20, add the BAB, the appropriate characteristic's bonus (Strength for melee attacks, Dexterity for ranged attacks – adding a Strength bonus equal to ⅓ of HD for monsters) and any magic bonus (from the weapon or spell) or from the situation and the result gives the Armour Class hit. With this rule the armour adds to the subject's base AC (11 for humans) an armour bonus equal to 9 minus the old AC (e.g. plate-mail AC 3, under the new system gives a +6 bonus to the natural AC). The Armour Class total is recalculated in positive following a conversion table (the grey line gives the old negative AC, while the line below in **bold** is the new positive AC):

10	9	8	7	6	5	4	3	2	1	0	-1	-2
10	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**	**21**	**22**

Note: a natural 20 result is treated as a 25.

With the new system the higher the AC the better is its protection, likewise the higher the Attack Roll result the higher the AC hit.

Example: Padraich is a 4th-level Fighter (BAB: +2) with Str 13 (+1) who attacks with a short sword (total attack bonus +3). He must strike a soldier in plate-mail (AC 3 in the old system, AC 17 with the new) and rolls 1d20: if he rolls at least 14 with the d20 the blow strikes home (14+3 for his bonus = AC 17).

For subjects who acquire multiple attacks (but not monsters that evolve them from adulthood), this rule the first attack benefits from the whole attack bonus, while the subsequent attacks use a halved BAB. The mastery parry option functions in the same way: the first parry benefits from the entire BAB, the others of half value.

Example: a 12th-level fighter has two attacks per round, therefore the first attack benefits from a +6 attack bonus, and the second by only +3 (adding in both cases any bonus from, Strength, magic, Mastery, etc.).

CRITICAL HITS

When a natural Attack Roll (unmodified) on the d20 is an 18, 19, or 20, it means that he has achieved a Critical Hit. A result of 20, as well as being a Critical, means that the blow has caused the maximum damage possible (it isn't necessary to roll the dice).

Once it has been established that it is a critical hit, it is necessary to establish the category that the victim belongs to to determine which body part has been struck: for Humanoids (biped beings with two arms, two legs, and a head, that can also have wings and a tail) use Table 2.9A, for Animals or Monsters (and any other creature that usually walk on four legs, float, or crawl) use Table 2.9B. For beings with an odd physiology, the DM should establish the body part hit (e.g. a beholder is limbless and any result is considered chest, except for the Head, which indicate its eye stalks).

If the blow was aimed (see the section on Aimed Blows), its location is already determined, while if the blow was unaimed, roll 1d10 to randomly determine the

location on the body and then use the appropriate table based on the type of damage (see above). If however the attack is performed by a creature of two sizes smaller than the victim or that is lower roll 1d6.

TABLE 2.9: CRITICAL LOCATION

Table 2.9A		Table 2.9B	
D10	**Humanoids**	**D10**	**Animals/Monsters**
1-2	R. Leg or Wing	1	Front left Leg
3-4	L. Leg or Wing	2	Front right Leg
5	Abdomen or Tail	3	Rear left wing/leg
6-7	Chest	4	Rear right wing/leg
8	Right Arm	5	Tail
9	Left Arm	6-7	Abdomen
10	Head and Neck	8-9	Chest
		10	Head and Neck

The type of damage suffered also needs to be distinguished, to know which table to use: Penetrating or piercing damage (P), Lacerating or slashing damage (T), Blunt or bludgeoning damage (B).

The last step is to determine the wound's severity. Based on the relationship between the weapon and the victim, roll a specific die that gives the severity of the given wound: the larger the weapon or attacker is in respect to the victim, the greater the chance of severe damage. Table 2.10 gives the dice type to use based on size:

TABLE 2.10: WOUND SEVERITY

Relative Size	Dice	Wound
Weapon < Victim	1d6	Minor
Weapon = Victim	1d8	Major
Weapon > Victim	1d10	Serious
Weapon > by 2 sizes	2d6	Mortal

If a creature attacks another with natural weapons (punches, kicks, bites, claws, etc.), it uses the same table 2.10, reducing by a step the attacker's size and find what type of damage the attack inflicts (e.g. claws cause slashing damage, punches bludgeoning damage, horns piercing damage, etc.).

To establish the final severity of the wound, a value based on the damage the victim suffered from the critical hit as a percentage of his Hit Points (see table 2.11) is added to the result of the above roll:

TABLE 2.11: SEVERITY OF THE WOUND

Temp. lost hp	Severity
Upto ¼ (25%)	+2
Upto ½ (50%)	+3
Upto ¾ (75%)	+4
Over ¾	+5

At this point the victim makes a ST versus Death Ray, with a bonus based on the type of armour worn (+1 light, +2 medium, +3 heavy) and a penalty equal to the seriousness of the wound (see table 2.11). If the ST succeeds, the subject only suffers the damage derived from the severity of the wound, while if it fails he also suffers the *secondary penalties shown in italics*.

Remember that some creatures have a very particular

physiology and can be immune to many or all the effects of critical hits. The more classic general cases follow.

Constructs: an artificial, magically animated creature is a construct, like any inanimate item. Constructs ignore any bleeding and critical effect except Crushing and Amputation of limbs, and moreover each dice roll to determine the Severity of the wound is always reduced by 2 points.

Incorporeal Creatures: beings without a clear corporeal structure, without limbs or definite vital areas, are considered amorphous (e.g. all the oozes, amoebas, and slimes). These creatures are totally immune to the effects of critical hits.

Regenerating Creatures: beings that can regenerate their wounds at an accelerated rate (1 hp per turn or better) ignore any Minor effect, while minor bleeding only last 1 round and more serious bleeding is stopped once enough hp have been recovered (consider regeneration a magical cure and accumulate the regenerating hp). Movement penalties last no longer than a turn, and if the regeneration is very potent (e.g. that of the troll), it is possible to regrow a severed limb over 24 hours (at which point all the amputation penalties disappear).

Plant Monsters: beings whose physiology is similar that of plants but with the gift of intelligence or movement are called plant monsters (e.g. the treants, fungoids, or carnivorous plants). These creatures ignore any critical hits to the Torso or Head (and also to the legs if they lack them). Critical hits to it Limbs (its roots and branches) only take Amputations into consideration; and bleeding effect is ignored.

Undead: an undead creature is a corpse animated by an unnatural force (e.g. ghouls, zombies, skeletons, vampires, ghosts, etc.). Incorporeal undead (like ghosts and spectres) are totally immune to critical hits, while corporeal undead ignore any critical effects except Crushing and Amputation of limbs, although they aren't affected by any bleeding associated with them.

LEGEND OF THE EFFECTS OF CRITICAL HITS

The tables of the effects of critical hits give a series of supplementary effects to the loss of Hit Points. The wounds are subdivided into 4 levels of severity: Minor (Scratches & Bruises), Major (Slashes & Compund fractures), Serious (Laceration, Perforations, & Breaks), and Mortal (Amputations, Transfixtions, & Crushes. Below are described all the types of effects are found in the tables of critical hits, in order of severity.

Remember that a successful ST vs. Death Ray allows the secondary effects to be ignored (*shown in italics* in Table 2.12 A-F) due to the seriousness of the injury, but if the ST fails the subjects suffers all the penalties associated with the critical wound suffered.

Bleeding (*Minor, Major, and Serious*)

Each critical wound can cause bleeding of varying severity: minor, major, or serious.

Minor bleeding: the subject loses 1d4 hp per turn if the wound has not been healed.
Major bleeding: the subject loses 1d2 hp per round if the wound has not been healed.
Serious bleeding: the subject loses 10-40% (1d4 x 10%) of his total Hit Points each round due to a devastating bleed.

It is possible to stop bleeding with either magical or mundane means. The former with a sufficiently powerful curative spell, while the latter requires a successful *Heal* or *Medicine* check. Based on the HP recovered through magic or as the result of a related skill check, the bleeding is reduced as shown below:

HP cured magically	Check succeeded by	*Bleeding reduced by*
1-5	0-4 points	1 grade
6-10	5-8 points	2 grades
11+	9+ points	3 grades

Note that it is possible to retry to improve the result only until the skill check succeeds, and that a healing spell used to stop a bleed instantly reduces the loss of blood but doesn't give the subject any lost hp.
Example: a major bleeding can be reduced to a minor one with *cure light wounds* or with a skill check that succeeds by 0-4 points. To completely heal it in a single attempt requires magic that would heal at least 6 hp or a check that succeeds by at least 5 points.

Minor Wounds (*Scratches & Bruises*)

This is damage of little account that can sometimes cause minor bleeding. These wounds heal normally with the passage of time without leaving scars. A magical cure applied to a minor wound stops the bleeding and gives the subject hp.

Major Wounds (*Cuts & Compound fractures*)

This is damage that always causes bleeding and that in some way limits the body's mobility or the subject's resistance. Usually these wounds heal normally with the passing of time leaving scars: rest and normal cures must heal double the lost hp. A magical cure that would cure at least 5 hp applied to the major wound stops the bleeding and removes the penalties derived from the wound, but doesn't give the subject any hp.

Serious Wounds (*Lacerations, Perforations, & Breaks*)

This is damage that always causes severe bleeding and that greatly limits the body's mobility and the subject's resistance for long periods of time. Usually these wounds can heal normally, but need a long stay in hospital and always leaving dramatic scars: the rest or normal cures must heal triple the lost hp. A magical cure that would cure at least 10 hp applied to a serious wound stops the bleeding and removes the penalties derived from the wound, but doesn't give the subject any hp.

Serious wounds to the limbs reduce the subject's Hit

Points to 75%, while serious wounds to the chest, abdomen, or the head reduce the hp total to 50%.

Mortal Wounds (*Amputations, Crushes, and Impales*)

This is damage that always causes serious bleeding and that always limits the body's mobility and the subject's physical capacity. These wounds never heal normally, always leaving dramatic scars and mark the lost of functionality of part of the body. A magical cure that would cure at least 20 hp applied to a crush or impale is capable of repairing that part of the body and removing the penalties derived from the wound, but doesn't give the subject any hp. For amputations, only a *Regeneration* spell or similiar can regrow the amputated limb, which takes 24 hours, at the end of which the subject also regains the HP lost from his total.

A mortal wound to any limb completely negates its functionality and it cannot be used in any way to attack. Mortal wounds to limbs or to the abdomen reduce the subject's HP by 50%, while mortal wounds to any other part of the body reduce the HP total by 25% until the part involved is completely restored.

BLUDGEONING CRITICALS (TABLE 2.12 A-F)

TABLE 2.12A: LEGS, REAR LEGS, OR WINGS

Severity	Effect
1-2	No collateral effect
3-4	Bruise: *stunned for 1 round*
5	Knee fractured: speed reduced to ⅔, *stunned for1d4 rnds, Dex –2*
6	Leg/Wing fractured: speed halved, *-1 to Attack Rolls and Dex*
7	Foot broken: speed halved, *–2 to Attack Rolls*
8	Leg/Wing broken: minor bleeding, speed reduced to ⅓, *–2 to Attack Rolls and Dex*
9	Hip broken: major bleeding, speed reduced to ⅓, *–2 to Attack Rolls, AC and Dex*
10	Knee crushed: speed reduced to ⅓, *minor bleeding, –3 to Attack Rolls and Dex*
11	Leg/Wing crushed: speed reduced to ⅓, *major bleeding, –4 to Attack Rolls and Dex*
12	Hip crushed: speed 3 ft./rnd., attack impossible, *serious bleeding, –4 to AC and Dex*
13+	As #12 but with double damage

TABLE 2.12B: ARMS OR FRONT LEGS

Severity	Effect
1-2	No collateral effect
3-4	Bruise: *drop item held in hand*
5	Hand fractured: drop held item, *–2 to Attack Rolls*
6	Arm fractured: drop held item, *stunned for 1 rnd, –2 to Attack Rolls*
7	Shoulder fractured: drop held item, *–3 to Attack Rolls*
8	Hand broken: drop item, *stunned per 1d4 rnds, cannot hold weapons*
9	Arm broken: drop item, *cannot use that limb (no weapons or shields)*

Severity	Effect
10	Shoulder broken: drop item, *minor bleeding, cannot use the limb*
11	Arm crushed: cannot use the limb, *major bleeding, speed halved*
12	Shoulder crushed: cannot use the limb, *major bleeding, faint for 1d6 rnds, speed reduced to ⅓*
13+	As #12 but with double damage

TABLE 2.12C: TAIL

Severity	Effect
1-3	No collateral effect
4-6	Bruise: if prehensile tail, drop any held item, *–1 to tail attacks*
7-9	Fracture: Morale roll or flee, *–2 to tail attacks*
10-11	Break: impossible to attack with tail, *speed halved, stunned for 1d4 rnds*
12	Crushed: impossible to attack with tail, *pain causes –2 to all Attack Rolls, minor bleeding, speed reduced to ⅓ (or impossible, if the tail is used for it)*
13+	As #12 but with double damage

TABLE 2.12D: ABDOMEN

Severity	Effect
1-2	No collateral effect
3-4	Small bruise: *lose Initiative for 1 round*
5-6	Large bruise: minor bleeding, *stunned for 1d4 rnds*
7	Spinal fracture: minor bleeding, *speed halved, –2 to Attack Rolls*
8	Fracture hip: speed reduced to ⅔, *–2 to Attack Rolls*
9	Rupture internal organ: stunned for1d6 rnds, *major bleeding, –4 to Attack Rolls*
10	Break spine or hip: speed reduced to ⅓, *major bleeding, –4 to Attack Rolls and Dex*
11	Abdomen crushed: cannot attack and speed reduced to ⅓, *stunned per 2d4 rnd, , major bleeding, –4 to ACs and Dex*
12	Spinal column crushed: cannot attack or move (helpless), *faint for 1 turn, severe bleeding, –6 Dex*
13+	As #12 but with double damage

TABLE 2.12E: CHEST

Severity	Effect
1-3	No collateral effect
4	Bruise: *stunned for1 round*
5	Rib fractured: minor bleeding, *stunned for1d3 rnd, speed reduced to ⅔*
6	Sternum fractured:minor bleeding, *speed halved, –2 to Attack Rolls*
7	Vertebra fractured: stunned for1d4 rnds, *speed halved, –2 to Attack Rolls*
8	Rib broken: speed halved, *major bleeding, –3 to Attack Rolls*
9	Sternum or vertebra broken: speed reduced to ⅓, *major bleeding, –2 to Attack Rolls, AC and Dex*
10	Ribs crushed: speed reduced to ⅓, stunned for1d6 rnds, *serious bleeding, –4 to Attack Rolls*
11	Sternum crushed: cannot attack, speed reduced to ⅓, *serious bleeding, stunned for 2d6 rnds, –2 AC and Dex*

Severity	Effect
12	Spinal column crushed: cannot attack or move (helpless), *faint for 1 turn, severe bleeding, −6 Dex*
13+	Sternum and vertebra crushed: subject reduced to 0 hp *with serious bleeding and total paralysis*

TABLE 2.12F: HEAD

Severity	Effect
1-2	No collateral effect
3-4	Bruise: *stunned for1 rnd*
5	Nose fractured: minor bleeding, *stunned for 1 rnd*
6	Chin fractured: minor bleeding, *difficult to speak (20% spell failure)*
7	Skull fractured: stunned per 1d4 rnds, *−1 to Attack Rolls*
8	Nose broken:minor bleeding, *−1 to Attack Rolls*
9	Chin broken: minor bleeding, difficult to speak (40% spell failure), *−2 to Attack Rolls*
10	Skull broken: major bleeding, *faint per 1d6 turns, −3 to Attack Rolls*
11	Neck crushed: cannot move or attack, *coma for 1d4 hours, major bleeding*
12	Face destroyed: lose sight from one eye (−3 to Attack Rolls and Observe) or hearing from one ear (−3 Dex and Listen), *difficult to speak (70% spell failure), faint per 1d6 turns, serious bleeding*
13+	Skull crushed: subject reduced to 0 hp *with serious bleeding, lose 1 permanent point of Intelligence, totally blind and deaf*

PIERCING CRITICALS (TABLE 2.13 A-F)

TABLE 2.13A: LEGS, REAR LEGS, OR WINGS

Severity	Effect
1-2	No collateral effect
3-4	Large graze: *minor bleeding*
5-6	Deep cut: minor bleeding, *stunned for1 rnd, speed reduced to ⅔*
7	Foot pierced: speed reduced to ⅓, *−1 to Attack Rolls and Dex*
8-9	Leg/Wing pierced: speed halved, *major bleeding, Dex −2*
10	Hip pierced: speed reduced to ⅓, *major bleeding, −2 to Attack Rolls and Dex*
11	Leg/Wing impaled: speed reduced to ⅓, *serious bleeding, −3 to Attack Rolls and Dex*
12	Hip impaled: speed reduced to ⅓ and cannot attack, *serious bleeding, −3 to AC and Dex*
13+	As #12 but with double damage

TABLE 2.13B: ARMS OR FRONT LEGS

Severity	Effect
1-3	No collateral effect
4	Graze: *drop item in hand*
5	Cut to arm: minor bleeding, *−2 to Attack Rolls*
6	Cut to hand: drop item, *minor bleeding, −2 to Attack Rolls*
7	Cut to shoulder: minor bleeding, *−2 to Attack Rolls*
8	Hand pierced: drop item, *stunned fo 1d3 rnds, minor bleeding, −3 to Attack Rolls*
9	Arm pierced: drop item, *major bleeding, −3 to Attack Rolls*

Severity	Effect
10	Shoulder pierced: drop item, *major bleeding, stunned for 1d4 rnds, −3 to Attack Rolls*
11	Arm impaled: drop item and cannot use the limb, *serious bleeding*
12	Shoulder impaled: cannot use the limb, *speed reduced to ⅔, serious bleeding*
13+	As #12 but with double damage

TABLE 2.13C: TAIL

Severity	Effect
1-4	No collateral effect
5-7	Large graze: if prehensile tail, drop any held item, *−1 to tail attacks*
8-9	Cut: minor bleeding, *intense pain causes Morale roll or flee, −2 to tail attacks*
10-11	Pierced: cannot attack with tail, *major bleeding, speed halved*
12	Impaled: cannot attack with tail, *speed halved (or impossible, if the tail is used), pain causes −2 to all Attack Rolls, major bleeding*
13+	As #12 but with double damage

TABLE 2.13D: ABDOMEN

Severity	Effect
1-2	No collateral effect
3-4	Large graze: *lose Initiative for 1 round*
5	Slash to side: minor bleeding, *−1 to Attack Rolls*
6-7	Slash to abdomen: minor bleeding, *speed reduced to ⅔, −2 to Attack Rolls*
8	Vertebra pierced: speed halved, *major bleeding, −2 to Attack Rolls and Dex*
9	Hip pierced: speed reduced to ⅓, *major bleeding, −2 to Attack Rolls and Dex*
10	Internal organ pierced: stunned per 1d4 rnds, *serious bleeding, −4 to Attack Rolls*
11	Abdomen impaled: speed halved, *−4 to Attack Rolls & Dex, serious bleeding, stunned for 2d4 rnds*
12	Spinal column impaled: cannot move or attack (helpless), *faint for 1d10 minutes, serious bleeding, Dex −5*
13+	As #12 but with double damage

TABLE 2.13E: CHEST

Severity	Effect
1-2	No collateral effect
3-4	Large graze: *minor bleeding*
5	Slash to rib: minor bleeding, *stunned for 1 rnd,−1 to Attack Rolls*
6	Sternum pierced: stunned for 1 rnd, *speed halved, −2 to Attack Rolls and Dex*
7	Rib struck: speed halved, *major bleeding, −2 to Attack Rolls and Dex*
8	Lung pierced: speed reduced to ⅓, *stunned for 1d4 rnds, major bleeding,−2 to Attack Rolls*
9	Spine pierced: speed reduced to ⅓, *major bleeding, −3 to Attack Rolls and Dex*
10	Rib struck: speed reduced to ⅓, *serious bleeding, stunned for 1d6 rnds, −4 to Attack Rolls and Dex*
11	Lung impaled: speed reduced to ⅓, *serious bleeding, cannot attack, stunned for 2d6 rnds*
12	Spinal column impaled: cannot move or attack (helpless), *faint for 1d10 minutes, serious bleeding, Dex −5*

Severity	Effect
13+	Heart pierced: subject reduced to 0 hp in coma *with serious bleeding*

TABLE 2.13F: HEAD

Severity	Effect
1-2	No collateral effect
3-4	Neck grazed: *lose Initiative for 1 round*
5	Face grazed: *stunned for1 round*
6	Neck slashed: minor bleeding, *stunned for1 rnd*
7	Slash to face: minor bleeding, *stunned for 1d3 rnds,–1 to Attack Rolls*
8	Cheek pierced: minor bleeding, *difficult to speak (30% spell failure)*
9	Neck pierced: stunned per 1d4 rnds, *major bleeding, –1 to Attack Rolls and Initiative*
10	Cheek impaled: difficult to speak (50% spell failure), *major bleeding*
11	Neck impaled: serious bleeding, faint for 1d4 rnds, *–2 to Attack Rolls and Initiative*
12	Eye impaled: lose sight in one eye (–3 to Attack Rolls and Observe), *faint for 1 minute, serious bleeding*
13+	Skull penetrated: subject reduced to 0 hp in coma *with serious bleeding, lose 1 permanent point of Intelligence*

SLASHING CRITICALS (TABLE 2.14 A-F)
TABLE 2.14A: LEGS, REAR LEGS, OR WINGS

Severity	Effect
1-3	No collateral effect
4-5	Large graze: *minor bleeding*
6-7	Deep slash: minor bleeding, *stunned for1 rnd, speed reduced to ⅔*
8	Foot lacerated: minor bleeding, *speed halved, –1 to Attack Rolls and Dex*
9-10	Leg/Wing lacerated: speed reduced to ⅓, *major bleeding, Dex –2*
11	Foot amputated: speed reduced to ⅓, *stunned for 1d4 rnds, major bleeding, –2 to Attack Rolls/Dex*
12	Leg/Wing amputated: speed reduced to ⅓ (Dex check each round he moves without crutches to not fall; an amputated wing prevents flying), *serious bleeding, faint for 1 turn, –4 to Attack Rolls and Dex, –2 to AC*
13+	As #12 but with double damage

TABLE 2.14B: ARMS OR FRONT LEGS

Severity	Effect
1-2	No collateral effect
3-4	Graze: *drop item held in hand*
5	Slash to arm: minor bleeding, *–1 to Attack Rolls*
6	Slash to hand: drop item, *minor bleeding, –2 to Attack Rolls*
7	Slash to shoulder: minor bleeding, *–2 to Attack Rolls*
8	Hand lacerated: drop item, *minor bleeding, stunned for 1d4 rnds,–3 to Attack Rolls*
9	Arm lacerated: drop item, *major bleeding, –3 to Attack Rolls*
10	Shoulder lacerated: drop item, *major bleeding, stunned for 1d3 rnds, –4 to Attack Rolls*
11	Hand amputated: drop item, *serious bleeding, stunned for 1d4 rnds*
12	Arm amputated: –1 to Initiative, *serious bleeding, faint for 1 turn, speed reduced to ⅔*
13+	As #12 but with double damage

TABLE 2.14C: TAIL

Severity	Effect
1-3	No collateral effect
4-7	Large graze: if prehensile tail, drop any held item, *–1 to tail attacks*
8-9	Slash: minor bleeding, *intense pain causes Morale roll or flee, –2 to tail attacks*
10-11	Laceration: cannot use tail, *major bleeding, speed halved*
12	Amputation: speed reduced to ⅓ (or impossible, if tail is used), *serious bleeding, –2 to Dex and Initiative*
13+	As #12 but with double damage

TABLE 2.14D: ABDOMEN

Severity	Effect
1-3	No collateral effect
4-5	Large grace: *lose Initiative for 1 round*
6	Slash to side: *stunned for1 round*
7-8	Slash to abdomen: minor bleeding, *speed reduced to ⅔, –2 to Attack Rolls*
9	Vertebra lacerated: speed halved, *major bleeding, –2 to Attack Rolls and Dex*
10	Hip lacerated: major bleeding, *speed reduced to ⅓, –2 to Attack Rolls and Dex*
11	Internal organ lacerated: stunned for1d4 rnds, *serious bleeding, –4 to Attack Rolls*
12	Spinal column severed: cannot attack or move (helpless), *faint for 1d4 turns, serious bleeding, Dexterity halved*
13+	As #12 but with double damage

TABLE 2.14E: CHEST

Severity	Effect
1-2	No collateral effect
3-4	Large graze: *minor bleeding*
5	Slash to rib: minor bleeding, *stunned for 1 round,–1 to Attack Rolls*
6	Slash to sternum: minor bleeding, *speed reduced to ⅔, –1 to Attack Rolls*
7	Rib lacerated: speed reduced to ⅔, *major bleeding, stunned for 1d4 rnds,–2 to Attack Rolls*
8	Pectoral lacerated: speed reduced to ⅔, *major bleeding, stunned for 1 rnd, –2 to Attack Rolls/Dex*
9	Sternum lacerated: speed halved, *major bleeding, –2 to Attack Rolls and Dex*
10	Spine lacerated: speed reduced to ⅓, *major bleeding, –3 to Attack Rolls and Dex*
11	Pectorals cut: speed halved, *serious bleeding, stunned for 1d6 rnds, –4 to Attack Rolls and Dex*
12	Spinal column severed: cannot attack or move (helpless), *faint for 1d4 turns, serious bleeding, Dexterity halved*
13+	As #12 but with double damage

TABLE 2.14F: HEAD

Severity	Effect

1-2	No collateral effect
3	Large graze: *stunned for1 round*
4	Slash to neck: minor bleeding, *–1 to AC*
5	Slash to face: minor bleeding, *stunned for 1d3 rnds,–1 to Attack Rolls*
6	Cheek lacerated: difficult to speak (30% spell failure), *stunned for 1d4 rnds*
7	Forehead lacerated: stunned for 1d4 rnds, *major bleeding, –2 to Attack Rolls and Observe checks*
8	Neck lacerated: stunned for 1d4 rnds, *major bleeding, –1 to Attack Rolls, AC and Initiative*
9	Nose severed: –1 to Initiative and cannot smell, *major bleeding, stunned for 1d6 rnds*
10	Ear severed: –3 to Dex and *Listen* checks, *major bleeding, stunned for 1d6 rnds*
11	Eye removed: lose sight in one eye, –3 to Attack Rolls and *Observe* checks, *stunned for 1d6 rnds, major bleeding*
12	Jaw severed: cannot speak or cast spells, *serious bleeding, faint for 1 minute*
13+	Head amputated: subject dies reduced to –10 hp with head removed from the torso

FUMBLES

When the player rolls a 1 on a d20 for his Attack Roll, he has fumbled his attack and should consult table 2.15 to establish what the fumble's effect is; if the result is inappropriate for the combat conditions, use the preceding effect.

If he hits himself, the damage produced by the weapon is always Basic, plus any bonus from the weapon or the character's Strength. All this is due to the fact that the character cannot really use his martial ability if he fumbles, but the blow has an unintentional result.

TABLE 2.15: FUMBLES

D%	Fumble Effect
01-10	The weapon misses the target in a funny way
11-20	The weapon is stuck in something: Strength check to free it
21-25	The weapon slips from the hands and flies 1d20 feet.
26-29	The weapon slips from the hands and automatically hits a chosen creature within 1d20 feet (including the enemy) causing half damage
30-33	Blow abruptly diverted: hand injured and lose next attack
34-37	The weapon (if normal) is cracked and loses 1d10 HP (ST vs. Destruction for half damage)
38-41	Trip and –1 to Initiative for 1 round
42-45	Trip and lose next attack
46-49	Trip: Dex check to stay on feet
50-53	Trip and automatically fall
54-57	Trip, fall and stunned for 1 round
58-61	Automatically fall on enemy forcing a Dex check to not fall if of equal size or smaller
62-65	Automatically fall but free attack on enemy
66-69	Automatically fall and strain muscle: ST vs. Paralysis or impossible to remain on his feet for 1d6 rounds

70-73	Dislocate ankle: –1 to Initiative and Dex check each minute to remain on his feet per 1 hour
74-77	Strain arm: –2 to Attack Rolls for 6 rounds
78-81	Partial blindness: blood or dust in eyes causes –1 to Attack Rolls and AC for 1d6 rounds.
82-85	Attack directed against a different creature within 5 feet. New Attack Roll with a –2 penalty
86-89	Accidental blow: automatically hit an ally within 10 feet (no roll needed)
90-93	Hit self: new Attack roll against self.
94-96	Automatically hit self (no roll needed)
97-98	Fatally hit self: the weapon strikes the subject (no roll) and causes maximum damage.
99-00	Critically hit self: the weapon strikes the subject (no roll) and causes critical damage.

AIMED BLOWS

When the the character declares an aimed blow to a body part of the enemy, his Attack Roll subtracts a penalty that depends on which body part he wants to hit and on the target's size in relation to his own. Table 2.16 shows the possible cases in relation to a target of the attacker's size. For creatures larger or smaller than the attacker, refer to this rule for each size difference, a smaller creature receives a +1 cumulative bonus to hit, those larger uffer a cumulative –1 penalty. It isn't possible to reduce the Attack Roll penalty to less than –1 thanks to the bonus due to the size difference. Moreover, if the target is more than two sizes smaller than the attacker, it is not possible to aim.

TABLE 2.16: AIMED BLOWS

Critical*	Body Part	Penalty
17	Limb, Wing, or Tail	–4
17	Abdomen or Chest	–3
16	Head	–5

*The number shows the natural result of the Attack Roll on the d20 to obtain a Critical with an aimed blow in that body part. Normally, an unaimed blow causes a Critical with an unmodified result of 18, 19, or 20 (refer to the previous section on *Critical Hits*).

Example: a human fighter (Medium size) attempts to hit the leg of a Huge dragon. His Attack Roll receives a –2 penalty, since the –4 base penalty for an aimed blow is compensated by a +2 bonus for being two sizes smaller.

If the same fighter wished to hit the hand of a Halfling (Small size) he suffers a –5 penalty (–4 for the aimed blow at the limb and a –1 for being one size larger than the target).

The same fighter cannot attempt an aimed blow against a dimunitive sized being, like for example a mouse.

WOUNDS AND INFECTION

Normally the loss of hp doesn't impart any type of penalty on the character. To make the game more realistic, the adoption of the following rule is advised: if the subject drops under 10% of his HP total, suffers a 3 point penalty to all rolls and AC, his speed if halved and

he cannot run.

Moreover, open wounds are a fertile ground to breed infections of every type. This is due to the fact that many germs harmful to the organism that normally live on the skin of living beings, as well as on plants, animals, inanimate objecvts, and corpses, and the wound causes the movement of germs from the outside to the inside of the body, ending up contaminating it. For every hour that the wound remains open, or isn't treated or cleaned with ointments and bandages (*Medicine* or *Heal* check), or with a healing spell, the character has a percentage chance equal to the lost Hit Points (in respect to its hp total) of contracting an infection. The infection prevents the character from healing normally (it stops the natural recovery of hp), and if it isn't adequately healed (*Heal* or *Medicine* skill check with a –3 penalty, or with a healing spell), the infection can degenerate. For each day in which the infection isn't cured, the character makes a ST vs. Poison, and on the first failure, the infection produces one of the following randomly determined results (roll 1d4):

1. Septicaemia: septicaemia is the gradual decay of the flesh caused by bacteria that normally act on dead tissue. Septicaemia progressively reduces the victim's Constitution by 1 temporary point each day, and for each week in which the septicaemia hasn't been cured, 1 permanent point is lost. The victim can recover the lost Constitution at a rate of 1 point per day from the moment he is cured (see above). If however his Constitution is reduced to zero, the character enters a coma, and dies if he is not healed with a *Cure disease* within a week.

2. Gangrene: gangrene is a rapid degeneration of the blood and tissues, which becomes greenish after the infection has taken hold. For each minute that elapses after the start of gangrene requires a 1d100 roll: a result of 5 or less means that the infected blood reaches the heart and death occurs in 1d20 hours if the character doesn't receive a *Cure disease* spell. The best way to prevent the infection reaching the heart is by amputating the body part struck by the gangrene: this expedient heals the gangrene without using spells. Clearly it is only practicable if the gangrene infects a limb, as the head or part of the torso cannot be effectively amputated. In the event of surgical amputation, if the surgeon makes a successful *Medicine* check with a –3 penalty there are no other consequences. If the surgeon isn't a doctor, he must make a *Dexterity* check with a –5 penalty: if the check succeeds, the character makes a ST vs. Death Ray with a +4 bonus to avoid dying anyway from the shock of the operation. If instead the *Dexterity* check fails, the ST doesn't benefit from any bonus. The gangrenous body part can also be bandaged very tightly to slow down the flow of blood (*Medicine* or *Heal* check): in this case roll the d100 every turn rather than every minute, but the bandaging needs loosening each hour, or when it is washed or torn. If the precise area of infection isn't

known, roll 2d8 on table 2.17 to establish where it is. Table 2.17 also gives the percentage of hp permanently lost because of the amputation (for beings with wings, tail, or more limbs, vary the table to include the extra limbs):

TABLE 2.17: GANGRENE EFFECTS

2d8	Location	HP Loss
2	Right hand	–5% hp
3	Left hand	–5% hp
4	Right forearm	–10% hp
5	Left forearm	–10% hp
6	Right upper arm	–15% hp
7	Left upper arm	–15% hp
8	Right foot	–5% hp, ½ move, no running
9	Left foot	–5% hp, ½ move, no running
10	Right lower leg	–10% hp, ½ move with crutches
11	Left lower leg	–10% hp, ½ move with crutches
12	Right thigh	–15% hp, ⅓ move with crutches
13	Left thigh	–15% hp, ⅓ move with crutches
14	Groin/Buttocks	–10% hp, –10 ft. move
15	Torso	Cannot amputate
16	Head	Cannot amputate

3. Neural necrosis: neural necrosis manifests with a general numbness in the area affected by the wound, which gradually spreads day after day. This is due to the fact that the nerves of the affected area and make that body part numb. The numbness impedes the correct use of that body part (use the above table relating to gangrene to randomly determine the area influenced by the necrosis), causing a –2 penalty (or –10%) to all the actions made with that part (e.g. observe, listen, move silently, pick pockets, etc.). Moreover the area affected by the necrosis is so numb it prevents the character from noticing the opening of new wounds, which therefore are more easily infected if not discovered (+5%). Finally, the necrosis takes a week to spread to the nearest body part, if it isn't magically cured before with *Cure disease*, or if the corresponding area isn't amputated in time (if possible).

4. Tetanus: when a wound is contaminated with external impurities that enter the blood system it develops tetanus. The first symtoms are unusually stiff muscles, especially in the jaw area, which is the first to be struck due to the large deposits of minerals it contains, which react quickly to the impurites locking the muscles of the jaw in an uncontrollable manner. This can therefore cause death by suffocation or starvation. Tetanus involves a progressive worsening until total cardiac arrest, and was an incurable infection until the modern age, so that the only remedy in ancient times required breaking the locked jaw to allow the insertion of liquid and food. Each successive day of the infection the victim must make a ST vs. Paralysis: if successful, it only results in stiff muscles in the body (–1 penalty to all Attack Rolls, Damage, and skill checks based on Strength or Dexterity, and Art or Craft skills), if instead it fails it means that the tetanus has locked the jaw (impossible to

speak, eat, and drink) and the Constitution temporarily drops by 1 point. If his jaw is broken it is possible to feed, but the character cannot speak properly (50% of losing any type of spell and not be understood). Once the Constitution reaches zero, the tetanus has reached the heart and the character dies of infarction. The tetanus can only be healed with a *Cure disease* or *Heal*, or at the DM's discretion with a difficult to prepare alchemical compound (Alchemy check with a –5 penalty only for those that have the *Medicine* skill or collaborate with a doctor who has studied the malady).

INITIATIVE OF TWO-HANDED WEAPONS

According to the original rules, weapons that can only be used with two hands always lose the Initiative against individuals using weapons in one hand. This optional rule instead gives the possibility of an Initiative roll also for characters that use two-handed weapons, which however receive a –2 penalty.

SNAPPING NECKS WITH BARE HANDS

This method is only effective against humanoid creatures or equal or smaller size than the character that need to breathe to live. Once he has announced his attempt to break the victim's neck, the character must necessarily take him from behind with surprise while exercising a sudden twist of the neck to provoke the break of the vertebra and trachea. A subject with a broken neck is considered reduced to zero Hit Points with severe bleeding (refer to the rules for bleeding given in the preceding *Critical Hits* section). For this manoeuvre to occur, it is necessary that all the following actions succeed:

1. Surprise the victim
2. Attack from behind (Attack Roll succeeds)
3. Opposed Strength check wins by 5+ points

Without surprise or if the Strength check doesn't succeed by the required margin, the two subjects are considered engaged in a simple Grapple, and it is no longer possible to break the victim's neck in that combat.

STRANGLING WITH A WEAPON

This method can only be attempted with a flexible weapon or one that has the Strangle special effect, using this rule with this option. When the character makes an Aimed Blow at the victim's head and hits it, he has begun a strangulation attempt (unaffected by the dice roll needed by the Mastery rank): refer to the rules given in the Strangle option among the special effects of the weapons, but the ST is replaced by an opposed Strength check if the weapon is held by the attacker.

STRANGLING WITH BARE HANDS

This manoeuvre can only be made only against humanoid creatures of equal or smaller size than the character that needs to breathe to live. The character must make an aimed blow at the neck to compress the trachea for sufficient time to suffocate the adversary. To perform the manoeuvre successfully, it is necessary to:

1. Hit the victim (Aimed blow to the head)
2. Win an opposed Strength check for a sufficient number of rounds

If the Attack Roll fails the attempt doesn't hit home. If the Attack Roll succeeds he must make an opposed Strength check: if he succeeds the victim is free without suffering damage, vice-versa the assailant causes damage to the victim equal to his Stength bonus +1 and must maintain the pressure long enough to kill him (see the Strangle effect in the weapon mastery section).

The victim, if armed, can make weapon attacks against the aggressor rather than escaping from the grapple: in this case he automatically loses the Strength check for that round, but can damage the aggressor. The aggressor's AC is calculated without counting his Dexterity or shield bonus (only armour and magic bonuses) and if he finds himself in front of his assailant the victim receives a +4 bonus to his Attack Roll.

GRAPPLING VALUE

When a character wishes to grapple an enemy, of up to his own size, with his bare hands he has two options. The first is to strike him and make an opposed Strength check: if he wins he grapples it for that round (and for each subsequent round in which he wins the opposed check), otherwise the other is free from the grapple and can act normally.

With the second method the subject tries to wrestle the opponent to the ground and immobilse him. In this case he doesn't make an Attack Roll but an opposed grapple check (a full round action): every contender throws a 1d20 and adds it to his Grappling Value and the highest total wins. The Grappling Value is calculated thus: STR modifier + DEX modifier + Grappling skill + pure AC (when wearing armour the GV is less as the armour doesn't allow agile movement).

If he wins three consecutive rounds he pins his adversary to the ground , who will only be able to free himself if he lets go or with a ST vs. Paralysis with a penalty equal to half the attacker's GV (a natural 20 is always a success), which he can try once per round. If the victim decides to not participate in the grapple to do something else, the assailant automatically wins the check that round and after the second victory the adversary cannot escape.

Introduction to Weapon Mastery

How many times has a player tried to make incredible maneouvers with his weapons without the Master having a reference point to evaluate the effectiveness and the result? It often happens that those who play D&D or AD&D feel the need to make more than a simple "attack" during his combat round, even trying to Disarm the adversary or hit him in a specific point or parry the attacks directed against him. Unfortunately the D&D combat system turns out to be very simplified from this point of view, and all this must be left to the players' imagination (or are things that happen during the combat round, but that are assumed to be part of the Attack Roll), or to the DM's imagination and skill, which cannot always manage the situation.

The Weapon Mastery system has been included and expanded to make the combat more realistic, without removing the simplicity and fun from the game. The following system is a revision of the rules within the D&D Master set (*Weapon Mastery*) and the AD&D Fighter's Handbook (*Weapon Proficiencies*), and offers the PC the chance to specialise in the use of one or more weapons, gaining many advantages over those who haven't done the same. Using this system, a PC can finally perform other actions with his weapon during the combat round, and can benefit from the special effects that differ from one weapon to another, therefore making his combat style different from somebody who specialises.

Number of Initial Weapons Known

When the character is created, he gets a certain number of "slots" that he can use to learn the use of a weapon or of one style of martial arts or improve his mastery of those he already knows. The number of slots with which each PC gains at his creation depends on his class. Table 2.18 shows how many slots available to each class at 1st-level and the interval between slots before he acquires another slot. The more ranks available, the more weapons he can learn to use or improve his previously attained Mastery rank. Learning the use of a new weapon or improving the training of an already known weapon requires one slot for simple weapons and two slots for complex weapons (including double weapons). For complex weapons also double the cost and time needed (see Table 2.19).

Table 2.18: Available Mastery Slots

Class	1st lvl.	+1 slot every	max at 20th	max at 36th
Fighter	10	2 levels	20	28
Thief	6	3 levels	12	18
Cleric	3	3 levels	9	15
Mage	3	4 levels	8	12

Fighter: the category includes all the roles and subclasses characterised by the fact that its members are well trained in close and ranged combat, can wear any armour, and have access to all weapons (unless restricted by kit or subclass).

Thief: the category includes all the roles and subclasses characterised by the fact that its members aren't very strong physically, preferring the arts of subterfuge and dirty fighting, and the use of light one-handed weapons, or missile or thrown weapons, to engage adversaries at range.

Cleric: the category includes all the roles and subclasses characterised by the fact that its members are individuals devoted to the service of a divinity or cult, and place equal faith in the divine providence, in the power of spells and in the use of weapons to defend / pacify / conquer / revenge, based on his cult. Clerics are limited to the use of only the weapons permitted by his cult, unless the kit or subclass indicates otherwise.

Mage: the category includes all the roles and subclasses characterised by the fact that its members confident in their mental abilities and in the power of magic to resolve any problem, and reserve little time to study and use weapons. They only adopt simple one-handed weapons whose base damage is equal to their own Hit Dice (d4 for Medium sized mages) and two-handed weapons of two ranks higher (d6), all the weapons of two sizes smaller than his own and only one-handed missile weapons and firearms (independent of damage), without being able to use complex weapons.

Dualclassed Characters: the dualclassed PC (like the elves in the Original D&D rules) use the higher number of initial slots based on his classes, and afterwards advance using the most unfavourable interval among his classes.

Example: An elf (a fighter-mage according to the D&D rules) begins with 10 available slots (see Fighter), and acquires a further slot every 4 additional levels (see Mage). If at 10th-level he choses to progress as an Elf Mage, the interval remains unchanged, if however he becomes an Elf Lord (specialising in combat without gaining nore spells), then the interval progression is that of a fighter from 10th-level onwards.

Multiclassed Characters (Optional): characters who use the optional multiclassing rules (see *Tome of the Magic of Mystara, Vol. 3*) use the number of initial slots based on his class, and afterwards advance using the appropriate interval based on the chosen class, and increase the available initial slots exploiting the most favourable one.

Example: A thief begins with 6 available slots, and acquires a further slot every 3 levels. At 6th-level he chooses to take a fighter level: in this case he quickly acquires another 4 slots (the difference between his 6 and the fighter's 10) and can acquire a new mastery slot once he acquires at least 2 fighter levels. Say the character, becomes Thief 6th/Fighter 4th he has 14 slots (6 initial + 2 per Thief level + 4 for achieving the initial Fighter base + 2 per Fighter level).

A character that cannot use a weapon (doesn't even have Basic rank in the weapon) can still attack with it, but suffers a penalty to his Attack Roll based on the weapon's category: –4 for complex weapons (more difficult to use effectively by laymen), –2 for simple weapons (easier to wield). Moreover, he cannot use any of the Special Effects.

A character who uses a weapon in his off hand (if not Ambidextrous) suffers a –3 penalty to all his Attack Rolls with that weapon.

ACQUIRING TRAINING IN THE USE OF WEAPONS

There are five ranks of Weapon Mastery (in increasing order of mastery): Basic, Skilled, Expert, Advanced, and Master. Anyone learning for the first time the use of a weapon gains the lowest level of weapon mastery, Basic.

To acquire training in a weapon it is necessary to:

1) Have a slot free for training in the weapon.

2) Be of the necessary minimum level (Table 2.22).

3) Have the time and money necessary (Table 2.19).

4) Find an instructor who has a mastery rank greater than that of the pupil. Each trainer can simultaneously train a number of pupils equal to his Intelligence score multiplied by a variable that depends on the Mastery rank that the pupil must gain: Basic ×1, Skilled ×½, Expert ×⅓, Advanced ×1/5, Master ×1/10. For example, a fighter with INT 10 can train up to 10 people for Basic rank, 5 for Skilled rank, 3 for Expert rank, etc. After finding a trainer (a master) with a high enough Mastery, the pupil must pay all the cost *before* he begins training. The costs and the time required vary based on the type of training desired, as shown in Table 2.19 (for the times and training methods of a martial art refer to the *Manual of Martial Arts*). During the training period, the character spends at least 8 hours per day in the company of his instructor; for the rest of the day remaining free to do what he wants.

It isn't possible to train in more than one weapon simultaneously or gain more than one mastery rank per time. This means, for example, that if a character want to become Advanced in the use of a simple weapon with which he is already Skilled, he must first use a slot to become Expert (spending the necessary time and money – see Table 2.19) and if the training succeeds, use a second slot to achieve Advanced mastery (always paying and consuming time).

It isn't possible to train in more than one weapon at a time. However, when training with a double weapon, the training costs two slots, and also double the time and cost (as such all double weapons are complex weapons). This means that when he is trained, the individual progresses in the mastery relating to both of the weapon's combat styles (it isn't possible to spend just one slot to advance in one combat style).

If a character interrupts his training, he can resume it as long as no more than a week has passed since the interruption. It isn't possible to make more than one interruption during the training period without the entire training being compromised.

TABLE 2.19: TRAINING COSTS AND TIMES

Rank	Standard time	Weekly cost
Basic	1 week	50 gp
Skilled	2 week	100 gp
Expert	4 week	400 gp
Advanced	6 week	750 gp
Master	8 week	1,000 gp

Note: given their greater difficulty, training in the use of any complex weapon requires double the standard time listed above and therefore the costs are also doubled.

At the end of the training period it is necessary to learn what the character has learnt from his instructor. In game terms the chance of success varies based on the training of the trainer and pupil, as shown in Table 2.20. The chance of success is determined halfway through the training period (roll a d% under the value given in the appropriate box) and the pupil is quickly informed of the probable results of training. The pupil can therefore choose to continue to train until the end or immediately interrupt it. In the first case he doesn't improve his mastery rank, but his chance of success the next time that he tries to train with a *different* teacher is increased by 10%. In the second case instead, if the training is interrupted halfway through the period, he receeives a refund of half of what he paid the teacher, but doesn't gain a bonus to his next attempt.

Option 1: for those who don't wish to be tied to a master to progress in their weapon mastery, it is also hypothetically possible that the character can progress to the next level without spending time or money in training. In this case, from the moment in which the subject acquires the sufficient level (see *Mastery Limits* below) and has free slots, he can immediately advance to the higher rank or amplify his martial experience by adding new weapons to those known at Basic rank. This system is very beneficial for the fighter class, who has a lot of versatility in the training of the use of weapons, but in this case it is advised to reduce the maximum achievable rank to Advanced or Expert.

Option 2: if the DM allows it, a character can attempt to improve his own Mastery level by training alone for all the time shown in Table 2.19. In this case he doesn't spend money, but cannot terminate the training half way through the period, as the roll to discover if the self training has succeeded is made only at the end of the indicated period.

The percentage that gives the probability that this type of training has succeeded is given in Table 2.21 (roll a d% under the value given in the appropriate box). It is possible to add to this percentage a 10% bonus due to a previous failed attempt with another teacher.

A character can only train in the use of a weapon if these three conditions are met:

1. The character can already use the weapon (at least Basic rank).
2. The character has at least 1 free slot to improve his training in the weapon.
3. The character is of sufficiently high level to attempt to advance a rank (see Table 2.22).

The self training attempt can be made only once per level, but the character can interupt the self training to go and adventure or travel, or continue during pauses in his journey. If failed, he has to accumulate enough xp to gain a level before retrying.

TABLE 2.20: PROBABILITY OF SUCCESS (D%)

Pupil Rank	Teacher's Mastery Rank				
	Basic	Skilled	Expert	Advanced	Master
None	70	80	90	95	99
Basic	–	50	70	90	95
Skilled	–	–	40	60	80
Expert	–	–	–	30	50
Advanced	–	–	–	–	25

TABLE 2.21: SELF TRAINING

Current Rank	Success (d%)
Basic	30
Skilled	20
Expert	15
Advanced	10

MASTERY LIMITS

There are limitations to the mastery rank that an individual can acquire that depends on his level. This limit is imposed to prevent game inbalances that could cause characters of low level to be more lethal with a weapon than those more expert (of higher level). Moreover, if the DM wants to, he can also limit the acquisition of mastery in weapons based on the level of his campaign (for example he can limit the maximum achievable mastery in his campaign to Expert rank).

A character cannot acquire a Mastery rank greater than that allowed by Table 2.22 based on his own level. This means that if he has a free slot, he can use it by taking Basic mastery in the use of another weapon, or he can spend it to advance 1 rank in the mastery of a weapon he already knows, as long as he doesn't exceed the limit imposed by his actual level, or he can decide to save one or more free slots and use them to increase his mastery rank when his level allows him.

TABLE 2.22: MASTERY LIMITS

Level	Rank Possibile
1st	Basic
4th	Skilled
7th	Expert
10th	Advanced
15th	Master

Note: for demi-humans in D&D, 1 Attack Class is equal to 2 levels.

Example: Norman (8th-level fighter) has 14 slots and has spent 5 to have Basic mastery of five simple weapons (Long Sword, Short Sword, Light Crossbow, Dagger, and Spear) and 6 slots to have Basic mastery of three complex weapons (Greatsword, Long Bow and Lance). Now he wants to use his remaining 3 slots to advance as much as possible his mastery in some of these. He could become Skilled in three different simple weapons or use 2 slots ro become Skilled in a complex weapon and 1 slot to become Skilled in a simple weapon. Or finally he could first Skilled and then Expert (the maximum rank achievable at his level) in a simple weapon, leaving him with 1 slot which he could use to become Skilled in simple weapon, or use it to learn a new simple weapon at Basic level.

TRAINING BENEFITS

When a character progresses in the mastery of a weapon, he learns to cause greater damage to enemies, to better protect himself from certain attack types, and to exploit the weapon's martial characteristics (see *Special Effects of Mastery*).

All those that improve their mastery rank in the weapon become better able to strike the adversary with that weapon. In game terms this is expressed by an Attack Roll bonus that is applied everytime the character uses the weapon, a bonus that varies based on his level of training in the weapon. From Skilled rank, the bonus is of two types, one for the so-called Primary (P) targets, those targets against which the weapon is more effective, and for the Secondary (S) targets: the Attack Roll bonus against secondary targets is always two points less than that for the primary targets (see Table 2.13). The weapon in fact can be very effective against certain adversaries (against which they can better to penetrate their defence) and less effective against others. The adversaries are classified according to two categories based on how they attack, which also determines how they defend:

- H: creatures that attack with hand held weapons.
- M: creatures that attack with natural weapons.

The Primary target is given for each weapon listed in the second half of this chapter. If the Primary target is classified as A, it means that the weapon enjoys the same Attack Roll bonus (the first of the two listed in table 2.23) against any target (this is always applied to missile weapons, for example).

TABLE 2.23: ATTACK ROLL BONUSES

Level	Bonus
Basic	+0
Skilled	P: +2; S: +0
Expert	P: +3; S: +1
Advanced	P: +4; S: +2
Master	P: +5; S: +3

SPECIAL EFFECTS OF MASTERY

Ambidexterity: by virtue of the type of weapon (usually of tiny size and/or applied to the hand), those with mastery in the weapon don't incur any penalty if they use

it in the offhand.

Armour-piercing: The weapon has a spike that exploits the weapon's impact to penetrate the enemy's armour. If the weapon is used against an armoured target it grants a +1 bonus to the Attack Roll and the Armour Value, if used, is halved against this type of weapon.

Capture: The attacker declares his use of this attack method and rolls to hit normally, but the target's AC is calculated with the Ignore Amour effect. If the weapon hits the target it causes minimum, but the victim must make a Saving Throw vs. Paralysis (Dodge) with the given modifiers to avoid being captured. Anyone captured has a –6 penalty to his AC, cannot use his shield, attack, cast spells, or move, but can activate a magic item that requires a simple verbal command or try to free himself. Freeing himself requires a full round and a successful Saving Throw vs. Paralysis.

It is not possible to capture creatures that are larger than the weapon used.

Chop: this effect is always applied to weapons of medium size or larger with a convex heavy blade. It is a devastating instrument if used against wooden objects or constructions, as it can sever in a single blow trees or cylindrical wooden objects with a Strength check with a –1 penalty for each 5 cm of the trunk's diameter (max diameter 50cm).

Similarly, it even does double damage against wooden targets with a simple successful Strength check Force on each blow and even 1 SP for every 10 points of damage to large wooden constructions.

Delay: the victim must make a ST vs. Paralysis in order to not automatically lose the initiative in the next round. The effect is applied everytime the weapon strikes a creature. If not indicated otherwise in its description, the weapon can only delay a creature one size category greater than its own.

With ranged weapons or firearms, can only occur at the distance indicated between parenthesis, and the delay is applied to a creature upto two size categories greater than the weapon (not the projectile).

Disarm: instead of making a normal attack, the character declares his wish to disarm the adversary. In this case he makes an Attack Roll and if he succeeds, the victom loses no damage but must make a Dexterity check to not let go of the weapon, which falls a 1d12 feet in a random action (which then requires a move or attack action). The victim's Dexterity (or Dexterity check, in the general skill alternative systems) subtracts the following penalties:

- a penalty derived from the Mastery rank.
- a penalty equal to the sum of the attacker's Dexterity and Strength bonuses.

The character can only Disarm beings that use weapons of up to one size larger than the weapon he is using. He cannot disarm creatures that attack with natural weapons and it is not possible to Parry a Disarm attempt.

Finally, when he attempts to Disarm an individual that is using a weapon with two hands, he must make two successful attempts in the same round to remove it from both the adversary's hands, otherwise the weapon remains in the individual's hand.

Distance: a weapon with reach can strike a target that is at a distance from the attacker, but remain in the hands of those that use it without any Attack Roll penalty both against distant enemies and in close combat (as instead happens with hafted weapons). The reach of this type of weapons is usually equal to their length (unless its description states otherwise), and it is always a very flexible and manageable weapon (e.g. chain, whip, etc.).

Double Damage: on an unmodified dice throw that generates one of the numbers between parentheses, the weapon inflicts double damage. Double the damage derived from mastery plus the weapon bonus and character's Strength.

In those cases where the character already inflicts double damage by way of a class ability (e.g. the thief's backstab) or of the weapon (e.g. a sword with the power of multiplying wounds), it increases only the highest muliplier by one rank. For example, a thief that doubles the damage from behind (×2) and inflict Double Damage (×2) with the dagger causes triple damage (2+1), while with a dagger that triples the damage (×3) and a backstab (Damage ×2) causes quadruple damage (3+1).

Extra Attack: beginning from the stated rank, the character can make an extra attack with the same weapon per round (beyond those he normally has), but the Attack Roll of the Extra Attack suffers a –2 penalty. It is only possible to make the Extra Attack against the same target of the first attack (unless the weapon's description states otherwise) and only if the character can wield the weapon with two hands in the case of double weapons, or if wielding two identical weapons simultaneously (for complex weapons that grant ambidexterity and usually used in pairs). *Haste* doesn't allow the extra attack to be doubled, which the character can only perform once during his action turn.

Guard: the weapon has a robust guard on its hilt that completely covers the hand that holds the weapon, protecting it from any disarm attempts. As such the character's Dexterity score to avoid being Disarmed benefits from the bonus granted by the guard effect.

Moreover the guard's shape allows the enemy to be struck and Stunned (ST negates). In this case the damage suffered is only 1 plus the character's Strength bonus, who can use the Attack Roll and Defence bonuses of his mastery rank.

Hook: the weapon (usually flexibile or with a loop/claw) has a good reach and can be used to hook an enemy limb wrapping or tightening itself around him. If the character uses this effect, the victim doesn't suffer damage, but must make a ST vs. Paralysis (Dodge) with any penalty derived from the mastery rank to avoid remaining

hooked. If the ST succeeds, the victim frees himself with a skilful move. If the ST fails, the limb is remains hooked to the weapon and the victim cannot free himself until he makes a successful ST vs. Paralysis (once per round).

While hooked, the victim can continue to act, but each time that he wants to use the hooked limb he needs to make an opposed Strength check with the character: if the victim wins, he can use the limb to move or attack (but cannot run and each of his Attack Rolls receives a –2 penalty), vice-versa the limb is unusable and the action is wasted.

Moreover, if the victim is a biped of equal or smaller size than the attacker and has the *Trip* general skill, as long as he remains hooked the attacker can try to Trip and make him fall each round (see the appropriate skill in the *Manual of General Skills*).

It is possible to hook creatures up to one size larger than the hooking weapon (unless indicated otherwise).

Ignore Armour: when this weapon is used, the target's Armour Class is calculated ignoring worn armour and including only magical (excluding armour), shield, and Dexterity bonuses.

Ignore Shield: The weapon ignores the protection offered by a shield of equal size or smaller, since it can wrap around it and strike the person that is behind it. The target's AC is calculated ignoring the held shield and only counting the bonuses derived from magic, armour, and Dexterity.

Impale: the user of this weapon can choose to impale an enemy instead of repeatedly attacking him; as long as the victim is not over two sizes either larger or smaller than the weapon (e.g. a medium weapon cannot a diminutive or gargantuan creature). When the weapon hits after the character has declared the use of this option, it remains impaled in the victim who suffers damage each round he moves with it stuck in him. If the target has more Hit Dice than those shown by the character's mastery rank, he can quickly remove the weapon with a Strength check per round (which uses up an attack), otherwise if he has the same or fewer HD the weapon remain stuck in him for the next 1d4+2 rounds. The damage is composed of a fixed value based on the weapon's size, plus any magic bonus: Diminutive (D): 1hp; Tiny (T): 2 hp; Small (S): 4 hp; Medium (M): 6 hp; Large (L): 8 hp; Huge (H): 10 hp; Gargantuan (G): 12 hp.

A character that has the *Heal* or *Medicine* general skill can extract the weapon with a skill check before the minimum time: if the check succeeds, the weapon is extracted but causes the fixed damage; if instead the check fails, the victim loses double the fixed damage and the weapon remains impaled. If instead the skill check occurs after the minimum time, and is successful the weapon is removed without damage, if failed the removal causes the fixed damage.

Parry: the character can parry the attacks directed against him without consuming attacks or movement. The number after the ability shows the number of attacks that the character can deflect each round (*haste* doesn't affect the number of parrys made each round).

In order to parry it is necessary to see the attack and make an Attack Roll against the same AC that the opponent hit. With a weapon it isn't possible to deflect thrown weapons, protectiles, and natural weapons, which instead must be parried with a shield. A character can only parry weapons that are smaller, equal or one size larger than his weapon or shield, but cannot parry projectiles from firearms or siege weapons.

When he makes a successful parry with the weapon, it subtracts 1 Hit Point plus the attacker's Strength bonus and of the weapon that hit. If he parries with a shield, it loses Hit Points equal to that caused by the attack (half with a successful Destruction ST). If the object used to parry has a magic bonus greater than that of the parried weapon, it doesn't lose any damage.

Reach: this effect applies to all long weapons, that is polearms over 2 metres long. The character cannot only strike targets that are 10 feet from him or beyond the first line, but can hold the adversaries off at range to avoid close combat.

In practice, anyone trying to hit a character that uses a reach weapon with a melee weapon as a –1 penalty to his Attack Rolls (this doesn't apply if facing adversaries with distance or ranged weapons). If the enemy cannot hit the character (thanks also to the AC bonus from his mastery rank), it means that he has successfully held him off and can continue in the next round to make his attacks with the polearm without the close combat penalty. If instead the adversary's attack succeeds, it means that he has closed in and the character must counterattack with a –1 penalty. However, if the adversary fails to hit with his next attack it means that the character has again successful held him at distance and the penalty disappears.

RoF: this effect shows that the weapon's Rate of Fire improves with the increase in individual's mastery and is only included for missile weapons with magazines and to small hand thrown darts. After this abbreviation the number of projectiles that the weapon can fire or the darts that can be thrown (in addition to the number of attacks the character has in his action turn) is given.

An individual with multiple attacks can also use an attack to shoot with the weapon or throw the darts benefiting from the increased RoF, and use his remaining attacks in different ways. *Haste* allows the character to gain other actions, but the number of additional attacks due to this RoF is unchanged: the character can use this increased RoF once per round.

Set vs. Charge: this effect is always associated with a polearm that ends in a point or spike. From Basic rank, if an adversary charges him, the character can use the weapon against the charge: it is necessary to make a common ne Attack Roll, and if it succeeds, the weapon

inflicts double damage.

Stun: if the victim is the same size or smaller to the weapon resta stordita se fallisce a ST vs. Death Ray. A stunned creature only moves at half his speed, cannot run, attack, cast spells, or concentrate, but can dodge. He, moreover, suffers a –4 penalty to his AC, to all Saving Throws, and skill checks. He can make a ST vs. Death Ray (Body) each subsequent round to recover from the stun. Those stunned whilst still victim of a previous stun faint and only come to following a successful Saving Throw vs. Paralysis with a –2 penalty (once per round) or with a successful *Heal or Medicine* check with a –2 penalty on the subject.

With missile weapons or firearms, this effect is only effective at the range shown between parentheses, and the stun applies to creatures up to two sizes larger than the weapon (not the projectile)

Strangle: on an unmodified dice roll that generates one of the numbers shown between parentheses, the weapon is wrapped around the neck and blocks the respiratory tract. The victim must make a ST vs. Death Ray to remove the weapon, vice-versa and begins a strangulation attempt. Each round the victim loses Constitution points (with a consequential loss of hp) equal to the damage suffered, which is always debilitating. When his Constitution or hp reach zero the victim faints and, if the asphyxiation continues, can die if he drops below –10 hp (see the rules on Debilitating Damage and Threshold of Death). If the obstruction to the trachea ceases before he drops below –5 hp, the victim regenerates the debilitating damage normally and recovers 1/10 of his Constitution total per minute, regaining consciousness once he achieves a positive hp value.

It isn't possible to strangle beings protected by plate-mail or full plate, and anyone who suffers a strangulation attempt has trouble speaking, and only has a 30% chance per round of speaking clearly (making difficult to correctly cast a spell).

Sunder: the weapon can exploits its toothed to sunder any weapon of up to one size larger and that doesn't have more than double the sundering weapon's HP. If the character uses this manoeuvre, to avoid the breaking his weapon he must make a successful ST vs. Destruction based on the materials from which it's made (see *Tome of the Magic of Mystara – Vol. 3* for the Saving Throws of Objects). If the ST succeeds, the weapon suffers no ill effect, vice-versa if it fails, it loses 2/3 of its Hit Points and can no longer be used effectively (–3 to Attack and Damage). Magical weapons can only be sundered by weapons of an equal or better enchantment.

Trip: the attacker declares the use of this attack method and rolls to hit normally, but the target's AC is calculated with the Ignore Armour effect. If the blow strikes home, the victim loses minimum damage, but must make a skill check (to which is applied any penalty due to each mastery rank) to avoid falling to the ground. Foot targets need to make a *Balance* check, while a mounted target must make a *Ride* check. If the victim doesn't have the appropriate general skill, he must make a Dexterity check with a –4 base penalty and any additional penalties linked to encumbrance (–1 if Light, –3 if Medium, –5 if Heavy, no penalty if within 10% of the Maximum Transportable Encumbrance). If the attacker has the *Trip* general skill, adding a further –1 penalty to the victim's opposed skill check.

Attacking a prone victim grants a +2 bonus on his Attack Rolls and automatically wins the Initiative, the victim suffers a –2 penalty on his dodge Saving Throws and his Attack Rolls until he stands up (which consumes an attack or move action of the subject).

It is only possible to Trip biped creatures or equal or smaller sizes to that of the weapon, and for each size smaller than that of the weapon the victim's check suffers a further cumulative –1 penalty.

Sever: this effect is always associated with a slashing weapon with a heavy or very curved blade, of small size or larger. From Basic rank the weapon can sever in a single blow any objects of plant, bone, wood, or cordage matter no thicker than 2 inches with a successful Strength check. Set weapons that risk being severed or losing its head because of this option can make a ST vs. Destruction: if it fails, it is cut in two and unuseable, if instead it succeeds it loses 1d10 Hit Points.

Moreover, if a blow strikes the limb of a subject of up to a maximum of one size larger than the weapon: if the blow makes it by a margin of at least 4 points better than the target's AC and reduces the victim's hp to zero, who dies from the amputation. If instead the victim survives, he must always make a ST vs. Death Ray with a –1 cumulative penalty for each size category he is smaller than the weapon or suffer the amputation; if the ST succeeds, the victim avoids the amputation.

It is also possible for the weapon to decapitate a victim struck by it at the neck: it follows the rules described above, but decapitation is only possible with a weapon that is at least the same size as the victim.

Also apply the rules given above when using the alternative systems for Aimed Blows and for Amputation: this indeed shows the greater chance to amputate that the weapons with the Sever special ability enjoy in respect to all the others.

WEAPON LIST

The following weapon list comprises an extensive list of classical, medieval, and fantasy weapons. Next is a legend to understand the abbreviations that define the weapon and its mastery.

LEGEND

Weapon Name: The name (or the names, in which cases the other names are between parenthesis) by which the weapon is known. A name in ***bold italics*** indicates a simple weapon, while just a **bold** name indicates a

weapon of war. In the case of weapons in **bold italics** without mastery ranks, they are either tools used as improvised weapons (e.g. hatchet or rake) or offensive tools without mastery ranks (caltrops).

If "see [another weapon]" is included after the name, all the weapon's statistics are the same as the other weapon, except where noted. Training in just one of the weapons allows the use of the other weapon or weapons listed.

P: the Primary targets against which the weapon is effective (i.e. grant an Attack Roll bonus). The target categories are:

A: any enemy

H: creature that attack with hand-held weapons

M: creatures that attack with natural weapons

Size: shows the weapon's size according to the abbreviations in Table I (see Introduction). Weapons of a larger size than the character are exclusively held in two hands, as long as its encumbrance can be managed with two hands, and those using a weapon with two hands always lose the initiative. It is not possible to wield weapons two or more sizes larger than the character (e.g. a halfling – small size – can never wield a halberd – size large). It is possible to wield with one hand weapons of two sizes smaller than the subject, and with two hands weapons of the same size or one size larger.

Type: shows the type of weapon based on the type of damage it inflicts, which are Slashing (S) or lacerating, Piercing (P) or armour-piercing, or Bludgeoning (B) or blunt. Some weapons can be used in more than one way and so have two classifications. No weapon can produce the same amount of damage in all three types.

Cost: the weapon's market price in gold pieces (gp) or silver pieces (sp) in medieval or renaissance settings. Note that the true creation cost of the weapon is usually half of that listed.

In the case of the more backward civilisations, the price of entirely metal weapons is reduced, as they uses an inferior material to steel, for example a sword of bronze in the Bronze Age, of Iron in the Iron Age, of steel in the Middle Ages (refer to table 2.7 for weapons of different materials).

The cost of mechanical weapons (crossbows) instead rises if they are purchased in a region with a lower TL than that of the weapon, as their advanced performance depends on the TL of the civilisation that developed it:

1 TL of difference (e.g. Iron & Bronze): cost x 2

2 TL of difference (e.g. Iron & Stone): cost x4

Beyond 2 TL of difference the weapon is considered as an artefact and probably costs ten times its cost price (if it was ever sold).

Enc.: encumbrance of the weapon in cn (1 pound = 10 coins).

H.P.: the weapon's Hit Points. If a weapon loses Hit Pints for any reason, it becomes less effective. When the hp drop below 50%, the weapon suffers a –2 penalty to its Attack and Damage rolls.

T.L.: Technological Level. Shows the level of technological development needed for this type of weapon (see *Introduction*). It is the lowest level at which the weapon is available. Remember that all the weapons shown here are steel weapons, unless their description expressly shows that other materials are used. For weapons made from more "primitive" materials (bronze, copper, stone, wood, etc.) it is necessary to apply the rules described in the preceding section entitled *Weapons of Alternative Materials* (see Table 2.7) to recalculate encumbrance, HP, cost, and any eventual modifiers to Attack and Damage Rolls.

Rk: the mastery rank of the abilities listed on that line. The ranks are abbreviated as follows: Ba (Basic), Sk (Skilled), Ex (Expert), Ad (Advanced), Ma (Master).

Range: The weapon's range in metres. The first number shows the weapon's short range (s), the second its medium range (m), and the third the weapon's maximum range. Note that the Range of some weapons can influence Special Effects of the aforesaid weapon. Moreover, anyone using a thrown or missile weapon adds his Dexterity modifier to the Attack Roll rather than his Strength modifier (which instead is applied only to melee Attack Rolls, as well as damage).

If there is no Range category, the weapon cannot be effectively thrown and is thus considered an improvised weapon (–2 to the Attack Roll, Range, and damage dependent on the the weapon's encumbrance and size, as shown in tables 2.1 and 2.2).

Damage: the amount of damage made by the weapon based on the character's degree of mastery. This is the base damage, to which is added any modifiers from the character's Strength or the weapon's magical bonus. Only crossbows (of any type) don't add the Strength modifier to the damage, as they depend solely on the cord's tension.

Defence: the weapon grants an AC bonus against a specific category of enemy, as follows:

A: any enemy

H: creatures that attack with hand-held weapons

M: creatures that attack with natural weapons

The first number (to the left of the slash) indicates an Armour Class (AC) bonus that is granted by mastery of that weapon, the second number (to the right of the slash) indicates the number of attacks to which the AC bonus applies in a combat round.

If there is no Defence category, the weapon doesn't offer any defensive bonus to AC.

Special: the particular actions that the character can perform with the weapon, described in the previous section entitled *Special Effects of Mastery*. Some of these are in addition to the character's normal number of attacks (e.g.: Parry), others are only used in specific circumstances (see the previous section). Other effects

particularly associated with a specific weapon are explained in the notes relating to that weapon.

Linked weapon: this only appears for tools usable as improvised weapons, and gives anyone that has mastery ranks in the linked weapon listed there can use the improvised weapon exploiting the attack bonus, special effects and the defence and damage bonuses derived from his training in the linked simple weapon. Only if the simple weapon is a different size or is held differently (with one or two hands) in respect to the improvised weapon, the character cannot exploit the defence bonus of the simple weapon and will have to use the reduced damage associated with the improvised weapon.

Note: after the statistics relating to the weapon the weapon's appearance is described, as well as information concerning the weapon's statistics or variants, and explanations about its use or some of its particular and special effects.

ASPERGILL (MILITARY FLAIL)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	B	8 gp	100	80	3

Rk	Damage	Defence	Special
Ba	1d8+1	–	Hook, Ignore Shield, Reach
Sk	1d10+1	A: –1/1	Hook, Delay, Trip
Ex	1d10+3	A: –2/1	Hook/Trip (–1), Delay
Ad	1d12+4	A: –2/2	Hook/Trip (–2), Stun
Ma	1d12+9	A: –3/2	Hook/Trip (–3), Stun

Appearance: The aspergill is a development of the common flail; it is a 4½ foot staff with a 3 foot chain ending in a weight at its top.

Use: The aspergill is a heavy weapon that, without being very difficult to use, exploits its length to strike adversaries behind shields and hold them at a distance.

Special: The staff's chain has a 10 foot reach. This means it can strike any target and ignore shields within that range.

Hook: The character can either try to hook an enemy's limb or an object held by the enemy with the chain. In the latter case, if the victim's ST fails, the chain tears the object from the hand and throws it 1d20 feet in a direction chosen by the attacker.

AXE

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	M	S	5 gp	100	60	1

Damage	Special	Linked weapon
1d6	Chop, Sever	Axe, Battle

Appearance: The axe is a work tool with about a 4 foot long, wooden handle at whose summit is fixed a convex blade with edges that can be parallel (in the wood axe) or perpendicular (in a carpentry axe) to the handle's axis.

A particular version call the **miner's** or **sapper's axe** dates back to the roman era (TL: 3) and was later reprived in the Middle Ages especially by engineer units as well as german miners to build tunnels or demolish enemy war machines. The miner's axe has a large, square blade balanced by a robust tooth at its upper edge, with a rather short handle.

Use: The simple axe is a typical tool of foresters, carpenters, joiners, and miners. Although it is a medium sized object, its weight is so concentrated towards its head (larger and heavier than the handle) that it makes the blade's impact more forceful, and this usually makes the axe only usable in two hands by subjects of medium strength.

The axe is also used as an offensive tool in cases of emergency, exploiting the battle axe's mastery effects, even though it is held in two hands and doesn't therefore benefit from the battle axe's defence bonus or armour-piercing ability (derived from its spike).

AXE, BATTLE (POLEAXE)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S/P	10 gp	70	60	1

Rk	Damage	Defence	Special
Ba	1d8	–	Armour-piercing, Chop, Sever
Sk	1d8+2	H: –1/1	Parry 1
Ex	1d10+3	H: –2/2	Disarm, Parry 1
Ad	1d12+4	H: –3/2	Disarm, Parry 2, Trip
Ma	1d12+7	H: –3/3	Disarm, Parry 2, Trip

Appearance: The battle axe or poleaxee is an axe modified and balanced for martial use, with a 3 foot wooden handle surmounted by a half or crescent moon blade, or a square or polygonal blade, balanced on the other side of the head by a long spike, used to penetrate the defensive plates of armour.

Statistics: Its attack and defence statistics apply to both its blade and spike. As such, given the lack of difference in the combat styles of its two parts, it is not considered a true double weapon.

Use: The battle axe can be used effectively as a slashing weapon, by using its blade, or as a piercing weapon, by using its spike especially against enemies clad in armour.

Special: Only the spike can benefit from the armour-piercing effect (piercing attack), while only the blade can perform the Sever effect (slashing attack).

AXE, BROL – SEE AXE, BATTLE

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	L	S	14 gp	210	108	1

Appearance: The brol is a Large sized (L) battle axe with an oval, stone head sharpened with flint. It is a slashing weapon popular with the gurrash of the Bayou and other primitive races.

Statistics: Use the statistics of a large battle axe, but because it is made of stone, its attacks and damage have a –1 penalty. Furthermore, the brol doesn't have a spike opposite the blade, therefore it is a slashing weapon and cannot exploit the armour-piercing effect, but due to the size and weight of its blade it can use the chop effect.

Use: Anyone who can use a battle axe can use the brol with the same degree of mastery and vice-versa.

AXE, DOUBLE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	30 gp	200	150	3

Rk	Damage	Defence	Special
Ba	1d10	–	Extra attack, Chop, Sever
Sk	2d6	H: –1/1	Trip
Ex	2d6+2	H: –2/1	Parry 1, Trip (–1)
Ad	2d6+5	H: –2/2	Parry 1, Trip (–2)
Ma	2d6+7	H: –3/2	Parry 2, Trip (–3)

Appearance: The double axe is a double weapon formed from a 6 foot long wooden pole that ends with a pair of huge, convex, double-headed or butterfly blade at both ends.

Use: The double axe is a two-handed weapon that however can be used in close combat without penalty, due to its unexcessive length.

Use: Anyone that can use the double axe can use the Nimmurian axe with the same degree of mastery and vice-versa.

Special: <u>Extra Attack</u>: The first attack is made using one of the two blades, and the Extra Attack follows with the opposite blade.

AXE, DOUBLE-BLADED

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	S	20 gp	150	100	2

Rk	Damage	Defence	Special
Ba	1d10+2	–	Chop, Sever
Sk	2d6+2	H: –1/1	Stun
Ex	2d6+5	H: –2/1	Trip, Stun
Ad	2d6+8	H: –2/2	Trip, Stun (–1)
Ma	2d6+12	H: –3/3	Trip, Stun (–2)

Appearance: The double-bladed axe is a long-handled weapon with two large convex blades at its upper end.

Use: The two large blades increase the head's weight and a blow's effectiveness, but its weight makes it a difficult weapon to wield. Moreover, the socket at the junction of the blades and handle can be used by the more skill to hook an opponent's legs and trip him.

AXE, LONG OR HOOKED

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	14 gp	130	90	4

Rk	Damage	Defence	Special
Ba	2d6	H: –1/1	Reach, Chop, Sever
Sk	2d6+3	H: –2/1	Trip
Ex	2d6+6	H: –2/2	Trip (–1), Parry 1
Ad	2d6+10	H: –3/2	Trip (–2), Parry 1
Ma	2d6+13	H: –3/3	Trip (–3), Parry 2

Appearance: The long axe is a weapon with a long wooden (or metal) shaft about 7 foot long with a heavy convex axe head fixed at the end, with the blade's lower part slightly lengthened and concave on the inside, to allow it to better Trip or Disarm an adversary.

One particular version of the long axe is the **hooked axe**, which has at the end of its shaft a heavy 50 cm long axe head with a lengthened point and a hook on the back, used to Hook and Trip (thus exploiting the long

axe's mastery).

Special: The penalty listed for Disarm and Trip apply to both effects.

AXE, THROWING (FRANCISCA, IKHU)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S	5 gp	30	20	2

Rk	Range	Damage	Defence	Special
Ba	10/20/40	1d6	–	Sever
Sk	15/25/40	1d8	H: –1/1	Parry 1
Ex	20/30/50	1d10	H: –2/1	Parry 1
Ad	30/40/50	1d10+2	H: –2/2	Disarm, Parry 2
Ma	40/50/60	1d10+5	H: –3/2	Disarm, Parry 2

Appearance: The throwing axe is the military version of the hatchet, with a 1½ foot long wooden handle and metal head of various shapes (ovoid, rhomboidal, triangular, or half-moon) with just one sharp edge on its outside, balanced to be easily thrown.

The Norman version of the throwing axe is called the **Francisca** as an elaboration of a Frankish weapon and has a head that is wider towards the edge, with a notable point towards the base, and a rather shorter and curved handle.

The Nithian version of the throwing axe is called the eye-axe or **Ikhu** and has an "S" shaped handle with the blade mounted on the inside of the upper curve (protruding from the concave part). The blade has a wide base that however, unlike other axes, shrinks to assume a triangular point, allowing it to penetrate better after the blow. Viewed from the side, its shape is similar to the Nithian hieroglyph for the eye (from which it gets its other name), and it is used to pierce as well as slash.

Use: The throwing axe is halfway between a hatchet and battle axe, and is effectively used as a throwing weapon in narrow settings or full of obstacles (like trees) as it is more manageable than a missile weapon, has a range and a better offensive capacity than the simple hatchet.

AXE-MACE (AXE-HAMMER)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	S/B	15 gp	60	50	3

Rk	Range	Damage	Defence	Special
Ba	–/10/20	1d6+1	–	Chop, Sever
Sk	10/20/30	1d8+2	H: –1/1	Parry 1, Delay
Ex	10/20/40	1d10+2	H: –2/2	Parry 1, Delay
Ad	10/30/40	1d10+5	H: –3/2	Parry 2, Delay
Ma	20/30/40	1d10+8	H: –3/3	Parry 2, Delay

Appearance: The axe-mace has an oval mace head to which an axe blade is fixed. It is both a slashing and bludgeoning weapon: the character can chose which side to use for each attack.

A medieval variant called the **axe-hammer** instead has a hammer head opposite its axe head, but it is used in the same way and has the same statistics of the axe-mace.

Statistics: Its range and offensive and defensive statistics are used for both the axe and mace ends. Given the lack of difference in the combat styles of its two ends,

it isn't considered a true double weapon.

In the kingdoms of Nithia and Thothia the axe-mace is given by the pharaohs to great heroes, war priests, and nobles, and cannot be bought.

Special: The Delay effect in melee with the blunt head, not when the weapon is thrown. The Chop and Sever effects only apply to the axe blade. It can always parry.

BARDICHE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	13 gp	120	90	4

Rk	Damage	Defence	Special
Ba	2d6	–	Sever
Sk	1d12+2	H: –1/1	Parry 1
Ex	1d12+5	H: –2/1	Parry 2
Ad	1d12+8	H: –2/2	Parry 2
Ma	1d12+12	H: –3/2	Parry 3

Appearance: The bardiche is a large, heavy axe typical of the Russian peoples and was very common in Eastern Europe during the Middle Ages (its name derives from the Russian berdysh). It has a very long (about 2 feet) head in the shape of a quarter moon with its blade along the outer convex edge, mounted at the top of 5 foot, wooden handle.

BATON

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	B	3 sp	20	10	2

Rk	Damage	Defence	Special
Ba	1d3	A: –1/1	Ambidexterity
Sk	1d5	A: –2/1	Extra Attack, Parry 1
Ex	1d6+1	A: –2/2	Parry 2
Ad	1d8+1	A: –3/2	Parry 2
Ma	1d10+2	A: –3/3	Parry 3

Appearance: The baton is a tool of light but hard wood about 1 inch thick and 1-2 feet long, which in the hands of a trained person can be a dangerous and useful weapon.

Use: The baton is an easily concealable and easy to wield weapon, which has resulted in it being adopted by many martial arts. Usually used in pairs, one is used to attack, whilst the other is used to parry or again strike the adversary.

If the character wishes, he can use the baton so that all damage produced is debilitating damage at any mastery rank.

Special: Extra Attack: From Skilled rank, when using two batons simultaneously, it is possible to exploit their wieldiness to make an Extra Attack against the enemy, striking first with one and then the other baton in rapid combination. Despite the number of feasible attacks, it is only possible to make one Extra Attack per round.

If only one baton is used, it can parry normally but does not get an Extra Attack.

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	T	P	4 gp	20	20	5

Appearance: The bayonet is a metal tool with a 1 foot, tempered steel point fixed perpendicular to an iron ring.

Use: The bayonet was created with the aim of making the musket a dangerous weapon in hand-to-hand combat. The bayonet is fixed directly into or on the end of the musket's barrel thanks to a metal ring at its base, and its steel point allows the musket in all effect to be used as a spear, with the user's spear mastery rank (it cannot be thrown).

If instead the bayonet is held in the hand it becomes an improvised weapon (–2 to attacks) and causes 1d4 damage plus Strength bonus, even if the subject can use his dagger mastery.

BEC-DE-CORBIN (HAMMER, LONG)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	B/P	10 gp	120	70	5

Rk	Damage	Defence	Special
Ba	1d10	H: –1/1	Set vs. Charge, Reach, Armour-piercing
Sk	2d6+1	H: –2/1	Parry 1
Ex	2d6+3	H: –2/2	Parry 1, Stun
Ad	2d6+6	H: –3/2	Parry 2, Stun
Ma	2d6+9	H: –3/3	Parry 2, Stun

Appearance: The bec-de-corbin, also known as a long hammer, is an 8¼ feet long pole surmounted by a four-toothed hammer head, with a pick on the opposite side and a spear tip at the top.

Use: It is a weapon with multiple uses, it can be used as a warhammer with reach, and also as an armour-piercing weapon due to its pick and point, which makes it effective against enemy charges and for penetrating any type of armour.

Special: If the bec-de-corbin's pick is used, it can use the Armour-piercing effect against armour.

BILLHOOK

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	S	S	1 gp	30	20	2

Damage	Special	Linked weapon
1d5	Sever	Sword, Sickle

Appearance: The billhook is a peasant tool with a curved metal blade in the shape of a question mark, sharpened on the concave edge and a strengthed, usually wooden, grip.

Use: The billhook is used by farmers, foresters, and gardeners to cut (but not prune) small and middle sized branches and reeds, sharpen poles, remove the bark from branches in the production of staffs, but mainly to clean a log of branches.

If necessary, the billhook can be used as an improvised weapon, using the sickle sword's mastery.

BLADE AND RING

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	B/S/P	5 gp	60	30	3

Rk	Ring	Dagger	Defence	Special
Ba	1d2	1d4	–	Hook, Ig. Shield, Reach
Sk	1d4	1d6	–	Hook or Capture (–1)
Ex	1d6	1d8	H: –1/1	Hk/Capt (–2), Stran (20)
Ad	1d8	1d8+2	H: –2/2	Hk/Capt (–3), Stran (20)
Ma	1d10	1d10+2	H: –3/2	Hk/Cap (–4), Stran (19+)

Appearance: The blade and ring is an oriental double weapon that consists of a 10 foot long cord whose ends are attached to a heavy metal ring and a 1 foot dagger with a small grapnel.

Use: The blade and ring is an extremely manageable, versatile, and a little showy weapon. The blade (slashing damage) or the ring (bludgeoning damage) can be thrown at the victim to injure or capture, or wield the dagger in a hand-to-hand attack (piercing damage). Despite the length of the cord it is considered a medium sized weapon due to its manoeuvrability, but it is always used in two hands.

Special: The blade and ring has a reach equal to its length. This means it can hit any opponent within 10 feet.

Hook or Capture: The character must choose which of the two effects he wants when using the ring or the blade (the penalty applies to both).

Hook: The attacker can also choose to hook an object held by the victim instead of a limb. In this case, if the victim's ST fails, the cord tears the object from the hand and lands next to the character.

Strangle: From Expert rank, if the attack was made with the ring and the dice roll was high enough, instead of Hooking the victim the cord wraps around neck and Strangles it (as the special effect). If the ST succeeds, the victim is free of the loop but remains Hooked (new ST necessary).

BLADE, HEAVEN & EARTH

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	20 gp	120	90	4

Rk	Damage	Defence	Special
Ba	1d8	–	Extra Attack, Sever
Sk	1d10	A: –1/1	Parry 1
Ex	1d10+2	A: –2/2	Parry 2, Disarm
Ad	1d12+2	A: –3/3	Parry 2, Disarm (–1)
Ma	1d12+4	A: –4/4	Parry 3, Disarm (–2)

Appearance: This exotic double weapon is a Chinese invention (Ochalese on Mystara), it is often used by martial arts masters and consists of a 6 foot long staff with two slightly curve, double edged sickles at the end and two halfmoon blades with concave edges over the two grips on the staff. It is an evolution of the moon and star spear, and gets it name from the fact that it has sickle (symbol of earth) and halfmoon (symbol of heaven) blades.

Use: With the lateral sickles he can attack enemies on his flank with the same ease as those to his front.

The heaven and earth blade is a two-handed weapon that can be used in close combat without penalty, due to its unexcessive length.

Special: Extra Attack: The first attack is made with a sickle or halfmoon, while the second is with one of the other blades. Due to its configuration, it is possible to make two attacks against two diametrically opposite creatures without suffering any penalty.

BLADE, SUN & MOON

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S/P	5 gp	30	30	4

Rk	Damage	Defence	Special
Ba	1d6	H: –1/1	Ambidexterity, Disarm
Sk	1d8	H: –2/1	Ex Atk, Disarm (–1), Block 1
Ex	1d10	H: –2/2	Disarm (–2), Block 1
Ad	1d10+3	H: –3/2	Disarm (–3), Block 2
Ma	1d10+6	H: –3/3	Disarm (–4), Block 2

Appearance: The sun and moon blade (also called the mandarin blade) is an oriental weapon invented in China by the Shaolin monks. The sun and moon blade has a metallic shaft that ends with two conical points or slightly curved, one-edged blades, and has a central leather grip surrounded by a flat metal ring with an edge on its outer side and that protects a halfmoon within the ring.

Statistics: The cost, encumbrance, and Hit Points listed above relate to just one weapon.

Use: Usually the sun and moon blade are used in pairs, wielding one in each hand: with one blade the character attacks with the ring, blade, or point, while parrying with the other blade.

Special: Extra Attack: At Skilled rank, if he is using two blades simultaneously, he can exploit their wieldiness to make an Extra Attack, trying to strike the enemy with first one and then the other blade in rapid combination. Despite the number of feasible attacks, he can only make one Extra Attack per round.

If only one blade is used, it can parry normally but does not get an Extra Attack.

Block: The Block option functions like Parry, but if it succeeds means that the adversary's weapon is caught between the ring and the halfmoon. It requires a contested Strength check to free the weapon from the ring, if the trapped weapon is two-handed it gets a +2 bonus to the check. The character can benefit from this situation, and while keeping the opponent's weapon trapped with one of the rings, can use the other blade to try to stab the enemy. Clearly if the adversary's weapon is blocked, the enemy cannot use it to parry or increase his AC.

Disarm: The Disarm penalty doubles if both blades are simultaneously used to Disarm the adversary, trapping the weapon between both rings.

BLOWGUN

P	Size	Type	Damage	H.P.	T.L.
A	Var.	P	Poison	–	1

Size	Range	Cost	Enc.
T	10/20/30	3 sp	5
S	20/40/60	6 sp	10
M	30/60/90	1 gp	20
L	40/80/120	2 gp	40

Rk	Special
Ba	Bonus Con
Sk	RoF +1
Ex	RoF +1
Ad	RoF +1
Ma	RoF +2

Appearance: The blowgun is a hollow tube of wood or metal of various lengths and is one of the most primitive missile weapons but effective at short distances.

Statistics: The Range, cost, and encumbrance of the blowgun depends on its size.

Use: The blowgun is used to silently and precisely strike an opponent at distance, exploiting the adverse effects of the poison. To use it, insert the appropriate dart in the lower end and blow in the tube to expel the dart straight at the target. The dart is always a spine or needle with a swelling of feather or cotton on the rear, used to aid the blow's pressure, thus giving the dart the power to escape. The dart that is fired is so small that in itself doesn't hurt the victim, but it is the poison it delivers that makes the blowgun so dangerous, as it enters the victim's blood system via the piercing point, making the blowgun a very dangerous weapon that is economic and easy to use.

The blowgun cannot penetrate splint armour or better and is ineffective against targets wearing such armour.

Any character can wield a blowgun of up to one size larger than himself, and only one mastery is needed to use a blowgun of any size.

Special: Bonus Con: The character can use his own Constitution bonus both to increase the offensive capacity of the blowgun (the Attack Roll's total modifier is the sum of the Strength and Consitution modifiers, that indicates the force of the blown dart) and to extend the range (the maximum distance is increased by 3 x Constitution bonus in feet). If he has a Consitution penalty, the character is sufficiently trained that it doesn't affect the attack roll.

RoF: Despite the number of attacks and increased Rate of Fire, it is not possible to fire more than 4 darts per round, unless the subject is under a *haste* effect.

BOK – SEE JAVELIN, LIGHT

Appearance: The bok is made from a short wooden shaft with a flint or bone point. In practice it is a short spear made from primitive materials, and is usually used as a spear by the cayma and tiny-sized creatures.

Statistics: The bok uses the statistics of a light javelin, but its cost, encumbrance, and HP vary based on the tip's material (bone or stone).

BOLAS

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	B	2 gp	25	20	1

Rk	Range	Damage	Special
Ba	20/40/60	1d4	Capture
Sk	30/60/90	1d5	Capt./Strangle (20) (–1)
Ex	40/80/120	1d6	Capt./Strangle (19+) (–2)
Ad	50/90/120	1d8	Capt./Strangle (18+) (–3)
Ma	60/90/120	1d8+2	Capt./Strangle (17+) (–4)

Appearance: A bolas is formed from a 2½ feet long leather or hemp cord with two metallic weights at the ends. Some variants have three 2 feet long cords which are tied together in the centre and have three weights at the ends.

Statistics: If a bolas has stones in place of the metal weights (typical of the more backwards cultures), modify the cost, HP and Damage as per table 2.7.

Use: A bolas is commonly used as a ranged weapon in order to stun and capture prey, but can also be used as a melee weapon, holding one end and making the other weight quickly rotate until it collides with the target. In this case, no special effect is applied or the mastery-based attack bonus and the damage is always 1d4 hp (as an improvised weapon of equal size but without the penalty to the attack roll).

Special: The Strangle result is applied when the character rolls the value between parentheses, otherwise apply the Capture result. The penalty to the creature's ST is applied to both special effects. Moreover, a bolas can only capture creatures that are one size larger than itself (i.e. Medium).

BOOMERANG

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	B	2 gp	20	20	1

Rk	Range	Damage	Special
Ba	30/60/90	1d4	Returning
Sk	40/60/120	1d6	Stun (s)
Ex	50/100/150	1d8	Stun (s)
Ad	60/110/150	1d8+2	Stun (m) (–2)
Ma	70/110/150	1d8+4	Stun (m) (–4)

Appearance: The boomerang is a thrown bludgeoning weapon, shaped like a halfmoon, made from a hard wood (sometimes of horn or metal), 12 to 16 inches long, with blunt edges and slightly more convex on one side.

Use: The boomerang is usually used as a thrown weapon, but can also be used as a melee weapon: in this case no special effects are applied or any mastery-based attack bonus and the damage is always 1d4 hp (like an improvised weapon of equal size but with no attack penalty).

Special: Returning: if it doesn't hit the target, the boomerang turns 180° and returns to the point from where it was thrown at the end of the round. If the thrower has not taken any other actions and has remained at that point, he can automatically recover it; if instead he has taken other actions he must make a

Dexterity check to recover it. The adversaries can try to catch a boomerang at them only if they have mastery in boomerang greater than the thrower: in this case he must make a Dexterity check. Magical boomerangs travel in a figure of 8, so if they don't hit the target the first time, thet ravel on and if they don't hit any obstacle can return and still strike the target from behind at the end of the round with a +2 bonus and without counting the shield in the target's AC. Even if this time it doesn't hit the boomerang returns to its original position as usual.

At Expert level the thrower can direct the boomerang against a target that is hidden behind an obstacle (a tree, a section of wall). The boomerang can hit the target during its return journey (at the end of the round) but the attack roll has a –2 penalty.

Stun: The boomerang can stun creatures up to one size larger than itself (Medium) who are not wearing full armour.

BOW, COMPOSITE – SEE BOW, SHORT

Appearance: The composite bow is a bow made from two or more different materials, in such a way that the missile's power is not influenced by the archer's Strength but remains constant thanks to bowshaft's construction that exploits the hardness of bone, the elasticity of marrow and the sturdy handiness of wood. The wood forms the central nucleus of the bowshaft, while materials with different characteristics give it remarkable traits: the outer part (facing towards the target) uses animal materials that offer more tensile strength (like tendons), while the inner part uses materials that offer good resistance to compression (like horn or metal laminations).

Statistics: The composite bow costs 15 gp and its range is 10/20/30 feet better at each mastery rank in respect to that of the short bow.

Use: Anyone who can use a short bow can use a composite bow with the same degree of mastery and vice-versa.

Special: Max Str 15: Anyone using a composite bow cannot take advantage of a damage modifier of a higher Strength than Strength 15, and in addition is not considered to have a lower modifier than that of average Strength.

BOW, COMPOUND

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	40 gp	50	30	6

Rk	Range	Damage	Special
Ba	70/140/210	1d6+1	Max Str 15, Accurate
Sk	80/160/240	1d8+2	Delay (s)
Ex	90/180/270	1d8+5	Delay (s)
Ad	100/200/300	1d10+5	Delay (m)
Ma	110/220/330	1d10+7	Delay (m)

Appearance: The compound bow represents the ultimate evolution of the bow. It is a missile weapon with a 4 foot long, simply curved bowstaff nade from several relatively elastic materials, and has two pulleys at the ends

to which is fixed a string that serves to fire the arrow. The bow has a stabiliser, which has a variable length shaft that absorbs the vibrations and keeps the bow firmly on target, and a viewfinder that allows him to aim better at the target.

Use: The compound bow exploits a system of eccentric pulleys that allow it to store a greater amount of muscular energy in the system of bends and of reducing the effort needed to pull the bow, granting a better ability to aim. The compound bow therefore allows the transmission to the arrow a greater amount of kinetic energy without affecting the accuracy of aimed shots.

Special: Max Str 15: Anyone using a composite bow cannot take advantage of a damage modifier of a higher Strength than Strength 15, and in addition is not considered to have a lower modifier than that of average Strength.Anyone using a compound bow.

Precision: The archer benefits from a system of pulleys, stabilisers, and scope, which gives him a +2 attack bonus from Basic rank to every attack roll and reduced any range penalty to zero.

BOW, LONG

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	P	20 gp	40	40	1

Rk	Range	Damage	Special
Ba	80/160/240	1d8	Min Str 16
Sk	100/200/300	1d8+2	Delay (s)
Ex	120/240/360	1d10+4	Delay (s)
Ad	140/280/420	1d10+6	Delay (m)
Ma	160/320/480	1d10+8	Delay (m), Stun (s)

Appearance: The long bow is a simply curved bowstaff (from 6 to 7 feet long, or the archer's height), carved from a single piece of flexible and elastic yew wood, and with a string fixed to both ends (bone horns), with the function of giving movement to the arrow.

Use: Beyond its normal use as a missile weapon, due to the length and sturdiness of the bowshaft it is possible to use a long bow with the string untied also has an improvised bludgeoning weapon. In this case the weapon causes 1d6 points of bludgeoning damage plus Strength modifier, but it is considered an improvised weapon, even if it can take advantage of any mastery in quarterstaff.

Special: Min Str 16: Only characters with at least Strength 16 are capable of pulling a long bow back with sufficient tension to fire an arrow; subjects with lower Strength cannot use the long bow and use short or composite bows. Thanks to its construction, the longbow therefore allows the character's Strength modifier to be added to damage.

Bow, Short

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	10 gp	20	20	1

Rk	Range	Damage	Special
Ba	60/120/180	1d6	Max Str 13
Sk	70/140/210	1d8+1	Delay (s)
Ex	80/160/240	1d8+4	Delay (s)
Ad	90/180/270	1d10+4	Delay (m)
Ma	100/200/300	1d10+6	Delay (m)

Appearance: The short bow is a missile weapon with a 3 to 4½ foot long bowstaff, slender and flat simple or double curved (that is with horns that curve from the parts opposite the archer), carved from a single piece of flexible wood, and with a hemp or linen string fixed to both ends (called horns) that serves to give movement to the arrow.

Special: <u>Max Str 13</u>: Due to its construction, the short bow cannot develop more than a certain tension or impart more than a certain power to the arrow. As such anyone using a short bow doesn't benefit from adding his Strength modifier to the damage from Strength 13 (e.g., a fighter with Strength 16 only adds +1 to the damage inflicted with a short bow, like any character with Strength 13-15).

Caltrops

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	D	P	1 gp	5	–	3

Damage	Special
1	Obstacle

Appearance: A caltrop is a diminutive metal tool in the form of a star with sharp points that protrude from the centre in three dimensions. Its form is designed so that there is always a point turned upwards.

Statistics: The above cost and encumbrance are for 10 caltrops (each caltrop weighs ½ cn, cost 1 sp, and has no HP).

Use: Caltrops are scattered on the ground in the hope that enemies tread on them and badly injure themselves or slow down to avoid them. The caltrops' main function therefore is to hamper movement. Every 10 caltrops can cover a 5 foot square area and cause 1d2 damage to those who move through the area.

Anyone can throw caltrops (Dexterity check) and, as they are an offensive tool, caltrops use doesn't have any mastery ranks. The maximum distance caltrops can be thrown is equal to a character's Strength in feet.

Special: <u>Obstacle</u>: Anyone travelling through an area of caltrops at normal speed without paying attention has a 50% chance every 5 feet of stepping on a caltrop. In this case, the victim loses 1 hp and can no longer run. If he steps on another caltrop before curing this wound, his speed is halved; a third caltrop reduces his speed to a third and after a fourth the character falls to the ground in pain and can no longer walk. Those that travel through a caltrop-covered area automatically step on a caltrop every 5 feet with the corresponding damage and

effects. Anyone instead who pays attention to the ground can see the caltrops (if they are not invisible) and avoid them. In this case they move at half speed while they remain within the area covered by the caltrops.

Chain

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	M	B	4 gp	40	40	2

Damage	Special	Linked weapon
1d5	Hook, Ignore Shield	Chain, War

Appearance: The chain is formed from a series of metal rings joined together in a length of about 4-5 feet.

Use: The chain is a tool used in both small workshops and agriculture to connect or tie heavy tools or to haul them.

The chain is also used as an improvised offensive weapon in cases of emergency, taking advantage of any mastery in war chain, but with damage and special effects dependent on its effective size.

Special: <u>Hook</u>: A character who uses the chain can hook an item held by the victim instead of a limb. In this case he doesn't deal any damage, and if the victim's ST doesn't succeed, the chain rips the object from the hand and causes it to fall within 1d12 feet.

Chain, Bladed (Roaring Knife)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	S	10 gp	100	90	3

Rk	Damage	Defence	Special
Ba	1d6	–	Mult. Damage
Sk	1d6+2	A: –1/1	Mult. Damage (round +1)
Ex	1d6+4	A: –2/2	Mult. Damage (round +2)
Ad	2d4+4	A: –2/3	Mult. Damage (round +3)
Ma	2d4+8	A: –3/3	Mult. Damage (round +4)

Appearance: The bladed chain (also called roaring knife) is a 10 foot long chain that ends with a flat knife at one end. It is rotated above the head, producing a continuous and low hiss (from which it gets its nickname).

Use: The weapon cannot be used if there are obstacles in the chain's range (walls, trees, etc.).

Special: <u>Multiple Damage</u>: the bladed chain simultaneously strikes all targets within its reach (which can be from 3 to 10 feet, up to a maximum of its length, based on how the character holds it), it is not possible to select just one target (unless he is the only one). The character must make an attack roll and divide the damage between all the targets with AC equal or worse of that which he hit rounding any excess (the minimum damage is 1 hp per target), even those behind him. With this weapon he can choose the primary target, but can indiscriminately hit all those within 10 feet of himself. The chain's holder suffers –2 penalty on attack rolls to all targets after the primary. The "+" is added to the damage after any rounding and must only be used when establishing the damage divided between more than one target (not when the target is alone). Any bonus derived

from the character's Strength and from magic must be added before dividing the damage and rounding off any excess.

Example: the character is surrounded by two fighters with AC 7 and one with AC 0. The primary is the one with AC 0 but his attack hits AC 5 (taking the –2 penalty into account) and therefore hits the two fighters with AC 7. At Basic rank, a result of 3 on a d6 causes both targets to lose 2 hp (3÷2 = 1½, rounded to 2). At Skilled rank a roll of 3 on a d6 causes each opponent 4 hp: ([3+2]÷2)+1 = 2½, rounded up 3+1 = 4). At Expert rank the damage becomes 5 hp: ([3+4]÷2)+2 = 3½, rounded up 4+2 = 6), and so on.

CHAIN, SEGMENTED (WHIP CHAIN)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	B	10 gp	50	50	4

Rk	Damage	Defence	Special
Ba	1d6	–	Hook, Ignore Shield, Distance
Sk	1d8	–	Hook or Capture
Ex	1d10	A: –1/1	Hook or Capture (–1)
Ad	2d6	A: –2/1	Hook or Capture (–2), Delay
Ma	2d6+3	A: –2/2	Hook or Capture (–4), Delay

Appearance: The segmented chain, also called the whip chain, is an oriental weapon with a wooden grip to which are joined four to six 4 inch metal bars connected by a series of iron links that give the chain great flexibility. Its length varies from 8 to 10 feet, but due to its manageability it is considered a medium sized weapon.

Special: The segmented chain has a reach equal to its length. This means that it can stike any target within that range.

Hook or Capture: The character must choose which of the two effects he wishes to apply when using the segmented chain (the ST penalty applies to both).

Hook: The character that uses the segmented chain can choose to Hook an object held by the victim instead of a limb. In this case it doesn't cause any damage, and if the victim's ST fails, the whip chain rips the object from the victim's hand and causes it to fall next to the character.

CHAIN, WAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	B	9 gp	80	80	3

Rk	Damage	Defence	Special
Ba	1d8	–	Hook, Ignore Shield, Reach
Sk	1d8+2	A: –1/1	Hook or Capt. (–1)
Ex	1d10+3	A: –2/1	Hook or Capt. (–2), Delay
Ad	1d12+4	A: –2/2	Hook or Capt. (–4), Stun
Ma	1d12+6	A: –3/2	Hook or Capt. (–6), Stun (–1)

Appearance: The war chain is the assault version of the normal chain. About 10 foot long, it is formed from a series of linked together metal links and ends with a pair of weights or rings with hooks and barbs (to cause more damage and more easily Hook an adversary). In some case there are two or three larger rings in the centre in which the hands are inserted, in order to wield it better and manoeuvre the chain to the desired distance.

Special: The war chain has a reach equal to its length. This means that it can strike any target within that range.

Hook or Capture: The character must choose which of the two effects that he wants to use when using the chain (the ST penalty applies to both).

CHAKRAM (DEATH RING)

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	S	S	8 gp	20	20	4

Rk	Range	Damage	Defence	Special
Ba	10/20/40	1d6	–	–
Sk	20/40/60	1d6+2	–	Delay (s)
Ex	20/50/80	1d6+4	H: –1/1	Delay (s)
Ad	30/60/90	1d8+6	H: –2/1	Delay (m)
Ma	40/80/120	1d10+6	H: –2/2	Delay (m)

Appearance: The chakram, also called the death ring, is an Indian (Sikh) weapon that consists of a 14 inch diameter, 1 inch wide hollow metal disc, with a very sharp border and an internal grip, commonly used as a throwing weapon.

Statistics: The AC bonus is only applied when the chakram is used in melee. The Delay effect instead only applies to throw chakram.

CLAYMORE – SEE SWORD, GREAT

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S/P	16 gp	135	120	4

Appearance: The claymore is the typical greatsword of Scottish cultures (like the Klantyre in Glantri), with a large, straight, double-edged blade. The hilt's arms are of rhomboidal section, long and positioned at an acute angle in respect to the blade (optimal to parry blows), while the hide covered grip is of tubular section with a round pommel.

Statistics: The claymore uses all the greatsword's statistics, but unlike the latter it is balanced to allow it to be thrown a short distance. At Basic rank its maximum range is 10 feet, this range increases by 5 feet with each additional mastery rank. The Attack Roll of a thrown claymore suffers a –1 penalty as it is always considered at long range (there is no short or medium range).

Use: Anyone who can use a greatsword can also use a claymore with the same degree of mastery.

CLEAVER

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	S	S	1 gp	30	25	3

Damage	Special	Linked weapon
1d5	Sever	Machete

Appearance: The cleaver is a common tool occasionally used as a brutal weapon. It has a heavy single edged blade, straight at the heel and wider towards the truncated end (1½ feet max length). The blade is fixed on the same axis of the short, squat handle, often ending with a hook to hang it on a belt. The slightly rounded blade is truncated and square, and heavier than the handle, in order to give more force to the blows.

Use: The cleaver is normally used to sever limbs and

heads from animals by butchers or cooks, exploiting the blade's weight.

On occasion, the cleaver can be used as an improvised weapon exploiting any mastery in the machete.

CLUB (HEAVY CUDGEL)

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	M	B	1 gp	50	30	1

Rk	Damage	Defence	Special
Ba	1d6	–	–
Sk	1d8	A: –1/1	Delay
Ex	1d10+1	A: –2/1	Parry 1, Stun
Ad	2d6+1	A: –2/2	Parry 1, Stun (–1)
Ma	2d6+3	A: –3/2	Parry 2, Stun (–2)

Appearance: The club is a wooden cudgel about 3 feet long, worked in such a way that its head is double the width of its grip (4-6 inches).

Use: The club is a martial development of the cudgel and the mace's ancestor, a heavy tool to brutally beat an enemy.

CLUB, STUDDED – SEE CLUB

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	M	B	2 gp	60	35	1

Appearance: The studded club is a 4 foot long, wooden cudgel with a 6 inches wide head (its grip is 2 inches wide), with obsidian or iron studs along it edges. It is a typical weapon of war, a primitive version of the morningstar, used particularly by the gurrash of the Bayou, who call it "maga".

Statistics: The studded club use the club's statistics even if slightly heavier and dearer. Given that the damage it deals is mostly bludgeoning with a little piercing damage from the studs, the attack roll is not affected by the material from which the studs are made, but the studs inflict an extra point of damage at each mastery rank.

Use: Those that can use a club can use a studded club with the same degree of mastery and vice-versa.

CROSSBOW, DOUBLE – SEE CROSSBOW, REPEATING

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	P	70 gp	80	60	4

Rk	Range	Damage	Special
Ba	60/120/180	2d6	Inaccurate, RoF +1

Appearance: The double crossbow is a slightly wider repeating crossbow, with two parallel columns of bolts and two grooves, and so can fire two bolts simultaneously (see repeating crossbow for its operating principles). In the real world the Zhuge Nu is a Chinese invention; on Mystara it is a gnomish design.

Use: The double crossbow can only be used with two hands, but while the magazine contains bolts (maximum capacity 24 bolts) the character rolls Initiative normally each round. To reload the weapon light bolts are inserted in to the upper opening of the cassette: each round it is possible to insert 3 + Dex bonus with a move action (it is therefore possible to reload and fire in the same round) or twice that with a full action if doing nothing else.

The double crossbow fires two bolts simultaneously which are positioned on two parallel grooves in the stock. Make a single attack roll against a target, and if it succeeds it means that both bolts have hit, causing the damage listed above (vice-versa both bolts miss the target).

Those that can use a repeating crossbow can also use a double crossbow with the same degree of mastery and vice-versa.

CROSSBOW, HAND

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	T	P	10 gp	20	10	5

Rk	Range	Damage	Special
Ba	40/80/160	1d4+1	–
Sk	50/90/160	1d6+1	–
Ex	60/100/160	2d4+1	Delay (s)
Ad	70/120/160	2d4+3	RoF +1, Delay (s)
Ma	80/130/160	3d4+2	RoF +1, Delay (s)

Appearance: The hand crossbow is a small 8 inch long crossbow with an "L" shaped handle that allows it to be held like a pistol. It was an invention of the Renaissance (on Mystara it is a gnomish design) in an attempt to combine the crossbow's reliability with the possibility of carrying a smaller, easily concealable (often considered illegal) weapon, that is simple and fast to reload.

Statistics: The cost includes the crossbow (9 gp) and holster (1 gp), which can also be fixed to the wrist. The hand crossbow's bolts weigh and cost half as much as those for the light crossbow, and are the same that are used in the six-shooter crossbow (short bolt).

Use: Unlike a normal crossbow, the hand crossbow can be used with one hand by creatures of small size or larger, and doesn't impose an Initiative penalty. There is no limit to the number of bolts that can be fired each round, but reloading the hand crossbow takes an attack or move action; therefore, characters with multiple attacks can attack and reload in the same round (e.g. a fighter with 3 attacks could fire, reload, and fire in the same round, saving his move action, or fire twice and reload twice by also using a move action).

Two hand crossbows can be used simultaneously even by those with just one attack, as long as both are loaded and that the character is ambidexterous: a –2 penalty applies to both attack rolls.

CROSSBOW, HEAVY

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	35 gp	100	80	3

Rk	Range	Damage	Special
Ba	80/160/320	1d8+1	Delay (s)
Sk	90/190/320	1d10+2	Delay (s)
Ex	110/210/320	2d6+4	Stun (s)
Ad	120/240/320	2d6+6	Stun (s)
Ma	130/270/320	2d6+9	Stun (m)

Appearance: The heavy crossbow is a weapon with a medium sized bow tranversely fixed with a system of cord or metal bonds at the end of a wooden body called the

stock. The stock contains a small groove that acts as a guide for the heavy bolt, and a cast metal disc (nock) that serves to hold the string taut and support the bolt. A lever (or trigger) mounted under the stock serves to Block the nock's rotation activating it, thereby releasing the string that fires the bolt at the target.

Use: The heavy crossbow can only be used with two hands. The heavy crossbow is much more solid than the light crossbow, and its metal cord is much more difficult to break. As such the crossbow is equipped with a cranequin or a windlass, two mechanical devices based on the pulley's principle, which helps the character to reload the crossbow without much effort. If the crossbow loses more than 20 HP in a single blow the mechanism breaks, and at that point only individuals with at least Strength 15 can reload the heavy crossbow.

Because of its size and difficulty to load, those using a heavy crossbow cannot make more than 1 attack per round and always lose the initiative (unless a bolt was loaded in the preceding round). Only from Expert rank onwards is it possible to make two attacks per round, but only if the character is under a *haste* effect.

CROSSBOW, LIGHT

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	P	17 gp	50	40	3

Rk	Range	Damage	Special
Ba	60/120/240	1d6+1	–
Sk	70/140/240	2d4+2	Delay (s)
Ex	80/160/240	2d4+4	Delay (s)
Ad	90/180/240	1d10+6	Stun (s)
Ma	100/200/240	1d10+8	Stun (s)

Appearance: The light crossbow is a weapon with a small sized bow tranversely fixed with a system of cord or metal bonds at the end of a wooden body called the stock. The stock contains a small groove that acts as a guide for the heavy bolt, and a cast metal disc (nock) that serves to hold the string taut and support the bolt. A lever (or trigger) mounted under the stock serves to Block the nock's rotation activating it, thereby releasing the string that fires the bolt at the target. Some light crossbows have a ring on the upper end of the staff, in which the character can place his foot and pull the string back with greater ease.

Use: The light crossbow can only be used with two hands, and only make 1 attack per round because of its laborious reloading system and always lose the initiative (unless a bolt was loaded in the preceding round). Only from the Expert rank onwards is it possible to make two attacks if the character has multiple attacks or is under a *haste* effect.

CROSSBOW, REPEATING

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	P	40 gp	70	60	4

Rk	Range	Damage	Special
Ba	60/120/240	1d6	Inaccurate, RoF +1
Sk	70/140/240	1d6+2	RoF +2
Ex	80/160/240	1d6+4	RoF +2, Delay (s)
Ad	90/180/240	1d6+6	RoF +3, Delay (s)
Ma	100/200/240	1d8+8	RoF +3, Delay (m)

Appearance: The repeating crossbow is a light crossbow with a cassette (magazine) in the upper part of the stock that contains a stack of a dozen bolts. When the lever is pushed forward the cassette raises on a pivot catching the string and dropping a bolt into the groove. Pulling the lever back lowers the cassette until it releases the string that fires the bolt out. It was invented by the Chinese warrior Chu Ko (from which it gets the name Chu Ko Nu); on Mystara, it was invented by the gnomes.

Use: The repeating crossbow can only be used with two hands, but while the magazine holds bolts (12 bolt capacity) the character rolls Initiative normally each round. To reload the weapon light bolts are inserted in to the upper opening of the cassette: each round it is possible to insert 3 + Dex bonus with a move action (it is therefore possible to reload and fire in the same round) or twice that with a full action (if doing nothing else).

Special: Inaccurate: The repeating crossbow is not as accurate as a normal crossbow, since because of the vibrations caused by the mechanism every attack suffers a –1 penalty.

Furthermore, on a natural attack roll of 1, 2, or 3, the repeating crossbow jams and requires a 1d6 minutes to unblock.

CROSSBOW, SIX-SHOOTER

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	T	P	20 gp	30	20	5

Rk	Range	Damage	Special
Ba	30/60/120	1d4	Inaccurate, RoF +1
Sk	40/70/120	1d6	RoF +2
Ex	50/80/120	2d4	RoF +2
Ad	60/90/120	1d8+2	RoF +3
Ma	70/100/120	1d10+3	RoF +3, Delay (s)

Appearance: The six-shooter is a 1 foot long hand crossbow with a magazine in the upper part of the stock and an "L" shaped handle that allows it to held as a pistol. It contains a spring mechanism that allows it to fire bolts inserted in to the magazine without losing time, even if to reload it after firing needs both hands (the action is automatic as long as the other hand is free). It is an invention whose paternity has been attributed to both the gnomes and the hin.

Statistics: The cost includes the crossbow (15 gp), holster (1 gp), and magazine (4 gp). The bolts for the six-shooter are the same as the hand crossbow (short bolt) and costs and weighs half that as those for the light crossbow.

Use: Each six-shooter magazine holds 6 bolts and can be extracted and reinserted when it is empty. Every round it is possible to insert upto 3 + Dex bonus into the magazine, unless he has another full magazine available, in that case, reloading the weapon consumes a move action of the character.

Two six-shooters can be used simultaneously even by characters with just one attack, as long as both are loaded and that the character is ambidexterous. Both attack rolls suffer a –2 penalty, but it is not possible to reload both simultaneously.

Special: Inaccurate: The six-shooter is not as accurate as a normal crossbow, since because of the vibrations caused by the mechanism every attack suffers a –1 penalty.

Furthermore, on a natural attack roll of 1, 2, or 3, the six-shooter jams and requires a 1d6 minutes to fix.

CUDGEL

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	S	B	varies	20	10	1

Damage	Linked weapon
1d4	Club

Appearance: The term cudgel indicates a small tubular object, a rudimentary but easy to find improvised weapon. The definition includes any hard unworked piece of wood, iron bar, or sufficiently sturdy and not too long traveller's staff.

The common torch is a worked cudgel whose head is bound in cloth dipped in tar or a similar inflammable material (the torch costs 2 sp).

Statistics: The cudgel's price is not given, since due to the variety of available cudgels there are many possible prices. A rather heavy branch it the simplest and cheapest form (it costs nothing). A metal bar could cost 5 sp, whale a traveller's staff costs from 2 to 10 gp, based on the refinement of the materials used and the decorations.

For wooden cudgels use the statistics listed above, while for metallic cudgels recalculate cost, encumbrance and HP based on the metal used.

Use: If the character wishes it, he can use the cudgel as an improvised weapon and use his mastery in the club (even if the cudgel inflicts less damage due to its smaller size).

CUTLASS (SHORT SABRE, SHORT SCIMITAR)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S	8 gp	35	40	5

Rk	Damage	Defence	Special
Ba	1d6	–	Guard (+1), Sever
Sk	1d8+1	H: –1/1	Disarm, Parry 1
Ex	1d8+3	H: –2/2	Disarm (–1), Parry 2
Ad	1d10+4	H: –3/2	Disarm (–2), Parry 2
Ma	1d12+5	H: –3/3	Disarm (–3), Parry 3

Appearance: The cutlass, (or short sabre or scimitar due to its resemblance to the other two longer blades, was the typical sword of sailors during the Renaisance and developed from the machete. It has a single edged, straight backed, short blade, which is notably wider towards its upper end, terminating in a point. The hilt has a long crosspiece with ends that turn towards the blade and grip and a notable guard protects the grip.

Use: The cutlass is a good sailor's weapon as it can quickly slash rigging and sacrifices the weight of a longer blade for better managability, without losing much damage.

DAGGER

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	P/S	2 gp	15	20	1

Rk	Range	Damage	Defence	Special
Ba	*10/20/30*	1d4	–	–
Sk	*10/20/40*	1d6	M: –1/1	Double Damage (20)
Ex	*15/30/40*	1d8	M: –2/1	Double Damage (19+)
Ad	*15/40/50*	1d8+2	M: –2/2	Double Damage (18+)
Ma	*20/40/60*	1d10+3	M: –3/3	Double Damage (17+)

Appearance: The dagger is a simple weapon similar to a 1 foot long one or two edged knife with a sharp point and a hilt that allows it to solidly strike with both the edge and the point and quickly withdraw the weapon.

One particular type of dagger is the Japanese **Kunai**; originally a farming tool to loosen or dig soil, it was later used by ninjas and assassins thanks to its versatility and robustness. It is a single piece of metal with a triangular blade and tubular metal shaft that ends in a ring in which the index finger is placed to better control the dagger.

Use: Usually used to slaughter or skin animals, the dagger is a good personal weapon as it is easy to conceal and does not require strength to be used effectively.

DAGGER, DOUBLE – SEE DAGGER OR SAP

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	P/B	5 gp	30	20	3

Appearance: The double dagger appears to be a wooden baton 1 foot long and two inches thick, with its two ends reinforced with iron.

At first glance it doesn't appear to be a dangerous weapon, but if the two ends are pulled in opposite directions, the baton splits into two daggers with a four inch handle and a 6 inch guardless blade (the two blades are initially held in a cavity in the opposite handle, making a joined baton), that can be used as normal with the benefit of surprise.

The two daggers are joined together at the handle, thanks to their fixings, so that they form a dagger with two blades pointing in opposite directions that however can be used in melee or thrown like a normal dagger.

Statistics: Use the dagger's statistics, even though the double dagger is slightly more expensive, in reality the cost, HP, and encumbrance shown are for two united daggers (divide by two for the data of each).

Use: The double dagger is a versatile weapon that can be used both as a bludgeoning and a piercing weapon, and as such was adopted by thieves, spies, and assassins, or by anyone wanting to be armed without arousing

suspicion. Only by combining the two dagger handles is it possible to use the double dagger as a throwing weapon, as the balance of single dagger prevents it.

Anyone that can use a dagger can use a split double dagger with the same degree of mastery. It is possible to use the double dagger without exposing the blades as a bludgeoning weapon: in this that always inflicts 1d3 points of debilitating damage and functions exactly like a sap, thus anyone that can use a sap can use a closed double dagger with the same degree of mastery.

The advantage of the double dagger is that it is not a true double weapon: Those that can use a dagger can use it as such, and those that can use a sap can use it as a bludgeoning weapon without exposing the blades. However there is no true school of combat that specialises in the double dagger, thus this is the only case of a tool that has a double use.

DAGGER, TRIPLE (DUELLING DAGGER)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	10 gp	25	30	5

Rk	Damage	Defence	Special
Ba	1d5	–	Ambidexterity, Disarm, Parry 1
Sk	2d4	H: –1/1	Disarm (–1), Parry 2 (Atk +1)
Ex	1d8+2	H: –2/2	Disarm (–2), Parry 2 (Atk +2)
Ad	2d6+1	H: –3/2	Disarm (–3), Parry 3 (Atk +2)
Ma	2d6+3	H: –3/3	Disarm (–4), Parry 3 (Atk +3)

Appearance: The triple dagger is short, very quick and wieldly weapon, developed from the main-gauche and purposely developed to replace the shield in duels (from which it gets its other name) during the Renaissance. It has a large straight double edged blade, with a small, simple guard, hidden in the hilt is mechanism that releases another two small lateral blades from the main blade, to better parry enemy blows.

Use: The triple dagger exploits its two hidden blade to help it parry and disarm adversaries. However, the triple dagger can only parry and disarm medium-sized or smaller weapons: against any other weapon it cannot use its special manoeuvres, only its AC bonus.

Special: The triple dagger was used to parry in place of a shield, using another weapon to attack. However, when using the triple dagger it is not possible to parry with another weapon, but the the triple dagger's AC bonus can be added to that of the other weapon.

Parry: That mechanism can be opened at will but cannot be closed during the combat. Once the triple dagger is open, it can be used to Disarm and the chance to parry an oppenent's blows in increased, giving the combatant an Attack Roll bonus when parrying, but the damage caused is reduced by 1 point. Retracting the blades takes 1d4+1 rounds.

DART (SHURIKEN)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	T	P	5 sp	2	–	1

Rk	Range	Damage	Special
Ba	10/20/40	1d3	Throw Multiple
Sk	20/40/60	1d4	RoF +1
Ex	20/50/70	1d5	RoF +2
Ad	30/60/80	1d6	RoF +2
Ma	30/60/90	1d8	RoF +3

Appearance: The dart has a handle that supports a wounding point (or head). The dart is of tiny size (no longer than 6 inches) and is always hand thrown. The dart can be wooden with metal or stone points (in this case, it causes 1 point of damage less and has a –1 penalty to attacks), or a single piece of metal of various shapes, although it usually has a classic dagger shape, with heavier rear end to balance it.

The **shuriken** is an oriental variant of the dart typical of the ninjas, a diminutive metal star with a variable number of sharp points (from 3 to 12) of various shapes (triangular, pentacle, etc.).

Use: The dart is a thrown weapon, and if used in melee only causes Basic damage, despite the character's current level of mastery. Due to their size, they are easily hidden in pockets or under clothes, and this makes it a weapon favoured by spies and thieves.

Special: Throw Multiple: The character that uses this option places upto 3 darts between the fingers of his hand, and throws them simultaneously at the target employing one of his attacks. The Attack Roll suffers a –2 penalty for two darts and for –3 three, but if they hit cause double or treble damage, based on the number of darts thrown, otherwise all the darts miss the target. In a round that the Throw Multiple option is used, it is not also possible to benefit from the increased Rate of Fire, but if he has multiple attacks it is possible use throw multiple again during his turn.

DIRK (CINQUEDEA)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	5 gp	25	30	1

Rk	Damage	Defence	Special
Ba	1d5	–	–
Sk	1d8	H: –1/1	Double Damage (20)
Ex	1d8+2	H: –2/2	Double Damage (20), Parry 1
Ad	1d10+3	H: –2/3	Double Damage (19+), Parry 1
Ma	1d12+4	H: –3/3	Double Damage (18+), Parry 2

Appearance: The dirk (around the Klantyrians) is a martial weapon developed from the dagger, and sizewise it is between the dagger and short sword (usually no longer than 18 inches including the hilt). It is characterised by a symetrical grip, with a blade predisposed to piercing strikes regardless of the presence of one or two edges, with a reinforced tip, and cannot be thrown.

An Italian version from the Renaissance is called the **Cinquedea** and has an isosceles triangular shaped blade

with a rounded tip, five fingers wide at the base and with a guard with slightly curved arms. The blade is often decorated with inscriptions that recite exemplary proverbs or phrases of virtue and courage.

FAKIR'S HORNS – SEE DAGGER

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	P	1 gp	15	10	2

Appearance: The fakir's horn is an apparently ornamental tool, and consists of two goat horns about 1 foot long, side by side with their points facing in opposite directions and joined by two small metal bars.

Use: The horns are held by placing the fingers in the cavity between the two horns and holding one of the two. Their construction allows the delivery of blows in either direction with the same force.

The fakir's horn was created by Indian fakirs during the Middle Ages as a simple, easily concealable, defensive weapon, at a time when it was forbidden in India for monks to have weapons when they found they were being constantly attacked by brigands. However their construction is so simple that it is considered a simple weapon of the Bronze Age.

Anyone who can use a dagger can use the fakir's horn with the same degree of mastery and vice-versa; however the fakir's horn cannot be thrown.

FALCHION (BROADSWORD)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	11 gp	70	80	3

Rk	Damage	Defence	Special
Ba	2d4	–	Sever
Sk	1d10+2	H: –1/1	Parry 1
Ex	1d10+5	H: –2/1	Disarm, Parry 1
Ad	1d10+8	H: –2/2	Disarm, Parry 2, Delay
Ma	1d10+10	H: –3/2	Disarm, Parry 2, Delay

Appearance: The falchion or broadsword has a medium length blade with a single curved cutting edge, which ends abrubtly in a more or less acute tip with cutting edges on both sides. The centre of gravity is positioned towards the tip to deliver better slashing strikes and its form is similar to a scimitar's, although it differs from the latter by the blade's straight back, shorter length, and the curved tip sharpened on both edges. The short grip is has two curved arms that form a guard and a pommel on the end.

The falchion derives from the Greek machaira (from which it takes the broadening of the slashing blade) and was influenced by the Saxon sax or scramasax (from which it took its straight back). Popular in the East and Middle East, it only entered European use during the Middle Ages.

Use: The falchion is an adaption of the long sword created to make its slashing strikes cut deeper. However because of its weight it is not as equally wieldly and defensive as the long sword.

FALX

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	6 gp	100	60	3

Rk	Damage	Defence	Special
Ba	1d8+1	–	Trip, Sever
Sk	1d10+2	H: –1/1	Parry 1, Trip
Ex	1d12+3	H: –2/2	Parry 1, Trip (–1)
Ad	1d12+5	H: –3/2	Parry 2, Trip (–1)
Ma	1d12+8	H: –3/3	Parry 2, Trip (–2)

Appearance: The falx is a weapon with a 5 foot wooden haft whose axe head top has a serrated concave blade (in some cases indented). Some have a short, pointed, triangular flange in the middle of the opposite, non-cutting edge. The falx was developed from the bill hook.

FAN, FIGHTING

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	B/S	4 gp	20	15	F

Rk	Damage	Defence	Special
Ba	1d4	H: –1/1	Range (-/10/20), K.O. +5%
Sk	1d6	H: –2/1	K.O. +10%, Delay
Ex	1d8+1	H: –2/2	Deflect 1, K.O. +15%, Delay
Ad	1d8+3	H: –3/3	Deflect 1, K.O. +20%, Delay
Ma	1d8+5	H: –4/3	Deflect 2, K.O. +25%, Delay

Appearance: The fighting fan is an oriental weapon developed from the common fan. It is a collapsible of about 10 inches, with blades of metal or lacquered wood, which in some cases end in 2 inch long spurs.

There is a version reserved for nobles and military officials (**noble fan** or *gunbai*) that has an open sprung metal fan, with the violin shaped body usually decorated with pictures or symbols of recognition, mounted on a metal handle.

Statistics: The metal tipped fighting fan can be used as both a bludgeoning weapon, and a slashing weapon, but costs 1 gp more.

The noble fan has the same statistics as the fighting fan, but is only used by the functionaries and officials and cannot be bought, as it is a privilege of dignitaries and military officials in oriental cultures (Ochalea and Myoshima on Mystara).

Use: The fighting fan is used by functionaries, nobles, simple citizens, thieves, and spies both as a surprise weapon and for personal defence, since with rapid moves of the wrist it is possible to distract the assailant to avoid his blows (the AC bonus) and better fight him without killing him (K.O.).

The fighting fan doesn't affect anyone protected in chainmail or better. If the character wants to, he can use the fan so that the damage produced is all debilitating at every mastery rank.

Special: From Basic rank it is possible to throw the fan a short distance at a target. Its maximum range is 20 feet, and there isn't a short range.

Deflect: The fan is too small and fragile to effectively parry an enemy's blows. However those that are Expert in

its use can exploit the fan's managability and resistance to deflect the enemy blows. In practice he directs the fan with quick, graceful moves at the weapon to prevent it striking the character, exploiting the force and speed of the blow to unbalance it and make it miss the target. An Attack Roll is required against the same Armour Class the opponent hit (like for parry), but if the roll succeeds the enemy's lunge deflected without either the character or the fan suffering damage. It can only deflect weapons of up to two sizes larger than the fan (Medium size or smaller).

K.O.: If used to strike the head (aimed blow) of a living being of medium size or smaller, the fan can provoke the temporary loss of consciousness. With each blow to the head that follows, the chance that the victim faints is equal to the perventage of hit points lost, to which is added the appropriate mastery level bonus. If the d100 result is less than this percentage, the victim faints for 3d6 minutes minus his Consitution (1 round minimum). A successful *Heal* or *Medicine* check halves the recovery time (with a critical success, the victim recovers instantly).

FANG, LONG

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P/S	8 gp	100	70	3

Rk	Damage	Defence	Special
Ba	1d8	–	Armour-piercing, Set vs. Ch, Trip
Sk	1d10+1	H: –1/1	Trip, Parry 1
Ex	1d12+2	H: –2/2	Trip (–1), Parry 1
Ad	1d12+5	H: –3/2	Trip (–2), Parry 2
Ma	1d12+8	H: –3/3	Trip (–3), Parry 2

Appearance: The long fang is a Chinese weapon developed from a tool known as the ankus, and is is halfway between a spear and a pick. It has a 5½ foot shaft surmounted with an L shaped head with both branches about 1 foot long and sharpened within the angle formed between the two points.

Use: The long fang has two points that can be used to strike the enemy both with a thrust and with a pick attack, as well as exploiting the edged section of the head. Moreover, the point perpendicular to the shaft can also be effectively used Trip and Disarm the enemy.

Despite being a polearm, the long fang can be used in close combat without penalty, due to its inexcessive length.

Special: The Armour-piercing option can only be employed when striking with the spike perpendicular to the shaft.

FANG, SHORT (ANKUS)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	P	3 gp	40	40	3

Rk	Damage	Defence	Special
Ba	1d4	–	Trip
Sk	1d6	H: –1/1	Disarm, Trip
Ex	1d6+2	H: –2/1	Disarm/Trip (–1), Parry 1
Ad	1d8+2	H: –2/2	Disarm/Trip (–2), Parry 1
Ma	3d4	H: –3/2	Disarm/Trip (–3), Parry 2

Appearance: The short fang (or ankus) is a simple Indian weapon, with a 2 foot metal haft with a spear tip at the top and a backwards pointing hook that is fixed at right angles to the haft by the tip's base. All ankus' have a socket at the base of the grip, to allow it to be fixed to a longer staff in order to control elephants from the ground.

Use: The short fang is a weapon mainly used to control and direct elephants. The point and the hook serve to poke it, and the hook to collect the reins if they are dropped (if mounted) or to stop the beasts from the ground. If instead used against armed enemies, the fang can also use the hook to Disarm or Trip an adversary.

FLAIL (THRESHER)

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	L	B	4 gp	90	50	2

Damage	Special	Linked weapon
1d6	Ignore Shield	Aspergill

Appearance: The flail is a simple peasant tool formed from a 3½ foot long, wooden handle, with a flail or a series of metallic rings at one end that connected it to another strudier piece of wood about a third of its length.

Use: The flail is used in agriculture to beat the grain and separate it from the chaff (from which it gets its other name thresher), and it is the tool from which the aspergil and the two and three piece staffs were developed (typical of oriental martial arts), but it possesses none of their versatility.

In cases of emergency, the flail can be used as an improvised weapon, exploiting the aspergil's mastery effects.

FORK, SCALING

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	8 gp	70	60	3

Rk	Damage	Defence	Special
Ba	1d10	–	Set vs. Charge, Trip
Sk	1d12	H: –1/1	Disarm, Trip
Ex	1d12+2	H: –2/2	Disarm/Trip (–1)
Ad	2d6+4	H: –3/2	Disarm/Trip (–1), Parry 1
Ma	2d6+7	H: –3/3	Disarm/Trip (–2), Parry 1

Appearance: The scaling fork is a weapon with a 5 foot long shaft surmounted by a cast-iron head with two straight prongs (parallel or spreading) about 16 inches long, of various shapes and thickness, often with a small hook bent towards the bottom of the head. The fork is one of those farming tools that have been adapted for

military use (developed from the pitchfork).

Special: The same penalty is applied to the victim's rolls to avoid being disarmed or tripped.

GARROTTE

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	–	5 sp	5	–	2

Rk	Damage	Special
Ba	1d3	Strangle + Capture (–1)
Sk	1d4	Strangle + Capture (–2)
Ex	1d6	Strangle + Capture (–3)
Ad	2d4	Strangle + Capture (–4)
Ma	2d4+2	Strangle + Capture (–5)

Appearance: The garrotte is a weapon favoured by those that attack their victims from behind. It is made from a cord of leather, metal, or silk, with a knot or swelling at the centre.

Use: The character holds its ends with both hands and advance from behind the victim, trying to encircle the neck with the loop and strangle it by pressing the central part of the garrotte against the trachea (as long as the character approached from behind the victim's neck).

The garrotte can only be used when attacking from behind and aimed at the neck (this negates the aimed blow penalty against enemies of equal size), and is only effective against victims of a maximum of two sizes larger than the garrotte (thus for example, a tiny garrotte can only be used against creatures of up to medium size).

The garrotte only functions against creatures that have to breathe. So it is ineffective against all undead and constructs, incorporeal, amorphous, and elemental creatures, and other strange races (the DM adjudicates unusual cases), as well as creatures protected by plate-mail or better.

Special: The thief ability to backstab and inflict double damage also functions with this weapon.

Strangle + Capture: If the victim makes his ST to avoid being strangled, it means that he was aware of the attack in time and has successfully prevented being strangled. However the is subject is still caught by the attacker, and is considered captured unless he can make a ST vs. Paralysis (Dodge) to escape the grapple. If the ST fails, the victim automatically loses based on the character's mastery level and Strength modifier each round until he dies or until he is freed. The ST to strangle and capture him must be made each round that the victim remains imprisoned with the same penalty: clearly, if he fails the first, he doesn't need to make the second (the victim is both strangled and captured).

GASTROPHETES

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	P	60 gp	140	90	4

Rk	Range	Damage	Special
Ba	*100/200/600*	1d10+4	Accurate, RoF: ½
Sk	*120/240/600*	2d6+4	Delay (s)
Ex	*140/280/600*	2d6+7	Stun (s)
Ad	*160/320/600*	2d6+10	Stun (s) (–1)
Ma	*180/360/600*	2d6+13	Stun (s) (–2)

Appearance: The gastrophetes is a portable ballista with about a 3 foot long handle with a guide on which the stock can be secured, which in its rest position juts from the weapon's rear. At the top of the handle is a sturdy axis on which are riveted two cylinders with a sprung metal cord connected at the front of the stock, on a second higher axis. The gastrophetes is made almost completely from metal, rope included (this latter covered by two bronze cylinders) to reduce its size and weight without penalising the weapon's performance, which is much more accurate and lethal than a crossbow's.

Use: In its rest position the stock juts from the front of the gastrophetes, and to reload it the stock is supported on the ground pushing it down by the handle: the stock enters the handle slipping down the guide draggining the cord back under tension, until the stock release the catch that holds it. At this point on the stock is placed the heavy bolt and after aiming, the trigger is pressed that releases the stock, which pushed by the cord's tension returns to the initial position, firing the bolt at the target. The great length of the bolts' launch ramp and the great stability of the gastrophetes make it more accurate than any crossbow, while the loading system gives it a much superior range to that of bows and crossbows.

Special: Accurate: The gastrophetes benefits from the guide in the stock, stability and length of the ramp and a rudimentary sight, that grants a +2 bonus to each Attack Roll from Basic rank for rolls at zero elevation at any distance.

RoF: ½: The gastrophetes can only be used with two hands and the reloading process is so lengthy that it requires two rounds before it can fire (1 round to draw the cord, 1 round to insert the arrow and aim). As such, those that use the gastrophetes cannot make more than one attack per round (even a *haste* effect cannot increase the number of attacks).

GLAIVE (FALCIONE, FAUCHARD)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	14 gp	140	90	4

Rk	Damage	Defence	Special
Ba	1d10+2	H: –1/1	Reach, Sever
Sk	2d6+3	H: –2/1	Disarm
Ex	2d6+5	H: –2/2	Disarm (–1), Parry 1
Ad	2d6+8	H: –3/2	Disarm (–2), Parry 1
Ma	2d6+11	H: –3/3	Disarm (–2), Parry 2

Appearance: The glaive (falcione in Italian and fauchard in French) is an improved, heavier version of

the straight scythe. It has a 2 foot, one and a half edged and slightly convex axe head that is mounted on a 5 foot long haft on the same axis, with a pointed flange that juts out of the opposite non cutting edge and a circular disc at the blade's base.

The **spear of nine rings** is a type of Chinese glaive with rings on its non cutting edge in place of the flange, which makes Disarm attempts easier.

Grapple, War

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	S	P/B	6 gp	70	30	F

Rk	Damage	Defence	Special
Ba	1d4	–	Hook, Ignore Shield, Reach
Sk	1d6	–	Hook or Capture
Ex	1d8	A: –1/1	Hook/Capture (–1), Disarm
Ad	1d8+2	A: –2/1	Hook/Capture (–2), Disarm
Ma	1d8+4	A: –2/2	Hook/Capture (–4), Disarm

Appearance: The war grapple, an exotic double weapon, has a 10 foot cord, with a two-hook grapple tied at either end.

Statistics: The cord can in some cases be a chain with small metal links, thus the weapon becomes entirely metal: in this case, its cost and HP double and its encumbrance increases by 30 cn.

Use: The war grapple is an extremely versatile, wieldly, and a little showy weapon. It can be used as a hook in melee (piercing damage) or throw the grapple a distance, exploiting the cord's length, to injure (bludgeoning damage) or trap the target.

It is considered a small-sized weapon due to its wieldiness, but when used at range it always requires two hands.

Moreover, the grapple and the cord can be used to climb walls: in this case its breaking strength is 450 lbs, and the grapple grants a +2 bonus to *Climb* checks (or +10% to the thief ability *Climb Walls*).

Special: The grapple has a reach equal to its length. This means it can hit any target within 10 feet.

Hook or Capture: The character can take advantage of these effects only when using the grapple at distance, and must choose which of the two effects to use (the ST penalty applies to both).

Anytime the victim fails the ST to avoid the hook or cCapture, the hook solidly embeds itself in the flesh, and needs a Strength check to remove, that causes the victim another 1d4 damage.

Hook: The attacker can choose to hook an object held by the victim instead of a limb. In this case, if the victim's ST fails, the grapple rips the object from the victim's hand and drops it next to the character.

Disarm: This effect can only be used when the grapple is used to attack hand-to-hand.

Grooka – see Sword, Bastard

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	T	S/P	4 gp	22	20	2

Appearance: The grooka is the typical bastard sword of the cayma, therefore it is a double weapon that can be used in one or two hands by tiny-sized creatures (very like a dagger with a short guard above the hilt).

Statistics: The grooka of the cayma is a tiny-sized, iron bastard sword, which does 1d3 if used one-handed and 1d4 if used with two hands by tiny size creatures, while steel versions do 1d4/1d5 damage, but increase its cost (5 gp) and HP (22). The other statistics (Defence and Special) remain identical to a bastard sword's.

Use: The grooka can be used with one or two hands by tiny sized creatures, while larger creatures can use it in one hand with the same statistics as an iron dagger.

Guisarme

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	13 gp	130	80	5

Rk	Damage	Defence	Special
Ba	1d10	H: –1/1	Set vs. Charge, Reach, Trip
Sk	1d10+3	H: –2/1	Parry 1, Trip
Ex	1d10+6	H: –2/2	Disarm, Parry 1, Trip (–1)
Ad	1d10+9	H: –3/2	Disarm, Parry 2, Trip (–1)
Ma	1d10+12	H: –3/3	Disarm, Parry 2, Trip (–2)

Appearance: The guisarme is a 7½ foot long weapon developed from the falx, with a wooden shaft surmounted by a head of various configurations, but always characterised by a sturdy hook or grapnel, sharpened on both its inner and outer curve, by a pair of teeth that protrude from both sides of the head near the shaft, and by a lengthy spike at the top of the head.

Use: The guisarme serves to parry and trip an enemy at distance, and finish him with a lunge.

Halberd

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S/P	15 gp	140	80	4

Rk	Damage	Defence	Special
Ba	1d12	H: –1/1	Set vs. Charge, Reach, Trip
Sk	1d12+3	H: –2/1	Trip (–1)
Ex	1d12+6	H: –2/2	Parry 1, Trip (–1)
Ad	2d6+9	H: –3/3	Parry 1, Trip (–2)
Ma	2d6+12	H: –4/3	Parry 2, Trip (–2)

Appearance: The halberd is a polearm characterised by a 6 feet haft that ends in a complex axe-head of about 1½ feet. Its axe blade is generally in the form of a half or crescent moon which is opposite to backwards pointing spur or hook, all surmounted by a long spike, which allows it to be used as both a slashing and piercing weapon.

HALBERD, SABRE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	17 gp	140	90	4

Rk	Damage	Defence	Special
Ba	2d6	H: –1/1	Set vs. Charge, Reach, Sever
Sk	2d6+3	H: –2/1	Disarm, Parry 1
Ex	2d6+6	H: –2/2	Disarm (–1), Parry 2
Ad	2d6+9	H: –3/2	Disarm (–2), Parry 2
Ma	2d6+12	H: –3/3	Disarm (–2), Parry 3

Appearance: The sabre halberd is a polearm about 7½ foot long developed from the classic halberd and invented in the Renaissance. It is characterised by a pole that ends with a metal tang on which is fixed an axe with a one edged, crescent moon shaped blade, surmounted by a blade with a slightly curved cutting edge, similar to a one and a third edged sabre.

Use: The sabre halberd allows an enemy to be disarmed and held at distance and is used against charges.

HALFMOON

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	10 gp	90	60	4

Rk	Damage	Defence	Special
Ba	1d10	H: –1/1	Reach, Trip
Sk	2d6	H: –2/1	Disarm, Trip
Ex	2d6+3	H: –2/2	Disarm/Trip (–1)
Ad	2d6+7	H: –3/2	Disarm/Trip (–1), Parry 1
Ma	2d6+11	H: –3/3	Disarm/Trip (–2), Parry 2

Appearance: The halfmoon is a polearm with a 7 foot long haft with a C shaped (or halfmoon, by which it gets its name) head at the upper end, with a blade in the inner concave part, whose tips point towards each other.

Use: The halfmoon is a weapon designed to intercept enemy attacks and trip or disarm the enemy, in particular those that use polearms. Moreover it is also used to capture and immobilise the enemy on the ground.

Special: The listed penalty is applied to both disarm and trip effects.

Trip: Once an adversary is knocked to the floor and as long as he remains there, it is possible to use the weapon to immobilise the victim. In this case make a normal Attack Roll with circumstance bonuses, and if the blow that follows doesn't cause damage but staples the weapon around a limb, immobilising the adversary on the ground: the latter cannot move freely and has a –5 penalty to both his AC and Attack Rolls, until he can make a Strength check to escape the weapon and free himself. If the attacker chooses to keep the halfmoon in place, and strike the victim with another weapon, the attacker must make an opposed Strength check.

HALFMOON, DOUBLE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	20 gp	120	80	4

Rk	Damage	Defence	Special
Ba	1d8	–	Extra Attack
Sk	1d10	H: –1/1	Parry 1, Trip
Ex	2d6	H: –2/1	Parry 2, Trip (–1)
Ad	2d6+2	H: –2/2	Parry 2, Trip (–2)
Ma	2d6+5	H: –3/3	Parry 3, Trip (–2)

Appearance: The double halfmoon is an oriental double weapon often used by martial arts' masters (also known as the Lajatang or Laingtjat). It consists of a 6 foot haft with two crescent moon blades with a rather open concave side at each end. The blade's edge is found within the outwards turned concave part, and a pair of spurs jut from the convex edge of the blade that allows the weapon to be used to Hook and Trip the enemy.

There is a variant of the double halfmoon called the **Spade Halfmoon**, in which one of the two ends is a flat spade with a sharp outer edge. Mostly used by monks, use the same statistics as the double halfmoon, but it can also produce bludgeoning damage with the spade end.

Use: The double halfmoon is a two-handed weapon that can however be used in close combat without penalty, given its inexcessive length.

Special: Extra Attack: The first attack is made with one of the two halfmoons, and the following Extra Attack is made with the opposite halfmoon.

HALFPIKE – SEE SPEAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	8 gp	90	70	4

Appearance: The halfpike is halfway between the spear and the pike, and has a 6 foot long haft with at its summit an 8 inch long point in the form of a conical spike (spur) or pyramidal (four-sided) or a very long triangular blade, sharpened on both sides (halfpike), and two short metal spurs that just at an acute angle from the base of the tip. In some case there is also a round, not very wide, guard at the point's base.

Statistics: Due to its length, the halfpike isn't used like the pike, but is wielded like a spear and uses the spear's statistics at each mastery rank.

Use: The halfpike was created as a reach weapon, that serves to identify the officers and NCOs on the battlefield in respect to the simple infantry and pikemen, and for this reason it is often decorated with coloured vanes or strips, and etchings, while the colour of the blade indicates the military rank. The halfpike was abandoned at the end of the Renaissance, when it became clear that because of this weapon the enemy could easily identify the officers and then concentrate their heavy artillery on them in an attempt to kill them and throw the troops into disorder.

Anyone who can use a spear can use a halfpike with the same degree of mastery and vice-versa.

HAMMER (MALLET)

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	T	B	2 gp	20	10	2

Damage	Limked weapon
1d4	Hammer, throwing

Appearance: The hammer is a common hammer with an iron head.

Statistics: There is a completely wooden version (a mallet) costs 1 gp, encumbrance 14 cn and only has 6 HP, but still causes 1d4 hp.

Use: The hammer is normally used in craftwork to beat on nails, joints, or on metallic sheets and other forms (or to hammer stakes into the hearts of monsters).

If necessary, the hammer can be used as an improvised weapon exploiting any mastery in throwing hammer (even though it causes less damage due to its smaller size).

HAMMER, DOUBLE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	B	25 gp	200	150	2

Rk	Damage	Defence	Special
Ba	1d8	–	Extra Attack, Delay
Sk	1d10	–	Stun
Ex	2d6	H: –1/1	Parry 1, Stun (–1)
Ad	2d6+2	H: –2/1	Parry 1, Stun (–2)
Ma	2d6+5	H: –2/2	Parry 2, Stun (–3)

Appearance: The double hammer is a double weapon often with a 6 foot wooden haft that ends in a huge, double faced hammer heads at both ends.

Use: This weapon is extremely heavy and difficult to wield, but is effective when the double hammer is in the hands of an Expert capable of exploiting the speed of the blows combined with the weight of the heads. The double hammer is a two-handed weapon that can be used in close combat without penalty, due to its inexcessive length.

Special: Extra Attack: The first attack is made with one of the two heads and the Extra Attack is made with the other.

HAMMER, THROWING

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	B	6 gp	40	30	3

Rk	Range	Damage	Defence	Special
Ba	10/20/30	1d6	–	–
Sk	15/20/40	1d8	A: –1/1	Delay
Ex	20/30/50	1d8+2	A: –2/2	Parry 1, Delay (s)
Ad	25/40/60	1d8+4	A: –3/2	Parry 1, Delay (s)
Ma	30/50/70	1d8+7	A: –3/3	Parry 2, Delay (m)

Appearance: The throwing hammer is a hammer with a long handle, an iron head, and a short spike, balanced to be also used as a thrown weapon before attacking with heavier weapons.

HAMMER, WAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	B/P	10 gp	70	60	4

Rk	Damage	Defence	Special
Ba	1d8	–	Armour-piercing
Sk	1d10	H: –1/1	Delay
Ex	1d10+2	H: –2/1	Disarm, Delay (–1)
Ad	1d10+5	H: –2/2	Disarm, Parry 1, Delay (–2)
Ma	1d10+7	H: –3/3	Disarm, Parry 1, Delay (–3)

Appearance: The warhammer is both a bludgeoning and piercing weapon, sometimes surmounted by another spike.

Statistics: The attack and defence statistics refer to both its hammer and spike parts. As such, given the lack of difference in the combat styles of the two weapons, it is not considered a true double weapon.

Use: Normally it is used as a bludgeoning weapon, but it is also possible to use its spike to Disarm and as an Armour-piercing weapon if needed.

Special: If the warhammer uses its spike it can take advantage of the armour-piercing effect.

HARPOON

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	M	P	5 gp	60	40	1

Rk	Range	Damage	Defence	Special
Ba	10/20/30	1d6	–	Impale (2)
Sk	10/20/40	1d8	–	Impale (4)
Ex	20/30/50	1d10	M: –1/1	Impale (6)
Ad	20/40/60	2d6	M: –2/1	Impale (9), Parry 1
Ma	30/50/70	2d6+3	M: –2/2	Impale(12), Parry 1

Appearance: The harpoon is a 5 foot long, fishing tool with a wooden shaft that ends in a sharpened bone, stone, or wooden tip with one or more hooks and connected to a haft that supports it. A modern variant has a metal tip with a sharp tooth or barb. Usually the harpoon has a ring on the end of the shaft, to which a cord is tied which allows it to be recovered once thrown and lodged in the prey, or has a tip that can come away from the haft but that remains tied to a wire or cord by means of a coupling at the tip's base, through which the character can recover the creature Impaled on the harpoon.

Statistics: The statistics listed above are for a modern, metal pointed harpoon. For more primitive versions refer to the material that point is made from for the damage and attack modifiers (HP and encumbrance remain unchanged). The cost of the cord is included in the harpoon's price.

Use: The harpoon is a simple hunting weapon from which the trident and spear was developed.

In the case of harpoons with detachable points, once the victim is impaled, the point is stuck inside the flesh and can only be removed with a successful *Heal* or *Medicine* check. As such harpoons with detachable points are the most popular among fishermen, as the point Impaled in the prey cannot be removed with a simple roll

and the animal finally dies of blood loss, can be recovered later thanks to the cord, that also allows the point to be reused.

HATCHET

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	T	S	1 gp	20	15	1

Damage	Linked Weapon
1d4	Axe, Throwing

Appearance: The hatchet is a work tool of foresters and carpenters. It has a 1 foot wooden handle surmounted by a small axe head with a straight of convex blade.

Use The hatchet is a carpentry tool, but in emergency can be used as an offensive weapon, exploiting any mastery in throwing axe (the military evolution of the hatchet), even if he causes less damage due to its smaller size.

HOE (MATTOCK)

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	M	P	2 gp	80	40	1

Damage	Special	Linked weapon
1d6	Trip	Pick, Military

Appearance: The hoe is an agricultural tool with a wooden handle about 3 feet long to whose summit is fixed at right angles a square or triangular iron plate sharpened on its outer edge.

The **mattock** is the largest version of the hoe that has a longer head, or two prongs at right angles to the handle, which serve both to loosen the earth and to gather the scrub too long for the rake.

The **trowel** is the shortest and lightest version (about 16 inches long) of the hoe, usually used for light gardening work.

Statistics: The hoe and the mattock have the same characteristics, while the trowel is Tiny-sized, 30 cn encumbrance, 15 HP, costs 5 sp, and only causes 1d4 damage.

Use: As an agricultural tool, the hoe serves to loosen the earth more easily exploiting the power from each blow from the movement of the arms and back (an improvement on the simple spade).

If, instead, it is used as an improvised weapon, that exploits any mastery in military pick, although due to its weight concentrated near the head (much larger and heavier than the handle) and the zappa's greater size, it doesn't have the mastery defensive bonus or the Armour-piercing option. Moreover, the gap between the head and handle can be used to harpoon the legs of the adversary and trip him.

HOOK (FIGHTING IRON)

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	T	P	1 gp	20	20	2

Damage	Special	Linked weapon
1d4	Trip	Fang, Short

Appearance: The hook (considered a simple weapon) is a tool of butchers and sailors. It has an eight inch long, hook shaped head with a perpendicular wooden or metallic grip at the head's base, which when held allows hook to protrude from the space between the middle and ring fingers (or can be attached in place of an amputated hand).

Use: The hook is a tool that hooks pieces of meat or other not too hard materials to more easily carry or drag them.

Often used as a duelling weapon by sailors, and from this gets the nickname "fighting iron". It can be held as an improvised weapon exploiting any mastery in the short fang.

JAMBIYA (KHANJAR) – SEE DAGGER

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	S/P	4 gp	20	25	4

Appearance: The jambiya or khanjar is a dagger with a curved, double-edged blade, with a central rib, typical of Arab cultures. It is a symbol of freedom (so much that taking the jambiya from its possessor is considered a disgrace) and a ceremonial weapon as well as a weapon of war. The scabbard is much longer than the blade, often decorated with precious materials, and the hilt is usually made of horn.

Statistics: The jambiya uses the dagger's statistics, even if it is slightly heavier and costlier and not balanced to be thrown a distance (therefore it doesn't enjoy the dagger's range). Nobles and persons of high rank usually have a jambiya with a jewelled hilt and scabbard to identify him: in this case the prices increases by 5 to 50 times based on the material.

Use: Anyone that can use the dagger can use the jambiya with the same degree of mastery and vice-versa.

JAVELIN (HALF SPEAR)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	4 gp	40	20	1

Rk	Range	Damage	Defence	Special
Ba	30/60/90	1d6	–	Impale (2)
Sk	30/70/100	1d6+2	H: –1/1	Impale (4)
Ex	40/80/120	2d4+4	H: –2/2	Impale (6), Parry 1
Ad	40/90/130	2d6+4	H: –3/2	Impale (8), Parry 1
Ma	50/100/150	2d6+6	H: –3/3	Impale (10), Parry 2

Appearance: The javelin or half spear is a throwing weapon used for hunting and war, from which the spear was developed. It has a wooden shaft about 3 feet long and ½ to 1 inch in diameter, with a double-edged tip at the top. There are some variants with long, coninical metal tips with barbs to hold combustible material (see Javelin, Flaming), while another version has a shaft forged from a single piece of iron (see Javelin, Heavy). In more primitive javelins the point is carved from the javelin's shaft or from a polished or chipped stone.

Use: The javelin is mainly used as a throwing weapon, to wound an opponent before facing him in hand-to-

hand combat, but cann also be an effective melee weapon.

If he wants to increase a javelin's range, as well as a spearthrower, a character can also use the *amentum*, a 16 inch length of leather (cost 1 sp) that is wound around the shaft's mid point in a series of spirals, leaving the central part wider to form a sort of ring. The thrower places his index and middle fingers in the amentum's ring supporting the haft with the upwards turned palm, and throws the javelin with the amentum, which imposes a spinning motion to the weapon and aids its momentum.

The use of the amentum the javelin's maximum range by a third, without however changing the short and medium ranges, and increases a thrown javelin's damage by 1 point. However it takes a full round to correctly position it on the javelin, therefore it is not possible to position the amentum and throw the javelin in the same round. Unlike the spearthrower however, it is possible to use the javelin as a melee weapon once the amentum has been positioned, and place a finger in the ring to throw the weapon at any moment. This makes it a more functional and practical tool, beyond its less encumbrance, than the spearthrower. The amentum however only functions with a javelin as the latter's balance is different to a spear's.

Javelin, Flaming – see Javelin

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	6 gp	70	60	3

Appearance: The flaming javelin is a weapon with a 29 inch long, wooden shaft that ends with a slender three foot long metal spur. The spur has a very straight point and square section in the lower part of the bar that helps to increase the weapon's weight and so further improve its penetration ability. The tip is made in a way to hold wadding soaked in inflammable substances (sulphur, resin, bitumen, oakum, and flammable oil).

Statistics: Use the javelin's statistics, but the flaming javelin costs and weighs more, causes an extra point of damage at each rank and has the Ignite option.

Use: As well as being a throwing weapon, the flaming javelin (due to its weight and size) can be adapted to fire from a ballista, often employed in this way to fire it beyond enemy walls and fortifications to set things alight.

Anyone who can use a javelin can use the flaming javelin with the same degree of mastery and vice-versa.

Special: Ignite: Every creature struck by a flaming javelin loses an additional 1d4 damage because of the flames and has a 50% chance of catching alight, in which case it can make a *Extinguish fire* check (or a Wisdom check with a –4 penalty) every round to douse the flames (the attempt takes a full round) or continue to lose 1d4 hp every round in which the flames burn. If he has a bucket of water or a pool of water to hand, the flames are automatically extinguished in the round in which the bucket is used or he is immersed in water (no check required).

Javelin, Heavy – see Javelin

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	4 gp	60	55	3

Appearance: The heavy javelin (soliferrum in Italian, Saunion in Iberian) is an Iberian evolution (Ispan on Mystara) of the common javelin. It is made from a single, 4½ foot long iron bar from which both the haft and the point are formed.

Statistics: Because of its greater length which uses more material, the cost of a heavy javelin is the same as a javelin, while its HP and encumbrance increase due to its greater length and weight. Moreover, the heavy javelin compensates for having an iron point (worse than the common javelin's steel point) with its larger size, which once thrown allows it to inflict the same damage as the javelin. If instead it is used as a melee weapon, the heavy javelin causes in effect, 1 point of damage less than a javelin at each mastery rank. All the other statistics (Defence and Special) remain the same as the javelin.

Use: Those that can use a javelin can use the heavy javelin with the same mastery rank and vice-versa.

Javelin, Light (Short Spear)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	P	2 gp	20	10	1

Rk	Range	Damage	Defence	Special
Ba	30/60/90	1d5	–	Impale (1)
Sk	40/70/100	1d5+2	H: –1/1	Impale (2), Parry 1
Ex	40/80/120	1d6+4	H: –2/1	Impale (3), Parry 1
Ad	50/90/130	2d4+4	H: –2/2	Impale (4), Parry 2
Ma	50/100/150	2d6+4	H: –3/2	Impale (6), Parry 2

Appearance: The light javelin or short spear (called Dja in Nithian, Harba in Alasiyan or Uchi-ne in Myoshiman) and has a 2 foot long shaft with a narrow, double-edged metal point at the top.

Use: It is a piercing weapon smaller and lighter than the javelin, divised to be more easily wielded in hand-to-hand combat and often used as a distinctive weapon by the nobles of the Egyptian and Japanese civilisations.

Jitte

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	B	2 gp	20	30	3

Rk	Damage	Defence	Special
Ba	1d4	–	Disarm, K.O. +5%
Sk	1d6	H: –1/1	Disarm, K.O. +10%, Parry 1
Ex	1d8	H: –2/2	Disarm (–1), K.O. +15%, Parry 2
Ad	1d10	H: –3/3	Disarm (–2), K.O. +20%, Parry 2
Ma	1d12	H: –4/3	Disarm (–3), K.O. +30%, Parry 3

Appearance: The jitte is an oriental weapon formed from a 16 inch metal bar, with a leather grip and a hook at right angles with one point turned towards the other as a guard. The jitte is a weapon that identifies members of the police in the orient.

Use: It is a bludgeoning weapon and the hook is particularly used to Parry blows and Disarm the adversary.

If the character wants to, he can use the jitte so that the damage produced is all debilitating damage at each mastery rank.

Special: <u>K.O.</u>: If used to strike a head (aimed) of a living being up to 2 sizes larger, the jitte can cause the temporary lose of consciousness. With each blow to the head that follows, the probability that the victim faints is equal to the percentage of hp lost, to which is added the appropriate mastery bonus. If the d100 result is less than this percentage, the victim faints for 3d6 minutes minus his Consitution (minimum 1 round). A successful *Heal* or *Medicine* check halves the recovery time (with a critical success, the victim recovers instantly). Those wearing chainmail or any heavy armour ignore the K.O.

KATANA (MATARA) – SEE SWORD, BASTARD

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	T	60 gp	90	110	4

Appearance: The katana is an exotic double weapon, a sword with a slightly curved blade that can be used in one or two hands, typical of the Japanese civilisation (on Mystara it is typical of the rakasta of the Empire of Myoshima, and of the nomadic rakasta of the Yazak Steppes or the Kingdom of Bellayne, who call it the matara). It has a wooden, leather-covered hilt of up to a foot long (it can be used either one or two handed) and with a small round guard (tsuba). The blade is single-edged along the slightly curved, convex part, 3 feet long, and is worn with edge towards the side. It is usually carried in conjunction with the wakazashi and can hide within its hilt or scabbard a Kozuka (effectively a knife).

Statistics: The katana is the fruit of very advanced metallurgic technology that makes it a sword of superior craftsmanship than common swords, thanks to its sharper edge and the fact that its blade is made from steel stripes folded up to twenty times. To all effect, the katana uses the statistics of the bastard sword, but costs triple, causes 1 point of damage more at each mastery rank thanks to its sharper blade, while the blade's greater thickness gives it a better resistance (increasing the weapon's HP and giving it a +1 bonus to its ST).

Use: Anyone who can use the bastard sword can use the katana with the same degree of mastery and vice-versa.

KATAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	8 gp	30	40	2

Rk	Damage	Defence	Special
Ba	1d6	–	–
Sk	2d4	H: –1/1	Double Dam. (20)
Ex	1d8+2	H: –2/1	Double Dam. (20), Parry 1
Ad	2d6+1	H: –2/2	Double Dam. (19+), Parry 1
Ma	2d6+4	H: –3/2	Double Dam. (18+), Parry 2

Appearance: The katar is an oriental weapon of Indian origin that is placed halfway between a dagger and a short sword, and therefore is placed in the dagger category. Its construction is based on a different premise to that of other piercing weapon, as the grip is made from two vertical bars with two horizontal handles that connects them, while the flat, triangular double-edged blade, about 16 inches long, is fixed with the point at right angles to the two handles, so that the blow can be performed with greater force than that of a punch.

There is a version with two narrower triangular blades (two-bladed katar) rather than one large triangular blade, but the statistics remain the same.

KATAR, THREE-BLADED – SEE KATAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	12 gp	45	60	4

Appearance: The three-bladed katar is a weapon of Indian origin that represents an evolution of the normal katar. The grip is made from two vertical bars with two horizontal handles that connects them covered by a guard that protects the hand, and as well as the blade that is fixed with the point at right angles to the two handles, the three-bladed katar has two other triangular blades that jut from the sides of the grip at a slightly convex angle.

Statistics: This version is costlier and heavier than the normal katar, but causes 1 additional point of damage at each mastery rank and gains at Basic rank the Guard ability (+1), while at Skilled rank it grants the Parry effect (1).

Use: The two lateral blades allow the subject to make piercing attacks with the same force against flanking enemies, and also allow him to parry incoming blows and defend himself better.

Anyone that can use the katar can use the three-bladed katar with the same degree of mastery and vice-versa.

KATAR, TRIPLE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	15 gp	35	50	4

Rk	Damage	Defence	Special
Ba	1d6	–	Parry 1
Sk	2d4	–	Disarm, Parry 1 (+1 attack)
Ex	1d8+2	H: –1/1	Double Dam. (20), Disarm, Parry 2 (+2 atk)
Ad	2d6+1	H: –2/2	Double Dam. (19+), Disarm (–1), Parry 2 (+2 atk.)
Ma	2d6+4	H: –3/2	Double Dam. (18+), Disarm (–1), Parry 2 (+3 atk.)

Appearance: The triple katar is an oriental weapon of Indian origin that derives from the simple katar. The grip is made from two vertical bars with two horizontal handles that connects them, while the flat, triangular, double-edged blade about 16 inches long, is fixed with the point at right angles to the two handles, so that the blow can be performed with greater force than that of a punch. Unlike the normal katar, the triple katar hides in its hilt a mechanism that releases from the blade's edges two other small lateral blades, to parry enemy blows better.

Use: The weapon exploits the two hidden blades to aid the Parrying and Disarming of opponents. The mechanism can be triggered at will but cannot be closed during combat. Only once open can the triple katar be used to aid parrying (granting a bonus to the Parry attack roll) and disarming, but cannot exploit the Double Damage effect. Closing the blades takes at least 1d4+1 rounds.

Special: The triple katar is used to parry in place of a shield, using another weapon to attack. However, if he uses the triple katar he cannot parry with the other weapon, but he can add its AC bonus to that of the other weapon.

Disarm: The triple katar can only Disarm medium or smaller size weapons, and only when the two lateral blades are open. Against any other weapon it is not possible to use the Disarm effect.

KATAR WITH GUARD – SEE KATAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	10 gp	40	50	4

Appearance: This version of the katar has a grip covered by a metal guard decorated with precious inlays, which makes it more difficult to disarm the person holding the katar.

Statistics: This version is heavier and costlier than the normal katar, but has a +1 bonus to the Guard effect.

Use: Anyone that can use a katar can use one with a guard with the same degree of mastery and vice-versa.

KISERU – SEE SAP

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	B	8 sp	10	8	2

Appearance: The kiseru is a metal pipe about 1 foot long that can be used as a sap. Its apparently innocuous appearance makes it popular with monks and peasants, as it is cheap, simple to make and what's more can be used to smoke with.

Statistics: Use the sap's statistics, but the kiseru, being metal, is a little more expensive.

Use: Anyone that can use a sap can use a kiseru with the same degree of mastery and vice-versa.

KNIFE

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	T	S	2 sp	10	5	1

Damage	Linked weapon
1d4	Dagger

Appearance: The knife is a domestic tool up to 10 inches long with a relatively straight one-edged, pointed blade and a asymmetrically, in relation to the blade's axis, mounted handle. In Japan, a man's knife is called a Kozuka, while a woman's is called a Kwaiken.

Use: It is usually used to both work and carve wood and as a kitchen tool.

In cases of emergency, the knife can also be used as an improvised weapon, taking advantage of any mastery in

dagger.

KNIFE, DEER ANTLER

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S	6 gp	20	25	4

Rk	Damage	Defence	Special
Ba	1d6	–	Ambidexterity
Sk	1d8	H: –1/1	Extra Attack, Parry 1
Ex	1d8+2	H: –2/1	Parry 1
Ad	1d8+4	H: –2/2	Parry 2
Ma	1d10+5	H: –3/2	Parry 3

Appearance: The deer antler knife is an oriental weapon invented by Shaolin monks. It has two 1½ foot long metallic halfmoons which intersect in the concave side, so that the convex side of one serves as a leather wrapped grip, while the convex side of the other has a sharp edge and is delimiated by the two points of the opposite halfmoon, with which it can make slashing attacks.

Use: They are usually used in pairs, one per hand: the character attacking with one, while parrying or striking with the other.

Special: Extra Attack: From Skilled rank, when using two deer antler knives simultaneously, it is possible to exploit their wieldiness to make an Extra Attack against the enemy, striking first with one and then the other in rapid combination. Despite the number of feasible attacks, it is only possible to make one Extra Attack per round.

If only one deer antler knife is used, it can parry normally but does not get an Extra Attack.

KNIFE, THROWING

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	4 gp	30	30	2

Rk	Range	Damage	Defence	Special
Ba	10/20/30	1d5	–	–
Sk	10/20/40	1d8	H: –1/1	Double Dam. (20)
Ex	15/30/40	2d4+2	H: –2/1	Dble Dam. (20), Parry 1
Ad	15/30/50	2d4+4	H: –2/2	Dble Dam. (19+), Parry 1
Ma	20/40/60	2d4+6	H: –3/2	Dble Dam. (18+), Parry 2

Appearance: Despite the misleading name, the throwing knife is a typical African weapon of war. It is type of metallic dagger of various forms with a short, guardless, wooden handle. The blade's shape varies from tribe to tribe, but it always has a metallic blade fixed on the handle's axis from which various points protrude in various directions and angles (a K, a Y, a Z, etc.), in such a way that the thrown weapon will be sure to strike with a point and it can also be used in close combat to parry enemy weapons.

Special: The throwing knife only causes Double Damage if used against unarmoured opponents. Moreover, due to its balance, when thrown the knife is considered as a projectile, and thus the target's Armour Value is halved.

KNUCKLEDUSTER (CESTUS)

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	T	B	5 sp	5	–	2

Damage	Special
1d2	Ambidexterity

Appearance: The knuckleduster is an offensive weapon used to deliver lethal damage with bare hands. It is a small ellipse shaped, metal tool: the fingers are inserted in the inner cavity and hold it so the largest part or with points or studs turned outwards, usually placed between the knuckles and the junction of the fingers. Some variants have a series of close metal rings, which aids the grip and the insertion of the fingers.

The **cestus** (pl: cesti) is the Roman (Thyatian) version of knuckledusters used mainly by gladiators and boxers. Formed from a leather or skin gauntlet or strap wrapped around the hand and forearm (it cannot be disarmed), with sharp points on the knuckles.

Finally, any metal gauntlet supplied with heavy armour has the capacity and damage of a knuckleduster.

Statistics: The listed price and encumbrance refers to just a single knuckleduster (if not using one per hand) and the size above is for a medium-sized creature's knuckleduster. Reduce or increase the statistics in the appropriate way (see the General Rules at the start of Chapter 2) for creatures of different sizes. Given that it is not a real weapon, there is no mastery in knuckleduster use.

Use: The knuckleduster serves to augment the damage inflicted with a punch, which moreover is considered lethal damage. Bare-handed damage becomes 1d2 hp, to which is added his Strength modifier. If a character can inflict leathal damage with a punch thanks to his training in the martial arts, he deals an additional 1 hp with the knuckleduster. It is not possible to wear a knuckleduster and a cestus together on the same hand (one excludes the other).

Special: The knuckleduster makes the damage inflicts by a punch lethal when it is worn and it is possible to also use a knuckleduster in the offhand without penalty. Moreover, being an offensive weapon it delivers the damage of a punch and isn't an improvised or real weapon, doesn't impose any Attack Roll penalty but doesn't have any linked mastery.

KRIS – SEE DAGGER

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	S/P	4 gp	15	25	4

Appearance: The kris is a ceremonial, oriental dagger typical of Malaysia, with a double-edged, undulating blade that ends with an enlargement of the blade near the grip (the enlargement of the blade's heel forms a guard). The 8 inch blade, finely decorated with animal or plant motifs, is formed from three forged layers (usually made from interleaved soft iron and steel), that makes the kris more resistant than a normal dagger.

Statistics: Use the dagger's statistics, but the kris cannot be thrown. However, its manufacture makes it more resiliant (increased HP and a +1 bonus to all the object's Saving Throws) and costly.

Use: The kris is a simple weapon weapon used to slaughter animals during ritual sacrifices or as a symbol of power (due to this it is usually carried by nobles and priests). Anyone who can use the dagger can use the kris with the same degree of mastery and vice-versa.

Special: Mortal: Being connected to bloodthirsty rituals, the kris is infamous as the typical weapon of oriental black magic. As such the kris can be used to cast any necromantic touch spells, exploiting any mastery in the weapon to more easily hit the target and also cause the magic effects.

KUKRI

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S-P	5 gp	20	25	4

Rk	Damage	Defence	Special
Ba	1d4+1	–	Sever
Sk	1d6+1	M: −1/1	Double Damage (20)
Ex	2d4+1	M: −2/1	Double Damage (19+)
Ad	2d4+3	M: −2/2	Double Damage (18+)
Ma	2d6+3	M: −3/2	Double Damage (17+)

Appearance: The kukri is a martial dagger of about 14-16 inches (therefore a dagger) used by the ghurkas of Nepal, with a one-edged, heavy curved, leaf-shaped blade, with the cutting edge in the concave part. The blade's centre of gravity is positioned towards the point, so it can deliver a terrible blow with limited muscular force. The hilt is in wood, horn, or ivory, straight and without a guard, and the scabbard is especially ornate with precious materials (in this case increase the base cost by 5 times).

LANCE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	10 gp	100	70	4

Rk	Damage	Special
Ba	1d10	Guard (+2), Trip
Sk	1d10+2	Trip (−1), Delay
Ex	1d10+5	Trip (−2), Stun
Ad	1d10+8	Trip (−3), Stun (−1)
Ma	1d10+10	Trip (−5), Stun (−2)

Appearance: The lance has a pointed head, designed to penetrate, and mounted on an 8 foot shaft of resilient wood. The lance has a grip near its end, in order to leave its tip as far away as possible from the hand, which is covered by a wide iron guard mounted on the haft before the grip that protects the hand holding it making him more difficult to Disarm.

Use: The lance, due to its length and balance, it is an ideal weapon for mounted use, usually supported in the saddle by a tool that allows it to be braced without placing too much of the lance's weight on the arm with which it is controlled. Despite being a large sized weapon, the lance can in fact be used with one hand, and

this makes it possible to use a shield with the other arm if using the lance.

Multiple attacks can only be made with the lance if each attack is made against a different opponent, each of which must be at least 10 feet apart (to manoeuvre the lance).

Finally, it is possible to exploit a cavalry charge to inflict Double Damage using the lance.

Special: Trip: Unlike the normal rules, the lance always does normal damage with each Trip attempt, as its tripping force is due to the violence of the frontal impact.

LANCE, TOURNEY

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	B	7 gp	90	60	4

Appearance: The tourney lance is a totally wooden version with three or four short, dull teeth to minimise damage, for use during tournaments.

Statistics: Use the lance's statistics, but the tourney lance causes a damage dice less compared to the lance, and half its damage is bludgeoning andthe other debilitating. Moreover, the tourney lance weighs and costs less.

Use: Those that can use a lance can use a tourney lance with the same degree of mastery.

LASSO (LARIAT)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	–	1 gp	30	–	1

Rk	Special
Ba	Hook or Capture (–1), Ignore Shield, Reach
Sk	Hook/Capture (–2), Strangle (20)
Ex	Hook/Capture (–4), Strangle (19+)
Ad	Hook/Capture (–6), Strangle (18+)
Ma	Hook/Capture (–8), Strangle (17+)

Appearance: The lasso is a coil of thin but resistant cord or leather, from 30-40 feet long and with a loop at the end. Despite its length, it is considered a Large-sized weapon. The lasso is also called the Reata in Spanish (Belcadiz or Ispan on Mystara) and Lariat (from La Reata) or Lasso in Spanish-American (Darokinian and Cimmarons on Mystara).

Use: The lasso doesn't cause damage, but is a tool to capture or hook a target. Holding the coil of cord in one hand, while the other rotates the loop above his head, this is then thrown at the target to trap him, leaving the rest of the lasso in the first hand. It takes a round to recover the lasso and prepare it for another throw; therefore it can only be used once every two rounds, despite the number of attacks. Moreover, it needs at least 10 feet of free space around the character using the lasso.

Special: The lasso has a reach equal to its length less 10 feet (the loop's usual circumference).

Hook or Capture: The character must choose which of the two effects he wants to use (the ST penalty applies to both). It is possible to capture up to huge sized creatures with a large lasso.

Strangle: If the attack is made and the roll is high enough (see number between parentheses), instead of hooking or capturing the victim the cord settles around the victim's neck and strangles him (as the special effect). If the ST succeeds, the victim is free from the loop but remains hooked (new ST needed).

MACE AND CHAIN

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	B	12 gp	70	50	4

Rk	Damage	Defence	Special
Ba	1d8+1	–	Ignore Shield
Sk	2d6	H: –1/1	Disarm
Ex	2d6+2	H: –2/1	Disarm (–1), Delay
Ad	2d6+5	H: –2/2	Disarm (–2), Delay (–1)
Ma	2d6+8	H: –3/2	Disarm (–3), Delay (–2)

Appearance: The mace and chain is a bludgeoning weapon with a 2 foot long handle that has at its upper end an iron ring from which hangs from one to three long metallic chains that ends in an iron ball covered in small metal spikes or with a short wooden staff bristling with metal points.

Use: The mace and chain exploits the chain's flexibility to augment the weights' force at the end of their impact, as well as increasing the chance of disarming an opponent by wrapping around his arm.

MACE, HEAVY

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	B	10 gp	80	60	2

Rk	Damage	Defence	Special
Ba	1d8	–	–
Sk	1d10	H: –1/1	Delay
Ex	1d10+2	H: –2/1	Parry 1, Stun
Ad	1d10+5	H: –2/2	Parry 1, Stun (–1)
Ma	2d6+6	H: –3/2	Parry 2, Stun (–2)

Appearance: The heavy mace is a bludgeoning weapon developed from the light mace and mainly used by knights or heavy infantry. It has a thick 3 foot long haft with a skin grip, reinforced at its upper end by a heavy head of studded and worked metal.

MACE, LIGHT

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	B	5 gp	40	30	1

Rk	Range	Damage	Defence	Special
Ba	10/20/30	1d6	–	–
Sk	10/25/30	2d4	M: –1/1	–
Ex	15/30/40	2d4+2	M: –2/2	Delay
Ad	20/30/40	2d4+4	M: –3/2	Delay (–1)
Ma	20/40/50	2d4+6	M: –3/3	Delay (–2)

Appearance: The light mace is a very simple bludgeoning weapon developed from the club and has a solid 2 foot haft, reinforced at one end by a studded metal head.

More primitive variants of the mace have pieces of stone or bone lodged in the upper part of the staff to give

it weight and therefore a better force of impact than its size would normally warrant.

MACE, SPIKED (MACAHUITL) – SEE MACE, HEAVY

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	S/B	8 gp	50	40	1

Appearance: The spiked mace is a rather primitive martial weapon created by the Mayans (who call it the macahuitl). It is a wooden mace with a 1½ foot grip that is wider and flattened in its upper 3 feet, forming a type of paddle or small oar that has 10 obsidian points set along the edges of the wider part.

Statistics: To all effect it is a heavy wooden mace, but exploits the obsidian points to produce better slashing damage than the bludgeoning damage a wooden mace would produce (and is therefore equivalent to the damage of a heavy metal mace).

Unfortunately, the obsidian teeth wear and fall out after repeated blows, and must be replaced. Each Hit Point that the weapon loses causes the loss of one obsidian tooth. Once it has lost all ten teeth, the spiked mace causes 2 hp less, and becomes a bludgeoning weapon until its teeth are replaced and the weapon repaired.

Use: Anyone that can use a heavy mace can use a spiked mace with the same degree of mastery and vice-versa.

MACHETE (BEIDAN)

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	S	S	4 gp	50	40	3

Rk	Damage	Defence	Special
Ba	1d6	–	Sever
Sk	1d8	–	Parry 1
Ex	1d10	M: –1/1	Parry 1
Ad	2d6	M: –2/1	Parry 2
Ma	2d6+3	M: –2/2	Parry 2, Delay

Appearance: The machete (this term refers to the tool used in the American and Caribbean sugar cane plantations) is an agricultural tool that is similar to a sword with a 2 foot long single edged blade that widens in the upper part, with a square tip and its centre of gravity is towards the tip to aid the blow. Some Malayan variants have the blade bent at an obtuse angle in respect to the grip's axis (**Latok Parang**), while one variant from the Waldenses Valleys (**Beidana**) has a circular or elaborate hole in the top corner of the blade to hang it up.

Use: The machete is an agricultural tool to clear and open a path in vegetation or to sever sugar canes, which nevertheless is also used with certain effectiveness as a simple weapon (only in the rarest cases).

MAIN-GAUCHE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	7 gp	20	30	5

Rk	Damage	Defence	Special
Ba	1d4	H: –1/1	Ambidexterity, Guard (+1)
Sk	1d6	H: –2/1	Parry 1
Ex	1d8	H: –2/2	Parry 2
Ad	1d10	H: –3/3	Parry 2
Ma	2d6	H: –4/3	Parry 3

Appearance: The main-gauche is a reinforced dagger with 1 foot long, pointed blade and a wide guard, held in the off hand. It is a Renaissance weapon developed by the French, and on Mystara it was imported by the Averoignese.

Use: The main-gauche is usually used to parry an opponent's attacks in place of a shield, and sacrifices the dagger's offensive potential to augment its defensive abilities. Using a shield negates the main-gauche's AC bonus.

Special: Parry: The main-gauche can be used to parry in place of a shield even if another weapon is used to attack. However, if he is using the main-gauche, he cannot Parry with the other weapon, but he can add the main-gauche's AC bonus to that of the other weapon.

MANCATCHER

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	P	10 gp	100	70	4

Rk	Damage	Defence	Special
Ba	1d4	A: –1/1	Hook or Capture, Reach
Sk	1d6	A: –2/1	Hook/Capt. (–1), Trip
Ex	1d8	A: –2/2	Hook/Capt. (–2), Trip (–1)
Ad	1d10	A: –3/2	Hook/Capt. (–4), Trip (–1)
Ma	1d12	A: –3/3	Hook/Capt. (–6), Trip (–2)

Appearance: The mancatcher is a polearm a little over 6 feet long that ends in wide sprung pincers, which close on anyone struck and trap them, and has teeth and spurs both inside and outside (also around the haft's upper part) to injure the victim and prevent him escaping.

Use: The mancatcher can capture small-sized creatures, but it is usually used against medium sized or larger creatures to Hook a limb or the neck and stop the fugitive or immobilise him (because if the victim tries to free himself he is automatically forced against the inner point).

If necessary, the mancatcher can also be used as a bludgeoning weapon as if it was a quarterstaff and causes 1d6 bludgeoning damage, but as he is not normally trained to use it in this manner, the character doesn't use his own mastery and receives the –2 penalty to attacks for using an improvised weapon.

Special: Hook/Capture: A mancatcher can only capture creatures of two (S) or three (T) sizes smaller (smaller creatures can eaily wriggle free from the mouth), while it can hook creatures up to one size larger (H) or one size smaller (M). Anyone captured or hooked by a mancatcher automatically loses damage based on the

captor's mastery rank each round that attempt to free himself or wriggles in any way.

MANOPLE (ARM BLADE)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	15 gp	50	60	4

Rk	Damage	Defence	Special
Ba	1d6	–	Ambidexterity
Sk	1d8	H: –1/1	Disarm, Parry 1
Ex	1d8+2	H: –2/1	Disarm (–1), Parry 2
Ad	2d6+2	H: –2/2	Disarm (–2), Parry 2
Ma	2d6+5	H: –3/3	Disarm (–3), Parry 3

Appearance: This weapon consists of a gauntlet on which is fixed a 2 foot long blade and two small, curved lateral blades that are parallel to the central one, with leather straps that allows the glove to be be fixed to the forearm (from the elbow to the wrist) better. It has two lateral blades that jut for 4 inches beyond the hand, while the central blade protrudes over 16 inches (and as such it is also called the arm blade).

Use: Because of the straps, it is impossible to drop the manopole, and therefore the arm to which the blade is fixed cannot hold a shield or other weapon, but those using a manopole can resist any attempt of being disarmed. Very useful for cutting ropes and cords, it is a slashing and piercing weapon, which thanks to its lateral hooks is also rather effective in parrying blows and disarming an adversary.

MARU – SEE SHIELD, SWORD

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	8 gp	80	50	4

Appearance: The maru (or madu in some translations) is a perculiar Indian weapon formed from a small round wooden shield to which are attached two 1½ foot long antelope horns with their points reinforced in steel. It is a weapon for personal defence created by the fakirs during the Arab occupation of India in the 10th century AD.

Statistics: Unlike normal sword shields, this is very economic due to the materials from which it is made, but it is also lighter and more fragile.

It is possible to find maru without the reinforced steel points, very appreciated by the druids. In this case its cost is 5 gp, but the damage it inflicts is lessened by one point at each mastery rank.

Use: Anyone that can use a sword shield can also use the maru with the same degree of mastery and vice-versa.

MAUL

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	B	12 gp	140	80	2

Rk	Damage	Defence	Special
Ba	1d8+2	–	Stun
Sk	1d10+3	–	Stun (–1)
Ex	1d10+6	M: –1/1	Stun (–2)
Ad	1d10+9	M: –2/1	Stun (–3)
Ma	1d10+12	M: –2/2	Stun (–4)

Appearance: The maul has a 4 foot metal handle surmounted by a heavy double, metal head 16 inch thick and 32 inches wide, which gives the weapon the classical T shape.

Use: The maul is a dwarven invention, the most destructive bludgeoning weapon in the world, as it takes advantage of its longer handle and the greater weight of its metal head to break in a single blow the bones of opponents, sacrificing however the manageability and defensive ability for offensive ability.

MAUL, WAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	B	8 gp	70	50	2

Rk	Damage	Defence	Special
Ba	1d8	–	Delay
Sk	1d8+2	H: –1/1	Stun
Ex	1d8+4	H: –2/1	Parry 1, Stun
Ad	1d10+5	H: –2/2	Parry 1, Stun (–1)
Ma	1d10+8	H: –3/3	Parry 2, Stun (–2)

Appearance: The war maul has a robust wooden or metallic handle about 2 foot long surmounted by a heavy, double-faced metal head about 8 inches wide, that gives the weapon the classic T shape.

Use: The war maul has a shorter handle and better balance than the common hammer, and can therefore be used one-handed. It is a good bludgeoning weapon for melee combat, and is a favourite weapon of dwarven infantry.

MISERICORD – SEE DIRK

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	6 gp	20	25	5

Appearance: The misericord is a dagger with a thin, sharp, triangular (or square) sectioned blade, purposely designed to bypass the defence of mail or pass through the plate joints. It gets its name as it is often used to bring an end to the suffering of an armoured dying warrior with a single, well placed blow.

Statistics: The misericord uses the same statistics as the dirk but is lighter and more fragile.

Use: Anyone that can use a dagger can also use a misericord with the same degree of mastery and vice-versa.

Special: From Basic rank it is considered Armour-Piercing.

MORNINGSTAR – SEE MACE, HEAVY

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	B-P	11 gp	80	60	4

Appearance: The morningstar is a development of the heavy mace in order to better penetrate armour. It is shorter than the heavy mace and has a medium length haft with a leather grip, mounting a cylindrical or spherical head covered with steel studs and points, and there can also be a spike on its upper end.

Statistics: Use the statistics of the heavy mace, but the morningstar inflicts an extra point of damage at each mastery rank because of its spikes (doing both bludgeoning and piercing damage).

Use: Those that can use the heavy mace can use the

morningstar with the same level of mastery and vice-versa.

NEEDLE, SPITTING

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	D	P	5 cp	–	–	3

Range	Damage	Special
5/10/15	–	Irritate, Throw Multiple

Appearance: The spitting needle is a small metal needle up to 2 inches long, a simple oriental tool used by assassins and thieves to take their adversaries by surprise and paralyse or distract them (the needle is too small to cause damage).

Use: The needle is an easily concealable, offensive tool and it is usually possible to hold up to four needles simultaneously in the mouth and spit them all together. The spitting needle usually doesn't cause damage but distracts the adversary, although at times it can be used to introduce poison to cause death, paralysis, or daze a victim. However, in these cases the needle is often not placed direct contact with the mouth (otherwise he also risks poisoning himself), but is inserted in to a *sparaghi* (cost: 5 sp, encumbrance 1 cn, no Hit Points), a diminutive iron box that is held in the mouth with a hole for the needle to escape and a opening opposite to blow air through, which allows the needle to escape at high speed without touching the lips, and its range is doubled at each range step.

The needle is totally ineffective against anyone wearing chainmail or better.

Special: As an offensive tool, the spitting needle has no mastery but its use as a weapon isn't (no attack penalty as it isn't an improvised weapon).

Irritate: The needle has the ability to distract a struck target. The victim must make a ST vs. Paralysis (Body) with a –1 penalty for each additional needle beyond the first that hit simultaneously: if the ST succeeds there is no negative effect, but if it fails the irritation from the needles' is so much that it imposes a –1 penalty on all Attack Rolls and the loss of 1 point from his Armour Class for a period of 1 round for each needle used.

Throw Multiple: The character that uses this option places up to 4 needles in his mouth and spits them simultaneously at the target using one of his attacks. The attack rolls suffers a –1 penalty for two needles or –2 for more needles, and if it fails all the needles miss the target or don't penetrate his defences. If the attack succeeds, the victim loses 1 damage for every 2 needles used, but has a penalty to his ST to avoid irritation (see above) and must make multiple Saving Throws against any poison (one for each needle). It isn't possible for a character to use Throw Multiple more than once in the same round if he has multiple attacks.

NET

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	var.	–	varies	var.	var.	1

Rk	Range	Defence	Special
Ba	–/10/20	A: –1/1	Capture, Ignore Shield
Sk	10/15/20	A: –2/2	Hook, Capture (–2)
Ex	10/20/30	A: –3/3	Hook (–1), Capture (–5)
Ad	15/25/30	A: –4/4	Hook (–2), Capture (–7)
Ma	20/30/40	A: –5/4	Hook (–3), Capture (–10)

Appearance: The net is a tool commonly used to fish or hunt, made from interwoven cord of circular or square shape with small weights along the edges that helps the net fall on the target and trap him. It sometimes has a loose cord that acts as a guide and helps to guide, tighten, or retrieve the net. If the net has a guide, the net can be recovered once thrown, if it misses the target.

Statistics: Nets are available in various sizes. If the target is one size larger than the net, he gains a +4 bonus to his Saving Throw to avoid Capture. If the victim is two sizes larger than the net he automatically avoids Capture. Consult the following table to determine the net's area based on its size:

Size	Net Size	Cost	H.P.
Diminutive (D)	4 in²	5 sp	1
Tiny (T)	1 ft²	1 gp	2
Small (S)	2 ft²	2 gp	4
Medium (M)	4 ft²	4 gp	8
Large (L)	10 ft²	10 gp	16
Huge (H)	20 ft²	20 gp	32
Gargantuan (G)	30 ft²	30 gp	64

Use: A net of equal or smaller size to the character can be used in just one hand, those larger can only be used with two hands. Moreover, a subject can only use nets of up to two sizes larger or smaller than his own: smaller nets are useless, while larger nets are too encumbering to be effectively used alone (these nets are often used by groups).

To use the net's AC bonus it is necessary to wield it with one hand and constantly move it around the body, alternating the net's movement with blows from the other weapon. The retiarii are those gladiators that use the trident and net instead of a shield (due to the strong defensive bonus it offers), or as a weapon to trap the enemy. The AC bonus however is only effective against creatures up to two sizes larger than the net.

Special: Hook: The attacker can also choose to hook an object held by the victim instead of a limb. In this case, if the victim's ST fails, the net tears the object from the hand and causes it to fall next to the character.

NET, HOOKED

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	S	15 gp	60	30	3

Rk	Damage	Defence	Special
Ba	1d4	A: –1/1	Capture, Multiple Damage, Range
Sk	1d6	A: –2/2	Hook, Capture (–2)
Ex	1d6+2	A: –3/3	Hook (–1), Capture (–4)
Ad	1d6+4	A: –4/4	Hook (–2), Capture (–6)
Ma	2d4+4	A: –5/4	Hook (–3), Capture (–8)

Appearance: The hooked net is a 3 foot chain that ends in a triangular, metal with hooks along its outside. The net is about 6 feet long and 3 feet wide.

Use: The character rotates the net around his head holding it by the chain, trying to protect himself and strike anyone that advances on him at the same time. Usually the hooked net is used in place of a shield, and it is one of the preferred weapons of the retiarii.

The hooked net doesn't damage anyone wearing chainmail or better, although all other effects are applied normally.

Statistics: The defensive bonus is applied against all creatures that attack the character using the hooked net, even against those that attack from behind, due to how the weapon is used (see above). The AC bonus however is only effective against creatures up to one size larger than the net. The weapon cannot be used if there are obstacles within 10 feet (walls, trees, etc.).

Special: The hooked net can strike any target within a 10 feet range.

<u>Multiple Damage</u>: The net can simultaneously strike all targets within 10 feet of its wielder. The character must make one Attack Roll and divide the damage between all those targets with AC equal to worse than that hit (the minimum damage is 1hp per target), even those that are behind him. With this weapon the the primary target may be chosen, but can indiscriminately hit all those within 10 feet of the wielder. The net's possessor suffers a non-cumlative –1 penalty to his Attack Rolls against any other target after the primary. Any bonus from the character's Strength or magic must be added <u>before</u> dividing the damage and rounding up the excess.

Example: the character is surrounded by two fighters with AC 8 and one with AC 0. The primary is the one with AC 0 but his Attack Roll only hit AC 5. This means that the character only hits the two fighters with AC 8. At Basic rank, a result of 3 on the d4 means that both the targets only lose 1 hp each. At Skilled rank the damage becomes 2 hp each (3/2 = 1½, rounded up = 2). At Expert rank the damage becomes 3 hp each ([3+2]/2 = 2½, rounded up = 3), and so on.

NINJA-TO – SEE SWORD, SHORT

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S/P	12 gp	35	40	4

Appearance: The ninja-to is the ninja's typical sword. Similar to a short sword, it has a straight single edged blade.

Statistics: Use the statistics of a short sword, even if the ninja-to is more expensive and slightly heavier.

Use: Anyone who can use a short sword can use a ninja-to with the same degree of mastery and vice-versa.

The ninja-to's hilt and the scabbard have various uses for ninjas. In some cases the hilt is hollow and contains a secret compartment for powders, poison, darts, or even a small stiletto. The scabbard is usually longer than the blade and open at both ends, allowing the ninja to use it as a blowgun or as a tube to breathe underwater. Moreover, it is rigid and resiliant, and can be used as a peg or a cudgel. A long resilient silk cord is usually wrapped around the scabbard, and can then be used to scale walls, attached to a folding grapple that can be hidden in the hilt of the ninja-to or worn by the ninja.

NO-DACHI – SEE SWORD, GREAT

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S/P	45 gp	145	155	4

Appearance: The no-dachi is the Japanese version of the greatsword, that has a curved single edged 6 foot long blade, a 16 inch long, wooden, leather covered hilt with a small circular guard (tsuba), and is worn with the edge turned to the side. On Mystara the no-dachi is only used by the rakasta of the Empire of Myoshima and Bellayne.

Statistics: The no-dachi is the fruit of very advanced metallurgic technology that makes it a sword of superior craftsmanship than common swords, thanks to its sharper edge and the fact that its blade is made from steel stripes folded up to twenty times. To all effect, the no-dachi uses the statistics of the greatsword, but costs triple, causes 1 point of damage more at each mastery rank thanks to its sharper blade, while the blade's greater thickness gives it a better resistance (increasing the weapon's HP and giving it a +1 bonus to its ST).

Use: Given it length and weight, the no-dachi is difficult to wield, it os always carried on the back with the hilt uppermost, and it is drawn with two hands arching the back and passing the blade over the right shoulder (or left for the left handed).

Anyone who can use the greatsword can use the no-dachi with the same degree of mastery and vice-versa.

Special: From Basic rank the no-dachi can take advantage of the Sever special effect.

PARTISAN – SEE RANSEUR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S/P	12 gp	100	60	4

Appearance: The partisan is a 7 feet long polearm with a double-edged spear point at its summit, with two cutting spurs (of various shapes and angles) at the spear point's base, which the more skilled can use to parry or Hook an enemy's legs.

Use: Anyone that can use a ranseur can use the partisan with the same degree of mastery and vice-versa. The partisan in fact is a ranseur that can also be used as a

slashing weapon as well as a piercing weapon.

PATA

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	P	15 gp	60	70	4

Rk	Damage	Defence	Special
Ba	1d8	–	Guard (+3)
Sk	1d10	H: –1/1	Parry 1
Ex	2d6+1	H: –2/1	Parry 1, Disarm
Ad	2d6+3	H: –2/2	Parry 2, Disarm (–1)
Ma	2d6+6	H: –3/3	Parry 3, Disarm (–2)

Appearance: The pata is a medium-sized Indian sword (Sindhi on Mystara) with a thin, flat, double-edged blade fixed in a metal hilted manopole, similar to a gauntlet open on the lower side, usually chased with floral or animal motifs. The inside of the hilt is hollow and has a grip at right angles to the blade (similar to that of the katar, from which it derives), while the blade is attached to the manopole by means of a pair of plates that run along the blade for a few inches.

Use: The pata is a good choice for those that use it, as the manopole covering makes it extremely difficult to disarm, and the blade is light enough to be agilely wielded despite the restrained movement of the wrist. It is a sword that only strikes with the point.

PHURBU – SEE DAGGER

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	P	10 gp	20	20	2

Appearance: The phurbu is a Tibetan dagger for esoteric rites in particular exorcisim. It is an entirely metal dagger with a three- or four-sided blade and a hilt of various shapes, often decorated with a divinity or with a demonic head in place of a pommel.

Statistics: Use the dagger's statistics, but the phurbu has a slightly higher cost and encumbrance because of the elaborate decoration and cannot be used as a thrown weapon.

Use: The phurbu is a piercing weapon that however doesn't have the same wieldiness as the dagger because of the unergonomic shape of the grip and the very heavy blade. As such it is rarely used as a weapon (in fact it suffers a –1 penalty to the Attack Roll) and is more often used as a cermonial dagger.

Anyone who can use a dagger can use the phurbu with the same degree of mastery and vice-versa.

Special: Because the phurbu is always blessed by a priest or shaman during his work, it has a +1 instrinsic bonus to damage if used against demons and evil spirts, and can injure those demons and evil spirits that cannot normally be damaged with mundane weapons.

PICK

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	M	P	3 gp	90	45	2

Damage	Special	Linked weapon
1d6	Armour-piercing	Pick, Military

Appearance: The pick has a wooden handle that ends

in a large metal head with a long spike on one side and with a straight blunt axe head on the other, that gives the pick a "T" shape.

Use: The pick is a work tool used mainly in mining or fields. The spike serves to pierce hard earth or rock, while the axe functions as a hoe or lever. Despite being a medium sized object, its weight is completely concentrated at the head (much larger and heavier than the handle) to make the impact more incisive, and this allows the pick to cause Double damage against any stone target.

If necessary, the pick can be used as an improvised weapon exploiting any mastery in military pick, although it doesn't get the defensive bonus (due to the difference in size and wieldiness).

PICK, MILITARY

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	6 gp	40	40	3

Rk	Damage	Defence	Special
Ba	1d6	–	Armour-piercing, 2x dam to stone
Sk	2d4	H: –1/1	Parry 1, Trip
Ex	1d10+2	H: –2/1	Parry 1, Trip
Ad	1d12+3	H: –2/2	Parry 2, Delay, Trip (–1)
Ma	1d12+6	H: –3/3	Parry 2, Delay, Trip (–1)

Appearance: The military pick is a development of the mining pickaxe. It has a metal handle that ends in a metal head with a long spike on one side, optimally balanced to pierce any type of armour. Some versions also have a knife or dagger hidden in the handle (at the base of the handle or at the top, near the head): in this case add the price and encumbrance of a dagger to that of the military pick.

PIKE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	10 gp	110	60	3

Rk	Damage	Defence	Special
Ba	1d10	H: –1/1	Set vs. Charge, Reach, Impale (4)
Sk	1d10+2	H: –2/1	Impale (7), Parry 1
Ex	1d12+3	H: –2/2	Impale (10), Parry 1
Ad	1d12+6	H: –3/2	Impale (13), Parry 2
Ma	1d12+9	H: –3/3	Impale (16), Parry 2

Appearance: The pike is a development of the spear, with a 9 foot shaft topped by an 8 inch, leaf shaped spear point.

Some variants also have a point at the base of the pike (e.g. the Dory greca), not for use as a double weapon (it is too long for this), but so it con still be used (as a pike or spear, based on the haft's length) if the first point is broken (e.g. following a charge).

PILUM – SEE SPEAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	P	6 gp	60	30	3

Appearance: The pilum is a Roman (Thyatian) development of the spear. It has a 4½ foot long wooden haft with a 2 foot long barbed spearpoint fixed in the top

of the haft. The pilum is balanced so it can be Set vs. Charge more easily than a normal javelin and hinder some of the enemy's movements. All pilums in fact are made in such a way that, once thrown, the enemy cannot recover it and use it against the attacker. The pilum has a wooden pivot at the end in which the iron tip is fixed to to the haft and made with a very soft point, to make the weapon more pliant so that it breaks easily when it strikes a surface and cannot then be reused.

Statistics: Use the spear's statistics, but it costs 6 gp and its encumbrance and HP is reduced.

Use: Anyone who can use a spear can use a pilum with the same degree of mastery and vice-versa.

Special: Hindering: Each time that the pilum hits in a melee attack there is a 50% chance that the pivot that joins the tip to the haft breaks and the point remains Impaled in the target with the haft that dangles in a broken manner; when the pilum is used as a thrown weapon this effect is automatic when it strikes a surface. Until it is removed, the broken pilum obstructs the victim's movements causing him to lose 1 point from his Armour Class. This effect is applied both when it is thrown by a person of at least Basic rank or in melee by at least an untrained person.

PITCHFORK (HAYFORK)

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	L	P	4 gp	80	50	2

Damage	Linked weapon
1d8	Fork, Scaling

Appearance: The pitchfork or hayfork is an agricultural tool about 6 feet long with a wooden haft that ends in a cast –iron head with two or three parallel curved prongs.

Statistics: There is a completely wooden version with 40 HP, with a 2 gp cost, but causes 1d6 hp.

Use: The pitchfork is used in agriculture to fork and move grass, hay, straw, and similar materials formed from many small strands that form a mass.

If needed it can be used as an improvised weapon in close combat without penalty (due to its inexcessive length), exploiting any mastery in the scaling fork.

PROTECTILES FOR RANGED WEAPONS

The following lists all the typical bolts, arrows, and projectiles of the missile weapons described here. For damage refer to the weapon that the projectile is linked with: the damage type is piercing (unless noted otherwise), while the projectile's size is always one size smaller than the weapon, unless stated otherwise in the projectile's description.

Any arrow or bolt for bows or crossbows can have a barbed tip, which is a hook or curved point at the base. In this case its price increases by 1 sp, but if the Attack Roll exceeds the victim's AC by at least 5 points, it is solidly stuck in the flesh and if it removed causes 2 further points of damage (or none with a favourable *Heal* or *Medicine* check, only makeable by those who have the

appropriate skill).

Type	Cost	Enc.	Damage
Needle	5 cp	–	See Blowgun

Appearance: The blowgun uses diminutive darts (1-4 inches long) like metal needles or spines (in the more primitive cultures), with a feathered end that holds the dart in place in the blowgun without it sliiping into the throat of its user, and to fully exploit the breath of air to fire the needle or spine further.

Type	Cost	Enc.	Damage
Harpoon	5 sp	5	See Speargun

Appearance: The harpoon is a small harpoon about 2¼ feet long, usually with a wooden shaft and fixed metal tip tied to recovery cord. There is also a completely metal version that always allows the recovery of the harpoon (vice-versa there is usually a 50% chance after each use of recovery, but after the third use it breaks).

Statistics: The all metal version costs and weighs double the normal harpoon.

Type	Cost	Enc.	Damage
Bolt, Short	1 sp	0.5	See Crossbow Hand & Six-shooter

Appearance: The short bolt is formed from a 4 inch long wooden shaft with a small, conical steel point at one end.

Type	Cost	Enc.	Damage
Bolt, Light	2 sp	1	See Crossbow, Light

Appearance: The light bolt is formed from a 1 foot long wooden shaft with a conical steel point at one end.

Type	Cost	Enc.	Damage
Bolt, Heavy	4 sp	2	*

Appearance: The heavy bolt is formed from an often 2 foot long wooden shaft with a heavy steel point at one end.

*Note: the heavy bolt is used by both the heavy crossbow and the gastrophetes.

Type	Cost	Enc.	Damage
Arrow, Blunt	2 sp	1	see Bow

Appearance: The blunt arrow has a wooden shaft about 32 inches long with rear stabilising flights and a blunt metal tip.

Statistics: The blunt arrow has been designed to bring down the target without killing it. As such, the blunt arrow only causes debilitating damage and doesn't apply the Armour Value reduction characteristic of all pointed arrows and bolts.

Type	Cost	Enc.	Damage
Arrow, Cutting	3 sp	1	see Bow

Appearance: The cutting arrow has a slender wooden shaft about 27 inches long with rear stabilising flights and a forked steel point sharpened on its concave edge.

Statistics: The cutting arrow was designed to cut cord more effectively thanks to the forked tip. As such, it can use the Sever special effect against cords no thicker than 1-1½ inches, while if it used to injure or stick in a target the Attack Roll receives a –2 penalty.

Type	Cost	Enc.	Damage
Arrow, Flaming	2 sp	1	see Bow + Ignite

Appearance: The flaming arrow has a wooden shaft about 27 inches long with rear stabilising flights and a steel point with a coil of material soaked with inflammable oil wrapped around the base of the tip that can be lit.

Statistics: The flaming arrow is not as well balanced as normal arrows because of the weight of the material coiled on the end, and this causes a –1 penalty to the Attack Roll and Damage inflicted, and is always destroyed in the impact.

Special: Ignite: Every creature struck by a flaming arrow loses 1d4 points of damage because of the flames and has a 50% chance of catching fire, in which case it can make a *Extinguish fire* check (or a Wisdom check with a –4 penalty) each round to tame the flames (each attempt takes a full round) or continue to lose 1d4 hp every round in which the flames burn. If he has a bucket of water or a pond of water available, the flames are automatically extinguished in which he uses the bucket or immerses himself in water (no check needed).

Type	Cost	Enc.	Damage
Arrow, Heavy	4 sp	2	see Bow +1 hp

Appearance: The heavy arrow has a wooden shaft about 32 inches long with a heavy sharp steel tip of conical form.

Statistics: The heavy arrow gives a +1 bonus to attack and damage rolls at each mastery rank, but because of its weight the bow can only reach its medium range.

Type	Cost	Enc.	Damage
Arrow, Hissing	2 sp	1	see Bow

Appearance: The hissing arrow has a wooden shaft about 27 inches long with rear stabilising flights and a wide holed tip of wood or bone. Once fired, the air that passes through the holes produces a long hiss that can be heard a long way off (considered a loud noise) along all the arrow's flight. Hissing arrows can have different tones, and is used in battle to give predetermined orders at distance to the various troops.

Statistics: The hissing arrow causes half damage to any target because of its fragile point (it is usually used to signal not wound).

Type	Cost	Enc.	Damage
Arrow, Light	2 sp	0.5	see Bow

Appearance: The light arrow has a thin, wooden shaft about 27 inches long with rear stabilising flights and a long sharp steel point.

Statistics: The light arrow causes 1 additional point of damage at each mastery rank against unarmoured targets, while it automatically causes half damage to armoured targets. Furthermore, the bow's range is increased by 20/40/60 feet at each mastery rank given the arrow's light structure.

Type	Cost	Enc.	Damage
Arrow, Normal	2 sp	1	see Bow

Appearance: The normal arrow for the long or short bow has a slender, wooden shaft about 32 inches long with rear stabilising flights (usually of feathers) and a sharp steel point with or without barbs.

Type	Cost	Enc.	Damage
Bullet	1 sp	1	see Sling.Staff-sling

Appearance: The sling bullet steel or lead ball about 1¼-1¾ inches in diameter.

Type	Cost	Enc.	Damage
Bullet, Hollow	2 sp	1	See Sling + Special

Appearance: A ceramic bullet often used to hold a mixture, normally some type of gas or acid, that is releasing in to an area when the bullet breaks against the target (the real damage is increased based on the bullet's contents).

Type	Cost	Enc.	Damage
Bullet, Poison	varies	–	Special

Appearance: This a ball of paper or leaves containing a contact poison, that is fired with the blowgun and once it strikes the target it opens due to the impact, releasing the powder contained on to the victim, who doesn't suffer damage but must make a ST vs. Poison to avoid the adverse effects. Its cost varies based on the poison used.

QUARTERSTAFF

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	B	1 gp	60	40	1

Rk	Damage	Defence	Special
Ba	1d6	–	–
Sk	1d6+2	A: –1/1	Parry 1, Delay
Ex	1d8+2	A: –2/2	Parry 2, Delay, Trip
Ad	1d8+4	A: –3/3	Parry 3, Trip, Stun
Ma	1d8+6	A: –4/4	Parry 4, Trip, Stun

Appearance: The quarterstaff is a simple wooden pole, about 2 inches thick and 6 feet long. It is the clearest example of how a simple object can be transformed into an effective weapon for personal defence.

Use: The quarterstaff is a two-handed bludgeoning weapon, which however can be used in close combat without penalty, due to its inexcessive length.

If the character wishes it, he can use a quarterstaff so that the damage produced is all debiliating damage at any mastery rank.

RAKE

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	L	P	2 gp	80	30	2

Damage	Special	Linked weapon
1d8	Trip	Rake, War

Appearance: The rake is a common gardening tool, with a 6 feet long wooden handle attached at right angles to a 16-24 inch wide head (comb) with several metal curved spurs (prongs or teeth) of various length (if few are long, if many are short).

Statistics: This is variant made completely from wood, which has 20 HP, costs 5 sp, but causes 2 points of damage less at each mastery rank.

Use: The rake is usually used with two hands to gather grass, leaves, hay, and straw, and grade the earth.

On occasion it can be used as an improvised weapon, using the mastery of the war rake, but not being as long as the military rake, it doesn't have the close combat penalty, or hold an adversary at range.

RAKE, WAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	9 gp	100	60	3

Rk	Damage	Defence	Special
Ba	1d8+1	H: –1/1	Set vs. Charge, Reach, Trip
Sk	1d10+1	H: –2/1	Disarm, Trip
Ex	2d6+1	H: –2/2	Disarm/Trip (–1)
Ad	2d6+4	H: –3/2	Disarm/Trip (–2)
Ma	2d6+7	H: –3/3	Disarm/Trip (–3)

Appearance: The war rake is the evolution of the common gardening tool, has a head mounted by means of a sturdy tang on to an 8 foot long shaft that has a series of three or four not very long curved teeth and a spike at the top.

Use: The war rake is usually used as an Armour-piercing weapon in a similar manner to the pike, using the upper spike, but the additional of the hooks also allow it to trip or disarm an adversary.

Moreover, the rake can also be used to hook the rigging to board an enemy ship, or to scale walls thanks to its teeth, which makes it similar to a rake. In these cases the character has a +10% bonud to his attempts to *Scale Walls* or a +2 bonus to *Climb* checks.

Special: The penalty listed for disarm and trip applies to both effects.

RANSEUR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	12 gp	100	70	3

Rk	Damage	Defence	Special
Ba	1d10	H: –1/1	Set vs. Charge, Reach, Impale (2)
Sk	2d6+1	H: –2/1	Impale (4), Parry 1, Trip
Ex	2d6+4	H: –2/2	Impale (7), Parry 1, Trip
Ad	2d6+7	H: –3/2	Impale (9), Parry 2, Trip (–1)
Ma	2d6+10	H: –3/3	Impale (11), Parry 2, Trip (–2)

Appearance: The ranseur has a 6 foot pole with at its top a central conical spearpoint or flat blade 2 foot long and two smaller lateral blades, which jut at right angles in respect to the central point and that curve slightly inwards or towards the top or bottom, used to both wound and mainly to trip and hook the enemy. In Japanese it is called the jumonji-yari (with lateral blades that curve upwards) or kama-yari (with lateral sickle blades that curve downwards).

RAPIER

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	P	13 gp	25	25	5

Rk	Damage	Defence	Special
Ba	2d4–1	H: –1/1	Guard (+1), Armour-piercing
Sk	1d10	H: –2/2	Disarm, Parry 1
Ex	1d10+2	H: –2/3	Disarm (–1), Parry 2
Ad	1d10+4	H: –3/3	Disarm (–2), Parry 2
Ma	2d6+4	H: –4/4	Disarm (–4), Parry 3

Appearance: The rapier represents the Renaissance's evolution of the sword, with a three foot long, one inch wide, one edged blade, with a pointed tip and a short, straight but comfy grip. The rapier also has a guard that completely protects the wielder's hand and helps him parry.

Use: The rapier is a piercing weapon, despite also having an edge (often only used to cut cords or clothes, but useless in a duel). It is duelling weapon par excellence, a light extremely manageable sword that all can easily use, offering a better defensive capacity than a short sword and a slightly inferior offensive capacity than a long sword. The rapier is good at penetrating armour thanks to its light, slender, pointed tip, which allows it to slip easily in the small openings in armour.

To exploit the rapier's defensive bonus it isn't possible to use a shield: which is why its users prefer to hold a shorter weapon (like a maingauche or a dagger) in the other hand.

RING, LUNAR OR SOLAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S	6 gp	30	30	4

Rk	Damage	Defence	Special
Ba	1d6	–	Ambidexterity
Sk	1d8	H: –1/1	Extra attack, Block 1
Ex	1d8+2	H: –2/1	Disarm, Block 1
Ad	1d8+4	H: –2/2	Disarm (–1), Block 2
Ma	1d10+5	H: –3/3	Disarm ((–2), Block 2

Appearance: The **lunar ring** consists of a metal circle of 1 foot diameter sharpened on the outer edge, intersected by a halfmoon with two spikey teeth that jut from the edge, and the leather grip in the section of the disc between the spurs of the halfmoon.

There is a variant called the **solar ring** that uses the same statistics as the lunar ring. In practice it is a metal ring with seven wavy blades on the outer border (it is these that cause the damage and not the edgeless border), and an internal halfmoon guard to the leather covered grip, which is only found in the area of the circumference without points.

Use: The rings are usually used in pairs, one per hand: the character uses one to attack with, whilst using the other to Block or attack.

Special: Extra Attack: From Skilled rank, when using two rings simultaneously, it is possible to exploit their wieldiness to make an Extra Attack against the enemy, striking first with one and then the other ring in rapid

combination. Despite the number of feasible attacks, it is only possible to make one Extra Attack per round.

If only one ring is used, it can parry normally but does not get an Extra Attack.

Block: The Block option functions like a parry, but if it succeeds it means that the adversary's weapon remains stuck between the halfmoon and the inside of the ring. Make a successful opposed Strength check to free the weapon from the ring, and if the weapon is a two-handed weapon it gains a +2 bonus to the check. The character can benefit from this situation, and while holding the enemy's weapon with one of the rings, he can use the other to stab the enemy. Clearly, if the adversary's weapon is blocked, the enemy cannot use to parry or improve his AC.

Disarm: The Disarm option's penalty doubles if using using two rings simultaneously to disarm the adversary, trapping the weapon within both rings.

SABRE (SCIMITAR)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	12 gp	50	60	3

Rk	Damage	Defence	Special
Ba	1d8	–	Sever
Sk	1d10	H: –1/1	Disarm, Parry 1
Ex	1d10+3	H: –2/2	Disarm (–1), Parry 2
Ad	1d10+5	H: –3/3	Disarm (–2), Parry 2
Ma	1d10+8	H: –4/4	Disarm (–3), Parry 3

Appearance: The sabre is a sword with asymmetrical single edged blade 32 inches long, straight, heavy and curved in the upper half, which after a parallel course widens at the jelmàn (lower third of the blade) with a cutting edge on the back that gradually narrows until it terminates in a sharp point. The hilt is short, straight or curved, with an enlargement at the crosspiece and ears that jut from the sides of the blade and the grip, usually with short straight arms, ending in lobes or a ball.

The sabre is the characteristic long sword of the Scythians and Mongol cavalry, which later spread to the Middle East (Persia and Turkey in particular) and in Europe only from the beginning of the Middle Ages. The term sabre derives from the Magyar *szablya*, which was the typical sabre of the huns, from which it derives. Among the Arabs the sabre is known as the scimitar, which derives from the term shamshir ("lion's tail"), the original name of the Persian sabre due to its slender and wavy form. The scimitar is distinguished from the sabre by its greater curve and the hilt, which has a handguard (but the statistics remain the same).

Use: The sabre is a sword lighter and easier to wield than the long sword, and because of this it is preferred by Asian, Arabic, and European cavalry, afterwards becoming a sign of prestige, used to distinguish officers and NCOs from normal soldiers.

SAI (SA)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	3 gp	20	30	3

Rk	Damage	Defence	Special
Ba	1d4	H: –1/1	Ambidexterity, Disarm
Sk	1d6	H: –2/2	Ex Atk, Disarm (–1), Parry 1
Ex	1d8+1	H: –3/2	Disarm (–2), Parry 2
Ad	2d6	H: –3/3	Disarm (–4), Parry 2
Ma	2d6+2	H: –4/3	Disarm (–6), Parry 3

Appearance: The sai (or sa) is a small weapon with a 1 foot metallic, edgeless put pointed blade, with a leather grip and two curved hooks whose ends point towards each other to form a guard. A version called ***nunti-sai*** has part of its guard turned upwards and the other downwards.

Use: The sai is a piercing weapon and is particularly used to disarm the adversary thanks to the two hooks of the guard. Usually sai are used in pairs, holding one per hand: the character attacks with one sai, while parrying or attacking with the other.

Special: Extra Attack: From Skilled rank, when using two sai simultaneously, it is possible to exploit their wieldiness to make an Extra Attack against the enemy, striking first with one and then the other sai in rapid combination. Despite the number of feasible attacks, it is only possible to make one Extra Attack per round.

If only one sai is used, it can parry normally but does not get an Extra Attack.

SAP

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	B	5 sp	20	10	2

Rk	Damage	Special
Ba	1d3	Debilit. damage, K.O. +10%, Stun
Sk	1d4	K.O. +15%, Stun (–1)
Ex	1d6	K.O. +20%, Stun (–2)
Ad	1d8	K.O. +25%, Stun (–3)
Ma	1d8+2	K.O. +30%, Stun (–4)

Appearance: The sap is a small leather sack filled with sand, gravel, or small pieces of metal to strengthen the blow. It is a good means of knocking out an adversary without killing him.

Use: The sap is used to strike the enemy on the head (aimed blow). Seeing that the attack is usually made from behind, this cancels the penalty for aimed blows against enemies of the same size. For frontal attacks the Attack Roll suffers a penalty based on the victim's size (see Table 2.16).

The sap causes no damage or any other effect on those protected by breastplate armour or better; if however he is able to remove the metal helm and strike the head, the sap functions normally.

The sap only causes debilitating damage.

Special: K.O.: Used to strike the head (aimed blow) of a living being of up to 2 sizes larger, the sap is capable of provoking the temporary loss of consciousness. With each blow to the head that follows, the chance that the

victim faints is equal to the percentage of hp lost, to which is added the appropriate mastery rank bonus. If the d100 roll is less than this percentage, the victim faints for 3d6 minutes less the character's Consitution score (1 round minimum). A favourable *Heal* or *Medicine* check halves the recovery time (with a critical success, the victim recovers instantly).

Stun: Normally a weapon can only stun creatures of the same size or smaller. However, since the sap is always only used against an opponent's head, this technique allows the sap to also stun up to two sizes larger than the sap (therefore in this case it functions against small and medium sized creatures).

SARISSA – SEE PIKE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	H	P	12 gp	160	80	3

Appearance: The sarissa is a very long pike (between 15 and 18 feet) that originated with the Macedonian phalanxes.

Statistics: The sarissa uses the statistics of the pike but inflicts a damage dice higher and Impales 1 additional Hit Dice at each mastery rank.

Use: Due to its extreme size, the sarissa cannot be wielded in hand-to-hand combat: its only use is as a deterrent against charging adversaries, as its long haft allow it to be Set vs. Charge and hold oppents at distance. Medium-sized creatures can use the sarissa only for a single attack against a charge (Set vs. Charge): for any other manoeuvre it is too unwieldly. Large sized creatures instead can use it like a pike that causes a damage dice higher.

Those that can use the pike can use the sarissa with the same level of mastery and vice-versa.

SCOURGE (FLAGELLUM, RIDING CROP)

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	S	B	5 sp	20	–	2

Damage	Special
1d3	Lash

Appearance: The scourge (also called flagellum or riding crop) is a tool developed from the whip and the horsewhip used to whip criminals. It has a leather grip from which emerge several leather strips that end in a knot.

One particular type of scourge has nine strands (the maximum possible) is called the **cat-of-nine-tails**, while another is called the **hooked scourge** has leather strips equipped with metal barbs or spines.

Statistics: The scourge can inflict mortal ordebilitating damage with each lash, as chosen by the wielder.

The hooked scourge always produces slashing mortal damage at every mastery rank, costs double (1 gp) and causes 1 point of damage more (1d4).

Use: The scourge was created to inflict severe corporal punishment without the risk of suddenly killing the victim. It is a sadistic tool, which keeps the victim

conscious so that he can savour all the pain of the punishment. If used for too long, the damage produced by the scourge can be mortal.

The scourge is completely useless against individuals protected by any type of full armour: not causing any damage or special effect.

Special: Lash: The scourge can cloud the victim's mind because of the pain inflicted. With each blow, the victim must make a ST vs. Death Ray (Body) or lose 1 point of temporary (the lost points return at the rate of 1 per minute once the torture ends). If his Constitution is reduced to zero or less, the victim faints and remains unconscious until his Constitution returns to a positive value. The scourge can lash creatures up to one size larger than itself.

SCYTHE

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	L	S	5 gp	110	70	2

Damage	Special	Linked weapon
1d8	Sever	Scythe, Straight

Appearance: The scythe has a 6 foot shaft that has a slightly curved, single-edged blade about 2½ feet long fixed at right angles to the top of the handle (its shape resembles a number 7).

Use: The scythe is an agricultural tool that was later adopted for martial use, especially used by peasants and conscripts. The scythe has two small wooden grips that jut from the staff (the first is on the haft parallel to the blade, the second is at right angles to the other) and can never be used in one hand, despite the character's Strength.

If needed, the scythe can be used as a two-handed improvised weapon (which however can be used in close combat without penalty, due to its inexcessive length), taking advantage of any mastery in the straight scythe (except for the Set vs. Charge option, since the scythe's point is perpendicular to the handle).

SCYTHE, CHAIN

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	T/B	7 gp	70	40	3

Rk	Scythe	Chain	Defence	Special
Ba	1d4	1d6	–	Hook, Distance, Sever
Sk	1d6	1d8	A: –1/1	Hook (–1)
Ex	2d4	1d10	A: –2/1	Hk. (–1), Par. 1, Stran (20)
Ad	2d4+2	2d6	A: –2/2	Hk. (–2), Par. 1, Stran (20)
Ma	3d4+2	2d6+2	A: –3/2	Hk. (–3), Par. 2, Stran (19+)

Appearance: The chain-scythe is a typical oriental double weapon with a sickle blade fixed at right angles to a short grip, which is attached to a 6-10 foot long metal chain that ends in a weight, and that allows attacks at range both with the scythe and the chain.

Statistics: If the chain-scythe's Hit Points are reduced to half, it means that the chain is broken and it is not possible to use the Hook and Strangle special effects with the chain, or use the scythe at range.

Use: The chain-scythe is an extremely versatile and wieldly weapon. It can throw the scythe (slashing damage) or the weight (bludgeoning damage) against the victim to wound or trap him, or wield the scythe in a hand-to-hand attack. Despite the chain's length it is considered a medium-sized weapon given its wieldiness, but it is always used two-handed.

Special: A chain-scythe has a reach equal to the chain's length. This means that it can hit any target within that range.

Hook: The character can try to attack an enemy both with the chain and the scythe to hook a limb. Moreover, the attacker can also choose to hook an object held by the victim instead of a limb. In this case, if the victim's ST fails, the chain tears the object from the hand and throws it 3d6 feet in a direction chosen by the attacker.

Parry: The attempt to parry an adversary's blow can only be made with the scythe.

Strangle: If the chain's attack roll's dice result is the number between parentheses, the chain wraps around the victim's neck and strangles him. If the ST succeeds, the victim is not strangled, but is hooked by the chain (new ST necessary).

SCYTHE, HEAVY

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	M	S	12 gp	120	80	4

Rk	Damage	Defence	Special
Ba	1d10+1	–	Sever
Sk	2d6+1	H: –1/1	Parry 1
Ex	2d6+4	H: –2/1	Parry 2
Ad	2d6+7	H: –2/2	Parry 2
Ma	2d6+10	H: –3/2	Parry 3

Appearance: The heavy scythe has a short leather covered wooden handle hardly 3 feet long, a 2 foot long heavy curved blade sharpened on the convex part that is fixed on the summit and a circular disc at the base of the blade to stop blood from runnig down the handle making it slippery.

Use: The heavy scythe is usually used to cripple enemies or their mounts, and it is the preferred weapon by the more robust infantry soldiers, who consider the straight scythe not man enough (a weapon fit for women or peasants, especially in medieval Japan).

SCYTHE, STRAIGHT (FALCASTRA, MILITARY SCYTHE)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	7 gp	90	50	3

Rk	Damage	Defence	Special
Ba	1d8+1	–	Set vs. Charge, Sever
Sk	1d10+1	H: –1/1	Parry 1
Ex	2d6+2	H: –2/1	Parry 2
Ad	2d6+4	H: –2/2	Parry 2
Ma	2d6+7	H: –3/3	Parry 3

Appearance: The straight scythe (also called the military or war scythe, or falcastra in Thyatian) has a robust staff about 5 feet long, which ends in a 16 inch convex head with an edge that can be in the concave part

(the Thracian rhomphaia or the long Dacian falx) or in the convex (the Japanese naginata) and pointed at its upper end, so it can be used against enemy charges. It is the most primitive military version of the scythe, in which the blade is mounted on the same axis as the staff with reduced dimensions to be more easily wielded.

Use: The straight scythe is a two-handed weapon that can however be used in close combat without penalty, given its inexcessive length.

SHIELD, KNIFE

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	S	15 gp	60	60	1

Rk	Damage	Defence	Special
Ba	1d4	A: –1/1	Ambidex, Attack Bonus, Fragile
Sk	1d6	A: –2/1	Parry 1
Ex	1d8	A: –2/2	Parry 1
Ad	1d10	A: –3/2	Parry 2
Ma	2d6	A: –3/3	Parry 2

Appearance: The knife shield is a shield that can have from two to six short blades on its border (the shape of the blades varies from simple triangular teeth to arched, undulating, or jagged blades).

Statistics: The damage, cost, encumbrance, and Hit Points given here refer to a medium-sized shield. Increase or reduce the variables listed above if the blades are applied to a different sized shield (see the Chapter 1 section on Shields).

The AC bonus is added to the normal bonus relating to the size of shield used.

Use: Remember that it isn't possible to use the defensive or offensive abilities or the special effects of a knife shield that is 2 sizes larger than its user. Moreover, it isn't possible to use a shield and a shield weapon simultaneously.

Special: Bonus Attack: It is possible to make an additional attack with the shield's weapon with a –2 penalty to the Attack Roll, in addition to the attacks its owner normally has.

Parry: The armed shield can be used to parry even if another weapon has been used to attack. However, if the shield weapon was used, he cannot parry with the other weapon, but he can add the AC bonus given by the armed shield to that of the other weapon.

Fragile: Each time it makes a Critical Hit (18-20 on the d20) or Fumbles (1 on the d20) there is a 40% chance that the shield's blade snaps and renders the weapon unuseable. If the blades are magical the chance drops to 20%.

SHIELD, LANTERN

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	S/P	40 gp	80	80	5

Rk	Damage	Defence	Special
Ba	1d6	A: –1/1	Dazzle, Attack Bonus
Sk	1d8	A: –2/1	Parry 1
Ex	1d8+2	A: –2/2	Parry 1
Ad	1d8+5	A: –3/2	Parry 2
Ma	1d8+8	A: –3/3	Parry 2

Appearance: The lantern shield is an invention of Renaissaince Italy, designed to be used for a very specific fighting technique. It is medium sized round shield mounted on an elbow length glove, with a 2 foot blade inserted between the shield and the glove and two metal spurs that jut from the shield for some twelve inches, a little above the blade. Within the shield is mounted a small lantern and on the shield's outer surface is a small shutter that can be raised to expose the lantern's light, once lit.

Statistics: The AC bonus granted to the character is added to the bonus of –1 relative to a medium shield.

The lantern emits a cone of light 60 feet long and 3 feet wide for every 10 feet of length, and can burn for 1 hour consuming half a flask of oil.

Use: The lantern shield is the only shield weapon treated as a complex weapon, rather than as a shield to which an offensive capability has been added. The lantern shield has many combat options, but due to its versatility it is a heavy weapon, difficult to wield and use at best. As such it is a very rare weapon, usually only liked by particularly creative and mould-breaking fighters. Its weapons allow it to make slashing (with the blade) or piercing (with the spurs) attacks.

Special: Dazzle: If the lantern is lit, it can be used to dazzle the opponeny by directing the cone of light at his eyes. The adversary must make a ST vs. Paralysis (Dodge) to shield himself in time to avoid temporary blindness: if the ST succeeds, the victim simply has his sight obscured for 1d4 rounds (–1 penalty to Attack Rolls and Armour Class), but if it fails he is blinded for 1d4 rounds. The Saving Throw suffers a –1 penalty if the shutter is opened suddenly (but this requires a Dexterity check, otherwise it uses an attack action), and the effect is useless if used in daylight or against oppoenents over 30 feet away.

Bonus Attack: It is possible to make an additional attack to those he normally has using the blade or spurs with a –2 penalty, but if the character isn't ambidexterous and the shield is used in the offhand, it incurs the normal penalty for an offhand attack.

Parry: The lantern shield can also be used to parry even if another weapon has been used to attack. However, if the shield weapon was used, he cannot parry with the other weapon, but he can add the AC bonus given by the armed shield to that of the other weapon.

SHIELD, SPIKED

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	13 gp	65	65	1

Rk	Damage	Defence	Special
Ba	1d4	A: –1/1	Ambidex, Attack Bonus, Fragile
Sk	1d4+1	A: –2/1	Parry 1
Ex	1d4+2	A: –2/2	Parry 1
Ad	1d6+2	A: –3/2	Parry 2
Ma	1d8+2	A: –3/3	Parry 2

Appearance: The spiked shield is a circular shield with a single 1 foot conical point in the shield's centre and it is used as a second weapon; in some cases it also has several shorter points placed around the central point.

Statistics: The damage, cost, encumbrance, and Hit Points given here refer to a medium-sized shield. Increase or reduce the variables listed above if the spike is applied to a different sized shield (see the Chapter 1 section on Shields), and reduce the damage for spikes of inferior material (horn, bone, wood, etc.).

Its AC bonus is in addition to the normal AC bonus of the shield.

Use: Remember that it isn't possible to use the defensive or offensive abilities or the special effects of a spiked shield that is 2 sizes larger than its user. Moreover, it isn't possible to use a shield and a shield weapon simultaneously.

Special: Bonus Attack: It is possible to make an additional attack with the shield's weapon with an Attack Roll with a –2 penalty, in addition to the attacks its owner normally has.

Parry: The armed shield can be used to parry even if another weapon has been used to attack. However, if the shield weapon was used, he cannot parry with the other weapon, but he can add the AC bonus given by the armed shield to that of the other weapon.

Fragile: Each time it makes a Critical Hit (18-20 on the d20) or Fumbles (1 on the d20) there is a 40% chance that the shield's blade snaps and renders the weapon unuseable. If the blades are magical the chance drops to 20%.

SHIELD, SWORD

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	S/P	30 gp	90	80	3

Rk	Damage	Defence	Special
Ba	1d6	A: –1/1	Ambidex, Attack Bonus, Fragile
Sk	1d6+2	A: –2/1	Parry 1
Ex	1d6+4	A: –2/2	Parry 1
Ad	1d6+7	A: –3/2	Parry 2
Ma	1d8+7	A: –3/3	Parry 2

Appearance: The sword shield is a shield that has various sword blades (slashing damage) or spear points (piercing damage) that jut from the sides (if rounds) or from the ends (if oblong).

Statistics: The damage, cost, encumbrance, and Hit Points given here refer to a medium-sized shield. Increase or reduce the variables listed above if the blades are

applied to a different sized shield (see the Chapter 1 section on Shields).

Its AC bonus is in addition to the normal AC bonus of the shield.

Use: Remember that it isn't possible to use the defensive or offensive abilities or the special effects of a sword shield that is 2 sizes larger than its user. Moreover, it isn't possible to use a shield and a shield weapon simultaneously.

Special: Bonus Attack: It is possible to make an additional attack with the shield's weapon with a –2 penalty to the Attack Roll, in addition to the attacks its owner normally has.

Parry: The armed shield can be used to parry even if another weapon has been used to attack. However, if the shield weapon was used, he cannot parry with the other weapon, but he can add the AC bonus given by the armed shield to that of the other weapon.

Fragile: Each time it makes a Critical Hit (18-20 on the d20) or Fumbles (1 on the d20) there is a 40% chance that the shield's blade snaps and renders the weapon unuseable. If the blades are magical the chance drops to 20%.

SHOVEL (SPADE)

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	M	B	2 gp	90	40	2

Damage	Linked weapon
1d5	Quarterstaff

Appearance: The shovel is an agricultural tool with a wooden 4 foot long handle to whose summit is fixed a slightly concave edgeless blade of square or triangular form about 16 inches wide.

Use: The shovel is used to collect and move earth, sand, stones, dung, or other materials, and is mainly used in building or in the fields, holding the long handle in both hands.

The shovel is also used as an improvised offensive weapon exploiting any mastery in quarterstaff.

SIANGKAM

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	P	1 gp	15	20	2

Rk	Damage	Defence	Special
Ba	1d4	A: –1/1	Ambidexterity
Sk	1d6	A: –2/1	Extra Attack, Parry 1
Ex	1d8+1	A: –2/2	Parry 2
Ad	2d6	A: –3/2	Parry 2
Ma	2d6+2	A: –3/3	Party 3

Appearance: The siangkam resembles a 16-20 inch long metal arrow, with a wooden grip in place of the flights and a rather thicker shaft.

Use: Usually the siangkam is used in pairs, holding one in each hand: the character attacks with one siangkam, while Parrying or Impaling with the other.

It is possible to use a common arrow in place of the siangkam due to its likeness, but with each blow there is a 50% chance that the arrow breaks.

Special: Extra Attack: From Skilled rank, when using two siangkams simultaneously, it is possible to exploit their wieldiness to make an Extra Attack against the enemy, striking first with one and then the other siangkam in rapid combination. Despite the number of feasible attacks, it is only possible to make one Extra Attack per round.

If only one siangkam is used, it can parry normally but does not get an Extra Attack.

SICA (SHOTEL)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	6 gp	40	30	2

Rk	Damage	Defence	Special
Ba	1d6	–	Ignore Shield
Sk	1d8	H: –1/1	Parry 1
Ex	1d8+2	H: –2/1	Parry 1
Ad	1d10+3	H: –2/2	Parry 2
Ma	1d10+6	H: –3/2	Parry 2

Appearance: These 'curved' swords with a pronounced bend are used as piercing weapons to strike an enemy behind his shield.

The Thracian **sica** is a martial weapon derived from the sickle and the Dacian falx but with a different function. It has a guardless, wooden grip with a double-edged 1½ foot long blade has a 45° curve halway along it and a sharp point.

The **shotel** is an Ethiopian weapon (Tanagoro on Mystara) similar to a large hook, with a short wooden handle without a guard on which is fixed a long edgeless head that curves at the upper end to form a halfmoon with a very sharp point.

Use: The sica is used as a piercing weapon, to impale an enemy shiding behind a shield and to strike him from behind.

SICKLE

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	S	S/P	2 gp	25	20	2

Damage	Special	Linked weapon
1d4	Sever	Sword, Sickle

Appearance: The sickle is a typical harvesting tool, with a single edged curved blade in the form of a crescent moon with a grip at right angles to one of its ends.

An oriental version (kama) has a slender, 1½ foot long staff-like grip, with a single edged slightly curved blade at the upper end at right angles to the handle (the small version of the scythe).

Statistics: Since the blade of the sickle is extremely arched and slender, the damage it inflicts is a die less than its size would normally warrant (1d4 rather than 1d5).

Use: The sickle is an agricultural utensil mainly used to harvest cereals or gather herbs and fruits.

In case of need it can be brandished as an improvised weapon, exploiting the mastery of the sickle sword and striking with both the edge and point (like a hook).

SLEDGEHAMMER

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	M	B	4 gp	100	60	2

Damage	Special	Linked weapon
1d6	Delay	Maul, War

Appearance: The sledgehammer has a three foot long handle equipped with a heavy, double faced metal head (heavier than the common hammer).

Statistics: Since the sledgehammer's head is extremely heavy, the damage it inflicts is a dice higher than its size would normally grant (1d6 rather than 1d5).

Use: The sledgehammer is a work tool mostly used to break stone or for demolition work. Despite being a medium sized object, its weight is so concentrated towards the head (much larger and heavier than the handle) that it makes the impact more incisive, and this means that it is normally used with two hands by creatures with medium strength.

If needed, the sledgehammer can be used as an improvised weapon, exploiting any mastery in the warhammer, without however gaining it defensive bonus (as the sledgehammer is used two-handed).

SLING

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	T	B	2 sp	1	–	1

Rk	Range	Damage	Special
Ba	15/30/45	1d4	–
Sk	18/36/54	1d6	Delay (s)
Ex	21/42/63	2d4	Delay (m)
Ad	24/48/72	3d4	Delay (m) or Stun (s)
Ma	27/54/81	3d4+2	Delay (m) or Stun (s)

Appearance: The sling is a missile weapon formed from a leather strap at whose centre is a pouch to hold a projectile.

Use: The throwing technique involves quickly rotating the bullet held in the pouch with the hand the two ends of the strap; reaching maximum velocity, the bullet is fired by letting go of one of the two ends.

Special: <u>Delay or Stun</u>: The effect generated depends on the range to the target. Delay and stun only effect creatures of up to two sizes larger than the sling (thus maximum size Medium).

<u>Stun</u>: The bullet can only stun creatures not protected by any type of helm.

SPADE

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	M	B	1 gp	70	30	2

Damage	Linked weapon
1d5	Club

Appearance: The spade is an agricultural tool with a 3 foot wooden handle with a small crosspiece on the upper end, and ends with a flat spade about 8 inches square without an edge.

Use: The spade is normally used to dig and lossen the earth, holding the crosspiece with one hand and the handle with the other, and forcing the blade into the earth with a foot on the upper part of the head.

On occasion it can be held as an improvised weapon, twirling the head to perform bludgeoning blows using the mastery of the club.

SPEAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	P	8 gp	70	40	1

Rk	Range	Damage	Defence	Special
Ba	20/40/60	1d8+1	–	Set vs. Ch, Impale (3)
Sk	20/50/70	1d8+3	A: –1/1	Impale (6), Parry 1
Ex	30/60/80	2d6+2	A: –2/2	Impale (9), Parry 2
Ad	30/70/90	2d6+5	A: –3/2	Impale (12), Parry 2
Ma	40/90/100	2d6+8	A: –3/3	Impale (15), Parry 3

Appearance: The spear is formed from a 6 foot, wooden shaft surmounted by a double-edged metal tip.

Use: The spear is a piercing weapon that derives from the javelin, and represents the military development of a simple hunting weapon, the main infantry weapon (given its multiple uses). The spear's length renders it only usable in melee with two hands, but at the same time its size and balance allow it to be used in close combat without penalty, and even thrown to strike the enemy at range, although in most cases it is mainly used to break up the ranks of enemy cavalry and prevent their charge from wiping out the infantry. It can also be used from horseback only as a hunting weapon (the ancestor of the lance) and in this case inflicts Double Damage.

SPEAR, CHAIN

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P/B	16 gp	100	70	3

Rk	Spear	Chain	Defence	Special
Ba	1d8	1d6	–	Set vs. Ch., Ig. Sh., Impale (2)
Sk	1d8+2	1d8	H: –1/1	Hook, Impale (4)
Ex	2d6+1	1d8+2	H: –2/2	Hk. (–1), Impale (6), Parry 1
Ad	2d6+4	1d8+4	H: –3/2	Hk. (–2), Impale (8), Parry 1
Ma	2d6+7	1d8+6	H: –3/3	Hk (–3), Impale (10), Parry 2

Appearance: The spear-chain is an oriental double weapon with a 6 foot long spear with a metal point that has a 3 foot chain attached at the lower end of the handle.

Use: The spear-chain be used as both a bludgeoning weapon (catena) and as a piercing weapon (spear), but is always a two-handed weapon.

Special: The chain has a 10 feet reach. This means that it can hit any target within that range and ignore its shield.

<u>Hook</u>: The character can try to attack an enemy with the chain to hook a limb. Moreover, the attacker can also choose to hook with the chain an object held by the victim instead of a limb. In this case, if the victim's ST fails, the chain tears the object from the victim's hand and throws it 1d20 feet in a direction chosen by the attacker.

<u>Parry</u>: The attempt to parry an adversary's blow can only be made using the spear.

SPEAR, DOUBLE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	12 gp	90	60	4

Rk	Damage	Defence	Special
Ba	1d8	–	Ex Atk, Set vs. Charge, Impale (1)
Sk	1d8+2	H: –1/1	Impale (3), Parry 1
Ex	1d10+3	H: –2/2	Impale (5), Parry 2
Ad	1d12+3	H: –3/2	Impale (7), Parry 2
Ma	1d12+5	H: –3/3	Impale (9), Parry 3

Appearance: The double spear is an oriental double weapon with a 6 foot haft that has a double edged metal spike at both ends.

Use: It is a piercing weapon originally used by Shaolin monks, who exploit all of its potential, as due to its configuration, it can simultaneously attack two diametrically opposite creatures or try and simultaneously Impale them without penalty, even though it isn't possible to effectively throw the double spear (so it isn't a thrown weapon).

Special: Extra Attack: The first attack is made with one of the two ends, and the Extra Attack can be made with the opposite end but only if the second victim is diametrically opposite the first. It is not possible to have an Extra Attack if fighting back to back with an ally.

SPEAR, FORKED

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	P	6 gp	90	40	1

Rk	Damage	Defence	Special
Ba	1d8	–	Set vs. Charge, Impale (3)
Sk	1d10	H: –1/1	Disarm, Impale (6)
Ex	2d6+1	H: –2/2	Disarm (–1), Impale (9), Parry 1
Ad	2d6+4	H: –3/2	Disarm (–2), Impale (12), Parry 1
Ma	2d6+7	H: –3/3	Disarm (–3), Impale (15), Parry 2

Appearance: The forked spear is a primitive weapon with a 6 foot long wooden haft that is divided into two parallel wooden points at both ends (longer at the upper end, shorter at the lower end).

Use: The forked spear is a two-handed piercing weapon, which however can be used in close combat without penalty, due to its inexcessive length. Moreover, the twin points allow the weapon to be used to easily Disarm opponents as well as to parry blows.

SPEAR, MOON AND STAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	P/S	15 gp	70	50	4

Rk	Damage	Defence	Special
Ba	1d6	–	Extra Attack
Sk	1d8	H: –1/1	Parry 1
Ex	1d10	H: –2/2	Parry 2, Disarm
Ad	1d10+2	H: –3/2	Parry 2, Disarm (–1)
Ma	1d12+3	H: –3/3	Parry 3, Disarm (–2)

Appearance: This exotic double weapon is a Chinese invention (Ochalese on Mystara), that is often used by martial arts masters. It is a 4½ foot long two pointed spear with a halfmoon blade that juts from the centre of

the handle, with cutting edges in the concave part. It gets its name from it central moon shaped blade, while the points at the ends symbolise the stars of the sky

Use: The weapon can be effectively used both as a slashing weapon thanks to the central blade, and as a piercing weapon thanks to the two points at both ends. Moreover, the two lateral points permit attacks against enemies on the flank with the same ease as those at the front. The inexcessive length of the spear and its balance allow it to be used with both one hand and two hands.

Special: Extra Attack: To take advantage of the Extra Attack it is necessary to hold the weapon with two hands. The first attack is made with a spear point, while the second can be made with the central blade or with the other point. Due to its configuration, it is possible to make two attacks against two diametrically opposite creatures without any penalty.

SPEAR, TRIPLE (ADARGA)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	P	30 gp	120	100	4

Rk	Damage	Defence	Special
Ba	1d8	A: –1/1	Guard (+3)
Sk	1d10	A: –2/1	Extra Attack, Parry 1
Ex	1d12	A: –2/2	Parry 2
Ad	1d12+3	A: –3/3	Parry 2
Ma	1d12+6	A: –4/3	Parry 3

Appearance: This double weapon is also called the adarga (from the arab term "daraq", a Moorish shield) was invented by the Moors in the Middle Ages and consists of a 5 foot two headed spear, with a buckler square or rhomboidal shield attached to the centre of the handle from which protrudes another 1 foot piercing blade.

Statistics: The AC bonus is the only bonus granted by the weapon (as it has the traits of a buckler shield).

Use: Given its balance and employment, the triple spear is a weapon that must be held in two hands to exploit the Extra Attack. Moreover, the two lateral points allow attacks against flanking enemies with the same ease as those to the front.

Special: Extra Attack: The first attack is made with the one of the two pointed ends, and the Extra Attack can be made with the opposite end, or with the central spear point of the shield-guard. Due to its configuration, it is possible to make two attacks against two diametrically opposite creatures without any penalty.

SPEARGUN

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	50 gp	60	50	4

Rk	Range	Damage	Special
Ba	20/40/120	2d4	Impale (3)
Sk	30/60/120	2d4+2	Impale (6), Delay (s)
Ex	40/70/120	2d4+4	Impale (9), Delay (s)
Ad	50/80/120	3d4+3	Impale (12), Delay (s)
Ma	60/90/120	3d4+6	Impale (15), Delay (m)

Appearance: The speargun is a crossbow like missile weapon with a muzzle-loading barrel from which emerges a small harpoon. The speargun uses a spring or compressed gas system to fire the harpoon at a target. The harppon can have various types of point and are usually made to impale a target. Some spearguns have a cord attached to the harpoon's point to aid its recovery.

Use: The speargun uses a mechanical system to fire the dart that makes it particularly useful underwater. In effect, it can be used with the same statistics both on the surface and underwater (hence its other name "subaquatic crossbow").

It requires a full round to recover the fired harpoon and reinsert it into the speargun or to reload the speargun with another harpoon.

Special: Each harpoon fired automatically causes the impale effect.

SPEARTHROWER (ATLATL, AZTAXXI, WOOMERA)

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	S	P	5 sp	10	–	1

Appearance: The spearthrower (called the *atlatl* by precolumbian populations, *aztaxxi* by the Atruaghina, and *woomera* by the Australian aborigenies and wallara) is a light 2 foot long staff hollowed at one end to form a cup (an instrument similar to the glove for pelota), in which the javelin is fixed for throwing.

Statistics: As it isn't a weapon but a tool that is used in combination with a thrown weapon there is no mastery in the use of a spearthrower

Use: The spearthrower is used to increase the range of any type of javelin like thrown weapon of medium size or shorter (including the harpoon). The use of the spearthrower increases the javelin's maximum range by a third (without modifying the short or medium range limits), and increases the damage inflicted by the weapon by two points. However it requires an attack to correctly position the weapon in the spearthrower, so unless the character has multiple attacks, it isn't possible to load the weapon and throw it in the same round.

SPETUM (CHAUVE-SOURIS)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	12 gp	100	70	4

Rk	Damage	Defence	Special
Ba	1d10	H: –1/1	Set vs. Charge, Reach
Sk	2d6	H: –2/1	Disarm, Trip
Ex	2d6+3	H: –2/2	Disarm/Trip (–1)
Ad	2d8+3	H: –3/2	Disarm/Trip (–1), Parry 1
Ma	2d8+7	H: –3/3	Disarm/Trip (–2), Parry 2

Appearance: The spetum (called the chauve-souris by the Averoignese who introduced it to Mystara, literaly "bat" because of the head's form) has a 6 foot long haft surmounted by a central 1 foot metal blade of various sections (from square to flattened diamond) and two lateral often hooked prongs that jut at an acute angle from the base of the central point, with a single edge in the concave part. A tight socket gives a solid join between the head and the haft.

Use: This sort of long trident is an evolution of the ranseur and its central point is used to impale opponents, while the two prongs serve to Disarm and Trip, or to unseat cavalry.

Special: Disarm/Trip: The penalty listed for Disarm and Trip apply to both effects.

STAFF (STAVE)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	B	5 sp	30	20	1

Rk	Damage	Defence	Special
Ba	1d5	–	–
Sk	1d6+1	A: –1/1	Parry 1, Delay
Ex	1d8+1	A: –2/1	Disarm, Parry 1, Delay
Ad	1d8+3	A: –2/2	Disarm (–1), Parry 2, Delay
Ma	1d10+3	A: –3/3	Disarm (–2), Parry 3, Delay

Appearance: The staff is a hard wooden stick of about 1-1½ inches in diameter and 4 foot long, the shorter version of the common quarterstaff.

Use: The staff is a bludgeoning weapon that is easy to acquire and use (particularly popular in martial art schools). It is often used as a simple but effective defensive and offensive weapon, as it can emulate the quarterstaff and sword.

If the character wants to, he can use the staff so that the damage produced is all debilitating at any mastery rank.

STAFF-CHAIN

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	B	12 gp	100	60	4

Rk	Staff	Chain	Defence	Special
Ba	1D6+1	1D6	–	Hook, Extra Attack, Ignore Shield, Reach
Sk	1D8+1	1D8	A: –1/1	Hk, Disarm, Parry 1
Ex	1D8+3	1D8+2	A: –2/2	Hk/Disarm (–1), Parry 1, Delay, Trip
Ad	1D10+4	1D8+4	A: –3/3	Hk/Disarm (–1), Parry 2, Delay, Trip
Ma	2D6+5	1D8+6	A: –4/3	Hk/Disarm (–2), Parry 3, Delay, Trip

Appearance: The staff-chain is a typical double weapon used by oriental monks. It has a 6 foot staff with a metal head at the top (similar to a war staff), but the staff's upper part is hollow and hides the chain to which a weight is attached (so it doesn't look like a weapon). When the character removes the upper catch, the weight drags the chain out, which can be used normally.

Use: The staff-chain is a two-handed weapon that nevertheless can be used in close combat without penalty, given its inexcessive length.

Special: The staff's chain has a reach of 10 feet. So it can strike any target within that range and ignore shields.

Hook: The character can try to attack the enemy with the chain to hook a limb. Moreover, the attacker can also choose to hook with the chain an object held in the

victim's hand instead of a limb. In this case, if the victim's ST fails, the chain tears the object from the victim's hand and throws it 1d19 feet in a direction chosen by the attacker.

Extra Attack: The character usually carries out the first attack with the staff end and the extra attack with the chain.

Disarm: The attempt to disarm an opponent can be made using either the staff (only in melee) or the chain (both at distance and in melee).

Parry or Trip: The attempt to parry a blow or trip the opponent can only be made with the staff.

Delay: This effect is applied to hits with both the chain and the staff.

STAFF, FEATHER

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	B/P	20 gp	90	60	5

Rk	Staff	Trident	Defence	Special
Ba	1d6	1d8	H: –1/1	Set vs. Charge, Reach, Impale (2)
Sk	1d6+2	1d8+3	H: –2/1	Disarm, Impale (4), Parry 1, Delay
Ex	1d8+2	2d6+2	H: –2/2	Disarm (–1), Imp. (6), Parry 1, Delay
Ad	1d8+5	2d6+5	H: –3/2	Disarm (–2), Imp. (8), Parry 2, Stun
Ma	1d8+7	2d6+8	H: –3/3	Disarm (–3), Imp. (11), Parry 2, Stun

Appearance: The feather staff is a double weapon that has a 5½ foot long metal staff whose upper end terminates in three blades: the central (2 foot long of rhomboidal cross-section) is flanked by the other two much shorter and spreading blades. The three blades are held in a cavity and spring out when the cap is removed.

Use: The feather staff is a weapon favoured by infantry and sailors as they are easy to conceal (resembling an innocuous staff), that can be used against charging enemies and to hold enemies at range (but only when the three blades are exposed).

Exposing the blades takes no time, but it needs at least 2d4 rounds to retract them. Moreover, if the feather staff loses at least half of its Hit Points, it is considered that the mechanism that releases the blades has been damaged and the blades remain stuck within the haft until the feather staff is repaired.

Special: The delay and stun effects can only be used when the feather staff is used as a quarterstaff, while Set vs. Charge, Impale, and disarm can only be used when the blades are deployed and it is used like a trident. The parry option and the AC bonus can always be used, independently of the staff's current configuration.

STAFF, HOOKING

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	B	10 gp	120	70	3

Rk	Damage	Defence	Special
Ba	1d6+1	A: –1/1	Reach, Entangle
Sk	1d8+1	A: –2/1	Entangle (–2), Trip
Ex	1d10+1	A: –2/2	Entangle (–4), Trip (–1)
Ad	1d10+4	A: –3/2	Entangle (–6), Trip (–2)
Ma	1d10+6	A: –3/3	Entangle (–8), Trip (–2)

Appearance: The hooking staff is an oriental weapon with a 7 foot long, wooden staff reinforced with metal at its upper end, which has a metallic head of various forms (the most common are T or U shapes) equipped with spikes and barbs.

Use: The hooking staff is used to capture people as some points catch in clothing, but on occasion it is also used to injure the fugitive. The listed damage is considered to be bludgeoning damage when the weapon is used to damage the adversary.

Special: Entangle: The weapon can be used to hook an enemy's clothing. If the character uses this effect, the victim must make a ST vs. Paralysis to avoid his clothing becoming tangled in the staff's barbs. If the ST succeeds, the victim is free of the barbs with the only disadvantage of having his clothing torn, vice-versa if the ST fails, the victim cannot get away from the character and remains hooked to his staff until he can make a successful ST vs. Paralysis to free himself (he is allowed one per round). Whilst entangled the victim can still act, but cannot get away or advance to attack the character with melee weapons, who can use the staff's length to hold him at a distance.

STAFF, RINGED

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	B	10 gp	80	80	3

Rk	Damage	Defence	Special
Ba	1d6+1	–	Parry 1 + Disarm or Sunder
Sk	1d6+3	H: –1/1	Parry 1 + Disarm or Sunder (–1)
Ex	1d8+4	H: –2/2	Parry 2 + Disarm or Sunder (–2)
Ad	1d8+6	H: –3/3	Parry 2 + Disarm or Sunder (–3)
Ma	1d8+8	H: –4/4	Parry 3 + Disarm or Sunder (–4)

Appearance: The ringed staff is an oriental version of the classic quarterstaff specifically designed to be used against armed opponents. It has a 6 foot long metal haft with hand holds near the centre of the staff and a pair of 4 inch diameter iron rings at one or both ends.

Use: The ringed staff is usually used by oriental monks as an apparently innocuous walking stick, but that can become a formidable weapon. In fact, as well as having a good defensive capacity, the double rings at each end have the fuction of trapping an oppenent's weapon and with a simple and quick twist of the wrist try to sunder it or disarm the adversary.

The ringed staff is a two-handed weapon, that however can be used in close combat without penalty, due to its inexcessive length.

Special: <u>Parry + Disarm or Sunder</u>: When an enemy attack carried out by a large or medium weapon is parried, the character has the chance of declaring a free attempt to disarm or sunder the opponent's weapon, without consuming any attack, since this means that the opponent's point is caught between the rings. Both the enemy's Dexterity check to avoid being disarmed and the weapon's ST vs. Destruction suffer the indicated penalty based on the mastery rank.

STAFF, SPEAR

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	P/B	10 gp	80	40	2

Appearance: This is a double weapon whose spear point is hidden by a wooden cap fixed to the staff by a string or by a metallic cap of various styles, which makes it appear as a normal traveller's staff. While the cap is in place it can be used as a common quarterstaff, and when it is removed it is used as a spear. The weapon (created by monks) is favoured by those that want to go around armed without arousing suspicion.

Statistics: Use the statistics (Damage, Defence, and Special) of the quarterstaff and spear based on how the weapon is used, but the staff spear has its range halved (being heavier) and as a spear inflicts 1 point of damage less at each mastery rank. Once the round's action has started with one of the two configurations it is not possible to change it until the next round.

Use: Anyone who can use the quarterstaff or the spear can also use the staff spear with the same degree of mastery in the appropriate configuration. It is possible to learn to use a staff spear by having the same mastery in both the quarterstaff and the spear.

STAFF, SPIKED (FAKIR'S STAFF)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	B/P	3 gp	40	20	2

Rk	Damage	Defence	Special
Ba	1d6	–	Armour-piercing, Trip
Sk	2d4	H: –1/1	Parry 1, Delay, Trip
Ex	1d8+2	H: –2/1	Parry 1, Delay, Trip
Ad	1d10+3	H: –2/2	Parry 2, Delay, Trip
Ma	2d6+4	H: –3/3	Parry 2, Delay, Trip

Appearance: The spiked staff (also called the fakir's staff in India) is a rather primitive double weapon which is halfway between a club and a pick. It has a 4½ foot long, wooden staff with a long goat horn embedded in its upper end.

Statistics: If the goat horn is substituted with a steel point, the pick damage is increased by a point (1d6+1).

Use: In appearance it resembles a traveller's staff, but can be used as a bludgeoning weapon like the quarterstaff, or by using the goat horn as a piercing weapon (its damage and AC bonus remain the same in both cases).

Special: Thanks to the presence of the horn at the top of the spiked staff, it has the armour piercing effect from

Basic rank if used as a piercing weapon.

If instead it is used as a bludgeoning weapon it can be used to delay the adversary.

STAFF, STRANGLER'S (UURGA)

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	B/P	5 gp	90	30	2

Rk	Damage	Defence	Special
Ba	1d4	A: –1/1	Hook, Reach, Strangle (20)
Sk	1d6	A: –2/1	Hook (–1), Strangle (20)
Ex	1d8	A: –2/2	Hook (–2), Strangle (19+)
Ad	1d10	A: –3/2	Hook (–4), Parry 1, Strangle (18+)
Ma	1d10+3	A: –3/3	Hook (–6), Parry 1, Strangle (17+)

Appearance: The strangler's staff is a primitive type of polearm consisting of a 10 foot long bamboo staff with a loose loop that emerges from the top and can be tightened from the opposite end of the staff, and a short metal or bone point at the base of the loop, which wounds anyone trying to free himself.

This weapon derives from a tool to capture animals invented by the Mongols (Ethengarians) called the **Uurga** that doesn't have the metal point, thus causing no damage beyond possible Strangulation, unless it is used as a quarterstaff (debilitating bludgeoning damage, as the bamboo staff is more flexible and less lethal than that of hard wood).

Use: The strangler's staff is usually aimed at the head of the adversary to imprison and capture him, but it is also possible to use the loop against other limbs.

Moreover, it is possible to use the spike to perform piercing attacks without attempting to Hook or Strangle the victim: in this case apply the damage listed above without applying any special effect.

Special: The strangler's staff can hook or strangle creatures of Large size or smaller.

<u>Hook or Strangle</u>: Anyone hooked or strangled by the loop automatically suffers the damage of the spurs based on mastery each round that he attempts to free himself or wriggles.

<u>Strangle</u>: Ideally each strike of the strangler's staff is directed at the upper part of the body to try and catch the head. If however the dice roll isn't high enough to make a strangle attempt (result between parentheses) but is sufficent to hit the adversary, the victim is still considered hit in one of his upper limbs by the spur and needs to make the ST to avoid being hooked.

If the dice roll is high enough to provoke a strangle result, it means that the loop has kooked the head. The character can decide to quickly close the loop to strangle the victim (ST needed like the special effect) or leave the loop loose. In this latter case, the victim cannot close on the character and remains hooked by the loop until he makes a successful ST vs. Paralysis to free himself (one attempt per round). Until his head is hooked the victim can continue to act (although doing so automatically causes damage from the point), but cannot attack the character with melee weapons, who can use the weapon's

length to keep him away.

STAFF, THREE-PIECE

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	B	6 gp	60	40	3

Rk	Damage	Defence	Special
Ba	1d8	–	Ignore Shield, Parry 1
Sk	1d10	A: –1/1	Disarm, Parry 1
Ex	2d6	A: –2/1	Disarm (–1), Parry 2
Ad	2d6+3	A: –2/2	Disarm (–2), Parry 2, Stun
Ma	2d6+6	A: –3/3	Disarm (–4), Parry 3, Stun

Appearance: The three-piece staff (also called sa tjat koen) is a weapon originally from Malaysia developed from the flail. It consists of three 2 feet long, pieces of wood joined by some rings (total length: 6 feet) that aid the offensive and defensive movements and allow the staff to bypass a shield's defence.

Use: If the character wants to, he can use the staff in such a manner that all the damage produced is all debilitating damage at any mastery rank.

Special: <u>Parry</u>: Unlike other weapons, the three-piece staff can also be used to parry natural attacks (catching the fist, claw, or jaws in the chain), as long as the enemy isn't larger than the staff's size.

STAFF, TWO-PIECE

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	B	3 gp	30	20	3

Rk	Damage	Defence	Special
Ba	1d6	–	Parry 1
Sk	1d8	A: –1/1	Disarm, Parry 1
Ex	1d10	A: –2/1	Disarm (–1), Parry 2, Delay
Ad	2d6	A: –2/2	Disarm (–2), Parry 2, Delay
Ma	2d8	A: –3/3	Disarm (–4), Parry 3, Delay

Appearance: This weapon developed from the flail and consists of two pieces of wood about 1 foot long connected by a small chain of the same length. It is an oriental weapon of Japanese invention (called nunchaku), while on Mystara they is the work of the rakasta who call them nonaka.

Use: If the character wants to, he can use the staff in such a manner that all the damage produced is all debilitating damage at any mastery rank.

Special: <u>Parry</u>: To use the parry, requires holding the second piece of the staff in the other hand, using the chain that joins them to parry the blow (so the character must have the second hand free). Unlike other weapons, the two-piece staff can also be used to parry natural attacks (catching the fist, claw, or jaws in the chain), as long as the enemy isn't larger than the staff's size.

STAFF, WAR – SEE QUARTERSTAFF

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	L	B	5 gp	90	60	3

Appearance: The war staff is a polearm with a 6 foot long wooden grip with a thicker metal head and reinforced with numerous studs at one or both ends (in practice it is the martial version of the quarterstaff). It is

also called the Monk's Staff as it was invented by oriental monks as a defensive weapon against the brigands that raid the monasteries.

Some variants have many spikes around the head rather than simple studs: in this case the damage is both bludgeoning and piercing.

Statistics: Because of its metallic head, the war staff is heavier and costlier than the common traveller's staff, and has a higher damage dice (1d8).

Use: The war staff is a two-handed weapon that can however be used in close combat without penalty, given its inexcessive length.

Anyone who can use a quarterstaff can use a war staff with the same degree of mastery and vice-versa.

STAFF-SLING (FUSTIBALUS) – SEE SLING

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	B	1 gp	20	10	2

Appearance: The staff-sling or fustibalus has a 20 to 28 inch long wooden haft, which at its top has a leather strap firmly hooked in the lower part and with the upper part that can fixed and unstrung from the upper end of the staff.

Statistics: At each mastery rank the fustibalus has a 30% greater range than a sling and causes 1 point of damage more.

Use: The user positions the bullet in the strap and ties the upper end to the staff to hold the bullet, he then gives it a rotary motion with his arm until, with a blow of the wrist, done in a way that the strap releases propelling the bullet at great speed towards the target. The fustibalus is an improvement of the sling, as it extends the thrower's arm, giving the bullet greater range and impact. However given the greater length of the arm, it cannot be used in enclosed spaces, but is very useful in open areas.

Anyone who can use a sling can use a staff-sling with the same degree of mastery and vice-versa.

When necessary, the staff can also be used as a club and improvised melee weapon (1d5 hp, –2 to Attack Rolls).

STAR, THROWING

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	S	S	5 gp	20	40	1

Rk	Range	Damage	Defence	Special
Ba	30/60/90	1d6	–	Returning
Sk	30/70/90	1d6+2	–	Delay (s)
Ex	40/80/100	1d6+4	M: –1/1	Delay (s)
Ad	50/80/110	2d4+6	M: –2/1	Delay (m)
Ma	50/90/120	2d4+8	M: –2/2	Delay (m)

Appearance: The throwing star is a weapon typical of some non-human cultures characterised by long-fingered hands, usually no more than four (mainly man-scorpions, thri-kreen, humanoid insects). It consists of a single piece of metal (there are also more primitive versions in bone, obsidian, or stone) that is carved and worked to form a large three-pointed star with some holes in the main body. The throwing star isn't only a weapon but also an

item of refined art, and on which are etched decorative motifs that also shows its owner's caste.

Use: The throwing star can be used as a melee or thrown weapon, and in the first case the holes in the weapon's body help the subject to insert one of his fingers and have a more solid grip.

A thri-kreen can simultaneously throw two throwing stars in the same round with a –2 penalty to both Attack Rolls from Basic rank; other beings can only do this from the Skilled rank.

Statistics: The damage inflicted by a thrown throwing star is always increased by 2 points in respect to the value given in the above table, which instead gives the damage inflicted by the throwing star when used as a melee weapon.

The throwing star's AC bonus is only applied if it is used in melee. The Delay effect is only applied when it is thrown.

Special: Returning: If thrown parallel to the ground, the rotation of the weapon causes it to return to the hands of the thrower at the end of the round if it doesn't hit any target on its journey. The weapon doesn't return if it is thrown at a vertical or oblique trajectory. To recover a throwing star requires inserting the fingers in the existing hole in the weapon's centre. Beings of the race that made the throwing star can use it without problem, other individuals must make a Dexterity check or suffer 1d2 hp in the attempt. This ability can also be used to pass a throwing star to another individual, who in this case must have at least Basic rank in its use to be able to take it with a Dexterity check. The throwing star's returning ability is acquired at Basic rank by all thri-kreen, man-scorpions, and humanoid insects, while only at Skilled rank by the other races.

STICK, THROWING

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	B	3 sp	10	–	1

Rk	Range	Damage	Special
Ba	10/30/60	1d4	Delay (s)
Sk	20/40/70	1d6	Delay (s)
Ex	30/50/80	1d8	Delay (s)
Ad	40/60/90	1d10	Delay (m)
Ma	50/70/100	2d6	Delay (m)

Appearance: The throwing stick is a piece of wood with a thin grip at one end and a knob or bulge at the other.

Use: Usually used to hunt small animals, on occasion it becomes a good relatively economic weapon of war, as the stick's form allows it to take full advantage of its bludgeoning blow, both if thrown or used in melee. If the character wishes, he can use the stick in melee so that the damage produced is all debilitating damage at any mastery rank.

Special: Individuals protected by any type of armour ignore the delay effect.

STILETTO – SEE DAGGER

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	P	4 gp	10	10	4

Appearance: The stiletto is a dagger with an edgeless conical but extremely slender blade, which ends in a very sharp tip, with a short handle usually in ivory or other precious materials and with two short straight arms, sometimes embellished with precious stones or decorations.

Use: The stiletto is the smallest version of the misericord, a dagger designed to be easily hidden between clothing or tht can pass for a hatpin and that on occasion is used as a deadly piercing weapon, capable of puncturing the most resilient armour.

Anyone that can use a dagger can wield a stiletto with the same degree of mastery and vice-versa. However, unlike the dagger, a stiletto cannot be thrown.

Special: From Basic rank the stiletto has the Armour-piercing ability, unlike the dagger.

STONE

Appearance: A stone is an improvised weapon easily found in nature, a small rock no bigger than 8 inches that can easily held and thrown.

Statistics: A diminutive stone causes 1 hp plus Strength bonus, while a tiny stone causes 1d2 plus Strength bonus. Stones have no cost or HP, and 5 diminutive or 2 tiny stones have the encumbrance of 1 coin.

Use: Anyone using a stone treats it as an improvised weapon which doesn't have any mastery ranks. A diminutive stone can be thrown up to 6 feet for each point of Strength a character has, while a tiny stone has a maximum range of 3 feet per Strength point: applying any modifiers due to range.

Occasionally stones are used as projectiles for slings, but in such cases the sling's damage is reduced by 1 point.

It is possible to use mastery in Darts to throw stones. In this case apply to the stone the Attack Roll bonus and Range derived from the mastery, together with the increased Rate of Fire, but the damage remains that listed above based on the stone's size.

SWORD CANE

Appearance: The sword cane is a medieval invention (TL: 4), a weapon that consists of a 4 foot long walking stick in which is concealed a blade (often a rapier, but also at times a dagger, dirk, or stiletto). The form and size of the cane and the blade can vary, but are never larger than a rapier (Medium size). A catch, generally a spring or hinge, holds the handle firmly to the scabbard-cane. It is a weapon favoured by rich medieval merchants as it is simple to disguise and use. One particular type of sword cane, for example, was the Indian Zafar Takieh (literally "staff of the cushion"), a sort of crutch that hides a short sword, on which the noble arranges a cushion and leans

his arm on to support his body while presiding at important hearing.

A more advanced variant has a retracable blade in the upper end: to use the blade requires a brusque forward movement of the cane, in such a way that the blade springs from the end to fix in a specific position, where it is held by a stud until the spring is released. This type of sword cane can be used as a sap. Exposing the blade takes no time, but it requires at least 2d4 rounds to retract it. Moreover, if the staff loses at least half of its Hit Points, the mechanism that releases the blade has been damaged and the blade remains stuck inside the cane until the sword-cane is repaired.

Statistics: Apply the mastery appropriate to the type of weapon hidden in the sword cane, but add 15 coins of encumbrance (for the scabbard-cane) and increase the weapon's cost by 5 gold pieces.

The **sprung sword cane** costs 15 gp, weighs 40 cn (20 HP) and can take advantage of mastery in javelin (Range only 10/20/30, Impale 1 HD less).

Use: The sword cane can be used as an improvised bludgeoning weapon as if it is a club (1d4 hp), or it can use the mastery linked to the weapon contained within the staff once it is extracted.

SWORD, BASTARD

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S/P	20 gp	90	90	3

Rk	1 hand	2 hands	Defence	Special
Ba	1d8	1d10	–	Impale (1 HD)
Sk	1d10	1d12+1	H: –1/1	Disarm, Imp. (3), Par 1
Ex	1d12+1	1d12+4	H: –2/1	D'rm (–1), Imp. (5), Par 1
Ad	1d12+3	2d8+3	H: –2/2	D'rm (–2), Imp. (7), Par 2
Ma	1d12+6	2d8+5	H: –3/3	D'rm (–3), Imp. (9), Par 2

Appearance: The bastard sword is a sword whose length and hilt are halfway between a long sword and a greatsword. For this reason, it can be used in one or two hands, and it defined as a bastard weapon. The blade is long, double edged, straight, and with a point. Its length varies from 3 to 4 feet, and the hilt (1 foot) usually has a guard with straight arms and a pommel on the end.

Special: Impale: Although the bastard sword is primarily a slashing weapon, its blade is sufficiently long and pointed to Impale an enemy, but only if used in two hands (and so it is a mixed weapon).

SWORD, CHAINED

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	10 gp	45	50	4

Rk	Damage	Defence	Special
Ba	1d6	–	Ignore Shield, Parry 1
Sk	1d8	A: –1/1	Disarm, Parry 1
Ex	1d8+2	A: –2/1	Disarm (–1), Parry 2, Delay
Ad	1d8+5	A: –2/2	Disarm (–2), Parry 2, Delay
Ma	1d8+7	A: –3/3	Disarm (–4), Parry 3, Delay

Appearance: This is an oriental weapon of Chinese invention similar to the two-piece staff and consists of two daggers about 16 inches long with a guardless grip linked by a small chain of the same length at the end of the grips.

Use: The character using the chained sword constantly twirling the blades, holding first one and then the other dagger. In this way the weapon gives offence and defence, and the chain permit it to ignore any shield, as unlike the two-piece staff (also of the same length) the blades of the chained sword can wound the adversary without necessarily needing to strike him with force.

Special: Parry: The parry can be used by either holding a dagger with one hand (but in this case only parries medium size weapons or smaller) or with a dagger in both hands and use the chain that joins them to parry the blow (so the character must have a hand free). Using the parry with two hands the chained sword can also Block natural weapon attacks (catching the fist, claw, or jaws in the chain), as long as the assailant is medium size or smaller.

SWORD, DOUBLE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	20 gp	120	100	4

Rk	Damage	Defence	Special
Ba	1d8	–	Extra Attack
Sk	1d8+2	A: –1/1	Parry 1
Ex	1d10+3	A: –2/2	Parry 2
Ad	2d6+4	A: –2/3	Parry 2
Ma	2d6+6	A: –3/3	Parry 3

Appearance: The double sword is a double weapon of a 3 foot haft with a 2 foot steel blade at each end.

Use: This is a slashing weapon that exploits the power of the long sword against any target, quickly twirling the haft to strike with both its blades, provided that there is 3 feet of free space around the character.

The double sword is a two-handed weapon that can however be used in close combat without penalty, given its inexcessive length.

Special: Extra Attack: The first attack is made with one of the two blades, and the Extra Attack is made with the opposite blade.

SWORD, EXECUTIONER'S – SEE SCYTHE, HEAVY

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	M	S	12 gp	140	130	3

Appearance: The executioner's sword is a sword with a very heavy, wide blade about 5 feet long, and with a convex edge, with an extraordinarily long straight grip covered in hide or bound with silk thread, at times surmounted by a ringed pommel.

Use: The executioner's sword, as its name says, is used for capital offences (like the axe) and is considered a simple weapon, but its size doesn't make it a sword suited for combat (it is so heavy that it must be used with two hands).

Anyone who can use a heavy scythe can use an executioner's sword with the same degree of mastery and vice-versa.

SWORD, FLEXIBLE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	15 gp	70	40	4

Rk	Damage	Defence	Special
Ba	1d8	H: –1/1	Min Dex 13, Ignore Shield
Sk	1d10	H: –2/2	Disarm
Ex	2d6	H: –3/3	Disarm (–1)
Ad	2d6+3	H: –4/3	Disarm (–2)
Ma	2d6+6	H: –4/4	Disarm (–3)

Appearance: The flexible sword is a very particular weapon created by experts of Indian martial arts (Sindhi on Mystara). It has a small enclosed metal hilt on which is fixed a lamina of flexible steel 1-2 inches wide and 4½ feet long, which is worn around the waist like a belt, while the hilt could easily pass as a large buckle. Some variants have four to six½ inch wide metal bands in place of the single lamina.

Use: The flexible sword is extremely difficult to learn, but it is easy to hide without drawing attention, and as such is a good surprise weapon. To use it requires unrolling it, holding the hilt high above above the head and making the lamina fall towards the ground. Therefore with a skilful move of the arm the subject rotates the lamina around his body to defend himself from enemy attacks, and at the opportune moment flexes his arm towards the enemy to strike him and quickly withdraw it, thus provoking a blow of the whip from the lamina that slashes the target and returns to a defensive position. Given its usage, the flexible sword cannot be used in combination with a shield or another weapon in the opposite hand.

The flexible sword cannot injure those protected by metal armour, although it can however disarm them.

Special: <u>Min Dex 13</u>: The flexible sword can only be used by skilled and agile people, with a minimum Dexterity of 13. Anyone that has a lower Dexterity isn't capable of using it as anything but an improvised weapon.

SWORD, GRAIN

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	16 gp	60	60	3

Rk	Damage	Defence	Special
Ba	1d8	–	Block 1 + Sunder, Sever
Sk	1d10	H: –1/1	Parry 1 or Block 1 + Sunder (–1)
Ex	1d12+1	H: –2/2	Parry 2 or Block 2 + Sunder (–2)
Ad	1d12+4	H: –3/2	Parry 2 or Block 2 + Sunder (–3)
Ma	1d12+6	H: –3/3	Parry 3 or Block 3 + Sunder (–4)

Appearance: The grain sword is a very particular version of sword that derives from a farming tool to thrash and break open the grain. It has a grip protected by a guard on which is fixed a particularly wide single edged blade no longer than 3 feet, which on the opposite side of the blade has a series of square notches called a comb.

Use: The grain sword is a broad sword but is used in a different manner, given that the parry can be made with either the toothed or edged side, but usually the toothed side is usually preferred to protect the edge and to gain the sunder effect. The teeth have the function to trap the opponent's blade and with a quick twist of the wrist attempt to sunder it.

Special: <u>Parry or Block</u>: Based on which part of the blade he wants to use, the character can simply decide to parry the enemy attack using the edged part, or block the enemy weapon using the toothed part. The character must have declared which option he intends to adopt before making the Attack Roll.

<u>Block + Sunder</u>: The character can use the toothed part to catch a slashing weapon of large size or smaller to block the blade. Make an Attack Roll against the AC that the enemy hit (like a parry), and if the attempt succeeds it means that the adversary's weapon is caught between the sword's teeth. At this point the character can try to block the blade (opposed Strength check) or has the chance to declare a free attempt to sunder the enemy blade, without using any attack. Both the enemy's Strength check to free the blocked blade and the weapon's ST vs. Destruction suffers the indicated penalty based on the character's mastery rank.

SWORD, GREAT (TWO-HANDED SWORD)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S/P	15 gp	130	130	4

Rk	Damage	Defence	Special
Ba	1d10	–	Impale (2)
Sk	1d12+1	H: –1/1	Impale (4), Parry 1
Ex	1d12+4	H: –2/1	Impale (6), Parry 1, Stun
Ad	1d12+7	H: –2/2	Impale (8), Parry 2, Stun
Ma	1d12+10	H: –3/2	Impale (10), Par. 2, Stun (–1)

Appearance: The greatsword (or two-handed sword) is a sword with about a 5 foot long blade, normally double-edged (but the edge is only present along ⅔ of the blade from the tip towards the hilt) and sharp tip, with a long enough hilt to accomodate both hands (about 16 inches) and ends with a pommel that prevents the grip slipping.

Use: Due to its size, the greatsword is always carried on the back and is drawn from above the shoulder. It is a frightening weapon, which replaces the shield's defence with a huge offensive capacity. Usually only used by the strongest and most skilled fighters, it is also a piercing weapon of great effectiveness when he holds the hilt with one hand and the lower part of the blade with the other to direct the blow and Impale the adversary, and as such it is categorised as both a slashing and piercing weapon.

Special: <u>Impale</u>: Although the greatsword is a slashing weapon, it has a sharp point that allows it to also be used to impale adversaries.

SWORD, LONG

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	10 gp	60	70	3

Rk	Damage	Defence	Special
Ba	1d8	–	–
Sk	1d10+1	H: –1/1	Disarm, Parry 1
Ex	2d6+2	H: –2/2	Disarm (–1), Parry 2
Ad	2d6+4	H: –3/3	Disarm (–2), Parry 2
Ma	2d6+7	H: –4/3	Disarm (–3), Parry 3

Appearance: The long or normal sword has a pointed, double edged blade no longer than 3 feet of various sections (diamond, hexagonal, etc.), with a leather or fluted metal hilt with worked arms.

Use: Usually the long sword is used as a slashing weapon, but as it has a sharp point that can be used to pierce, although it isn't a common practice (thus it is catalogued as a slashing weapon).

SWORD, NINE RING

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	20 gp	80	80	4

Rk	Damage	Defence	Special
Ba	2d4	–	Parry 1 + Disarm or Sunder
Sk	1d8+2	H: –1/1	Parry 1 + Disarm or Sunder (–1)
Ex	1d10+3	H: –2/1	Parry 2 + Disarm or Sunder (–2)
Ad	1d10+6	H: –2/2	Party 2 + Disarm or Sunder (–3)
Ma	1d10+8	H: –3/2	Parry 3 + Disarm or Sunder (–4)

Appearance: The sword of nine rings is an oriental weapon invented in China by the Shaolin monks. It has a hilt with a small round guard on which is fixed a particularly wide single edged blade no longer than 3 feet, which on the opposite edge a series of nine rings of about 2-3 inches diameter inserted in holes in the blade, which allows the rings to move freely producing a distinctive clangour every time the sword is moved.

Use: The sword of nine rings is a heavy broadsword and difficult to wield. The rings positioned on its blunt edge can be used to trap the adversary's weapon and with a quick turn of the wrist attempt to break it or disarm the enemy.

Special: <u>Parry + Disarm or Sunder</u>: When an enemy attack, with a piercing weapon of large, medium, or small size is parried, the character has the chance chance to declare a free attempt to sunder or disarm the enemy blade, without using any attack, since the adversary's point is caught between the rings. Both the enemy's Dexterity check to avoid being disarmed and the weapon's ST vs. Destruction suffer the indicated penalty based on the character's mastery rank.

SWORD, SHORT

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S/P	6 gp	30	40	2

Rk	Damage	Defence	Special
Ba	1d6	–	Range (–/10/20)
Sk	1d8	H: –1/1	Disarm, Parry 1
Ex	1d8+2	H: –2/2	Disarm (–1), Parry 2
Ad	1d8+5	H: –3/3	Disarm (–2), Parry 3
Ma	1d10+6	H: –4/4	Disarm (–3), Parry 4

Appearance: The short sword (called the gladius by the Thyatians has a thin blade of various sections (usually triangular), 18-24 inches long with two edges and a point, with a simple guardless or mounting small arms hilt.

Use: The short sword is a good infantry weapon, as its wieldiness allows it to be used as both a slashing and piercing weapon.

A short sword held by a small sized creature functions exactly like a long sword with its Special and Defence options, but causes a damage dice less (1d6 at Basic rank).

Special: From Basic rank it is possible to throw the short sword at a target. The maximum range is 20 feet, and there isn't any short range.

SWORD, SICKLE (FALCATA, FALX, KOPESH, KOPIS, KORA, SHEM SHARRU)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S	8 gp	50	40	2

Rk	Damage	Defence	Special
Ba	1d6+1	–	Sever
Sk	1d8+1	H: –1/1	Parry 1
Ex	1d10+2	H: –2/1	Parry 1
Ad	1d12+3	H: –2/2	Parry 2
Ma	1d12+6	H: –3/3	Parry 2

Appearance: The sickle sword is a martial weapon derived from the common sickle and is widespread in very many ancient civilisations of the Bronze and Iron Ages with similar characteristics, although with different appearances. Therefore this term has been chosen to encompass various weapons with all the same characteristics.

The short **falx** is the Dacian (Traladaran on Mystara) martial version of the sickle: it has a short handle with a head of about 1½ feet that is curved in the final part and with an edge in the inner concave part.

The **kopesh** is the Egyptian sickle sword (on Mystara is a weapon of Nithian derivation) no longer than 2¼ feet, whose blade is vaguely in the form of a question mark. The guardless hilt is leather covered for a better grip, while the blade is single-edged whose upper half is curved to form a halfmoon that is sharpened on the concave edge.

The **kopis** is a Greek martial weapon derived from the sickle, known by the Assyrians as the **shem sharru** and by the Romans as the **falcata**. With a short guardless hilt, the 2¼ foot long blade is fixed on the same axis and has a

marked widening and curvature in the upper half, with an edge in the inner concave part. It is practice the longest version of the Nepalese kukri (that could descend fom this weapon, the fruit of contact with the Greek and Macedonian armiess of Alexander during the conquest of India).

The **kora** is the typical sword of the Nepalese gurkhas (Sindhi on Mystara), with a heavy, one-edged blade about 2¼ feet long, that curves and widens in a marked manner towards the end, which conclude in two concave curves. The hilt has brass elements and the grip is between two discs that form the guard and the pin.

SWORD, TIGER CLAW

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S/P	8 gp	40	40	4

Rk	Damage	Defence	Special
Ba	1d6	H: –1/1	Ambidexterity, Trip
Sk	1d8	H: –2/2	Disarm, Trip, Parry 1 + Ex Atk
Ex	1d10	H: –3/2	Disarm/Trip (–1), Par. 2 + Ex Atk
Ad	1d10+3	H: –3/3	Disarm/Trip (–2), Par. 2 + Ex Atk
Ma	1d10+6	H: –4/3	Disarm/Trip (–3), Par. 3 + Ex Atk

Appearance: The tiger claw sword is an oriental weapon invented in China by the Shaolin monks. It is a light sword with a single-edged, flat, straight blade, with a point that arched and ends in a large hook, while the hilt is protected by a guard with a halfmoon blade sharpened on its concave edge and ends in a spear point.

Use: They are usually used in pairs: with one sword the character attacks with the blade or halfmoon (for slashing damage), the hook, or spear tip (for piercing damage), while parrying or attacking the enemy with the other.

Special: The same penalty is applied to the victim's rolls to avoid being disarmed or tripped.

Extra Attack: At Skilled rank, if he is using two swords simultaneously, he can exploit their wieldiness to make an Extra Attack, trying to strike the enemy with first one and then the other in quick combinations. Despite the number of feasible attacks, he can only make one Extra Attack per round.

If instead he only uses one sword, he can parry normally but does not gain an Extra Attack.

Disarm: The disarm option's penalty doubles if using two tiger claw swords simultaneously to disarm the adversary.

SWORD, WHIP

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	S	30 gp	60	40	4

Rk	Damage	Defence	Special
Ba	1d8/1d6	–	Hook (f), Min Dex 12
Sk	1d10+1/1d8	H: –1/1	Disarm, Parry 1
Ex	2d6+2/1d10	H: –2/2	Disarm (–1), Parry 2
Ad	2d6+4/1d12	H: –3/2	Disarm (–2), Parry 2
Ma	2d6+8/1d12+3	H: –3/3	Disarm (–3), Parry 3

Appearance: This particular weapon is legendary so

difficult to make and wield. It looks like a long sword with various grooves along the blade, but a mechanism within the hilt and the core of the sword permits its user to release the blade in many small laminas joined to a central core, a rather flexible 4 feet long steel rope, that can be used as a laminated whip.

Statistics: The whip sword is very expensive due to the difficulty of its construction (needing a brilliant smith). The first damage listed refers to the sword mode; the second refers to the laminated whip mode.

Use: This double weapon demands a certain mastery to be fully used. Once the mechanism is released, it then needs a full round to reposition the lamellas and return the blade's integrity. This needs a Dexterity check: if the check fails, the weapon remains in flexible mode. If the check critically fails, the mechanism jams and it cannot be repaired. The same happens if the sword suffers more than half of its Hit Points.

Anyone that can use a long sword can also use this weapon when the laminas are united with the same degree of mastery and vice-versa.

Special: The hook option can only be used in whip mode from Basic rank and causes lethal damage. The Parry option can only be used be the rigid blade in sword mode. The Disarm option instead can be used in both modes.

Min Dex 12: The whip sword can only be used by characters with at least Dexterity 12. Anyone with a lower Dexterity can only use the whip version as an improvised weapon.

SWORDBREAKER

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	P	6 gp	20	20	4

Rk	Damage	Defence	Special
Ba	1d4	–	Ambidexterity, Block 1 + Sunder
Sk	1d6	H: –1/1	Parry 1 or Block 1 + Sunder (–1)
Ex	1d8	H: –2/2	Parry 2 or Block 2 + Sunder (–2)
Ad	1d10	H: –3/2	Parry 2 or Block 2 + Sunder (–3)
Ma	2d6	H: –3/3	Parry 3 or Block 3 + Sunder (–4)

Appearance: The swordbreaker is a short and wieldy weapon developed from the main-gauche. It has a simple, short hilt with two small arms positioned at the guard on which is fixed a straight 1 foot one-edged pointed blade, which on the opposite side of the blade has a series of square notches (also called a comb).

Use: The swordbreaker sacrifices part of the main-gauche's resilience to create a weapon capable of making sunder or block manoeuvres while it can parry enemy blows with the toothed part. The teeth have the function of trapping the adversary's blade and with a simple and quick twist of the wrist try to sunder it.

Special: The swordbreaker is used to parry in place of a shield, using another weapon to attack. However, if he uses the swordbreaker, he cannot parry with another weapon, but can add the swordbreaker's AC bonus to that of the other weapon.

Parry or Block: Based on which part of the blade he wants to use, the character can simply decide to parry the adversary's attack using the edged part, or block the adversary's weapon using the toothed part. The character must declare which option he intends to adopt before making the Attack Roll.

Block + Sunder: The character can use the toothed part to intercept a slashing weapon of medium size or smaller to block the blade. Make an Attack Roll against the AC that the enemy hit (like a parry), and if the attempt succeeds it means that the adversary's weapon is caught between the swordbreaker's teeth. At this point the character can try to block the blade (opposed Strength check) or has the chance of declaring a free sunder attempt against the adversary's blade, without consuming an attack. Both the enemy's Strength check to free the blocked blade and the weapon's ST vs. Destruction suffers the indicated penalty based on the character's mastery rank.

TACHI – SEE SWORD, LONG

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	30 gp	60	80	4

Appearance: The tachi is the most advanced Japanese long sword (on Mystara it is typical of the rakasta of the Empire of Myoshima, and of the rakasta nomads of the Yazak Steppes or of the Kingdom of Bellayne). It has a leather-covered, wooden grip 6-8 inches long and a small round guard (tsuba). The blade is single-edged along the convex side, slightly curved and 3 feet long, and is worn with the edge turns downwards and can hide within its hilt or scabbard a knife called Kozuka (to all effect a knife).

Statistics: The tachi is the fruit of very advanced metallurgic technology that makes it a sword of superior craftsmanship than common swords, thanks to its sharper edge and the fact that its blade is made from steel stripes folded up to twenty times. To all effect, the tachi uses the statistcs of the long sword, but costs triple, causing 1 point of damage more at each mastery rank thanks to its sharper edge, while the blade's greater thickness gives it a better resistance (increasing the weapon's HP and giving it a +1 bonus to its ST).

Use: Anyone who can use a long sword can also use a tachi with the same degree of mastery and vice-versa

TANTO – SEE DAGGER

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	P/S	6 gp	15	25	4

Appearance: The tanto is the most typical dagger of Japan (on Mystara it is typical of the rakasta of the Empire of Myoshima, and of the nomadic rakasta of the Yazak Steppes or of the Kingdom of Bellayne). It has a lacquered wood grip and with a small round guard (tsuba). The blade is single edged, slightly curved and about 8 inches long, and is always carried together with a lacquered wood scabbard. As well as being a weapon of

personal defence, it is also a very refined work of the metallurgic art, and it is the weapon commonly used in the oriental ritual suicide called seppuku.

Statistics: The tanto is the fruit of very advanced metallurgic technology that makes it a sword of superior craftsmanship than common swords, thanks to its sharper edge and the fact that its blade is made from steel stripes folded up to twenty times. To all effect, the tanto uses the statistics of the dagger, but costs triple, causes 1 point of damage more at each mastery rank thanks to its sharper blade, while the blade's greater thickness gives it a better resistance (increasing the weapon's HP and giving it a +1 bonus to its ST).

Use: Anyone who can use a dagger can use the tanto with the same degree of mastery and vice-versa.

TARCH

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	M	P	40 gp	90	100	5

Rk	Damage	Defence	Special
Ba	1d6	A: –1/1	Imposs. Disarm
Sk	1d8	A: –2/2	Parry 1
Ex	1d10	A: –3/2	Parry 2
Ad	1d12+1	A: –3/3	Parry 2
Ma	1d12+4	A: –4/4	Parry 3

Appearance: The tarch is a very unusual weapon created during the Renaissance. It is in practice is a gauntlet with a buckler shield placed on the forearm and a blade about 2 feet long that protrudes from above the wrist, beyond the shield.

Use: The tarch is the best weapon for those who seek an insurmountable defence or good attack options. As the blade is part of the glove, and also that the shield is attached to the gauntlet, this assures that no one can remove the shield or disarm the subject. It is then possible use a tarch in one hand and a shield in the other, as well as using a tarch and another weapon, and it is even possible to use the tarch's glove to hold the weapon with two hands, but in this case the character cannot use the shield's AC bonus or attack or parry with the tarch.

Special: Parry: If the tarch is used together with another one-handed weapon, it isn't possible to parry with the other weapon, but it can add its AC bonus to that of the other weapon.

TOMAHAWK – SEE AXE, THROWING

P	Size	Type	Cost	Enc.	H.P.	T.L.
A	S	B/S	3 gp	30	13	1

Appearance: The tomahawk was originally the typical war axe of the Native Americans, with a stone head and a 2 foot long, wooden handle.

Statistics: Use the statistic's of the axe, but the tomahawk with a sharpened head (slashing weapon) does 1 point of damage less at each mastery rank and has a –1 penalty to the Attack Roll due to its stone head, while the tomahawk with a blunt head (bludgeoning weapon) causes 1 point of damage less at each mastery rank.

Use: The tomahawk is the most primitive martial version of the axe, used as a bludgeoning or slashing weapon (if the head is sharp) and usually thrown.

Anyone that can use the axe can use the tomahawk with the same degree of mastery and vice-versa.

Special: The bludgeoning tomahawk has the delay effect from Skilled rank, but not sever.

TONFA (TUI-FA)

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	B	2 gp	20	20	2

Rk	Damage	Defence	Special
Ba	1d4	H: –1/1	Ambidexterity
Sk	1d6	H: –2/2	Extra Attack, Parry 1, Delay
Ex	1d8+1	H: –3/2	Parry 2, Delay
Ad	2d6	H: –3/3	Parry 2, Delay (–1)
Ma	2d6+2	H: –4/4	Parry 3, Delay (–2)

Appearance: The tonfa (also called tui-fa) is a typical defensive weapon of the oriental martial arts, derived from a farming tool to thrash rice. It is a hard wooden rod with a small grip that juts at right angles from one of the sides, which allows the tonfa to be easily turned in any direction, imparting a good impact force.

Use: Usually the tonfa are used in pairs, one per hand: the character attacks with one tonfa, while parrying or striking with the other.

Special: Extra Attack: At Skilled rank, if he is using two tonfas simultaneously, he can exploit their wieldiness to make an Extra Attack, trying to strike the enemy with first one and then the other in quick combinations. Despite the number of feasible attacks, he can only make one Extra Attack per round.

If instead he only uses one tonfa, he can parry normally but does not gain an Extra Attack.

TORCH

P	Size	Type	Cost	Enc.	H.P.	T.L.
–	S	B	5 sp	25	18	1

Damage	Special	Linked weapon
1d4	Ignite	Club

Appearance: The common torch is a small club of worked hard wood, thinner towards the grip, with a cloth treated with pitch or similar inflammable materials wrapped around the upper part.

Statistics: Torches of larger or smaller size burn for a proportionally longer or shorter time, cost and weigh more or less, and also produce proportional fire damage (see SC of table I to make torches of other sizes using the small torch as a basis).

Use: If used lit, the torch also causes damage due to the flames, however it cannot be used for long in this manner, as it is also dangerous for the character that lights it and risks consuming all of itself (see Special).

Special: Ignite: Each creature struck by a lit torch suffers 1d4 points of damage more due to the flames and has a 50% chance of catching fire, in which case it can make a *Extinguish fire* check (or a Wisdom check with a –

4 penalty) each round to tame the flames (the attempt takes a full round) or continue to lose 1d4 hp in each round that the flames burn. If there is a bucket or pool of water available, the flames are automatically extinguished in the round in which he uses the bucket or immerses himself in water (no check needed).

Moreover, for each turn that the torch remains lit it loses cumulative 1 HP, while every 2 turns that it remains lit it causes 1 point of damage less. The HP lost cannot be repaired, and once it loses ⅔ of its total Hit Points the torch is extinguished and also becomes useless as a weapon (only the grip remains).

Parry: Each time that he uses a lit torch to parry there is a 50% chance that the sparks set light the character that holds it. In this case, refer to the rules above for the Ignite effect.

TRIDENT

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	P	8 gp	50	50	2

Rk	Range	Damage	Defence	Special
Ba	*10/20/30*	1d8	–	Impale (2)
Sk	*10/20/40*	1d10	H: –1/1	Disarm, Imp. (4)
Ex	*20/30/50*	1d10+3	H: –2/1	D'rm (–1), Imp. (6), Par 1
Ad	*20/40/60*	1d10+6	H: –2/2	D'rm (–2), Imp. (8), Par 1
Ma	*30/50/70*	1d10+9	H: –3/2	D'rm (–3), Imp. (10), Parry 2

Appearance: The trident is about 5 feet long and has a metal grip that ends in sharp and parallel prongs, of equal length, usually barbed.

Use: The trident is the weapon favoured by undersea civilisations and those that live in contact with sea. It was developed from the harpoon.

TRIDENT, HOOKED

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	P	12 gp	100	60	3

Rk	Damage	Defence	Special
Ba	1d10	–	Set vs. Charge, Impale (2), Trip
Sk	2d6	H: –1/1	Disarm, Impale (4), Trip
Ex	2d6+3	H: –2/1	Disarm/Trip (–1), Imp. (6), Parry 1
Ad	2d6+6	H: –2/2	Disarm/Trip (–2), Imp. (9), Parry 1
Ma	2d6+9	H: –3/3	Disarm/Trip (–3), Imp. (12), Parry 2

Appearance: The hooked trident is an oriental polearm that is situated between the common trident and the ranseur. It has a wooden haft about 5¼ feet long surmounted by a head with three parallel conical spikes, of which the central on the longest (1 foot), while one of the lateral ones is curved towards the other and the other towards the base (from which it gets the name "hooked trident").

Use: The hooked trident is a popular weapon among the undersea civilisations, an improvement of the simple trident since it can use its length against charging advesaries, and the hook allows it to hook and trip adversaries better. Moreover, unlike other hafted weapons, the hooked trident can be used in close combat without penalty, given its inexcessive length.

VOULGE

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	L	S	12 gp	140	80	3

Rk	Damage	Defence	Special
Ba	1d8+3	–	Set vs. Charge, Sever
Sk	1d10+3	–	Dble Dam. (20), Parry 1
Ex	1d10+6	H: –1/1	Dble Dam. (19-20), Par 1, Stun
Ad	1d10+8	H: –2/1	Dble Dam. (19-20), Par 2, Stun
Ma	1d10+11	H: –2/2	Dble Dam. (18-20), Par 2, Stun (–1)

Appearance: The voulge is a polearm with a 6 foot, wooden handle with at its summit a large and heavy one-edged axe blade with a slightly curved blade attached to the staff with two metallic sockets (at the base and apex), which ends in a long spike at the top, used against charging enemies. As is easy to imagine, it derives from the shorter cleaver.

A French version, instead, has a squarer axe blade and a pointed spur that juts from the side opposite to the blade used to unseat mounted opponents.

Use: The voulge began as an execution tool that was later used in war as an instrument of slaughter. It is a two-handed weapon that can however be used in close combat without penalty, given its inexcessive length.

WAKAZASHI (MISHIYA) – SEE SWORD, SHORT

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	S	S	18 gp	30	50	4

Appearance: The wakazashi is an exotic weapon, a short sword with a slightly curved blade that is generally used together with a katana, typical of the Japanese civilisation (on Mystara it is typical of the rakasta of the Empire of Myoshima, and of the nomadic rakasta of the Yazak Steppes or of the Kingdom of Bellayne, who call it the mishiya). It has an 8 inch wooden hilt covered in leather and with a small round guard (tsuba). The blade is single-edged in its convex part, slightly curved and 1½ foot long, and it is worn with the edge turned upwardsand can hide within its hilt or scabbard a knife called Kogatana or Kozuka (from the name of the grip).

Statistics: The wakazashi is the fruit of very advanced metallurgic technology that makes it a sword of superior craftsmanship than common swords, thanks to its sharper edge and the fact that its blade is made from steel stripes folded up to twenty times. To all effect, the wakazashi uses the statistics of the short sword, but costs triple, causes 1 point of damage more at each mastery rank thanks to its sharper blade, while the blade's greater thickness gives it a better resistance (increasing the weapon's HP and giving it a +1 bonus to its ST).

Use: Anyone who can use a short sword can use the wakazashi with the same degree of mastery and vice-versa.

WAR CLAWS

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	T	S	5 gp	20	20	3

Rk	Damage	Defence	Special
Ba	1d4	–	Ambidexterity
Sk	1d6	M: –1/1	Double Damage (20)
Ex	1d8	M: –2/1	Double Damage (19-20)
Ad	1d10+1	M: –3/2	Double Damage (18-20)
Ma	1d12+2	M: –3/3	Double Damage (17-20)

Appearance: War claws are weapons originally created by the rakasta. They are formed from a leather glove that ends in metal claws about 6 inches and very sharp. A variant has the usual leather glove and three to four claws that extend forward from the back of the hand, ending with a slightly arched tip, sharpened on its lower edge. Another variant (known as **tiger claws**, or bagh nakh) developed in India (and on Mystara in Sind) has four or five steel claws fixed on a flat metal bar strengthened by two rings per finger.

Statistics: The listed cost, encumbrance, and HP refer to a single claw (if using one per hand).

Use: War claws cannot be thrown or used with a shield, nor is it possible to hold a weapon whilst wearing a claw on the same hand.

Special: The claws only inflict Double Damage to unarmoured creatures.

WHIP

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	M	B	3 gp	30	10	2

Rk	Damage	Defence	Special
Ba	1d4	–	Hook or Capt., Reach
Sk	1d5	–	Hook or Capt. (–1)
Ex	1d6	A: –1/1	Hook or Capt. (–2)
Ad	1d8	A: –2/1	Hook or Capt. (–4), Strangle (20)
Ma	1d10	A: –2/2	Hook or Capt. (–6), Strangle (19+)

Appearance: The whip is a strip of leather or horsehair bound together, with a grip, whose length varies from 10 to 15 feet, and it is the only weapon that can be used with only one hand by characters of one size smaller than the weapon's size. It can be easily coiled and hung from the belt, and despite its length, it is a very manageable weapon. As such it is considered two sizes smaller than its real size.

Use: Due to its employment, a character needs at least 5 feet of free space around him to use the whip.

If the character wants to, he can use the whip so that the damage caused is all debilitating damage at any mastery rank.

The whip doesn't damage those protected by armour, although it can apply its other effects.

Special: The whip has a reach equal to its length. This means that it can hit any target within that range.

Hook or Capture: The character must choose which of the two effects he wants to exploit when using the whip. Moreover, the character can choose whether or not to damage the target.

Hook: The character that uses the whip can hook an object held by the victim instead of a limb. In this case it doesn't cause any damage, and if the victim's ST fails, the whip tears the object from the hand and causes it to fall next to the character.

Strangle: If the dice result to hit is high enough (see number next to Strangle), it means that the whip has struck the victim's neck and is strangling him. If the ST to avoid strangulation succeeds, the victim isn't strangled, but he is hooked by the whip (new ST needed).

WHIP, BARBED – SEE WHIP

P	Size	Type	Cost	Enc.	H.P.	T.L.
M	M	S	4 gp	35	10	3

Appearance: The barbed whip is a strip of leather or horsehair bound togethe from 10 to 15 feet long, with a grip and many barbs along its length and has a hook or a small wheel of spiky point at the tip.

Statistics: The barbed whip has the same statistics and ability of the whip, but being equipped with barbs causes 1 point of damage more at each mastery rank, it is slightly heavier and costs double.

Use: The whip is the only weapon that can be used with only one hand by characters of one size smaller than the weapon's size. It can be easily coiled and hung from the belt, and despite its length, it is a very manageable weapon. As such it is considered two sizes smaller than its real size.

The barbed whip cannot damage those protected by metal armour, although the other effects are applied normally. Due to its employment, a character needs at least 5 feet of free space around him to use the barbed whip.

Anyone that can use the whip can also use the barbed whip with the same degree of mastery and vice-versa.

WHIP, HALFMOON

P	Size	Type	Cost	Enc.	H.P.	T.L.
H	M	S	5 gp	50	25	3

Rk	Damage	Defence	Special
Ba	1d6	–	Hook, Ignore Shield, Reach
Sk	1d8	A: –1/1	Hook (–1), Impale (1)
Ex	1d10	A: –2/1	Hook (–2), Impale (2)
Ad	2d6+1	A: –2/2	Hook (–3), Impale (4)
Ma	2d6+3	A: –3/2	Hook (–4), Impale (6)

Appearance: The halfmoon whip is a 10 foot long leather whip with a halfmoon shaped blade sharpened on its convex side attached to the end. Despite its length, it is a manageable weapon, and like the whip, it is considered a medium size weapon.

Use: Due to its employment, a character needs at least 5 feet of free space around him to use the halfmoon whip.

Special: The whip has a reach equal to its length. This means that is can hit any target within that range.

Hook: The character using halfmoon whip can choose to hook an item held by the victim instead of a limb. In this case it doesn't cause any damage, and if the victim's ST fails, the halfmoon whip tears the item from the hand and makes it fall next to the character.

WEAPONS TABLES

The following tables list all the weapons described above. They include the weapon's size, type, cost, encumbrance, hit points, technological level, range, and special abilities at the basic rank of mastery.

After a table that lists all the weapons in alphabetical order (marking simple weapons in *italics*, complex weapons in regular, and improvised weapons and offensive tools in **bold**), are many specific tables that groups together based on their size and the category they belong to (Simple, Complex, and Improvised Weapons – melee, ranged, or throwing, Polearms, Double Weapons) or by the type of damage caused (Bludgeoning, Piercing, Slashing, or Mixed damage).

Finally, there are a series of tables that group the weapons according to their size and technological level they are available in. These tables do not include data relating to damage, range, cost, encumbrance, and hit points, since in the ages before the Medieval and Renaissance, these varied depending upon the materials from which the weapons were made and must therefore be recalculated from time to time.

TABLE 2.25: ALPHABETICAL LIST OF WEAPONS

Weapon	Size	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Aspergill	L	B	1d8+1	–	8 gp	100	80	3	Hook, Ignore Shield, Reach
Axe	M	S	1d6	–	5 gp	100	60	1	Chop, Sever
Axe- mace/hammer	M	S/B	1d6+1	–/10/20	15 gp	60	50	3	Chop, Sever
Axe, battle	M	S/P	1d8	–	10 gp	70	60	1	Armour-piercing, Chop, Sever
Axe, brol	L	S	1d10–1	–	14 gp	210	108	1	Chop, Sever
Axe, double	L	S	1d10	–	30 gp	200	150	3	Extra attack, Chop, Sever
Axe, double-bladed	L	S	1d10+2	–	20 gp	150	100	2	Chop, Sever
Axe, long or barbed	L	S	2d6	–	14 gp	130	90	4	H: –1/1; Reach, Chop, Sever
Axe, throwing	S	S	1d6	10/20/40	5 gp	30	20	2	Sever
Bardiche	L	S	2d6	–	13 gp	120	90	4	Sever
Baton	S	B	1d3	–	3 sp	20	10	2	A: –1/1; Ambidexterity
Bayonet	T	P	1d4 or 1d8	–	4 gp	20	20	5	Set vs. Charge, Impale (3)
Bec-de-corbin	L	B/P	1d10	–	10 gp	120	70	5	H: –1/1; Set vs. Charge, Reach, Armour-
Billhook	S	S	1d5	–	1 gp	30	20	2	Sever
Blade & ring	M	B/S/P	1d2 / 1d4	–	5 gp	60	30	3	Hook, Ignore Shield, Reach
Blade, heaven and earth	L	S	1d8	–	20 gp	120	90	4	Extra attack, Sever
Blade, sun & moon	S	S/P	1d6	–	5 gp	30	30	4	H: –1/1; Ambidexterity, Disarm
Blowgun, large	L	P	–	40/80/120	2 gp	40	–	1	Bonus Con
Blowgun, medium	M	P	–	30/60/90	1 gp	20	–	1	Bonus Con
Blowgun, small	S	P	–	20/40/60	6 sp	10	–	1	Bonus Con
Blowgun, tiny	T	P	–	10/20/30	3 sp	5	–	1	Bonus Con
Bok (bone tip)	S	P	1d4	–	8 sp	18	5	1	Impale (1)
Bok (stone tip)	S	P	1d4	–	14 sp	30	9	1	Impale (1)
Bolas	S	B	1d4	20/60/100	2 gp	25	20	1	Capture
Boomerang	S	B	1d4	30/60/90	2 gp	20	20	1	Returning
Bow, composite	M	P	1d6	70/140/210	15 gp	20	20	2	Max Strength 15 (no Str pen.)
Bow, compound	M	P	1d6+1	70/140/210	40 gp	50	30	6	Max Strength 15 (no rge. pen.), Accurate
Bow, long	L	P	1d8	80/160/240	20 gp	40	40	1	Min Strength 16
Bow, short	M	P	1d6	60/120/180	10 gp	20	20	1	Max Strength 13
Caltrops (10)	D	P	1	–	1 gp	5	–	3	Obstacle
Cestus	T	B	1d2	–	5 sp	5	–	2	Ambidexterity
Chain	M	B	1d5	–	4 gp	40	40	2	Hook, Ignore Shield
Chain, bladed	L	S	1d6	–	10 gp	100	100	3	Multiple damage
Chain, segmented	M	B	1d6	–	10 gp	50	50	4	Hook, Ignore Shield, Reach
Chain, War	L	B	1d8	–	9 gp	80	80	3	Hook, Ignore Shield, Reach
Chakram	S	S	1d6	10/20/40	8 gp	20	20	4	–
Claymore	L	S/P	1d10	–	16 gp	135	120	4	Range (–/–/10)
Cleaver	S	S	1d5	–	1 gp	30	25	3	Sever
Club	M	B	1d6	–	1 gp	50	30	1	–
Club, studded	M	B	1d6+1	–	2 gp	60	35	1	–
Crossbow, double	S	P	2d6	60/120/240	70 gp	80	60	4	Inaccurate, RoF +1
Crossbow, hand	T	P	1d4+1	40/80/160	10 gp	20	10	5	–
Crossbow, heavy	M	P	1d8+1	80/160/320	35 gp	100	80	3	Delay (s)
Crossbow, light	S	P	1d6+1	60/120/240	17 gp	50	40	3	–
Crossbow, repeating	S	P	1d6	60/120/240	40 gp	70	60	4	Inaccurate, RoF +1
Crossbow, six-shooter	T	P	1d4	30/60/120	20 gp	30	20	5	Inaccurate, RoF +1
Cudgel	S	B	1d4	–	varies	20	10	1	–
Cutlass	S	S	1d6	–	8 gp	35	40	5	Guard (+1), Sever
Dagger	T	P/S	1d4	10/20/30	2 gp	15	20	1	–
Dagger, double	T	P/B	1d4 / 1d3	10/20/30	5 gp	30	20	3	P = Dagger, B = truncheon
Dagger, triple	S	P	1d5	–	10 gp	25	30	5	Ambidexterity, Disarm, Parry 1
Dart	T	P	1d3	10/20/40	5 sp	2	–	1	Multiple throw
Dirk	S	P	1d5	–	5 gp	25	30	1	–
Fakir's Horns	T	P	1d4	–	1 gp	15	10	2	–
Falchion	M	S	2d4	–	11 gp	70	80	3	Sever

112

Falx	L	S	1d8+1	–	6 gp	100	60	3	Trip, Sever
Fan, war	T	B/S	1d4	–	4 gp	20	15	3	H: –1/1; Range (–/10/20), KO +5%
Fang, long	L	P/S	1d8	–	8 gp	100	70	3	Set vs. Charge, Armour-piercing, Trip
Fang, short	S	P	1d4	–	3 gp	40	40	2	Trip
Flail	L	B	1d6	–	4 gp	90	50	2	Ignore Shield
Fork, scaling	L	P	1d10	–	8 gp	70	60	3	Set vs. Charge, Trip
Garrotte	T	–	1d3	–	5 sp	5	–	2	Debil. damage, Strangle + Capture
Gastrophetes	L	P	1d10+4	100/200/600	60 gp	140	90	3	Accurate, RoF: 1/2
Gisarme	L	P	1d10	–	13 gp	130	80	4	H: –1/1; Set vs. Charge, Reach, Trip
Glaive	L	S	1d10+2	–	14 gp	140	90	4	H: –1/1; Reach, Sever
Grapple, war	S	P/B	1d4	–	6 gp	70	30	3	Hook, Ignore Shield, Reach
Grooka	T	S/P	1d3/1d4	–	4 gp	22	20	2	Impale (1)
Halberd	L	S/P	1d12	–	15 gp	140	80	4	H: –1/1; Set vs. Charge, Reach, Trip
Halberd, sabre	L	S	2d6	–	17 gp	140	90	4	H: –1/1; Set vs. Charge, Reach, Sever
Halfmoon	L	S	1d10	–	10 gp	90	60	4	H: –1/1; Reach, Trip
Halfmoon, double	L	S	1d8	–	20 gp	120	80	4	Extra attack
Halfpike	L	P	1d8+1	–	8 gp	90	70	4	Set vs. Charge, Impale (3)
Hammer	T	B	1d4	–	2 gp	20	10	2	–
Hammer, double	L	B	1d8	–	25 gp	200	150	2	Extra attack, Delay
Hammer, throwing	S	B	1d6	10/20/30	6 gp	40	30	3	–
Hammer, war	M	B/P	1d8	–	10 gp	70	60	4	Armour-piercing
Harpoon	M	P	1d6	10/20/30	5 gp	60	40	1	Impale (2)
Hatchet	T	S	1d4	–	1 gp	20	15	1	–
Hoe	S	P	1d4	–	5 sp	30	15	1	–
Hook	T	P	1d4	–	1 gp	20	20	2	Trip
Jambiya	T	S/P	1d4	–	4 gp	20	25	4	–
Javelin	M	P	1d6	30/60/90	4 gp	40	20	1	Impale (2)
Javelin, flaming	M	P	1d6+1	30/60/90	6 gp	70	60	3	Ignite, Impale (2)
Javelin, heavy	M	P	1d6 or 1d5	30/60/90	4 gp	60	55	3	Impale (2)
Javelin, light	S	P	1d5	30/60/90	2 gp	20	10	1	Impale (1)
Jitte	S	B	1d4	–	2 gp	20	30	3	Disarm, K.O. +5%
Katana	M	S	1d8+1/1d1	–	60 gp	90	110	4	Impale (1)
Katar	S	P	1d6	–	8 gp	30	40	2	–
Katar with guard	S	P	1d6	–	10 gp	40	50	4	Guard (+1)
Katar, three bladed	S	P	1d6+1	–	12 gp	45	60	4	Guard (+1)
Katar, triple	S	P	1d6	–	15 gp	35	50	4	Parry 1
Kiseru	T	B	1d3	–	8 sp	10	8	2	Debil. damage, K.O. +10%, Stun
Knife	T	S	1d4	–	2 sp	10	5	1	–
Knife, Deer antler	S	S	1d6	–	6 gp	20	25	4	Ambidexterity
Knife, throwing	S	P	1d5	10/20/30	4 gp	30	30	2	–
Kris	T	S/P	1d4	–	4 gp	15	25	4	Mortal
Kukri	S	S-P	1d4+1	–	5 gp	20	25	4	Sever
Lance	L	P	1d10	–	10 gp	100	70	4	Guard (+2), Trip
Lance, tourney	L	B	1d8	–	7 gp	90	60	4	Guard (+2), Trip
Lasso	L	–	–	–	1 gp	30	–	1	Hook/Capt.(–1), Ignore Shield, Reach
Mace and Chain	M	B	1d8+1	–	12 gp	70	50	4	–
Mace, heavy	M	B	1d8	–	10 gp	80	60	2	–
Mace, light	S	B	1d6	10/20/30	5 gp	40	30	1	–
Mace, spiked	M	S/B	1d8	–	8 gp	50	40	1	–
Machete	S	S	1d6	–	4 gp	50	40	3	Sever
Main gauche	S	P	1d4	–	7 gp	20	30	5	H: –1/1; Ambidexterity, Guard +1
Mancatcher	L	P	1d4	–	10 gp	100	70	4	A: –1/1; Hook or Capt., Reach
Manople	M	S	1d6	–	15 gp	50	60	4	Imposs. disarm; Ambidexterity
Maru	M	P	1d6	–	8 gp	80	50	4	A: –1/1; Set vs. Charge, Guard (+3)
Mattock	M	P	1d6	–	2 gp	80	40	1	Trip
Maul	L	B	1d8+2	–	12 gp	140	80	2	Stun
Maul, war	M	B	1d8	–	8 gp	70	50	2	Delay

Name									
Misericord	S	P	1d5	–	6 gp	20	20	4	Armour-piercing
Morningstar	M	B-P	1d8+1	–	11 gp	80	60	3	–
Needle, spitting	D	P	–	5/10/15	5 cp	–	–	3	Irritate, Multiple throw
Net	var.	–	–	–/10/20	4	10/m	var.	1	A: –1/1, Capture, Ignore Shield
Net, barbed	M	S	1d4	–	15 gp	60	30	3	A: –1/1, Capt., Multiple damage, Reach
Ninja-to	S	S/P	1d6	–	12 gp	35	40	4	Multiuse hilt & scabbard
No-dachi	L	S/P	1d10+1	–	45 gp	145	155	4	Impale (2), Sever
Partisan	L	S/P	1d10	–	12 gp	100	60	4	H: –1/1; Set vs. Charge, Reach, Impale. (2)
Pata	M	P	1d8	–	15 gp	60	70	4	Guard (+3)
Phurbu	T	P	1d4	–	10 gp	20	20	2	–1 attack, +1 damage to demons
Pick	M	P	1d6	–	3 gp	90	45	2	2x damage to stone, Armour-piercing
Pick, military	S	P	1d6	–	6 gp	40	40	3	2x damage to stone, Armour-piercing
Pike	L	P	1d10	–	10 gp	110	60	3	H: –1/1; Set vs. Charge, Reach, Impale (4
Pilum	L	P	1d8	20/40/60	6 gp	60	30	3	Set vs. Charge, Impale (3), Hindering
Pitchfork	L	P	1d8	–	4 gp	80	50	2	–
Quarterstaff	L	B	1d6	–	1 gp	60	40	1	–
Rake	L	P	1d8	–	2 gp	80	30	2	Trip
Rake, war	L	P	1d8+1	–	9 gp	100	60	3	H: –1/1; Set vs. Charge, Reach, Trip
Ranseur	L	P	1d10	–	12 gp	100	70	3	H: –1/1; Set vs. Charge, Reach, Impale (2
Rapier	M	P	2d4–1	–	13 gp	25	25	5	H: –1/1; Guard (+1), Armour-piercing
Ring, (moon or sun)	S	S	1d6	–	6 gp	30	30	4	Ambidexterity
Sabre or Scimitar	M	S	1d8	–	12 gp	50	60	3	Sever
Sai	S	P	1d4	–	3 gp	20	30	3	H: –1/1; Ambidexterity, Disarm
Sap	T	B	1d3	–	5 sp	20	10	2	Debil. damage, K.O. +10%, Stun
Sarissa	H	P	1d12	–	12 gp	160	80	3	H: –1/1; Set vs. Charge, Reach, Impale (5
Scourge	S	B	1d3	–	5 sp	20	–	2	Stupefy
Scourge, barbed	S	S	1d4	–	1 gp	20	–	2	Stupefy
Scythe	L	S	1d8	–	5 gp	110	70	2	Sever
Scythe, chain	M	S/B	1d4 / 1d6	–	7 gp	70	40	3	Hook, Distance, Sever
Scythe, heavy	M	S	1d10	–	12 gp	120	80	4	Sever
Scythe, straight	L	S	1d8+1	–	7 gp	90	50	3	Set vs. Charge, Sever
Shield, knife	M	S	1d4	–	15 gp	60	60	1	A: –1/1; Ambidex., Atk Bon., Fragile
Shield, lantern	M	S/P	1d6	–	40 gp	80	80	5	A: –1/1; Dazzle, Atk Bon.
Shield, spiked	M	P	1d4	–	13 gp	65	65	1	A: –1/1; Amb., Atk Bon., Fragile
Shield, sword	M	S/P	1d6	–	30 gp	90	80	3	A: –1/1; Amb., Atk Bon., Fragile
Shovel	M	B	1d5	–	2 gp	90	40	2	–
Siangkam	S	P	1d4	–	1 gp	15	20	2	A: –1/1; Ambidexterity
Sica	S	P	1d6	–	6 gp	40	30	2	Ignore Shield
Sickle	S	S/P	1d4	–	2 gp	25	20	2	Sever
Sledgehammer	M	B	1d6	–	4 gp	100	60	2	Delay
Sling	T	B	1d4	50/100/150	2 sp	1	–	1	–
Spade	M	B	1d5	–	1 gp	70	30	2	–
Spear	L	P	1d8+1	20/40/60	8 gp	70	40	1	Set vs. Charge, Impale (3 HD)
Spear, chain	L	P/B	1d8 / 1d6	–	16 gp	100	70	3	Set vs. Charge, Ignore Shield, Impale (2)
Spear, double	L	P	1d8	–	12 gp	90	60	4	Extra attack, Set vs. Charge, Impale (1)
Spear, forked	L	P	1d8	–	6 gp	90	40	1	Set vs. Charge, Impale (3 HD)
Spear, moon and star	M	P/S	1d6	–	15 gp	70	50	4	Extra attack
Spear, triple	M	P	1d8	–	30 gp	120	100	4	A: –1/1; Guard (+3)
Speargun	M	P	2d4	20/40/120	50 gp	60	50	4	Impale (3 HD)
Spetum	L	P	1d10	–	12 gp	100	70	4	H: –1/1; Set vs. Charge, Reach
Staff	M	B	1d5	–	5 sp	30	20	1	–
Staff, chain	L	B	1d6+1/1d6	–	12 gp	100	60	4	Hook, Extra attack, Ignore Shield, Reach
Staff, feather	L	B/P	1d6/1d8	–	20 gp	90	60	5	H: –1/1; Set vs. Charge, Reach, Impale (2)
Staff, hooking	L	B	1d6+1	–	10 gp	120	70	3	A: –1/1; Reach, Entangle
Staff, ringed	L	B	1d6+1	–	10 gp	80	80	3	Parry 1 + Disarm or Sunder
Staff, spear	L	P/B	1d8/1d6	10/20/30	10 gp	80	40	2	Set vs. Charge, Impale (3)
Staff, spiked	M	B/P	1d6	–	3 gp	40	20	2	Armour-piercing, Trip

Staff, strangler's	L	B/P	1d4	–	5 gp	90	30	2	A: –1/1; Hook, Reach, Strangle (20)
Staff, three piece	L	B	1d8	–	6 gp	60	40	3	Ignore Shield, Parry 1
Staff, two piece	M	B	1d6	–	3 gp	30	20	3	Parry 1
Staff, war	L	B	1d8	–	5 gp	90	60	3	–
Staff-sling	S	B	1d4+1	60/120/180	1 gp	20	10	2	–
Star, throwing	S	S	1d6	30/60/90	5 gp	20	40	1	+2 hp thrown; Returning
Stick, throwing	T	B	1d3	10/30/60	2 sp	10	–	1	Delay (s)
Stiletto	T	P	1d4	–	4 gp	10	10	4	Armour-piercing
Sword cane	M	S/P	varies	–	+5 gp	+15	var.	4	–
Sword cane, sprung	M	P	1d6	10/20/30	15 gp	40	20	4	Impale (1)
Sword, bastard	M	S/P	1d8/1d10	–	20 gp	90	90	3	Impale (1)
Sword, chain	M	S	1d6	–	10 gp	45	50	4	Ignore Shield, Parry 1
Sword, double	L	S	1d8	–	20 gp	120	100	4	Extra attack
Sword, executioner's	M	S	1d10	–	12 gp	140	130	3	Sever
Sword, flexible	M	S	1d8	–	15 gp	70	40	4	H: –1/1; Min Dex 13, Ignore Shield
Sword, grain	M	S	1d8	–	16 gp	60	60	3	Block 1 + Sunder, Sever
Sword, great	L	S/P	1d10	–	15 gp	130	130	4	Impale (2)
Sword, long	M	S	1d8	–	10 gp	60	70	3	–
Sword, nine ring	M	S	2d4	–	20 gp	80	80	4	Parry 1 + Disarm or Sunder
Sword, short	S	S/P	1d6	–	6 gp	30	40	2	Range (–/10/20)
Sword, sickle	S	S	1d6+1	–	8 gp	50	40	2	Sever
Sword, tiger claw	S	S/P	1d6	–	8 gp	40	40	4	H: –1/1; Ambidexterity, Trip
Sword, whip	M	S	1d8 / 1d6	–	30 gp	60	40	4	Hook, Min Dex 12
Swordbreaker	S	P	1d4	–	8 gp	20	25	5	Ambidexterity, Block 1 + Sunder
Tachi	M	S	1d8+1	–	30 gp	60	80	4	–
Tanto	T	P/S	1d4+1	10/20/30	6 gp	15	25	4	–
Tarch	M	P	1d6	–	40 gp	90	100	5	A: –1/1, Imposs. disarm
Tomahawk	S	B/S	1d5	10/20/40	3 gp	30	13	1	–1 attack as a slashing weapon
Tonfa	S	B	1d4	–	2 gp	20	20	2	H: –1/1; Ambidexterity
Torch	S	B	1d4	–	5 sp	25	18	1	Ignite
Trident	M	P	1d8	10/20/30	8 gp	50	50	2	Impale (2 HD)
Trident, barbed	L	P	1d10	–	12 gp	100	60	3	Set vs. Charge, Impale (2), Trip
Voulge	L	S	1d8+3	–	12 gp	140	80	3	Set vs. Charge, Sever
Wakazashi	S	S	1d6+1	–	18 gp	30	50	4	Range (–/10/20)
War claws	T	S	1d4	–	5 gp	20	20	3	Ambidexterity
Whip	M	B	1d4	–	3 gp	30	10	2	Hook or Capture, Reach
Whip, barbed	M	S	1d4+1	–	4 gp	35	10	3	Hook or Capture, Reach
Whip, halfmoon	M	S	1d6	–	5 gp	50	25	3	Hook, Ignore Shield, Reach

TABLE 2.26: OFFENSIVE TOOLS

Weapon	Size	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Bayonet	T	P	1d4 or 1d8	–	4 gp	20	20	5	Set vs. Charge, Impale (3)
Caltrops (10)	D	P	1	Strength	1 gp	5	–	3	Obstacle
Cestus	T	B	1d2	–	5 sp	5	–	2	Ambidexterity
Needle, spitting	D	P	–	5/10/15	5 cp	–	–	3	Irritate, Multiple throw
Scourge	S	B	1d3	–	5 sp	20	–	2	Stupefy
Scourge, barbed	S	S	1d4	–	1 gp	20	–	2	Stupefy

TABLE 2.27: IMPROVISED WEAPONS

Weapon	Size	Type	Damage	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Axe	M	S	1d6	5 gp	100	60	1	Chop, Sever
Bill hook	S	S	1d5	1 gp	30	20	2	Sever
Chain	M	B	1d5	4 gp	40	40	2	Hook, Ignore Shield
Cleaver	S	S	1d5	1 gp	30	25	3	Sever
Cudgel	S	B	1d4	varies	20	10	1	–
Flail	L	B	1d6	4 gp	90	50	2	Ignore Shield
Hammer	T	B	1d4	2 gp	20	10	2	–
Hatchet	T	S	1d4	1 gp	20	15	1	–
Hoe	S	P	1d4	5 sp	30	15	1	–

Hook	T	P	1d4	1 gp	20	20	2	Trip
Knife	T	S	1d4	2 sp	10	5	1	–
Mattock	M	P	1d6	2 gp	80	40	1	Trip
Pick	M	P	1d6	3 gp	90	45	2	2x damage to stone, Armour-piercing
Pitchfork	L	P	1d8	4 gp	80	50	2	–
Rake	L	P	1d8	2 gp	80	30	2	Trip
Scythe	L	S	1d8	5 gp	110	70	2	Sever
Shovel	M	B	1d5	2 gp	90	40	2	–
Sickle	S	S/P	1d4	2 gp	25	20	2	Sever
Sledgehammer	M	B	1d6	4 gp	100	60	2	Delay
Spade	M	B	1d5	1 gp	70	30	2	–
Torch	S	B	1d4	5 sp	25	18	1	Ignite

TABLE 2.28: SIMPLE WEAPONS

TINY SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blowgun, tiny	P	–	10/20/30	3 sp	5	–	1	Bonus Con
Crossbow, hand	P	1d4+1	40/80/160	10 gp	20	10	5	–
Crossbow, six-shooter	P	1d4	30/60/120	20 gp	30	20	5	Inaccurate, RoF +1
Dagger	P/S	1d4	10/20/30	2 gp	15	20	1	–
Dagger, double	P/B	1d4 / 1d3	10/20/30	5 gp	30	20	3	P = Dagger, B = truncheon
Dart	P	1d3	10/20/40	5 sp	2	–	1	Multiple throw
Fakir's Horns	P	1d4	–	1 gp	15	10	2	–
Fan, war	B/S	1d4	–	4 gp	20	15	3	H: –1/1; Range (–/10/20), K.O. +5%
Garrotte	–	1d3	–	5 sp	5	–	2	Debil. damage, Strangle + Capture
Jambiya	S/P	1d4	–	4 gp	20	25	4	–
Kiseru	B	1d3	–	8 sp	10	8	2	Debil. damage, K.O. +10%, Stun
Kris	S/P	1d4	–	4 gp	15	25	4	Mortal
Phurbu	P	1d4	–	10 gp	20	20	2	–1 attack, +1 Damage vs demons
Sap	B	1d3	–	5 sp	20	10	2	Debil. damage, K.O. +10%, Stun
Sling	B	1d4	50/100/150	2 sp	1	–	1	–
Stick, throwing	B	1d4	10/30/60	2 sp	10	–	1	Delay (s)
Stiletto	P	1d4	–	4 gp	10	10	4	Armour-piercing
Tonto	P/S	1d4+1	10/20/30	6 gp	15	25	4	–
War claws	S	1d4	–	5 gp	20	20	3	Ambidexterity

SMALL SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Axe, throwing	S	1d6	10/20/40	5 gp	30	20	2	Sever
Blowgun, small	P	–	20/40/60	6 sp	10	–	1	Bonus Con
Bok (bone tip)	P	1d4	–	8 sp	18	5	1	Impale (1)
Bok (stone tip)	P	1d4	–	14 sp	30	9	1	Impale (1)
Bolas	B	1d4	20/60/100	2 gp	25	20	1	Capture
Chakram	S	1d6	10/20/40	8 gp	20	20	4	–
Crossbow, double	P	2d6	60/120/240	70 gp	80	60	4	Inaccurate, RoF +1
Crossbow, light	P	1d6+1	60/120/240	17 gp	50	40	3	–
Crossbow, repeating	P	1d6	60/120/240	40 gp	70	60	4	Inaccurate, RoF +1
Cutlass	S	1d6	–	8 gp	35	40	5	Guard (+1), Sever
Dirk	P	1d5	–	5 gp	25	30	1	–
Fang, short	P	1d4	–	3 gp	40	40	2	Trip
Hammer, throwing	B	1d6	10/20/30	6 gp	40	30	3	–
Javelin, light	P	1d5	30/60/90	2 gp	20	10	1	Impale (1)
Jitte	B	1d4	–	2 gp	20	30	3	Disarm, K.O. +5%
Katar	P	1d6	–	8 gp	30	40	2	–
Katar with guard	P	1d6	–	10 gp	40	50	4	Guard (+1)
Katar, three bladed	P	1d6+1	–	12 gp	45	60	4	Guard (+1)
Knife, throwing	P	1d5	10/20/30	4 gp	30	30	2	–
Kukri	S-P	1d4+1	–	5 gp	20	25	4	Sever

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Mace, light	B	1d6	10/20/30	5 gp	40	30	1	–
Machete	S	1d6	–	4 gp	50	40	3	Sever
Misericord	P	1d5	–	6 gp	20	20	4	Armour-piercing
Ninja-to	S/P	1d6	–	12 gp	35	40	4	Multiuse hilt & scabbard
Pick, military	P	1d6	–	6 gp	40	40	3	2x damage to stone, Armour-piercing
Staff-sling	B	1d4+1	60/120/180	1 gp	20	10	2	–
Sword, short	S/P	1d6	–	6 gp	30	40	2	Range (–/10/20)
Sword, sickle	S	1d6+1	–	8 gp	50	40	2	Sever
Tomahawk	B/S	1d5	10/20/40	3 gp	30	13	1	–1 attack as a slashing weapon
Wakazashi	S	1d6+1	–	18 gp	30	50	4	Range (–/10/20)

MEDIUM SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Axe- mace/hammer	S/B	1d6+1	–/10/20	15 gp	60	50	3	Chop, Sever
Axe, battle	S/P	1d8	–	10 gp	70	60	1	Armour-piercing, Chop, Sever
Blowgun, medium	P	–	30/60/90	1 gp	20	–	1	Bonus Con
Club	B	1d6	–	1 gp	50	30	1	–
Club, studded	B	1d6+1	–	2 gp	60	35	1	–
Crossbow, heavy	P	1d8+1	80/160/320	35 gp	100	80	3	Delay (s)
Falchion	S	2d4	–	11 gp	70	80	3	Sever
Hammer, war	B/P	1d8	–	10 gp	70	60	4	Armour-piercing
Harpoon	P	1d6	10/20/30	5 gp	60	40	1	Impale (2)
Javelin	P	1d6	30/60/90	4 gp	40	20	1	Impale (2)
Javelin, flaming	P	1d6+1	30/60/90	6 gp	70	60	3	Ignite, Impale (2)
Javelin, heavy	P	1d6 or 1d5	30/60/90	4 gp	60	55	3	Impale (2)
Mace, heavy	B	1d8	–	10 gp	80	60	2	–
Mace, spiked	S/B	1d8	–	8 gp	50	40	1	–
Manople	S	1d6	–	15 gp	50	60	4	Imposs. Disarm; Ambidexterity
Maul, war	B	1d8	–	8 gp	70	50	2	Delay
Morningstar	B-P	1d8+1	–	11 gp	80	60	3	–
Sabre or Scimitar	S	1d8	–	12 gp	50	60	3	Sever
Scythe, heavy	S	1d10	–	12 gp	120	80	4	Sever
Speargun	P	2d4	20/40/120	50 gp	60	50	4	Impale (3)
Staff	B	1d5	–	5 sp	30	20	1	–
Staff, spiked	B/P	1d6	–	3 gp	40	20	2	Armour-piercing, Trip
Sword cane	S/P	varies	–	+5 gp	+15	var.	4	–
Sword cane, sprung	P	1d6	10/20/30	15 gp	40	20	4	Impale (1)
Sword, executioner's	S	1d10	–	12 gp	140	130	3	Sever
Sword, long	S	1d8	–	10 gp	60	70	3	–
Tachi	S	1d8+1	–	30 gp	60	80	4	–
Trident	P	1d8	10/20/30	8 gp	50	50	2	Impale (2)

LARGE SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Aspergill	B	1d8+1	–	8 gp	100	80	3	Hook, Ignore Shield, Distance
Axe, brol	S	1d10–1	–	14 gp	210	108	1	Chop, Sever
Axe, double-bladed	S	1d10+2	–	20 gp	150	100	2	Chop, Sever
Bardiche	S	2d6	–	13 gp	120	90	4	Sever
Blowgun, large	P	–	40/80/120	2 gp	40	–	1	Bonus Con
Falx	S	1d8+1	–	6 gp	100	60	3	Trip, Sever
Fang, long	P/S	1d8	–	8 gp	100	70	3	Set vs. Charge, Armour-piercing, Trip
Fork	P	1d10	–	8 gp	70	60	3	Set vs. Charge, Trip
Gastrophetes	P	1d10+4	100/200/600	60 gp	140	90	3	Accurate, RoF: ½
Halfpike	P	1d8+1	–	8 gp	90	70	4	Set vs. Charge, Impale (3)
Lasso	–	–	–	1 gp	30	–	1	Hook/Capt.(–1), Ignore shield, |Reach
Maul	B	1d8+2	–	12 gp	140	80	2	Stun
Pilum	P	1d8	20/40/60	6 gp	60	30	3	Set vs. Charge, Impale (3), Hindering
Quarterstaff	B	1d6	–	1 gp	60	40	1	–
Scythe, straight	S	1d8+1	–	7 gp	90	50	3	Set vs. Charge, Sever

Weapon	Type	Damage	Range	Cost	H.P.		T.L.	Basic Rank Special Effects
Spear	P	1d8+1	20/40/60	8 gp	70	40	1	Set vs. Charge, Impale (3)
Spear, forked	P	1d8	_	6 gp	90	40	1	Set vs. Charge, Impale (3)
Staff, war	B	1d8	_	5 gp	90	60	3	_
Trident, barbed	P	1d10	_	12 gp	100	60	3	Set vs. Charge, Impale (2), Trip

TABLE 2.29: COMPLEX WEAPONS

TINY SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Grooka	S/P	1d3/1d4	_	4 gp	22	20	2	Impale (1)

SMALL SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Baton	B	1d3	_	3 sp	20	10	2	A: –1/1; Ambidexterity
Blade, sun & moon	S/P	1d6	_	5 gp	30	30	4	H: –1/1; Ambidexterity, Disarm
Boomerang	B	1d4	30/60/90	2 gp	20	20	1	Returning
Dagger, triple	P	1d5	_	10 gp	25	30	5	Ambidexterity, Disarm, Parry 1
Grapple, war	P/B	1d4	_	6 gp	70	30	3	Hook, Ignore Shield, Reach
Katar, triple	P	1d6	_	15 gp	35	50	4	Parry 1
Knife, Deer antler	S	1d6	_	6 gp	20	25	4	Ambidexterity
Main gauche	P	1d4	_	7 gp	20	30	5	H: –1/1; Ambidexterity, Guard +1
Ring, moon or sun	S	1d6	_	6 gp	30	30	4	Ambidexterity
Sai	P	1d4	_	3 gp	20	30	3	H: –1/1; Ambidexterity, Disarm
Siangkam	P	1d4	_	1 gp	15	20	2	A: –1/1; Ambidexterity
Sica	P	1d6	_	6 gp	40	30	2	Ignore Shield
Star, throwing	S	1d6	30/60/90	5 gp	20	40	1	+2 hp thrown; Returning
Sword, tiger claw	S/P	1d6	_	8 gp	40	40	4	H: –1/1; Ambidexterity, Trip
Swordbreaker	P	1d4	_	8 gp	20	25	5	Ambidexterity, Block 1 + Sunder
Tonfa	B	1d4	_	2 gp	20	20	2	H: –1/1; Ambidexterity

MEDIUM SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blade & ring	B/P/S	1d2 / 1d4	_	5 gp	60	30	3	Hook, Ignore Shield, Reach
Bow, composite	P	1d6	70/140/210	15 gp	20	20	2	Max Str 15 (no Str pen.)
Bow, compound	P	1d6+1	70/140/210	40 gp	50	30	6	Max Str 15 (no rge. pen.), Accurate
Bow, short	P	1d6	60/120/180	10 gp	20	20	1	Max Str 13
Chain, segmented	B	1d6	_	10 gp	50	50	4	Hook, Ignore Shield, Reach
Katana	S	1d8+1/1d1	_	60 gp	90	110	4	Impale (1)
Mace and chain	B	1d8+1	_	12 gp	70	50	4	_
Maru	P	1d6	_	8 gp	80	50	4	A: –1/1; Set vs. Charge, Guard (+3)
Net, barbed	S	1d4	_	15 gp	60	30	3	A: –1/1, Capt., Multiple damage, Reach
Pata	P	1d8	_	15 gp	60	70	4	Guard (+3)
Rapier	P	2d4–1	_	13 gp	25	25	5	H: –1/1; Guard (+1), Armour-piercing
Scythe, chain	S/B	1d4 / 1d6	_	7 gp	70	40	3	Hook, Reach, Sever
Shield, knife	S	1d4	_	15 gp	60	60	1	A: –1/1; Ambidexterity, Atk Bon., Fragile
Shield, lantern	S/P	1d6	_	40 gp	80	80	5	A: –1/1; Dazzle, Atk Bon.
Shield, spiked	P	1d4	_	13 gp	65	65	1	A: –1/1; Ambidexterity, Atk Bon., Fragile
Shield, sword	S/P	1d6	_	30 gp	90	80	3	A: –1/1; Ambidexterity, Atk Bon., Fragile
Spear, moon and star	P/S	1d6	_	15 gp	70	50	4	Extra attack
Spear, triple	P	1d8	_	30 gp	120	100	4	A: –1/1; Guard (+3)
Staff, two piece	B	1d6	_	3 gp	30	20	3	Parry 1
Sword, bastard	S/P	1d8 / 1d10	_	20 gp	90	90	3	Impale (1 HD)
Sword, chain	S	1d6	_	10 gp	45	50	4	Ignore Shield, Parry 1
Sword, flexible	S	1d8	_	15 m.o	70	40	4	H: –1/1; Min Dex 13, Ignore Shield
Sword, grain	S	1d8	_	16 gp	60	60	3	Block 1 + Sunder, Sever
Sword, nine ring	S	2d4	_	20 gp	80	80	4	Parry 1 + Disarm or Sunder
Sword, whip	S	1d8 / 1d6	_	30 gp	60	40	4	Hook, Min Dex 12
Tarch	P	1d6	_	40 gp	90	100	5	A: –1/1, Imposs. Disarm
Whip	B	1d4	_	3 gp	30	10	2	Hook or Capture, Distance
Whip, barbed	S	1d4+1	_	4 gp	35	10	3	Hook or Capture, Reach

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Whip, halfmoon	S	1d6	–	5 gp	50	25	3	Hook, Ignore Shield, Reach

LARGE SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Axe, double	S	1d10	–	30 gp	200	150	3	Extra attack, Chop, Sever
Axe, long or barbed	S	2d6	–	14 gp	130	90	4	H: –1/1; Reach, Chop, Sever
Bec-de-corbin	B/P	1d10	–	10 gp	120	70	5	H: –1/1; Set vs. Charge, Reach, Armour-piercing
Blade, heaven and earth	S	1d8	–	20 gp	120	90	4	Extra attack, Sever
Bow, long	P	1d8	80/160/240	20 gp	40	40	1	Min Str 16
Chain, bladed	S	1d6	–	10 gp	100	100	3	Multiple damage
Chain, war	B	1d8	–	9 gp	80	80	3	Hook, Ignore Shield, Reach
Claymore	S/P	1d10	–	16 gp	135	120	4	Range (–/–/3)
Gisarme	P	1d10	–	13 gp	130	80	4	H: –1/1; Set vs. Charge, Reach, Trip
Glaive	S	1d10+2	–	14 gp	140	90	4	H: –1/1; Reach, Sever
Halbard	S/P	1d12	–	15 gp	140	80	4	H: –1/1; Set vs. Charge, Reach, Trip
Halbard, sabre	S	2d6	–	17 gp	140	90	4	H: –1/1; Set vs. Charge, Reach, Sever
Half moon	S	1d10	–	10 gp	90	60	4	H: –1/1; Reach, Trip
Half moon, double	S	1d8	–	20 gp	120	80	4	Extra attack
Hammer, double	B	1d8	–	25 gp	200	150	2	Extra attack, Delay
Lance	P	1d10	–	10 gp	100	70	4	Guard (+2), Trip
Lance, tourney	B	1d8	–	7 gp	90	60	4	Guard (+2), Trip
Mancatcher	P	1d4	–	10 gp	100	70	4	A: –1/1; Hook or Capture, Reach
No-dachi	S/P	1d10+1	–	45 gp	145	155	4	Impale (2), Sever
Partisan	S/P	1d10	–	12 gp	100	60	4	H: –1/1; Set vs. Charge, Reach, Impale (2)
Pike	P	1d10	–	10 gp	110	60	3	H: –1/1; Set vs. Charge, Reach, Impale (4)
Rake, war	P	1d8+1	–	9 gp	100	60	3	H: –1/1; Set vs. Charge, Reach, Trip
Ranseur	P	1d10	–	12 gp	100	70	3	H: –1/1; Set vs. Charge, Reach, Impale (2)
Spear, chain	P/B	1d8 / 1d6	–	16 gp	100	70	3	Set vs. Charge, Ignore shield, Impale (2)
Spear, double	P	1d8	–	12 gp	90	60	4	Extra attack, Set vs. Charge, Impale (1)
Spetum	P	1d10	–	12 gp	100	70	4	H: –1/1; Set vs. Charge, Reach
Staff, chain	B	1d6+1/1d6	–	12 gp	100	60	4	Hook, Extra attack, Ignore shield, Reach
Staff, feather	B/P	1d6 / 1d8	–	20 gp	90	60	5	H: –1/1; Set vs. Charge, Reach, Impale (2)
Staff, hooking	B	1d6+1	–	10 gp	120	70	3	A: –1/1; Reach, Entangle
Staff, ringed	B	1d6+1	–	10 gp	80	80	3	Parry 1 + Disarm or Sunder
Staff, spear	P/B	1d8 / 1d6	10/20/30	10 gp	80	40	2	Set vs. Charge, Impale (3)
Staff, strangler's	B/P	1d4	–	5 gp	90	30	2	A: –1/1; Hook, Reach, Strangle (20)
Staff, three piece	B	1d8	–	6 gp	60	40	3	Ignore Shield, Parry 1
Sword, double	S	1d8	–	20 gp	120	100	4	Extra attack
Sword, great	S/P	1d10	–	15 gp	130	130	4	Impale (2)
Voulge	S	1d8+3	–	12 gp	140	80	3	Set vs. Charge, Sever

HUGE SIZE

Weapon	Type	Damage	Range	Cost	Enc	H.P.	T.L.	Basic Rank Special Effects
Sarissa	P	1d12	–	12 gp	160	80	3	H: –1/1; Set vs. Charge, Reach, Impale (5)

VARIABLE SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Net	–	–	–/10/20	varies	Var.	var.	1	A: –1/1, Capture, Ignore Shield

TABLE 2.30: RANGED WEAPONS

TINY SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blowgun, tiny	P	–	10/20/30	3 sp	5	–	1	Bonus Con
Crossbow, hand	P	1d4+1	40/80/160	10 gp	20	10	5	–
Crossbow, six-shooter	P	1d4	30/60/120	20 gp	30	20	5	Inaccurate, RoF +1
Dart	P	1d3	10/20/40	5 sp	2	–	1	Multiple throw
Sling	B	1d4	50/100/150	2 sp	1	–	1	–

SMALL SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blowgun, small	P	–	20/40/60	6 sp	10	–	1	Bonus Con

Bolas	B	1d4	20/60/100	2 gp	25	20	1	Capture
Boomerang	B	1d4	30/60/90	2 gp	20	20	1	Returning
Crossbow, double	P	2d6	60/120/240	70 gp	80	60	4	Inaccurate, RoF +1
Crossbow, light	P	1d6+1	60/120/240	17 gp	50	40	3	–
Crossbow, repeating	P	1d6	60/120/240	40 gp	70	60	4	Inaccurate, RoF +1
Staff-sling	B	1d4+1	60/120/180	1 gp	20	10	2	–

MEDIUM SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blowgun, medium	P	–	30/60/90	1 gp	20	–	1	Bonus Con
Bow, composite	P	1d6	70/140/210	15 gp	20	20	2	Max Str 15 (no Str pen.)
Bow, compound	P	1d6+1	70/140/210	40 gp	50	30	6	Max Str 15 (no rge. pen.), Accurate
Bow, short	P	1d6	60/120/180	10 gp	20	20	1	Max Str 13
Crossbow, heavy	P	1d8+1	80/160/320	35 gp	100	80	3	Delay (s)
Speargun	P	2d4	20/40/120	50 gp	60	50	4	Impale (3)

LARGE SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blowgun, large	P	–	40/80/120	2 gp	40	–	1	Bonus Con
Bow, long	P	1d8	80/160/240	20 gp	40	40	1	Min Str 16
Gastrophetes	P	1d10+4	100/200/600	60 gp	140	90	3F	Accurate, RoF: ½

TABLE 2.30A: MISSILE WEAPON PROJECTILES

DIMINUTIVE SIZE

Type	Type	Damage	Cost	Enc.	T.L.	Special
Bolt, short	P	Crossbow, hand or six-shooter	1 sp	0.5	5	–
Bullet	B	Sling or Staff-sling	1 sp	1	1	–
Bullet, hollow	B	Sling or Staff-sling	2 sp	1	2	Extra damage
Bullet, poisonous	B	Blowgun	varies	–	1	Contact poison
Dart	P	Blowgun	5 cp	–	2	–
Spine	P	Blowgun	–	–	1	–1 to damage
Stone	B	Sling or Staff-sling	–	0.2	1	–1 to damage

TINY SIZE

Type	Type	Damage	Cost	Enc.	T.L.	Special
Bolt, light	P	Crossbow, light	2 sp	1	4	–

SMALL SIZE

Type	Type	Damage	Cost	Enc.	T.L.	Special
Arrow, axehead	S	Bow	3 sp	1	4	Sever cord, –2 attack to wound
Arrow, blunt	B	Bow	2 sp	1	3	Only debilitating damage
Arrow, heavy	P	Bow	4 sp	2	3	+1 attack & damage; Only short & medium rge.
Arrow, incendiary	P	Bow	2 sp	1	2	–1 attack & damage, Ignite
Arrow, light	P	Bow	2 sp	0.5	2	Rge. +20/40/60 every rank; ½ damage vs. armour; +1 Damage vs. unarmoured targets;
Arrow, normal	P	Bow	2 sp	1	1	–
Arrow, whistling	P	Bow	2 sp	1	2	Half damage
Bolt, heavy	P	*	4 sp	2	4	–
Harpoon, common	P	Speargun	5 sp	5	4	–
Harpoon, metal	P	Speargun	1 gp	10	A	Alwaus reuseable

*see Crossbow, heavy or Gastrophetes for the damage

TABLE 2.31: BRACED WEAPONS

LARGE SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Aspergill	B	1d8+1	–	8 gp	100	80	3	Hook, Ignore Shield, Reach
Axe, brol	S	1d10–1	–	14 gp	210	108	1	Chop, Sever
Axe, double	S	1d10	–	30 gp	200	150	3	Extra attack, Chop, Sever
Axe, double-bladed	S	1d10+2	–	20 gp	150	100	2	Chop, Sever
*Axe, long or barbed**	S	2d6	–	14 gp	130	90	4	H: –1/1; Reach, Chop, Sever
Bardiche	S	2d6	–	13 gp	120	90	4	Sever

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Bec-de-corbin*	B/P	1d10	–	10 gp	120	70	5	H: –1/1; Set vs. Charge, Reach, Armour-piercing
Blade, heaven and earth	S	1d8	–	20 gp	120	90	4	Extra attack, Sever
Falx	S	1d8+1	–	6 gp	100	60	3	Trip, Sever
Fang, long	P/S	1d8	–	8 gp	100	70	3	Set vs. Charge, Armour-piercing, Trip
Fork	P	1d10	–	8 gp	70	60	3	Set vs. Charge, Trip
Gisarme*	P	1d10	–	13 gp	130	80	4	H: –1/1; Set vs. Charge, Reach, Trip
Glaive*	S	1d10+2	–	14 gp	140	90	4	H: –1/1; Reach, Sever
Halbard*	S/P	1d12	–	15 gp	140	80	4	H: –1/1; Set vs. Charge, Reach, Trip
Halbard, sabre*	S	2d6	–	17 gp	140	90	4	H: –1/1; Set vs. Charge, Reach, Sever
Half moon*	S	1d10	–	10 gp	90	60	4	H: –1/1; Reach, Trip
Half moon, double	S	1d8	–	20 gp	120	80	4	Extra attack
Halfpike	P	1d8+1	–	8 gp	90	70	4	Set vs. Charge, Impale (3)
Lance	P	1d10	–	10 gp	100	70	4	Guard (+2), Trip
Lance, tourney	B	1d8	–	7 gp	90	60	4	Guard (+2), Trip
Mancatcher*	P	1d4	–	10 gp	100	70	4	A: –1/1; Hook or Capt., Reach
Maul	B	1d8+2	–	12 gp	140	80	2	Stun
Partisan*	S/P	1d10	–	12 gp	100	60	4	H: –1/1; Set vs. Charge, Reach, Impale (2)
Pike*	P	1d10	–	10 gp	110	60	3	H: –1/1; Set vs. Charge, Reach, Impale (4)
Pilum	P	1d8	20/40/60	6 gp	60	30	3	Set vs. Charge, Impale (3), Hindering
Rake, war*	P	1d8+1	–	9 gp	100	60	3	H: –1/1; Set vs. Charge, Reach, Trip
Ranseur*	P	1d10	–	12 gp	100	70	3	H: –1/1; Set vs. Charge, Reach, Impale (2)
Scythe, straight	S	1d8+1	–	7 gp	90	50	3	Set vs. Charge, Sever
Spear	P	1d8+1	20/40/60	8 gp	70	40	1	Set vs. Charge, Impale (3)
Spear, chain	P/B	1d8 / 1d6	–	16 gp	100	70	3	Set vs. Charge, Ignore shield, Impale (2)
Spear, double	P	1d8	–	12 gp	90	60	4	Extra attack, Set vs. Charge, Impale (1)
Spear, forked	P	1d8	–	6 gp	90	40	1	Set vs. Charge, Impale (3)
Spetum*	P	1d10	–	12 gp	100	70	4	H: –1/1; Set vs. Charge, Reach
Staff, feather*	B/P	1d6 / 1d8	–	20 gp	90	60	5	H: –1/1; Set vs. Charge, Reach, Impale (2)
Staff, hooking*	B	1d6+1	–	10 gp	120	70	3	A: –1/1; Reach, Entangle
Staff, spear	P/B	1d8 / 1d6	10/20/30	10 gp	80	40	2	Set vs. Charge, Impale (3)
Staff, strangler's*	B/P	1d4	–	5 gp	90	30	2	A: –1/1; Hook, Reach, Strangle (20)
Trident, barbed	P	1d10	–	12 gp	100	60	3	Set vs. Charge, Impale (2), Trip
Voulge	S	1d8+3	–	12 gp	140	80	3	Set vs. Charge, Sever

*Long Braced Weapons

HUGE SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Sarissa*	P	1d12	–	12 gp	160	80	3	H: –1/1; Set vs. Charge, Reach, Impale (5)

*Long Braced Weapons

TABLE 2.32: DOUBLE WEAPONS

TINY SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Grooka	S/P	1d3 / 1d4	–	4 gp	22	20	2	Impale (1)

MEDIUM SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blade & ring	B/S/P	1d2 / 1d4	–	5 gp	60	30	3	Hook, Ignore Shield, Reach
Katana	S	1d8+1/1d1	–	60 gp	90	110	4	Impale (1 HD)
Scythe, chain	S/B	1d4 / 1d6	–	7 gp	70	40	3	Hook, Reach, Sever
Spear, moon and star	P/S	1d6	–	15 gp	70	50	4	Extra attack
Spear, triple	P	1d8	–	30 gp	120	100	4	A: –1/1; Guard (+3)
Sword, bastard	S/P	1d8 / 1d10	–	20 gp	90	90	3	Impale (1)
Sword, whip	S	1d8 / 1d6	–	30 gp	60	40	4	Hook, Min Dex 12

LARGE SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Axe, double	S	1d10	–	30 gp	200	150	3	Extra attack, Chop, Sever
Blade, heaven and earth	S	1d8	–	20 gp	120	90	4	Extra attack, Sever
Half moon, double	S	1d8	–	20 gp	120	80	4	Extra attack

Hammer, double	B	1d8	–	25 gp	200	150	2	Extra attack, Delay
Spear, chain	P/B	1d8 / 1d6	–	16 gp	100	70	3	Set vs. Charge, Ignore shield, Impale (2)
Spear, double	P	1d8	–	12 gp	90	60	4	Extra attack, Set vs. Charge, Impale (1)
Staff, chain	B	1d6+1/1d6	–	12 gp	100	60	4	Hook, Extra attack, Ignore shield, Reach
Staff, feather	B/P	1d6 / 1d8	–	20 gp	90	60	5	H: –1/1; Set vs. Charge, Reach, Impale (2)
Staff, spear	P/B	1d8 / 1d6	10/20/30	10 gp	80	40	2	Set vs. Charge, Impale (3)
Sword, double	S	1d8	–	20 gp	120	100	4	Extra attack

TABLE 2.33: BLUDGEONING WEAPONS

TINY SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Cestus	1d2	–	5 sp	5	–	2	Ambidexterity
Hammer	1d4	–	2 gp	20	10	2	–
Kiseru	1d3	–	8 sp	10	8	2	Debil. damage, KO 10%, Stun
Sap	1d3	–	5 sp	20	10	2	Debil. damage, KO 10%, Stun
Sling	1d4	50/100/150	2 sp	1	–	1	–
Stick, throwing	1d4	10/30/60	2 sp	10	–	1	Delay (s)

SMALL SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Baton	1d3	–	3 sp	20	10	2	A: –1/1; Ambidexterity
Bolas	1d4	20/60/100	2 gp	25	20	1	Capture
Boomerang	1d4	30/60/90	2 gp	20	20	1	Returning
Cudgel	1d4	–	vario	20	10	1	–
Hammer, throwing	1d6	10/20/30	6 gp	40	30	3	–
Jitte	1d4	–	2 gp	20	30	3	Disarm, K.O. +5%
Mace, light	1d6	10/20/30	5 gp	40	30	1	–
Scourge	1d3	–	5 sp	20	–	2	Stupefy
Staff-sling	1d4+1	60/120/180	1 gp	20	10	2	–
Tomahawk	1d5	10/20/40	3 gp	30	13	1	–
Tonfa	1d4	–	2 gp	20	20	2	H: –1/1; Ambidexterity
Torch	1d4	–	5 sp	25	18	1	Ignite

MEDIUM SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Chain	1d5	–	4 gp	40	40	2	Hook, Ignore Shield
Chain, segmented	1d6	–	10 gp	50	50	4	Hook, Ignore Shield, Reach
Club	1d6	–	1 gp	50	30	1	–
Club, studded	1d6+1	–	2 gp	60	35	1	–
Mace and chain	1d8+1	–	12 gp	70	50	4	–
Mace, heavy	1d8	–	10 gp	80	60	2	–
Maul, war	1d8	–	8 gp	70	50	2	Delay
Shovel	1d5	–	2 gp	90	40	2	–
Sledgehammer	1d6	–	4 gp	100	60	2	Delay
Spade	1d5	–	1 gp	70	30	2	–
Staff	1d5	–	5 sp	30	20	1	–
Staff, two piece	1d6	–	3 gp	30	20	3	Parry 1
Whip	1d4	–	3 gp	30	10	2	Hook or Capture, Reach

LARGE SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Aspergill	1d8+1	–	8 gp	100	80	3	Hook, Ignore Shield, Reach
Chain, war	1d8	–	9 gp	80	80	3	Hook, Ignore Shield, Reach
Flail	1d6	–	4 gp	90	50	2	Ignore Shield
Hammer, double	1d8	–	25 gp	200	150	2	Extra attack, Delay
Lance, tourney	1d8	–	7 gp	90	60	4	Guard (+2), Trip
Maul	1d8+2	–	12 gp	140	80	2	Stun
Quarterstaff	1d6	–	1 gp	60	40	1	–
Staff, chain	1d6+1/1d6	–	12 gp	100	60	4	Hook, Extra attack, Ignore shield, Reach
Staff, hooking	1d6+1	–	10 gp	120	70	3	A: –1/1; Reach, Entangle

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Staff, ringed	1d6+1	–	10 gp	80	80	3	Parry 1 + Disarm or Sunder
Staff, three piece	1d8	–	6 gp	60	40	3	Ignore Shield, Parry 1
Staff, war	1d8	–	5 gp	90	60	3	–

TABLE 2.34: PIERCING WEAPONS

DIMINUTIVE SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Caltrops (10)	1		1 gp	5	–	3	Obstacle
Needle, spitting	–	5/10/15	5 cp	–	–	3	Irritate, Multiple throw

TINY SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Bayonet	1d4 or 1d8	–	4 gp	20	20	5	Set vs. Charge, Impale (3)
Blowgun, tiny	–	10/20/30	3 sp	5	–	1	Bonus Con
Crossbow, hand	1d4+1	40/80/160	10 gp	20	10	5	–
Crossbow, six-shooter	1d4	30/60/120	20 gp	30	20	5	Inaccurate, RoF +1
Dart	1d3	10/20/40	5 sp	2	–	1	Multiple throw
Fakir's Horns	1d4	–	1 gp	15	10	2	–
Hook	1d4	–	1 gp	20	20	2	Trip
Phurbu	1d4	–	10 gp	20	20	2	–1 attack, +1 damage to demons
Stiletto	1d4	–	4 gp	10	10	4	Armour-piercing

SMALL SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blowgun, small	–	20/30/40	6 sp	10	–	1	Bonus Con
Bok (bone tip)	1d4	–	8 sp	18	5	1	Impale (1 HD)
Bok (stone tip)	1d4	–	14 sp	30	9	1	Impale (1 HD)
Crossbow, double	2d6	60/120/240	70 gp	80	60	4	Inaccurate, RoF +1
Crossbow, light	1d6+1	60/120/240	17 gp	50	40	3	–
Crossbow, repeating	1d6	60/120/240	40 gp	70	60	4	Inaccurate, RoF +1
Dagger, triple	1d5	–	10 gp	25	30	5	Ambidexterity, Disarm, Parry 1
Dirk	1d5	–	5 gp	25	30	1	–
Fang, short	1d4	–	3 gp	40	40	2	Trip
Hoe	1d4	–	5 sp	30	15	1	–
Javelin, light	1d5	30/60/90	2 gp	20	10	1	Impale (1)
Katar	1d6	–	8 gp	30	40	2	–
Katar with guard	1d6	–	10 gp	40	50	4	Guard (+1)
Katar, three bladed	1d6+1	–	12 gp	45	60	4	Guard (+1)
Katar, triple	1d6	–	15 gp	35	50	4	Parry 1
Knife, throwing	1d5	10/20/30	4 gp	30	30	2	–
Main gauche	1d4	–	7 gp	20	30	5	H: –1/1; Ambidexterity, Guard +1
Misericord	1d5	–	6 gp	20	20	4	Armour-piercing
Pick, military	1d6	–	6 gp	40	40	3	2x damage to stone, Armour-piercing
Sai	1d4	–	3 gp	20	30	3	H: –1/1; Ambidexterity, Disarm
Siangkam	1d4	–	1 gp	15	20	2	A: –1/1; Ambidexterity
Sica	1d6	–	6 gp	40	30	2	Ignore Shield
Swordbreaker	1d4	–	8 gp	20	25	5	Ambidexterity, Block 1 + Sunder

MEDIUM SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blowgun, medium	–	30/40/50	1 gp	20	–	1	Bonus Con
Bow, composite	1d6	70/140/210	15 gp	20	20	2	Max Str 15 (no Str pen.)
Bow, compound	1d6+1	70/140/210	40 gp	50	30	6	Max Str 15 (no rge. pen.), Accurate
Bow, short	1d6	60/120/180	10 gp	20	20	1	Max Str 13
Crossbow, heavy	1d8+1	80/160/320	35 gp	100	80	3	Delay (s)
Harpoon	1d6	10/20/30	5 gp	60	40	1	Impale (2)
Javelin	1d6	30/60/90	4 gp	40	20	1	Impale (2)
Javelin, flaming	1d6+1	30/60/90	6 gp	70	60	3	Ignite, Impale (2)
Javelin, heavy	1d6 or 1d5	30/60/90	4 gp	60	55	3	Impale (2)
Maru	1d6	–	8 gp	80	50	4	A: –1/1; Set vs. Charge, Guard (+3)

Mattock	1d6	–	2 gp	80	40	1	Trip
Pata	1d8	–	15 gp	60	70	4	Guard (+3)
Pick	1d6	–	3 gp	90	45	2	2x damage to stone, Armour-piercing
Rapier	2d4–1	–	13 gp	25	25	5	H: –1/1; Guard (+1), Armour-piercing
Shield, spiked	1d4	–	13 gp	65	65	1	A: –1/1; Ambidex., Atk Bon., Fragile
Spear, triple	1d8	–	30 gp	120	100	4	A: –1/1; Guard (+3)
Speargun	2d4	20/40/120	50 gp	60	50	4	Impale (3)
Sword cane, sprung	1d6	10/20/30	15 gp	40	20	4	Impale (1)
Tarch	1d6	–	40 gp	90	100	5	A: –1/1, Imposs. disarm
Trident	1d8	10/20/30	8 gp	50	50	2	Impale (2)

Large Size

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blowgun, large	–	40/50/60	2 gp	40	–	1	Bonus Con
Bow, long	1d8	80/160/240	20 gp	40	40	1	Min Str 16
Fork	1d10	–	8 gp	70	60	3	Set vs. Charge, Trip
Gastrophetes	1d10+4	100/300/600	60 gp	140	90	3	Accurate, RoF: ½
Gisarme	1d10	–	13 gp	130	80	4	H: –1/1; Set vs. Charge, Reach, Trip
Halfpike	1d8+1	–	8 gp	90	70	4	Set vs. Charge, Impale (3)
Lance	1d10	–	10 gp	100	70	4	Guard (+2), Trip
Mancatcher	1d4	–	10 gp	100	70	4	A: –1/1; Hook or Capt., Reach
Pike	1d10	–	10 gp	110	60	3	H: –1/1; Set vs. Charge, Reach, Impale (4)
Pilum	1d8	20/40/60	6 gp	60	30	3	Set vs. Charge, Impale (3), Hindering
Pitchfork	1d8	–	4 gp	80	50	2	–
Rake	1d8	–	2 gp	80	30	2	Trip
Rake, war	1d8+1	–	9 gp	100	60	3	H: –1/1; Set vs. Charge, Reach, Trip
Ranseur	1d10	–	12 gp	100	70	3	H: –1/1; Set vs. Charge, Reach, Impale (2)
Spear	1d8+1	20/40/60	8 gp	70	40	1	Set vs. Charge, Impale (3)
Spear, double	1d8	–	12 gp	90	60	4	Extra attack, Set vs. Charge, Impale (1)
Spear, forked	1d8	–	6 gp	90	40	1	Set vs. Charge, Impale (3)
Spetum	1d10	–	12 gp	100	70	4	H: –1/1; Set vs. Charge, Reach
Trident, barbed	1d10	–	12 gp	100	60	3	Set vs. Charge, Impale (2), Trip

Huge Size

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Sarissa	1d12	–	12 gp	160	80	3	H: –1/1; Set vs. Charge, Reach, Impale (5)

TABLE 2.35: SLASHING WEAPONS

Tiny Size

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Hatchet	1d4	–	1 gp	20	15	1	–
Knife	1d4	–	2 sp	10	5	1	–
War claws	1d4	–	5 gp	20	20	3	Ambidexterity

Small Size

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Axe, throwing	1d6	10/20/40	5 gp	30	20	2	Sever
Billhook	1d5	–	1 gp	30	20	2	Sever
Chakram	1d6	10/20/40	8 gp	20	20	4	–
Cleaver	1d5	–	1 gp	30	25	3	Sever
Cutlass	1d6	–	8 gp	35	40	5	Guard (+1), Sever
Knife, Deer antler	1d6	–	6 gp	20	25	4	Ambidexterity
Machete	1d6	–	4 gp	50	40	3	Sever
Ring, moon or sun	1d6	–	6 gp	30	30	4	Ambidexterity
Scourge, barbed	1d4	–	1 gp	20	–	2	Stupefy
Sica	1d6	–	6 gp	40	30	2	Ignore Shield
Star, throwing	1d6	30/60/90	5 gp	20	40	1	+2 hp thrown; Returning
Sword, sickle	1d6+1	–	8 gp	50	40	2	Sever
Tomahawk	1d5	10/20/40	3 gp	30	13	1	–1 attack as a slashing weapon
Wakazashi	1d6+1	–	18 gp	30	50	4	Range (–/10/20)

MEDIUM SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Axe	1d6	–	5 gp	100	60	1	Chop, Sever
Falchion	2d4	–	11 gp	70	80	3	Sever
Katana	1d8+1/1d1	–	60 gp	90	110	4	Impale (1)
Manople	1d6	–	15 gp	50	60	4	Imposs. disarm; Ambidexterity
Net, barbed	1d4	–	15 gp	60	30	3	A: –1/1, Capture, Multiple damage, Reach
Sabre or Scimitar	1d8	–	12 gp	50	60	3	Sever
Scythe, heavy	1d10	–	12 gp	120	80	4	Sever
Shield, knife	1d4	–	15 gp	60	60	1	A: –1/1; Ambidex., Atk Bon., Fragile
Sword, chain	1d6	–	10 gp	45	50	4	Ignore Shield, Parry 1
Sword, executioner's	1d10	–	12 gp	140	130	3	Sever
Sword, flexible	1d8	–	15 m.o	70	40	4	H: –1/1; Min Dex 13, Ignore Shield
Sword, grain	1d8	–	16 gp	60	60	3	Block 1 + Sunder, Sever
Sword, long	1d8	–	10 gp	60	70	3	_
Sword, nine ring	2d4	–	20 gp	80	80	4	Parry 1 + Disarm or Sunder
Sword, whip	1d8 / 1d6	–	30 gp	60	40	4	Hook, Min Dex 12
Tachi	1d8+1	–	30 gp	60	80	4	_
Whip, barbed	1d4+1	–	4 gp	35	10	3	Hook or Capture, Reach
Whip, halfmoon	1d6	–	5 gp	50	25	3	Hook, Ignore Shield, Reach

LARGE SIZE

Weapon	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Axe, brol	1d10–1	–	14 gp	210	108	1	Chop, Sever
Axe, double	1d10	–	30 gp	200	150	3	Extra attack, Chop, Sever
Axe, double-bladed	1d10+2	–	20 gp	150	100	2	Chop, Sever
Axe, long or barbed	2d6	–	14 gp	130	90	4	H: –1/1; Reach, Chop, Sever
Bardiche	2d6	–	13 gp	120	90	4	Sever
Blade, heaven and earth	1d8	–	20 gp	120	90	4	Extra attack, Sever
Chain, bladed	1d6	–	10 gp	100	100	3	Multiple damage
Falx	1d8+1	–	6 gp	100	60	3	Trip, Sever
Glaive	1d10+2	–	14 gp	140	90	4	H: –1/1; Reach, Sever
Halbard, sabre	2d6	–	17 gp	140	80	4	H: –1/1; Set vs. Charge, Reach, Sever
Half moon	1d10	–	10 gp	90	60	4	H: –1/1; Reach, Trip
Half moon, double	1d8	–	20 gp	120	80	4	Extra attack
Scythe	1d8	–	5 gp	110	70	2	Sever
Scythe, straight	1d8+1	–	7 gp	90	50	3	Set vs. Charge, Sever
Sword, double	1d8	–	20 gp	120	100	4	Extra attack
Voulge	1d8+3	–	12 gp	140	80	3	Set vs. Charge, Sever

TABLE 2.36: COMBINATION WEAPONS

TINY SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Dagger	P/S	1d4	10/20/30	2 gp	15	20	1	_
Dagger, double	P/B	1d4 / 1d3	10/20/30	5 gp	30	20	3	P = Dagger, B = truncheon
Fan, war	B/S	1d4	–	4 gp	20	15	3	H: –1/1; Range (–/10/20), KO +5%
Garrotte	–	1d3	–	5 sp	5	–	2	Debil. damage, Strangle + Capture
Grooka	S/P	1d3/1d5	–	4 gp	22	20	2	Impale (1)
Jambiya	S/P	1d4	–	4 gp	20	25	4	_
Kris	S/P	1d4	–	4 gp	15	25	4	Mortal
Tonto	P/S	1d4+1	10/20/30	6 gp	15	25	4	_

SMALL SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Blade, sun & moon	S/P	1d6	–	5 gp	30	30	4	H: –1/1; Ambidexterity, Disarm
Grapple, war	P/B	1d4	–	6 gp	70	30	3	Hook, Ignore Shield, Reach
Kukri	S-P	1d4+1	–	5 gp	20	25	4	Sever
Ninja-to	S/P	1d6	–	12 gp	35	40	4	Multiuse hilt & scabbard
Sickle	S/P	1d4	–	2 gp	25	20	2	Sever

Weapon	Type	Damage	Range	Cost	Enc	H.P.	T.L.	Basic Rank Special Effects
Sword, short	S/P	1d6	–	6 gp	30	40	2	Range (–/10/20)
Sword, tiger claw	S/P	1d6	–	8 gp	40	40	4	H: –1/1; Ambidexterity, Trip

MEDIUM SIZE

Weapon	Type	Damage	Range	Cost	Enc	H.P.	T.L.	Basic Rank Special Effects
Axe- mace/hammer	S/B	1d6+1	–/10/20	15 gp	60	50	3	Chop, Sever
Axe, battle	S/P	1d8	–	10 gp	70	60	1	Armour-piercing, Chop, Sever
Blade & ring	B/S/P	1d2 / 1d4	–	5 gp	60	30	3	Hook, Ignore Shield, Reach
Hammer, war	B/P	1d8	–	10 gp	70	60	4	Armour-piercing
Mace, spiked	S/B	1d8	–	8 gp	50	40	1	–
Morningstar	B-P	1d8+1	–	11 gp	80	60	3	–
Scythe, chain	S/B	1d4 / 1d6	–	7 gp	70	40	3	Hook, Reach, Sever
Shield, lantern	S/P	1d6	–	40 gp	80	80	5	A: –1/1; Dazzle, Atk Bon.
Shield, sword	S/P	1d6	–	30 gp	90	80	3	A: –1/1; Ambidex., Atk Bon., Fragile
Spear, moon and star	P/S	1d6	–	15 gp	70	50	4	Extra attack
Staff, spiked	B/P	1d6	–	3 gp	40	20	2	Armour-piercing, Trip
Sword cane	S/P	varies	–	+5 gp	+15	var.	4	–
Sword, bastard	S/P	1d8 / 1d10	–	20 gp	90	90	3	Impale (1)

LARGE SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Bec-de-corbin	B/P	1d10	–	10 gp	120	70	5	H: –1/1; Set vs. Charge, Reach, Armour-piercing
Claymore	S/P	1d10	–	16 gp	135	120	4	Range (–/–/10)
Fang, long	P/S	1d8	–	8 gp	100	70	3	Set vs. Charge, Armour-piercing, Trip
Halbard	S/P	1d12	–	15 gp	140	80	4	H: –1/1; Set vs. Charge, Reach, Trip
Lasso	–	–	–	1 gp	30	–	1	Hook/Capt.(–1), Ignore Shield, Reach
No-dachi	S/P	1d10+1	–	45 gp	145	155	4	Impale (2), Sever
Partisan	S/P	1d10	–	12 gp	100	60	4	H: –1/1; Set vs. Charge, Reach, Impale (2)
Spear, chain	P/B	1d8 / 1d6	–	16 gp	100	70	3	Set vs. Charge, Ignore shield, Impale (2)
Staff, feather	B/P	1d6 / 1d8	–	20 gp	90	60	5	H: –1/1; Set vs. Charge, Reach, Impale (2)
Staff, spear	P/B	1d8 / 1d6	10/20/30	10 gp	80	40	2	Set vs. Charge, Impale (3)
Staff, strangler's	B/P	1d4	–	5 gp	90	30	2	A: –1/1; Hook, Reach, Strangle (20)
Sword, great	S/P	1d10	–	15 gp	130	130	4	Impale (2)

VARIABLE SIZE

Weapon	Type	Damage	Range	Cost	Enc.	H.P.	T.L.	Basic Rank Special Effects
Net	–	–	–/10/20	varies	var.	var.	1	A: –1/1, Capture, Ignore Shield

TABLE 2.37: STONE AGE WEAPONS

TINY SIZE

Weapon	Type	Basic Rank Special Effects
Blowgun, tiny	P	Bonus Con
Dagger	P/S	–
Dart	P	Multiple throw
Garrotte	–	Debil. damage, Strangle + Capture
Hatchet	S	–
Knife	S	–
Sling	B	–
Stick, throwing	B	Delay (s)

SMALL SIZE

Weapon	Type	Basic Rank Special Effects
Blowgun, small	P	Bonus Con
Bok (bone tip)	P	Impale (1)
Bok (stone tip)	P	Impale (1)
Bolas	B	Capture
Boomerang	B	Returning
Cudgel	B	–
Dirk	P	–
Hoe	P	–

Weapon	Type	Basic Rank Special Effects
Javelin, light	P	Impale (1)
Mace, light	B	–
Star, throwing	S	+2 hp thrown; Returning
Tomahawk	B/S	–1 attack as a slashing weapon
Torch	B	Ignite

MEDIUM SIZE

Weapon	Type	Basic Rank Special Effects
Axe	S	Chop, Sever
Axe, battle	S/P	Armour-piercing, Chop, Sever
Blowgun, medium	P	Bonus Con
Bow, short	P	Max Str 13
Club	B	–
Club, studded	B	–
Harpoon	P	Impale (2)
Javelin	P	Impale (2)
Mace, spiked	S/B	–
Mattock	P	Trip
Shield, knife	S	A: –1/1; Amdex., Ex Atk, Fragile
Shield, spiked	P	A: –1/1; Ambidex., Ex Atk, Fragile
Staff	B	–

126

LARGE SIZE

Weapon	Type	Basic Rank Special Effects
Axe, brol	S	Chop, Sever
Blowgun, large	P	Bonus Con
Bow, long	P	Min Str 16
Lasso	–	Hook/Capt.(–1), Ign. sh., Reach
Quarterstaff	B	–
Spear	P	Set vs. Charge, Impale (3)

VARIABLE SIZE

Weapon	Type	Basic Rank Special Effects
Net	–	A: –1/1, Capture, Ignore Shield

TABLE 2.38: BRONZE AGE WEAPONS

TINY SIZE

Weapon	Type	Basic Rank Special Effects
Cestus	B	Ambidexterity
Fakir's Horns	P	–
Grooka	S/P	Impale (1)
Hammer	B	–
Hook	P	Trip
Kiseru	B	Debil. damage, K.O. +10%, Stun
Phurbu	P	–1 attack, +1 damage to demons
Sap	B	Debil. damage, K.O. +10%, Stun

SMALL SIZE

Weapon	Type	Basic Rank Special Effects
Axe, throwing	S	Sever
Baton	B	A: –1/1; Ambidexterity
Bill hook	S	Sever
Fang, short	P	Trip
Katar	P	–
Knife, throwing	P	–
Scourge	B	Stupefy
Scourge, barbed	S	Stupefy
Siangkam	P	A: –1/1; Ambidexterity
Sica	P	Ignore shield
Sickle	S/P	Sever
Staff-sling	B	–
Sword, short	S/P	Range (–/10/20)
Sword, sickle	S	Sever
Tonfa	B	H: –1/1; Ambidexterity

MEDIUM SIZE

Weapon	Type	Basic Rank Special Effects
Bow, composite	P	Max Str 15 (no Str pen.)
Chain	B	Hook, Ignore Shield
Mace, heavy	B	–
Maul, war	B	Delay
Pick	P	2x dam. to stone, Armour-piercing
Shovel	B	–
Sledgehammer	B	Delay
Spade	B	–
Staff, spiked	B/P	Armour-piercing, Trip
Trident	P	Impale (2)
Whip	B	Hook or Capture, Reach

LARGE SIZE

Weapon	Type	Basic Rank Special Effects
Axe, double-bladed	S	Chop, Sever
Flail	B	Ignore Shield
Hammer, double	B	Extra attack, Delay

Weapon	Type	Basic Rank Special Effects
Maul	B	Stun
Pitchfork	P	–
Rake	P	Trip
Scythe	S	Sever
Staff, spear	P/B	Set vs. Charge, Impale (3)
Staff, strangler's	B/P	A: –1/1; Hook, Reach, Strang. (20)

TABLE 2.39: IRON AGE WEAPONS

DIMINUTIVE SIZE

Weapon	Type	Basic Rank Special Effects
Needle, spitting	P	Irritate, Multiple throw
Caltrops (10)	P	Obstacle

TINY SIZE

Weapon	Type	Basic Rank Special Effects
Dagger, double	P/B	P = Dagger, B = truncheon
Fan, war	B/S	H: –1/1; Rge (–/10/20), K.O. 5%
War claws	TS	Ambidexterity

SMALL SIZE

Weapon	Type	Basic Rank Special Effects
Cleaver	S	Sever
Crossbow, light	P	–
Grapple, war	P/B	Hook, Ignore shield, Reach
Hammer, throwing	B	–
Jitte	B	Disarm, K.O. +5%
Machete	S	Sever
Pick, military	P	2x dam. to stone, Arm-piercing
Sai	P	H: –1/1; Ambidexterity, Disarm

MEDIUM SIZE

Weapon	Type	Basic Rank Special Effects
Axe- mace/hammer	S/B	Chop, Sever
Blade & ring	B/S/P	Hook, Ignore shield, Reach
Crossbow, heavy	P	Delay (s)
Falchion	S	Sever
Javelin, flaming	P	Ignite, Impale (2)
Javelin, heavy	P	Impale (2)
Morningstar	B-P	–
Net, barbed	S	A: –1/1, Capt., Mult. dam, Reach
Sabre or Scimitar	S	Sever
Scythe, chain	S/B	Hook, Distance, Sever
Shield, sword	S/P	A: –1/1; Amdex., Ex Atk, Fragile
Staff, two piece	B	Parry 1
Sword, bastard	S/P	Impale (1)
Sword, executioner's	S	Sever
Sword, grain	S	Block 1 + Sunder, Sever
Sword, long	S	–
Whip, barbed	S	Hook or Capture, Reach
Whip, halfmoon	S	Hook, Ignore shield, Reach

LARGE SIZE

Weapon	Type	Basic Rank Special Effects
Aspergill	B	Hook, Ignore shield, Reach
Axe, double	S	Extra attack, Chop, Sever
Chain, bladed	S	Multiple damage
Chain, war	B	Hook, Ignore shield, Reach
Falx	S	Trip, Sever
Fang, long	P/S	Set vs. Charge, Arm-pierce, Trip
Fork	P	Set vs. Charge, Trip
Gastrophetes	P	Accurate, RoF: ½

Pike	P	H: −1/1; Stv Ch, Rch, Impale (4)
Pilum	P	St v Ch, Impale (3), Hindering
Rake, war	P	H: −1/1; St v Charge, Reach, Trip
Ranseur	P	H: −1/1; StvCh, Rch, Impale (2)
Scythe, straight	S	Set vs. Charge, Sever
Spear, chain	P/B	Set vs. Charge, Ignore shield,
Staff, hooking	B	A: −1/1; Reach, Entangle
Staff, ringed	B	Parry 1 + Disarm or Sunder
Staff, three piece	B	Ignore shield, Parry 1
Staff, war	B	—
Trident, barbed	P	St v Charge, Impale (2), Trip
Voulge	S	Set vs. Charge, Sever

HUGE SIZE

Weapon	Type	Basic Rank Special Effects
Sarissa	P	H: −1/1; StvCh, Rch, Impale (5)

TABLE 2.40: STEEL AGE WEAPONS

TINY SIZE

Weapon	Type	Basic Rank Special Effects
Jambiya	S/P	—
Kris	S/P	Mortal
Stiletto	P	Armour-piercing
Tonto	P/S	—

SMALL SIZE

Weapon	Type	Basic Rank Special Effects
Blade, sun & moon	S/P	H: −1/1; Ambidexterity, Disarm
Chakram	S	—
Crossbow, double	P	Inaccurate, RoF +1
Crossbow, repeating	P	Inaccurate, RoF +1
Katar with guard	P	Guard (+1)
Katar, three bladed	P	Guard (+1)
Katar, triple	P	Parry 1
Knife, Deer antler	S	Ambidexterity
Kukri	S-P	Sever
Misericord	P	Armour-piercing
Ninja-to	S/P	Multiuse hilt & scabbard
Ring, moon or sun	S	Ambidexterity
Sword, tiger claw	S/P	H: −1/1; Ambidexterity, Trip
Wakazashi	S	Range (–/10/20)

MEDIUM SIZE

Weapon	Type	Basic Rank Special Effects
Chain, segmented	B	Hook, Ignore shield, Distance
Hammer, war	B/P	Armour-piercing
Katana	S	Impale (1)
Mace and chain	B	—
Manople	S	Imposs. disarm; Ambidexterity
Maru	P	A: −1/1; Set vs. Ch, Guard (+3)
Pata	P	Guard (+3)
Scythe, heavy	S	Sever
Spear, moon and star	P/S	Extra attack
Spear, triple	P	A: −1/1; Guard (+3)
Speargun	P	Impale (3)
Sword cane	S/P	—
Sword cane, sprung	P	Impale (1)
Sword, chain	S	Ignore shield, Parry 1

Sword, flexible	S	H: −1/1; Min Dex 13, Ig shield
Sword, nine ring	S	Parry 1 + Disarm or Sunder
Sword, whip	S	Hook, Min Dex 12
Tachi	S	—

LARGE SIZE

Weapon	Type	Basic Rank Special Effects
Axe, long or barbed	S	H: −1/1; Reach, Chop, Sever
Bardiche	S	Sever
Blade, heaven and	S	Extra attack, Sever
Claymore	S/P	Range (–/–/10)
Gisarme	P	H: −1/1; Set vs. Ch, Reach, Trip
Glaive	S	H: −1/1; Reach, Sever
Halbard	S/P	H: −1/1; Set vs. Ch, Reach, Trip
Halbard, sabre	S	H: −1/1; Set vs. Ch, Reach,Sever
Half moon	S	H: −1/1; Reach, Trip
Half moon, double	S	Extra attack
Halfpike	P	Set vs. Charge, Impale (3)
Lance	P	Guard (+2), Trip
Lance, tourney	B	Guard (+2), Trip
Mancatcher	P	A: −1/1; Hook or Capt., Reach
No-dachi	S/P	Impale (2), Sever
Partisan	S/P	H: −1/1; StvCh, Rch, Impale (2)
Spear, double	P	Ex atk, Set vs. Ch, Impale (1)
Spetum	P	H: −1/1; Set vs. Charge, Reach
Staff, chain	B	Hook, Ex atk, Ig shield, Reach
Sword, double	S	Extra attack
Sword, great	S/P	Impale (2)

TABLE 2.41: GUNPOWDER AGE WEAPONS

TINY SIZE

Weapon	Type	Basic Rank Special Effects
Bayonet	P	Set vs. Charge, Impale (3)
Crossbow, hand	P	—
Crossbow, six-shooter	P	Inaccurate, RoF +1

SMALL SIZE

Weapon	Type	Basic Rank Special Effects
Cutlass	S	Guard (+1), Sever
Dagger, triple	P	Ambidexterity, Disarm, Parry 1
Main gauche	P	H: −1/1; Ambidexterity, Guard +1
Swordbreaker	P	Ambidexterity, Block 1 + Sunder

MEDIUM SIZE

Weapon	Type	Basic Rank Special Effects
Rapier	P	H: −1/1; Guard (+1), Arm-pierce
Shield, lantern	S/P	A: −1/1; Dazzle, Atk Bon.
Tarch	P	A: −1/1, Imposs. Disarm

LARGE SIZE

Weapon	Type	Basic Rank Special Effects
Bec-de-corbin	B/P	H: −1/1; StvCh, Rch, Arm-pierce
Staff, feather	B/P	H: −1/1; StvCh, Rch, Impale (2)

TABLE 2.42: STEAM AGE WEAPONS

Medium Size

Weapon	Type	Basic Rank Special Effects
Bow, compound	P	Max Str 15(no rge. pen.), Acc.

APPENDIX B: WEAPON NAMES

Most weapons have specific names in the languages of other cultures, but in this supplement it was preferred to adopt, where possible, a descriptive English name for each weapon. In the following appendix there is a list of the original terms in the various languages for the previously listed weapons, in order to be able to use them in a campaign to give the setting more realism, and to identify the same weapons described in other supplements under their original names.

TABLE 2.43: FAR EAST

Weapon	China	Japan	India	Malaysia
Axe, battle		Masakari	Bullova, Khond	
Axe, double-bladed			Tabar	
Axe, long		O-No	Naga	
Axe, throwing	Fu	Fuetsu	Kritant	Kapak
Blade & ring	Liu xing	Kyoketsu- shogi		
Bolas		Surujin		
Bow, long		Dai-Kyu		
Bow, short		Han-Kyu	Kaman	
Caltrops		Tetsu-bishi		
Cerbottana		Fukidake or Fukiya		Sumpitan
Cestus			Hora	
Chain, segmented		Kau Sin Ke		
Chain, war	Lian	Manriki-gusari		
Dagger		Kogai or Kunai	Kharoll	Kris
Dagger, double	Tamo			
Dart		Shuriken		Paku
Dirk			Bichwa	
Falchion			Ahir or Sapola	Kampilan
Fan, war		Gunsen, Tessen or Gunbai		
Glaive	Guandao	Bisento		Sjang Sutai
Grapple, war		Kawanaga or Kaginawa		
Halbard	Ji			
Javelin	Mao	Nageyari	Jarid	
Javelin, light		Uchi-ne		
Knife		Kwaiken or Kozuka		Korambi
Mace and chain			Binnol	
Mace, heavy	Chui		Ghargaz	
Machete		Yamadachi	Ayda Katti	Golok or Parang
Mancatcher	Cha gan	Sasumata		
Needle, spitting		Fumiki Bari		
Pick, military	Ge		Sabar	
Quarterstaff	Gun	Bo		
Rake, war		Kumade		
Ranseur	Tang	Jumonji-yari or Kama-yari		
Sabre	Dao		Talwar	
Scythe, chain		Kusarigama or Nagegama		Hui-Tho
Scythe, heavy	Pudao	Nagamaki	Veecha- roval	
Scythe, straight		Naginata		
Sickle		Kama		Arit or Tjaluk
Spear	Qiang	Yari	Ballam	Tampuling
Spear, chain		Chijiriki		
Spear, double			Tschehouta	
Spear, moon and star	Sang Kauw			
Staff		Hanbo, Jo		
Staff, chain		Feruzue		
Staff, feather		Shinobi-zue		
Staff, hooking	Lang Xian	Sodegarami or Tsukubo		
Staff, ringed		Kongo-zue		
Staff, spear		Shakujo-yari		
Staff, Strangler's		Take-hoko		
Staff, three piece		Sanbon		Sa Tjat Koen
Staff, two piece		Nunchaku		Laingtjat
Staff, war		Tetsubo	Gadha	
Stiletto		Yoroi-toshi		
Sword cane		Shikomi-zue		

Weapon				
Sword, executioner's			Ram Dao	
Sword, flexible			Urumi	
Sword, great		Otachi		
Sword, long	Jian	Ken or Chokuto	Khanda or Pattisa	
Sword, short		Ama Goi Ken or Kodachi		
Sword, sickle			Sosunpattah	Pedang
Trident			Trishula	
Trident, barbed	Sabu			
War claws			Bagh	

On Mystara, the associations are:

China = Ochalea

Japan = Myoshima

India = Sind, Shahjapur, and Rajahstan

Malaysia = Malacayog

TABLE 2.44: EASTERN EUROPE & MIDDLE EAST

Weapon	Arabia*	Greece	Russia
Axe, battle			Sekir
Bardiche			Berdysh
Club, studded			Palitsa
Crossbow			Samostrel
Cutlass			Tessak
Dagger	Khanjar or Jambiya	Phasganon	Khanjali
Dirk	Qame	Akinakes	Jambiya or Kindjal
Falchion	Falchion	Machaira	
Hammer, war			Klevets
Javelin	Djerid or Assegai		Jeridan or Sulitsa
Javelin, short	Harba		Drota
Knife	Kard		Nozh
Mace and chain			Kisten
Mace, heavy			Bulava
Mace, light			Shestoper
Pick, military			Chekan
Pike		Dory	Pika
Rapier			Konchar
Sabre or Scimitar	Kilic or Yatagan		Sabel or Shashka
Scythe, straight			Sovna
Sickle		Harpé	
Spear		Xyston	Kop'yo or Rogatina
Spear, triple	Adarga		
Staff, war			Oslop
Sword, long	Kaskara		Myech
Sword, short	Qaddare	Xiphos	

*includes the Ottoman and ancient Persian Empires.

On Mystara, the associations are:

Arabia: Alaysia / Ylaruam

Greece: Davanian city states, Milenia, Traldar kingdoms

Russia: Vatski kingdoms of Norwold

CHAPTER 3: FIREARMS AND EXPLOSIVES

INTRODUCTION TO FIREARMS

Firearms represent the most advanced evolution of weapons of war, or a simple weapon that isn't too encumbering to use, that can damage any type of target with the same efficiency, independent of the wielder's strength.

Firearms are a direct consequence of the discovery and employment of black powder (also called or gunpowder), the true key that has allowed the creation of firearms. Without gunpowder, the weapon's mechanism cannot impart the necessary force to the projectiles to make them so lethal. Black powder in fact, is a substance that burns in an explosive way, used as a propellant for firearms.

HISTORY OF FIREARMS ON EARTH

Black powder (also called "Chinese fire") was created around the 9th century A.D. by Chinese alchemists: ironically, in search of an elixir for immortality, the Chinese instead created a compound that had lethal consequences for all humanity.

The first Chinese firearms appeared shortly after, around the 11th century: small portable cannons loaded with spears, shot, or sharp debris, used to panic the enemy by hitting as many as possible, but with a lack of accuracy and reliability (so much so that they weren't widely employed by the army and weren't developed further). Black powder and firearms were later imported through Asia to Europe both by the mongols Gengis Khan, who used Chinese cannons during the Hungarian campaign of the 13th century and its introduction to India in the same century, and by the arabs, who used black powder as an explosive weapon against the Europeans during the last Crusade (second half of the 13th century).

The true revolution and spread of firearms in Europe began at the start of the Renaissance (14th century), with the first matchlock weapons, cumbersome weapons but capable of penetrating without much effort the heaviest armour, and above all their ease of use (in a fortnight of training anyone could use them in a lethal manner, while the bows requires months or years of practice to become effective). With the spread and improvement of the first firearms, military tactics were dramatically modified and saw the disappearance of heavy cavalry let alone polearms, and the progressive lightening of armour, by now considered useless against the ever more widespread pistols and guns. Any type of armour finally disappeared around the middle of the 19th century, when the breechloaded weapons invented in America spread throughout the world and made firearms very popular and easily accessible to all.

HISTORY OF FIREARMS ON MYSTARA

There is no classic black powder on Mystara, or at least it hasn't been discovered. It is possible that Mystara is lacking the saltpetre, or simply it is an alchemical discovery that hasn't happened yet, it is up to individual DMs to determine. What is certain is that if is it was introduced, over a century all other known Renaissance firearms would be developed, and which drastically changes the balance of power and the concept of the modern army among the nations of the Known World.

Although gunpowder hasn't been discovered, there is another type of magical explosive on Mystara: *smokepowder*. This compound was invented in 948 AC by the dwarves of Nueva Esperanza (in the Savage Baronies), experimenting with a mixture of steel seed and vermeil, a magical substance available only in the Savage Coast. Steel seed is a granular substance, of a silvery-red colour, which is normally found in small quantities in deposits of cinnabryl (another magical mineral of the region). Steel seed is hard but brittle, and like vermeil gives off a magical aura, although it doesn't glow. The brittle steel seed because of its crystalline nature cannot be formed to create weapons and other items, but when crushed and mixed with vermeil powder creates smokepowder. The Savage Coast is the only place in which it is possible to make smokepowder, and it only keeps it properties whilst within the Savage Coast as it reacts with the vermeil present in the atmosphere, becoming a totally inert material elsewhere (where vermeil is absent). This has contributed to the creation and spread of firearms in several nations of the area, while aforementioned weapons are instead completely unknown in the other regions of Mystara.

An arquebus with a matchlock primer was built in 957 (first practical application of the powder), which however wasn't particularly successful due to its unreliability, until in 975 AC the first revolver saw the light of day, a clever work born from a collaboration between the gnome inventor Smithy and the hin jeweller Westron. Thanks to the maasive employment of revolvers, in 980 General Cimmaron won a decisive victory against the army of Almarròn that occupied Nueva Esperanza, and obtained independence renaming the state after himself, Cimmaron County. Over the years firearms spread into the other nations of the Savage Coast (particularly Guadalante, Narvaez, Torreòn, Bellayne, and Renardie), contributing to the bloom in the arms trade (muskets, pistols, and cannons) and smokepowder, mainly exported from Cimmaron (where the largest steel seed mine is found, near to Smokestone City) and Renardie, the two nations with the richest deposits of steel seed (minor deposits are also present in Bellayne, Guadalante, Vilaverde, and Texeiras).[1]

---

[1] It is probable that, given the quick evolution of the inventions linked to firearms on Mystara, the Cimmarons developed the snaphance and flintlock priming systems in the first 20 years of the XI century AC, along with multi-barrelled pistols and guns, and began to patent the first pepperboxes around

Operation of Firearms

The firing principle of all firearms is the same: the weapon's priming mechanism creates a spark that explodes the powder, and the deflagration in a restricted space (the barrel or combustion chamber) generating a shock wave that forces the projectile held in the barrel towards the only possible escape, acquiring velocity thanks to the thermal energy of the deflagration transformed into kinetic energy.

There are several methods of priming the weapon, each typical of a different stage of human technical development. The oldest method uses muzzle-loading weapons (the projectiles are inserted from the end of the barrel), while the modern method currently used in firearms is typical of breechloading weapons (the projectiles are placed in a drum or magazine inserted behind the barrel). The oldest and first invented method, ignition via a burning fuse or match, saw the priming done manually outside the weapon (moving a source of fire to the gunpowder to make it detonate). The evolution of the matchlock primer common to all successive Renaissaince weapons saw the creation of a pan, a small gunpowder container fixed to the barrel, which, through the touch hole (a hole in the barrel of muzzle-loading weapons that connects the combustion chamber to the fuse or the pan), to put the powder in the pan into contact with that in the barrel; the only difference between the various systems is the way in which fire is brought to the powder in the pan.

Below are described the six ignition methods of firearms in historical order of discovery and use, with specific temporal references as well as the Technological Level of the civilisation in which it can be found.

Match (TL: 5a – XIII century)

The most primitive system saw the use of a thin burning match that directly touches the powder present in the combustion chamber. This ignites the powder in the barrel causing it to explode, and the expansion of the gas is enough to fire the ball out at great speed.

This system is very dangerous as well as being slow, as one hand is needed to hold the weapon and the other ignites the match and brings it to the touch hole, and then aiming. There is no great chance of jamming, unless the powder is wet, but because of the fact that it is difficult measure the powder there is a great risk of explosions. Finally, the recoil of the first firearms is heavy, and so the rear end is usually braced against the body or the ground.

Matchlock or Serpentine (TL: 5a – XIV century)

In the matchlock system there is a mechanism that consists of a dog or serpentine that a spring holds pressed against the pan and that holds a piece of fuse (powder covered hemp string). When the dog is raised from the

---

1030 AC; from that to the creation of percussion handguns and guns is a short step (perhaps around 1050 AC).

---

pan and held by an arresting pin, and after having placed the powder in the pan, by pressing a button that protrudes through a fissure in the butt the pin is retracted and the dog is suddenly lowered onto the pan, bringing the fuse into contact with the powder. Touching a burning match to the end of the fuse this takes fire, and lowering the dog carries the flame into the combustion chamber, causing it to ignite. The serpentine is an improvement on the primitive match system as it gives sufficient time to aim in a more comfortable manner, as well as reducing the risk of accidental firing. However, it remains a slow and laborious system: the fuse must always be at least 4 inches long to have enough time to take aim (the fuse burns at a rate of ½ inch per second – each 4 inch piece costs 2 cp and weighs 1 ounce); it is therefore possible to only fire one projectile per round with matchlock weapons. If the fuse becomes wet, it is useless and must be replaced (another 2 rounds lost). Finally, after each shot, the fuse must always be replaced: so these weapons normally have at least a 3 feet long fuse fixed in the serpentine (after each attack, another 4 inch piece of fuse is pulled foward until it runs out).

Wheellock (TL: 5b – XVI century)

The salient characteristic of the wheellock is the abandonment of the fuse, replacing it with a system that provokes sparks from the friction between a piece of pyrite and a piece of iron. The wheellock priming system is based on a case with a pan fixed to the summit, formed to hold a revolving wheel. On the edge of the pan there is a gap through which the wheel's edge penetrates. In front of the wheel is hinged a mobile dog, whose jaws hold a piece of pyrite. Once the wheel is wound with a key and the trigger pulled, thanks to a complex system of springs, levers, and arresting pins the wheel comes into contact with the flint igniting the primer and detonating the gunpowder.

Snaphance (TL: 5c – XVI century)

In this system, the dog (with a piece of flint in place of the pyrite) is activated by a spring that pushed it towards the pan. The flint strikes a piece of steel fixed above the pan called the frizzen, causing sparks that fall on the powder in the pan priming the explosion.

Flintlock (TL: 5c – XVII century)

The flintlock can be defined as that type of snaphance that has a frizzen and sliding cover made in a single piece, with a vertical arresting pin that is fixed in two cavaties in the nock, fixed to the inside of the pivot of the dog. This allows the dog to be carried in a safe position and then moved to its operating position.

Percussion (TL: 6a – first half XIX century)

The revolutionary aspect of the percussion system lies in the fact that it doesn't need a source of fire (buring fuse or spark) to prime the powder: it uses a volatile chemical powder, fulminate of mercury (obtained in the XVIII century from the heating of alcohol, mercury, and nitric

acid) as the primer. The percussion system consists of a dog mounting a flat head and mobile bottle shaped reservoir containing fulminate called the percussion cap. A nipple of worked steel replaces the old touch hole, with a miniature pan and a duct that connects it to the loading chamber. Turning the reservoir on its axis, a certain amount of powder falls on the pan and the rotation puts the firing pin over the powder: the trigger is pulled, the dog falls and the flat head throws the firing pin onto the fulminate, igniting the primer and detonating the bullet in the barrel. Despite this revolutionary discovery that permits it to fire in any atmospheric condition (as the pan disappears and gunpowder isn't needed in the former), it is still a labourious system, as it is necessary to load the gunpowder projectile frontally, and insert the percussion cap in the rear of the barrel, where it is struck by the dog exploding the fulminate that transmits the spark into the barrel.

BREECHLOADING *(TL: 6b – second half XIX century)*

The breechloading system represents the final evolution for firearms, but it isn't so much an evolution of the priming system than a notable evolution in the fabrication of the projectiles. Breechloading weapons in fact are based on the use of true cartridges that contain a bullet or shot, gunpowder and a primer system based on a smokeless explosive compound. The bullet is loaded into the rear of the barrel, and once the trigger is pressed, the dog strikes the base of the bullet: this action explodes the primer, and the spark produced by it deflagrates the gunpowder in the cartridge. The deflagration produces gas at high pressure whose only way of escape is through the part of the cartridge that holds the bullet or shot, the less resistant part of the cartridge. The gas thus pushes the bullet that detaches from the body of the projectile and exits the barrel (that serves to give it an accurate and stable direction) at increasing speed.

GENERAL RULES

FIREARMS AS SIMPLE WEAPONS

Firearms, given their ease of use, are considered simple weapons. This means that, despite the high damage that they cause, the training time needed to progress firearm mastery is standard (see Table 2.8 for the training times) and those not trained in the use of a firearm can use it with a –2 penalty to the Attack Roll.

ARMOUR, SHIELDS, AND FIREARMS

When using a firearm, the target's Armour Class is calculated ignoring his armour and shield, and only includes the magic (both that of the armour and other items) and Dexterity bonuses.

The ignore armour and shield effect is only applied at short and medium range. Within long range the target's AC is simply reduced by 5 points (the penalty cannot reduce the target's AC below his natural AC).

Moreover, within medium range a firearm also ignores the Armour Value of the armour, while from medium to long range it is reduced in the following manner: AV 1-2 = 0; AV 3-5 = 1; A 6-7 = 2.

GUNPOWDER AND SMOKEPOWDER

The cost of gunpowder is 1 gold piece per charge (1/10th lb, which is 1 coin of encumbrance).

The cost of smokepowder (only usable in the Savage Coast) is 1 gold piece per charge (an ounce or 25 grammes[2], which is ½ coin of encumbrance). Smokepowder, thanks to its magic nature, has in fact has double the explosive potential of black powder, and thus only needs half the amount that gunpowder needs to make a firearm work.

A bag or a horn contains upto 20 charges (the total encumbrance including the container is: 25 cn).

PROJECTILES

The first projectiles were balls of stone, iron, or lead (alloy of copper and brass) that were inserted in the weapon's barrel and pressed together with the gunpowder and a wad that seals the barrel (to prevent the gas generated by the explosion escaping past the ball, as the space between the diameter of the barrel and the ball was notable) through an appropriate ramrod.

The end of the XVI century (TL: 5c) saw the creation of the first so-called "cartouches", small paper coverings containing a projectile and enough gunpowder to prime the pan and be pressed down the barrel with the projectile. The cartouches are practical and quick: the end is bitten and the powder and ball deposited in the barrel, pressing it all down as usual. In game terms, the reloading time is reduced by 1 round.

From the start of the XIX century (TL: 6a) saw the spread of the percussion cap. It consists of a cylindrical paper or metal covering full of fulminate: the firing pin strikes the base and cause the ignition of the fulminate that in turn detonates the powder in the barrel, and the gas pressure forces the projectile out. The percussion cap allows the weapon to be used in any atmospheric condition (before it was at risk in case of rain).

The evolution of the primitive united cartouche to the percussion cap finally saw the creation of the modern cartridge that contains powder, projectile (bullet or shot), and primer in a single item. Due to improvements in the primer system, the powder within in modern cartridges is 1/10 of that needed for muzzle-loading weapons, maintaining the same potential with much lower costs.

The cost of the available projectiles is as follows:

Projectiles of TL: 5a
3 cp x 1 stone bullet (Enc. 1, –1 Attack and Damage)
2 cp x 1 ball of stone (Enc. 0.5, –1 Attack and Damage)
1 sp x 1 ball of iron (Enc. 0.5, –1 Damage)

Projectiles of TL: 5b
2 sp x 1 ball of lead (Enc. 1)

---

[2] An ounce is equal to 28.3 grammes, but 25g was chosen to easily fall in line with the "coin" system, which is perfectly divisible by 50g (1 cn).

Projectiles of TL: 5c
15 sp x 1 primitive cartouche (Enc. 1, RT –1)

Projectiles of TL: 6a
1 gp x 1 percussion cap (Enc. 0.5)

Projectiles of TL: 6b
4 sp x 1 bullet per pistol (Enc. 0.5)
6 sp x 1 bullet per gun (Enc. 0.5)
5 sp x 1 modern shot cartridge (Enc. 0.5)
20 gp x each belt for machine guns (Enc. 100)

For projectiles of precious materials, multiply the value of the common projectile by the associated value of each material: Platinum x 10, Gold x 8, Silver x 4.

POWDER EXPLOSIONS

Every time a character that carries gunpowder/smokepowder or cartouches is struck by an attack that involves fire, he must make a Saving Throw vs. Destruction for every container that guards the powder or cartouches (weapon included). For each failed ST, the character loses 1 hp per dose of powder or per bullet because of the explosion of the item, which as well as damaging the character is destroyed by the fire.

JAMMING AND EXPLODING OF FIREARMS

All firearms have a chance of jamming and exploding. In particular, the muzzle-loading weapons are so unreliable, and tend to explode because of the accumulation of powder in the barrel.

In game terms, the weapom jams when the natural result of the Attack Roll, as determined by the weapon's priming system (clearly, more primitive methods have a greater risk of jamming, see Table 3.1), results in a jam. A jammed weapon cannot be fired and needs 1d4+1 minutes to successfully unjam. Those with the *Craft firearms* general skill can halve the time given with a successful skill check. The exceptions are the matchlock weapons: a jam means that the fuse is worn or damp, and it is sufficient to change the fuse to be able to reuse the weapon (an action that takes 2 rounds).

Based on the priming system there is always a chance that the weapons has not just jammed, but has exploded. In practice, each time that the Attack Roll is low enough to provoke a jam, also roll 1d100: if the result is less the the percentage chance (see Table 3.1), it does explode. The deflagration causes the weapon's owner 1d4 points of damage + 1 hp for every bullet/powder charge in the weapon, which is destroyed beyond repair.

TABLE 3.1: JAMMING AND EXPLOSIONS

Priming System	Jam (d20)	Explode (d%)
Match	1	50%
Matchlock	1-5	30%
Wheellock	1-4	20%
Snaphance	1-3	15%
Flintlock	1-2	10%
Percussion	1	10%
Breechloaded	1	5%

In case of rain, in the muzzle-loading weapons (except for percussion weapons) the chance of jamming increases by 1 cumulative point for each hour exposured to the rain. If instead the powder or the weapon is immersed in water, the chance of not deflagrating increases by 1 point per round of immersion.

SPECIAL PENETRATION

All firearms have a particular characteristic: if the dice roll to calculate the damage inflicted by the projectile the number is the maximum result possible on the die (e.g.: 6 on d6, 8 on d8, 10 on d10), it means that the bullet has achieved a special penetration. In this case, he must roll another dice similar to the first and add the result of the preceding number to calculate the wounds inflicted by the weapon; the operation is repeated as long as the maximum result is rolled. The bonus to the injury due to mastery is added only *once*, after having calculated the total wounds due to the special penetration.

Moreover, if the result of the Attack Roll's die was a natural 20, the bullet is considered to have caused a special penetration (maximum damage and roll the dice for the injury as given above).

FIREARM DAMAGE

All firearms cause damage based on the technological level in which they are made and their size (which obviously influences the size of the projectiles and the quantity of gunpowder used).

The damage caused given below takes the special penetration rule into consideration. In effect, damage dice is reduced as the technological level increases to make a special penetration more likely, although the damage total remains unchanged and augments the minimum damage provoked by the weapon (thanks to the fixed bonus increase).

TABLE 3.2: DAMAGE OF GUNS AND PISTOLS BASED ON TL

T.L.	Gun (M)	Pistol (S)
5a	1d12	1d8
5b, 5c, 6a	1d10+2	1d8
6b	1d8+4	1d6+2

If the gun or pistol is larger or smaller than listed above, increase or decrease the damage by a dice category.

GUNS WITH RIFLED BARRELS (TL: 6B)

While all muzzle-loading guns and pistols are smoothbored and have a limited range breechloading guns can have rifled barrels. This takes full advantage of the high pressure generated by the gas to more effectively direct the projectile at extreme range. Therefore the long range of a rifled gun is equal to ten times the maximum given range, and the gun costs one and a half the price of an equivalent smoothbore. To hit a target at a great range the Attack Roll suffers an enormously increased penalty. With a successful *Observation* check, for every 300 feet of range to the target beyond medium range the Attack Roll acquires a cumulative –1 penalty; if the check fails, the penalty is –1 for every 150 feet. If the target is over 600 feet away, the character must remain stationary for at least a round, resting the gun on a stable support, to take

aim (the *Aim* skill can be used to improve the Attack Roll).

COMBINED WEAPONS

During the XVIII and XIX centuries many singular experiments were made to combine firearms with other weapons. The result was the creation of combined weapons, which partly exploit the mastery in normal weapons and partly those of firearms. Given their complex nature, the combined weapons require mastery in both, and are in effect the only double weapons among firearms. Those wishing to use a combined weapon must spend two mastery slots, one to learn the use of the normal weapon and the other for the firearm.

ATTACKING WITH TWO FIREARMS

A character can simultaneously fire two firearms (one in each hand), if he meets these three requirements:

1) the encumbrance of each weapon is manageable by the subject with only one hand;

2) the character has at least Basic rank in both;

3) the character is *Ambidextrous*.

The target can be the same or two different within a 180° arc. It is necessary to make two separate Attack Rolls, each with a –2 penalty, applying the normal mastery effects (including the increased RoF only if the loading of the weapon is automatic). If the character is a fighter, when he acquires the Multiple Attacks combat option he can gain another additional attack with his offhand weapon using the rule described above.

POINT BLANK SHOT

It is possible to kill a living creature with a shot from a firearm directly at the heart or brain. In both cases the weapon's barrel must be pointed at the vital part, and the victim must be immobile, or the assailent must surprise him (impossible during a melee). The attacker makes an Attack Roll against the victim (if immobile AC 10 modified by magic): if the Attack Roll succeeds, the weapon inflicts maximum damage (see Special Penetration). If the Attack Roll fails against an immobile victim, the attack still hits and causes normal damage; if failed against a surprised victim that can move, he has completely avoided the shot. The victim hit must make a ST vs. Death Ray with a penalty equal to half of the hp lost because of the hit: if the ST fails, the victim collapses to the ground dead; if the ST succeeds, the victim (if still alive) suffers severe bleeding (see "Critical Hits" in the *Optional Rules* section of Chapter 2).

MODERN FIREARMS (OPTIONAL)

The scope of this manual is limited from ancient firearms to the first breechloaders used in the XIX century. However it is possible examine the damage and functioning of modern firearms and the like in a generic way, reminding the reader who wants to examine the argument better to specific supplements of other Rule Systems focused on the contemporary period (like *The Call of Cthulhu, Shadowlands* or *D20 Modern*).

It can be assumed that the damage and the range of each weapon correlate to the caliber of the weapon in inches (the inner diameter of the barrel or core):

TABLE 3.3: DAMAGE AND RANGE OF MODERN WEAPONS

Calibre	Damage	Range
.12 – .18	1d6	60/120/180
.20 – .28	1d8	80/160/240
.30 –.38	1d8+2	100/200/300
.40 –.48	2d6	120/240/360
.50 –.60	2d6+3	150/300/450

Usually pistols go from .12 calibre to .44 calibre (the Magnum), while guns from .32 calibre (the classic double-barrelled gun) to .60 calibre (big game or repeating guns).

The range increases later with the advance in training of the weapon by 10 feet per rank for short range and by 20 feet per rank for medium range; the maximum range remains unchanged.

The Rate of Fire is clearly better than the older weapons thanks to their better loading system. Automatic weapons can fire up to 2 projectiles per round, augmenting the rate of fire by 1 projectile for each mastery rank (up to a maximum of six shots per round). The semi-automatic weapons only fire 1 projectile per round, but it is possible to augment the rate of fire by 1 projectile every 2 mastery ranks (thus 2 at Expert and 3 at Master). Subjects with multiple attacks can fire in a round as many projectiles has they have attacks plus the Rate of Fire of the weapon, or use an attack to exploit the RoF of the weapon and perform other actions with the remaining attacks (like changing the magazine).

Semi-automatic pistols have magazines that hold from 6 to 8 bullets, while automatic pistols hold from 8 to 12 bullets. The Reload Time for both is only 1 round, used to extract the empty magazine and insert a full one in the pistol's stock.

Semi-automatic guns can hold from 2 to 7 projectiles in the clip, while automatic guns can have from 12 to 24 projectiles in the clip. It is possible to load 2 bullets per round into semi-automatic guns, while the RT of automatic guns is 1 round (enough to extract and replace the magazine).

Semi-automatic weapons are available from the beginning of the XX century, while asutomatic weapons are only available from the middle of the XX century. Usually the cost is increased by $3.00 for each calibre category for semi-automatic weapons (thus from a minimum of 3 to a maximum of 15 dollars), according to the monetary value of the first forty years of the XX century; From the Fifties onwards, the Cost increases each decade according to these multipliers: The 50's: x2; The 60's: x3; The 70's: x5; The 80's: x8: The 90's: x10. Automatic weapons instead cost double that of semi-automatic weapons.

For example, a 22 calibre pistol from the start of the century to the end would cost:

1900-1950: $6 (semi.)
1951-1960: $12 (semi.) or $ 24 (auto.)
1961-1970: $18 (semi.) or $ 36 (auto.)
1971-1980: $30 (semi.) or $ 60 (auto.)
1981-1990: $48 (semi.) or $ 96 (auto.)
1991-2000: $60 (semi.) or $ 120 (auto.)

The cost of the bullets instead is as follows:
$0.15 x 20 bullets/cartridges .12 .18 (Enc. 5)
$0.20 x 20 bullets/cartridges.20 .28 (Enc. 5)
$0.25 x 20 bullets/cartridges.30 .38 (Enc. 10)
$0.30 x 20 bullets/cartridges.40 .48 (Enc. 15)
$0.40 x 20 for gun projectiles .50+ (Enc. 20)
$0.40 x 20 for shotgun projectiles (Enc. 25)

LIST OF FIREARMS

The following list of weapons comprises all firearms of the western cultures from the late Middle Ages to the Renaissance, with the addition of some breechloading weapons of the 1800's, with their weapon mastery statistics. Only the muzzle-loading weapons are of interest for Mystara (only in the Savage Baronies).

Remember that the rules on Weapon Mastery in Chapter 2 also apply to firearms. Refer to the first section of Chapter 2 for further details on training times and methods, and on the benefits of weapon training.

Below is a legend to explain the abbreviations that define the weapon and its mastery. For the descriptions of the weapon's Special Effects refer to the appropriate entry in Chapter 2. Other particular effects only associated with specific firearms are explained in the notes relating to the weapon.

LEGEND

Weapon Name: The name (or names, in which case the other names are between parenthesis) by which the weapon is known. Firearms are all considered simple weapons.

If the name is followed by "see [another weapon]", means that all the statistics relating to the weapon are the same as the weapon mentioned, any exceptions are included in the notes. If a character knows how to use one of the weapons he can also use the other or others.

P: Based on the rules for weapon mastery, all firearms grant the same Attack Roll bonus against any target, which is always considered primary (A), therefore this entry is missing in the firearm statistics.

Size: Gives the weapon's size using to the abbreviations of Table I (see Introduction). Weapons of one size larger than the character are always held in two hands, as long as the character can manage the encumbrance with two hands. It isn't possible to wield a weapon of two or more sizes larger than the character.

Type: all firearms are considered Piercing (P) weapons, so this category is absent.

Cost: the weapon's market price in gold pieces (gp) or silver pieces (sp) in a region with a Technology Level

equal or better to that of the weapon (where it is supposed to be easy to acquire). If attempting to buy a firearm in an area with a lower TL, its cost increases based on the technological difference between the TL of the region and the firearm as follows:

1 TL of difference (e.g. Gunpowder and steel): Cost x 2
2 TL of difference (e.g. Gunpowder and iron): Cost x 4

Over 2 TL of difference the weapon is considered like an artefact and probably sells for ten times it own Cost (if it is ever sold), without considering the fact that it is impossible to make one.

Note that the weapon's true creation cost is normally half the market value given.

Enc.: encumbrance of the weapon in coins (10 cn = 1 lb).

H.P.: the weapon's Hit Points. If a firearm loses Hit Points for any reason, it becomes less effective and more subject to the risk of explosion. This implies a –1 cumulative penalty to the Attack Roll for every 30% of points lost, and when d20 result would normally indicate a jam, the damaged weapon explodes causing its owner 1d6 points of damage + 1d4 for each projectile held in the weapon (and obviously the weapon is destroyed).

T.L.: Technology Level. Gives the level of technological development in which it is possible to find this type of weapon, or the Gunpowder Age (5) for muzzle-loading weapons, and that of Steam (6) for breechloading weapons. The Gunpowder Age is subdivided into three levels (in ascending order of development): 5a (match and matchlock weapons), 5b (wheellock weapons), 5c (snaphance and flintlock weapons). Weapons available at one level are also available at higher levels, although in the case of firearms a weapon of an earlier era is considered an antique and of little use. Remember that all the weapons listed are steel weapons, unless the description expressly mentions other materials.

RoF: Rate of Fire, the number of projectiles it can fire each round. An individual with multiple attacks can also use an attack to fire the weapon, benefit from the increased RoF, and use the remaining attacks in a different way or fire other projectiles (one per attack). *Haste* allows the character to gain other actions, but the number of extra attacks given by the increased RoF remains unchanged: the character can use the RoF only once per round.

RT: Reload Time, the number of rounds that the individual needs to completely reload the weapon. It depends on the number of projectiles that the weapon can hold and fire and the speed of the individual. The RT falls by 1 round only if the individual is *hasted*. If the RT drops below one, then the individual can fire and reload in the same round, being ready to fire in the next round (roll Initiative normally). Reloading consumes all the attacks available to the individual in that round.

Note that historically the reload time of the first muzzle-loading weapons was infinitely longer: about 2 minutes. Only with the advent of the percussion cap is

the time significantly lower than 30 seconds. However as, looking at the speed of other weapons, D&D doesn't use realistic reloading times, it was therefore decided to opt for an easier and more coherent solution by assigning to each priming system the following reload times (assuming single barrelled weapons with a single charge):

Match: 4 rounds Matchlock: 3 rounds Wheel: 2 rounds Snaphance: 2 rounds Flint: 2 rounds Percussion: 2 rounds Breechloaded: 1 round for every 3 projectiles inserted.

 # Pr: Number of Projectiles that the weapon can hold before it is exhausted. Usually it is 1 for ancient weapons and increases with modern weapons with magazines. There is no need to reload the weapon until the magazine is empty.

Rk.: the mastery rank at which the abilities on the same line are acquired. The ranks are abbreviated as follows: Ba (Basic), Sk (Skilled), Ex (Expert), Ad (Advanced), Ma (Master).

Range: the weapon's range in feet. The first number gives the short range (s), the second the medium range (m) and the third the weapon's maximum range. Note that the range of some weapons can influence its Special Effects.

Damage: the amount of damage caused by the weapon based on the character's mastery. The damage of any firearm is only augmented by its magical bonus, despite the Strength bonus of its user.

Special: the particular effects that the character can cause using the weapon with a certain degree of training, described in the *Special Effects of Mastery* of Chapter 2. The only additional special effects relating to firearms are as follows:

Recoil: The weapon uses an excessive charge of powder (especially for mutilbarrelled weapons) that provoke such a powerful recoil to unbalance and cause to fall to the earth anyone firing it who doesn't make a successful Strength check; the check suffers a cumulative penalty of 1 point for every 2 powder charges used (or –1 for every 2 barrels of the weapon).

RT –x: The Reload Time of the weapon is reduced by the number of rounds shown after the minus sign (–). If the RT becomes zero, it means that it can be loaded and fired in the same round.

RT ½: The Reload Time of the weapon is halved. If the RT drops below 1, it means that it can be loaded and fired in the same round.

Note: after the statistics relating to the weapon is the weapon's Appearance, and can also include entries regarding the statistics and variants of the weapon, and explanations about its use, idiosyncracies, or special effects.

ARQUEBUS (HARQUEBUS)

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
L	80 gp	160	90	5a	1	3	1

Rk.	Range	Damage	Special
Ba	30/60/200	1d10	–
Sk	40/80/200	1d12	–
Ex	50/100/200	1d12+2	–
Ad	60/120/200	1d12+4	Delay (s)
Ma	70/140/200	1d12+6	Delay (s)

Appearance: The harquebus (or arquebus) is a heavy muzzle-loading gun with a wooden body; the length of the barrel is nearly 6 feet long (total length over 6 feet) and an extractable matchlock priming system.

Use: Because of its weight, the harquebus is used with two hands, resting it on a stand that supports the barrel (thus making the weapon manageable although with high encumbrance, even by people with medium strength or lower), while aiming and igniting the fuse. As such it cannot be used whilst moving, and like all the primitive muzzle-loading weapons, the barrel cannot be pointed downwards, or the projectile escapes before it is fired.

BLUNDERBUSS

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
S	100 gp	80	60	5b	1	2	1

Rk.	Range	Damage	Special
Ba	20/40/120	1d10	Grapeshot
Sk	20/50/120	1d10+2	–
Ex	30/60/120	1d10+4	–
Ad	30/70/120	1d10+6	Delay (s)
Ma	40/80/120	1d10+8	Delay (s)

Appearance: The blunderbuss is a short wheellock gun (maximum length: 32 inches) muzzle-loading of large calibre, whose barrel has a flared out mouth.

Statistics: The blunderbuss is loaded with a salvo called "grapeshot" made from nails, stones, and scrap iron (Cost 1 sp, encumbrance 5 cn).

Use: The blunderbuss is a firearm mainly used against groups of nearby opponents, given its ability to fire a rather wide scattering of scrap iron. Despite its reduced size, it is usually used with two hands due to its weight.

Special: Grapeshot: The brief iron or bronze barrel is loaded with grapeshot and the splayed mouth allows it to direct the pellets on a large surface. The blunderbuss can injure all those within 10 feet of the main target if the Attack Roll is sufficient to hit their Armour Class and are within short range. However, if it explodes, grapeshot causes 1d10 damage to all within 10 feet.

BOMBARD, HAND (HAND CANNON)

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	40 gp	120	70	5a	1	4	1

Rk.	Range	Damage	Special
Ba	20/40/150	1d12	Inaccurate, Recoil
Sk	30/60/150	1d12+2	–
Ex	30/70/150	1d12+4	–
Ad	40/80/150	1d12+6	–
Ma	50/100/150	1d12+8	Delay (s)

Appearance: The hand bombard or hand cannon is the most primitive firearm, originally invented in China. It is a muzzle-loaded metal or reinforced bamboo tube about 32-36 inches long and 2 inches wide, inside of which the powder and projectile are pressed, with a touch hole and a match priming system.

Statistics: The bombardella can be loaded with a single lead or stone bullet (Cost 3 sp, encumbrance 1 cn) and consumes two powder charges. If it is made from reinforced bamboo, its Cost drops to 20 gp, encumbrance to 60, and HP to 30, but with each use it loses 5 HP, therefore making the bamboo cannon short lived.

Use: The bombard is firmly held with one hand placing the rear part against a support (a leg, the ground, the shoulder, the elbow joint for the strongest) while the other hand is used to bring the match to the touch hole. It cannot be used whilst moving, and like all primitive muzzle-loading weapons, the barrel must not be pointed down, or the projectile escapes before it is fired. If the weapon is braced against the ground or a stable wall the recoil problem is avoided.

Special: Inaccurate: Because of the great difference between the diameter of the projectile and the barrel, the bombard isn't very precise, and this translates to a –1 penalty to any Attack Roll.

CANNON, HARPOON

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
L	120 gp	300	150	5a	1	2	1

Range	Damage	Special
120/240/390	2d6+2	Impale (15 HD)

Appearance: The harpoon cannon has a muzzle-loading metal barrel mounted on a pedestal (fixed or rotatable) about 5 feet high with an extractable matchlock priming system, derived from the cannon.

Use: Harpoon cannon are mainly used against large fish and whales in the sea. It is loaded with gunpowder and a sturdy steel harpoon is placed within the barrel, fixing the end of the mobile point to a rope attached to the cannon. Once the prey is sighted, the fuse is lit that causes the rapid exit of the harpoon, which embeds itself in the prey that can later be recovered thanks to the sturdy tip.

It isn't possible to develop a mastery of this huntin weapon, as it isn't a true portable firearm but is similar to fixed cannon whose accuracy depends on its user, but whose damage and special effects remain unchanged.

CARBINE

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	300 gp	70	60	6b	1	1	2

Rk.	Range	Damage	Special
Ba	100/200/500	1d8+4	–
Sk	120/230/500	1d8+6	RoF+1
Ex	140/260/500	1d8+8	RoF+1, RT 1/2
Ad	160/290/500	1d8+10	RoF+2, RT 1/2, Delay (s)
Ma	180/320/500	1d8+12	RoF+2, RT 1/2, Delay (s)

Appearance: The carbine is a light breechloading gun, designed for cavalry use, which has an iron or steel barrel fixed longitudinally on a wooden butt. The carbine has a tubular magazine with a mobile breech. The barrel is usually rifled (using bullets not balls), no longer than 18 inches (total length including the butt: 3 feet, and the magazine can hold from 2 to 7 cartridges. The carbine is a direct descendent of the musket.

Statistics: The carbine described above has only two 2 projectiles and is the simplest. For carbines with larger magazines the price increases by 10 gp for each additional cartridge (max 7), and the RT increases by 1 round for each additional 3 cartridges.

DERINGER

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	varies	20	20	6	1	var.	1

Range	Damage	Special
10/20/40	1d6	Delay

Appearance: The deringer (or derringer), also called the purse or pocket pistol, is a small single barrelled large calibe pistol, no longer than 4-6 inches and this makes it easy to hide. The first versions were muzzle-loaders and use the percussion system and the use of cardboard cartouches, while the more modern versions are breechloading with bullets.

Statistics: The primer type, affects the Cost and RT:

Percussion deringer: Cost 130 gp, RT 1

Breechloading deringer: Cost 150 gp, RT ½ (consuming a move or attack action, not the full round).

Use: The deringer is such a simple weapon to use that doesn't have its own mastery. Anyone that can use a firearm can use one without an Attack Roll penalty, otherwise apply a –2 penalty.

DRAGON

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	70 gp	60	40	E2	1	2	1

Rk.	Range	Damage	Special
Ba	10/20/60	1d8	Grapeshot
Sk	10/30/60	1d10	–
Ex	20/30/60	1d10+2	–
Ad	20/40/60	1d10+4	–
Ma	30/40/60	1d10+6	Delay (s)

Appearance: The dragon is a short, wheellock muzzle-loading pistol (maximum length: 12 inches) of large calibre, whose barrel has a flared out mouth. It is in practice a smaller version of the blunderbuss.

Statistics: The dragon is loaded with a salvo called "grapeshot" made from nails, stones, and scrap iron (Cost 1 sp, encumbrance 5 cn).

Use: The dragon is a firearm mainly used against groups of close adversaries, due to its ability to fire a scattering of grapeshot.

Special: <u>Grapeshot</u>: The brief iron or bronze barrel is loaded with the grapeshot and the splayed mouth allows it to direct the pellets on a large surface. The dragon can injure all those within 10 feet of the main target if the Attack Roll is enough to hit their Armour Class and they are within short range. However, if it explodes, the grapeshot causes 1d10 damage to all within 10 feet.

GUN, DOUBLE-BARRELLED (HUNTING GUN)

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	220 gp	60	50	6b	1-2	1	2

Rk.	Range	Damage	Special
Ba	20/60/400	1d8	Recoil, Scatter
Sk	30/80/400	1d8+2	–
Ex	40/100/400	1d8+4	RoF+1
Ad	50/120/400	1d8+6	RoF+1, RT 1/2
Ma	60/140/400	1d8+8	RoF+1, RT 1/2

Appearance: The double-barrelled gun is a type of breechloading hunting gun with two side-by-side smooth barrels with internal and external dogs. The ammunition is shot cartridges.

Use: The double-barrelled gun can fire both barrels simultaneously. If this option is chosen, the RoF is 2 projectiles per round (fired simultaneously) and only makes one Attack Roll, but if successful the target is hit by both and suffers twice the damage of a single load (that given in the mastery).

Alternatively, he can fire the two cartridges one after the other: which requires two different Attack Rolls but can only fire one cartridge per round, unless he has multiple attacks or beings of Expert rank.

Special: <u>Scatter</u>: The double-barrelled gun fires a cartridge full of shot that once it leaves the barrel scatters and can injure any target within a certain area. As such the damage of the double-barrelled gun is less than that of a gun with the same calibre, but has a greater chance of hitting the target and damaging nearby targets. In practice each shot benefits from a +1 bonus to the Attack Roll, giving a modifier based on the range as follows: Short +2, Medium +1, Long +0. Moreover, the Attack Roll can also damage any other target within a certain radius of the main targetbased on the range to the target (based on the Attack Roll and the target's AC to see if he has been wounded): Short: 10 ft radius; Medium: 3 ft radius. Beyond medium range the radius of the scatter is ineffective against targets next to the main target (the shot is too scattered to do other damage).

<u>RT ½</u>: The Reload Time of the weapon is halved. In this case it means that it is possible to reload the two cartridges of the double-barrelled gun in less than a round, allowing it to fire at the end of the same round. In

this case however the RoF is halved for that round, thus either firing both barrels simultaneously or one at a time.

GUN, GATLING

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
L	2,000 gp	2,500	250	6b	10	2	100

Rk.	Range	Damage	Special
Ba	40/80/160	1d8	Arc of fire
Sk	50/90/160	1d8	RoF+10
Ex	60/100/160	1d8	RoF+20
Ad	70/110/160	1d10	RoF+30
Ma	80/120/160	1d10	RoF+40

Appearance: The Gatling gun is the first example of the machine-gun. It is a gun with six wide barrels mounted on a pedestal capable of supporting its enormous weight, usually mounted on two large wheels that allow it to be moved. The pedestal has a mechanism capable of turning the gun through a 180° arc, to increase its radius of fire. Finally, the Gatling Gun has a housing in which a belt of projectiles is fed, and it is operated by means of a crank mechanism, which as well as quickly feeding the bullets into the chamber, detonate them and expel the cartridges to discharge the heat.

Statistics: The magazines for the Gatling gun are belt of projectiles of about 4 inches long one besides the other. The belts contain up to 100 projectiles, cost 20 gp, and weigh 100 coins, and need 2 rounds to remove the old belt and insert a new belt into the magazine. The peculiarity of the Gatling is in the fact that the better the mastery the better its rate of fire, while the damage at each rank remains almost identical.

Use: Given its size, the Gatling Gun cannot fire on the move, always requires at least two people to use it (one aims and fires it whilst the other supports the ammunition belts and reloads it), and after a minute of uninterrupted fire the smoke created by the detonation of the gunpowder in the cartouches creates a dense greyish cloud around the Gatling Gun that, as well as signalling its position at range, also obscures the firer's vision (all the Attack Rolls suffer a –2 penalty).

Special: The Gatling fires 10 projectiles per round at Basic rank. This means that it can hit up to 10 different individuals within its arc of fire (see below), causing to each the individual damage given in the table (damage for a single projectile). If there are fewer targets than bullets, some of them are struck by more projectiles (max 3, if the machine-gun is moved); if instead there are more, the machine-gun only wounds those with an AC sufficiently low to be hit.

<u>Arc of fire</u>: The Gatling gun has a large arc of fire that allows it to hit with salvo of bullets fired in a round all those that are within the line of fire of 30 feet, as long as the Attack Roll of the gun's firer has hit their AC (based on only one Attack Roll against the primary target, and then compare the AC hit with that of the potential victims); as such it isn't possible to make aimed shots with a Gatling Gun. It is also possible to fix the gun on a

single target: in this case the entire salvo of bullets fired in that round has hit just the single victim. There is however only one Attack Roll needed: if successful the victim suffers the above damage multiplied by the number of bullets fired, vice-versa all the bullets miss him.

RoF: Advanced mastery in the Gatling allows it to exploit its speed and mechanical firing system to hugely increase its rate of fire, so that a Master of the Gatling Gun can fire upto 50 bullets per round with devastating effect.

GUN, MULTI-BARRELLED

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	varies	var.	var.	5c	2-7	var.	2-7

Rk.	Range	Damage	Special
Ba	20/60/120	1d10	Superior damage, Recoil
Sk	30/70/120	1d12	–
Ex	40/80/120	1d12+2	Delay (s)
Ad	50/90/120	1d12+4	Delay (s)
Ma	60/100/120	1d12+6	Stun (s), RT –1

Appearance: The multi-barrelled (or salvo) gun is a muzzle-loading weapon with multiple barrels about 5 feet long, invented in England in the XVI century. It has a variable number (from 2 to 7) of fixed barrels mounted on one or two axis (upto 4 on the same axis), with a heavy wooden body and butt, and with a priming system of multiple snaphances.

Statistics: The Cost, encumbrance, Hit Points, number of projectiles, Rate of Fire, and Reload Time of a salvo gun vary depending on the barrels it possesses:

Type	Cost	Enc.	H.P.	RoF	RT
2-barrels	180 gp	120	100	2	3
3-barrels	210 gp	135	110	3	4
4-barrels	240 gp	150	120	4	5
5-barrels	270 gp	165	130	5	6
6-barrels	300 gp	180	140	6	7
7-barrels	330 gp	195	150	7	8

Use: The multi-barrelled gun has from 2 to 7 barrels and when fired simultaneously shoots all the projectiles held in the barrels against the same target. Because of its excessive weight, usually its barrels are supported on a pedestal or a large fork that supports its weight and helps the firer to aim, and in any case it is not possible to use it whilst moving. It wasn't very popular due of the huge size and difficulty to wield that derives from the increased weight due to the large number of barrels it possesses.

Special: <u>Superior damage</u>: The damage given above refers to a single projectile. Roll the damage dice for each of the projectiles fired in a round to establish the total damage (and if one of the projectiles obtains a "special penetration" result, roll the damage again for that single projectile).

GUN, SHORT-BARRELLED – SEE SHOTGUN

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
S	240 gp	60	40	6b	1	2	4

Rk.	Range	Slug	Shot	Special
Ba	20/50/120	1d8+3	1d8	Scatter
Sk	30/60/120	1d8+5	1d8+2	–
Ex	40/70/120	1d8+7	1d8+4	RoF+1
Ad	50/80/120	1d8+9	1d8+6	RoF+1
Ma	60/90/120	1d8+11	1d8+8	RoF+2, Delay (s)

Appearance: The short-barrelled gun is a variant of the shotgun, in practice a portable firearm with a shorter than normal (sometimes even sawn-off) smooth barrel in iron or steel, fixed longitudinally on a wooden body that terminates in an enlargement for the shoulder called the stock.

Statistics: Use the shotgun's statistics, but the short-barrelled gun is less encumbering and more manageable, as well as to be relatively cheaper and easier to hide. However, because of the shorter barrel, the radius at each range is halved.

Use: The short-barrelled gun is a popular version of the shotgun, a weapon usually used by armies, with a reduced size to be more easily carried, worn, and hidden (as such it is one of the typical weapons of the criminals of the XIX century).

Anyone that can use the shotgun can use the short-barrelled gun with the same degree of mastery and vice-versa.

MUSKET

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	varies	100	70	var.	1	var.	1

Rk.	Range	Damage	Special
Ba	60/120/400	1d10+2	–
Sk	70/140/400	1d10+4	–
Ex	80/160/400	1d10+6	–
Ad	90/180/400	1d10+8	Delay (s)
Ma	100/200/400	1d10+10	Delay (s)

Appearance: The musket is a light, muzzle-loading gun about 5¼ feet long, with a 3 foot metal barrel with a wooden body whose rear end forms the butt. The musket is the most manageable and evolved version of the arquebus, designed to be used without a fork.

Statistics: The primimg system of the musket can be of several types based on the TL, and to each is associated a different Cost and Reload Time, while the other statistics are unchanged:

Primer	LT	RT	Cost
Matchlock	5a	3	110 gp
Wheellock	5b	2	130 gp
Snaphance	5c	2	150 gp
Flintlock	5c	2	160 gp
Percussion	6a	2	170 gp

Use: With the stock tight under the armpit or in the arm socket, the barrel is held with one hand and pointed at the target. The free hand pulls the trigger to ignite the

primer and fire a large nut like bullet. If the firer has little strength (under 9) the musket requires the use of a fork to support the barrel while it is aimed and fired. The musket is always a medium weapon used in two hands.

PEPPERBOX

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	varies	40	40	5-6	1	var.	3-6

Rk.	Range	Damage	Special
Ba	10/20/80	1d6	–
Sk	15/30/80	1d8	RoF+1
Ex	20/40/80	1d10	RoF+1
Ad	30/50/80	1d12	RoF+2, RT –1
Ma	40/60/80	1d12+2	RoF+2, RT –1

Appearance: The pepperbox is a muzzle-loading pistol with a short easily managed barrel, invented in England in 1790 and used until 1850 in the entire world (the forerunner of the revolver). It has a variable number (3-6) of short semi-mobile barrels (and thus a repeating weapon), a light wooden body, and a butt at a very small angle in respect to the barrels and based on a wheellock, flintlock, or percussion priming system.

Statistics: The Cost, number of projectiles, and Reload Time of a pepperbox varies based on the number of barrels it has, as follows:

# Barrels	RT	Wheel	Flint	Percus.
Three	3	130 gp	160 gp	170 gp
Four	4	140 gp	170 gp	180 gp
Five	5	150 gp	180 gp	190 gp
Six	6	160 gp	190 gp	200 gp

Use: The pepperbox has from 3 to 6 barrels on two levels, and it is possible to fire all the projectiles held in the barrels one after the other without reloading, simply rotating the mechanism by hand on which the barrels are fixed, to place the barrel that contains the new projectile in line with the hammer that ignites the primer.

PISTOL, ELEPHANT

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	330 gp	70	40	6b	2	1	2

Rk.	Range	Damage	Special
Ba	30/100/200	2d8+4	Recoil, Delay (s)
Sk	40/110/200	2d8+8	Delay (s)
Ex	50/120/200	2d8+12	Stun (s)
Ad	60/130/200	2d8+16	Stun ST –1 (s), RT –1
Ma	70/140/200	2d8+20	Stun ST –2 (s), RT –1

Appearance: The elephant pistol is a pistol of huge calibre invented in the second half of the XIX century and popular in the British colonies as a weapon for defence against the fierce Africans and Indians. The pistol has two parallel barrels that fire simultaneously: it is the only example of a mutibarrelled breechloader, useful for bringing terrible shots against such terrible threats like tigers and lions.

PISTOL, MULTI-BARRELLED

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	varies	var.	var.	var.	5c	var.	2-4

Rk.	Range	Damage	Special
Ba	10/30/80	1d6	Superior damage, Recoil
Sk	15/40/80	1d8	–
Ex	20/40/80	1d10	Delay (s)
Ad	25/50/80	1d12	Delay (s), RT –1
Ma	30/60/80	1d12+2	Stun (s), RT –1

Appearance: The multi-barrelled (or salvo) pistol is a muzzle-loading weapon with multiple 8-10 inch barrels, invented in England in the 1600s following the multi-barrelled gun. It has a variable number (from 2 to 4) of short barrels mounted on the same axis, a light wooden body and a butt at a small angle in respect to the barrels and based on a priming system of multiple flintlocks.

Statistics: The Cost, number of projectiles, Rate of Fire, and the Reload Time of a salvo pistol varies depending on its number of barrels:

Type	Cost	Enc.	H.P.	RoF	RT
2-barrelled	150 gp	60	50	2	3
3-barrelled	170 gp	65	55	3	4
4-barrelled	190 gp	70	60	4	5

Use: The multi-barrelled pistol has from 2 to 4 barrels on one level, which simultaneously fire all the projectiles held in the barrels against the same target. This weapon is similar to the pepperbox but has a totally different concetto: indeed, the pepperbox is a repeating weapon (allowing it to fire without losing time to reload against different targets), while the aim of the multi-barrelled pistol is to cause great damage to a single target with just one shot.

Special: Superior damage: The damage listed above is for just one projectile. Roll the damage dice for each of the projectiles fired in a round to establish the total damage (and if one of the projectiles obtains a "special penetration" result, roll the damage again for that single projectile).

PISTOL, WHEELLOCK

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	varies	50	50	var.	1	var.	1

Rk.	Range	Damage	Special
Ba	10/40/120	1d8	Stun
Sk	15/50/120	1d10	–
Ex	20/60/120	1d10+2	–
Ad	30/70/120	1d10+4	–
Ma	40/80/120	1d10+6	Delay (s)

Appearance: This term defines a muzzle-loading portable firearm with a short barrel, held with only one hand, with a barrel and a butt at an obtuse angle in respect to the barrel, ending in a large pommel that allows a better grip.

Statistics: The priming system of the pistol can be of several types based on TL, and to each is associated a different Cost and reload time, while the other statistics

remain unchanged:

Primer	TL	RT	Cost
Matchlock	5a	3	80 gp
Wheellock	5b	2	100 gp
Snaphance	5c	2	120 gp
Flintlock	5c	2	130 gp
Percussion	6a	2	140 gp

Special: <u>Stun</u>: using the pistol as a melee weapon it is possible to hit the adversary by holding the barrel and use the pommel as a bludgeoning weapon. In this case the damage caused is only 1d4, doesn't use the mastery's attack bonus, and each blow that hits requires the victim to make a ST to avoid the stun effect.

PISTOL, WHEELLOCK, HORSE

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
S	120 gp	60	60	5b	1	2	1

Rk.	Range	Damage	Special
Ba	20/40/240	1d8+1	Stun
Sk	30/60/240	1d8+3	–
Ex	40/80/240	1d8+5	–
Ad	50/100/240	1d8+7	Delay (s)
Ma	60/120/240	1d8+9	Delay (s)

Appearance: The horse wheellock pistol is a portable muzzle-loading firearm with a long (1½ foot) barrel, held in only one hand, with a barrel, sheet steel body, dog and a butt at a very low angle, terminating in a large pommel. It uses the wheellock system.

Special: <u>Stun</u>: using the pistol as a melee weapon it is possible to hit the adversary by holding the barrel and use the pommel as a bludgeoning weapon. In this case the damage caused is 1d4, it doesn't use the mastery attack bonus, and each blow that hits requires the victim to make a ST to avoid the stun.

PISTOL-AXE

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	varies	80	60	5b-c	1	2	1

Rk.	Axe	Defence	Special
Ba	1d8	–	Armour piercing, Chop, Sever
Sk	1d8+2	H: –1/1	Parry 1
Ex	1d10+3	H: –2/2	Disarm, Parry 1
Ad	1d12+4	H: –3/2	Disarm, Parry 2, Trip
Ma	1d12+7	H: –3/3	Disarm, Parry 2, Trip

Rk.	Range	Pistol	Special
Ba	10/30/100	1d8	Fragile
Sk	15/40/100	1d10	–
Ex	20/50/100	1d10+2	–
Ad	25/60/100	1d10+4	–
Ma	30/70/100	1d10+6	Delay (s)

Appearance: The pistol-axe in the form of a medium size battleaxe, with the upper part of the haft (corresponding to the head) hollowed to hold the gunpowder and the ball, and a priming system in the middle part of the haft.

Statistics: The priming system of the pistol can be wheellock (110 gp), snaphance (120 gp), or flintlock (130 gp), and its Cost varies based on the priming system, while the other statistics remain unchanged.

Use: The pistol-axe can be used as a battleaxe in melee, or as a pistol to fire at range (in this case the weapon is held with two hands). There is a risk of exploding (1-3 on d20 if used as a hammer while loaded, or a 50% chance if struck by another weapon whilst loaded, for example if used to parry).

Anyone that can use the pistol-axe can use the battleaxe with the same degree of mastery.

Special: <u>Fragile</u>: Because of the delicate priming system, whenever the weapon is damaged and loses over 50% of its Hit Points, the priming system is considered compromised and it is impossible to use the weapon as a pistol until it is repaired.

PISTOL-CROSSBOW

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
S	150 gp	70	50	5b	1	2	1

Rk.	Range	Crossbow	Special
Ba	60/120/240	1d6+1	–
Sk	70/140/240	2d4+2	Delay (s)
Ex	80/160/240	2d4+4	Delay (s)
Ad	90/180/240	1d10+6	Stun (s)
Ma	100/200/240	1d10+8	Stun (s)

Rk.	Range	Pistol	Special
Ba	10/30/100	1d8	Double shot, Fragile
Sk	15/40/100	1d10	–
Ex	20/50/100	1d10+2	–
Ad	25/60/100	1d10+4	–
Ma	30/70/100	1d10+6	Delay (s)

Appearance: The pistol-crossbow is a combination weapon in the form of a small crossbow (max. length 3 feet) with a steel stock and bow cord. The stock contains a small groove that acts as a guide for the light bolt, and a shaped metal disc (the nock) that serves to hold the cord tight and support the bolt. A lever (or trigger) mounted under the stock serves to hold the rotation of the nock and activate it, thus releasing the cord that fires the bolt at the target. The upper part of the stock, under the bow, contains a short muzzle-loading barrel, with a wheellock attached to the side of the stock.

Use: The pistol-crossbow can only be used as a missile weapon, with the possibility of using a common bolt or gunpowder projectile. Due to the weapon's nature, in both cases it needs holding with two hands to take aim and fire.

Anyone that can use the pistol-crossbow can also use the light crossbow with the same degree of mastery.

Special: <u>Double shot</u>: From Basic rank it is possible to load both the bolt into the upper half and the projectile into the barrel, to later fire simultaneously against the same target. It requires 4 rounds to prepare the weapon, but once done it only needs one Attack Roll to fire both projectiles at a target within the pistol's range: if the Attack Roll succeeds, bolt and projectile strike

simultaneously, vice-versa both miss the target.

Fragile: Because of the delicate priming system, whenever the weapon is damaged and loses over 50% of its Hit Points, the priming system is considered compromised and it is impossible to use the weapon as a pistol until it is repaired.

PISTOL-DAGGER – SEE PISTOL-KNIFE

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	varies	50	50	5b-c	1	2	1

Appearance: The pistol-dagger is a combination weapon that resembles a stiletto whose hilt is at a slight angle to the blade, whose scabbard is a hollow barrel in which the projectile can be inserted and that has a priming system positioned on the side at the blade's base.

Statistics: The pistol's priming system can be wheellock (100 gp), snaphance (110 gp), or flintlock (120 gp), and its Cost varies based on the priming system, while the other statistics remain unchanged.

Unlike the pistol-knife, the pistol-dagger has the Armour piercing ability from Basic rank, but is also subject to the risk of breaking (Fragile).

Use: The pistol-dagger can be used as a stiletto in melee, or as a pistol to fire at range. Naturally, if the pistol is loaded it cannot be used as a melee weapon until the shot is fired, otherwise it runs the risk of jamming or exploding (see Fragile).

Anyone that can use the pistol-knife can also use the pistol-dagger with the same degree of mastery, and vice-versa.

Special: Fragile: Because of the delicate priming system, whenever the weapon is damaged and loses over 50% of its Hit Points, the priming system is considered compromised and it is impossible to use the weapon as a pistol until it is repaired.

Moreover, as the barrel is used as a point to stab the enemy, often bits of tissue or blood fill the barrel obstructing it. This means that, unless the barrel isn't cleaned after using the weapon as a stiletto (a procedure that requires at least a minute using oil and a scraper), every time that an attempt is made to use the pistol as a firearm the chance of jamming and exploding is doubled (see the section on "Jamming and Exploding of firearms").

PISTOL-HAMMER

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	varies	90	60	5b-c	1	3	1

Rk.	Hammer	Defence	Special
Ba	1d8	–	Armour piercing
Sk	1d10	H: –1/1	Delay
Ex	1d10+2	H: –2/1	Disarm, Delay (TS –1)
Ad	1d10+5	H: –2/2	Disarm, Parry 1, Delay (TS –2)
Ma	1d10+7	H: –3/3	Disarm, Parry 1, Delay (TS –3)

Rk.	Range	Pistol	Special
Ba	10/30/100	1d8	Fragile
Sk	15/40/100	1d10	–
Ex	20/50/100	1d10+2	–
Ad	25/60/100	1d10+4	–
Ma	30/70/100	1d10+6	Delay (s)

Appearance: The pistol-hammer is a combined weapon in the form of a medium size warhammer, with the upper part of the haft (corresponding to the head) hollowed to hold the gunpowder and the ball, and a priming system in the middle part of the haft.

Statistics: The pistol's priming system can be wheellock (105 gp), snaphance (115 gp), or flintlock (125 gp), and its Cost varies based on the priming system, while the other statistics remain unchanged.

Use: The pistol-hammer can be used as a warhammer in melee, with a risk of exploding (1-3 on d20 if used as a hammer while loaded, or a 50% chance if struck by another weapon whilst loaded, for example if used to parry).

Anyone that can use the pistol-hammer can use the warhammer with the same degree of mastery.

Special: Fragile: Because of the delicate priming system, whenever the weapon is damaged and loses over 50% of its Hit Points, the priming system is considered compromised and it is impossible to use the weapon as a pistol until it is repaired.

PISTOL-KEY

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	80 gp	10	6	5c	1	3	1

Range	Pistol	Special
–/10/20	1d4	Fragile

Appearance: The pistol-key resembles a large metal key about 8 inches long (similar to those used to lock gates or doors), with a large, ornate pommel at the end and a curious hammer on the shaft. The hammer is really a flintlock, while the trigger is a button hidden in the pommel, and the barrel is obviously hollow to allow the insertion of a small projectile and a like amount of gunpowder.

Statistics: Because of their size, the projectiles used only cost 1 sp and weigh 0.5, while it only uses a quarter of the gunpowder normally needed by a common pistol.

Use: The pistol-key isn't a real weapon with which one can train but an object modified for defence on occasion, and therefore can be used by anyone without penalty. Because of the key's tiny size ir doesn't attract attention and can easily pass of a common object, but its size is also a disadvantage, as it doesn't give it great range or of developing a good manageability with the weapon (especially used at close range).

Special: Fragile: Because of the delicate priming system, whenever the weapon is damaged and loses over 50% of its Hit Points, the priming system is considered compromised and it is impossible to use the weapon as a pistol until it is repaired.

PISTOL-KNIFE

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	varies	30	30	6a	1	2	1

Rk.	Knife	Defence	Special
Ba	1d4	–	–
Sk	1d6	M: –1/1	Double Damage (20)
Ex	1d8	M: –2/1	Double Damage (19-20)
Ad	1d8+3	M: –2/2	Double Damage (18-20)
Ma	1d10+3	M: –3/3	Double Damage (17-20)

Rk.	Range	Pistol	Special
Ba	10/20/40	1d6	–
Sk	10/25/40	1d6+2	–
Ex	15/25/40	1d6+4	Delay (s)
Ad	15/30/40	1d6+6	Delay (s)
Ma	20/30/40	1d6+8	Stun (s)

Appearance: The pistol-knife is XIX century invention, a combined weapon thast consists of a deringer that however has a knife blade below the barrel that ends 4 inches beyond the barrel.

An alternative version has a retractible blade at the side of the barrel, which extends along the same axis as a barrel of the same length.

Use: Refer to the mastery relating to the deringer if using the pistol, or to that of the knife if using the blade.

Anyone that can use the pistol-knife can use a deringer or a dagger with the same degree of mastery, and vice-versa (but it cannot be used as a thrown weapon).

PISTOL-SHIELD

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	80 gp	80	70	5a	1	3	1

Rk.	Range	Damage	Special
Ba	10/20/80	1d6	AC bonus
Sk	15/30/80	1d8	–
Ex	20/40/80	1d10	–
Ad	25/50/80	1d10+2	–
Ma	30/60/80	1d10+4	Delay (s)

Appearance: The pistol-shield resembles a round metal shield with the outer part subdivided in several segments, and a pierced barrel that protrudes for 4 inches from the centre. The barrel is connected to a grip at the shield's rear, which allows it to be wielded and aimed at the target whilst hiding behind the shield. At times there is also a metal grill present in the upper half of the shield, to allow the character to aim at the target through the grill's holes, hiding behind the shield. It has a matchlock priming system: there were no shields made with a more advanced priming system as by the middle of the Renaissance the pistol-shield was considered too cumbersome and of little use.

Use: The pistol-shield is very difficult to wield because of the shield's weight that hugely unbalances every attempt to aim while moving, and therefore it is only possible to fire whilst standing still, supporting the shield with the other arm and aiming.

Special: <u>AC bonus</u>: As the shield is of medium size,

anyone that uses it gains a bonus to his Armour Class that he gains at Basic Rank. Moreover, creatures of small size or smaller can also gain half cover (–4 to the AC) hiding their head behind the shield and aiming through any slit, although in this case the Attack Roll has a –2 penalty due to the poor visibility to the target.

PISTOL-STAFF

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	varies	50	30	6a	1	1	1

Rk.	Staff	Defence	Special
Ba	1d6	–	–
Sk	1d8	A: –1/1	Delay
Ex	1d10+1	A: –2/1	Parry 1, Stun
Ad	2d6+1	A: –2/2	Parry 1, Stun (ST –1)
Ma	2d6+3	A: –3/2	Parry 2, Stun (ST –2)

Rk.	Range	Pistol	Special
Ba	10/30/100	1d6	–
Sk	15/40/100	1d6+2	–
Ex	20/50/100	1d6+4	Delay (s)
Ad	25/60/100	1d6+6	Delay (s)
Ma	30/70/100	1d6+8	Stun (s)

Appearance: The pistol-staff is XIX century invention, a combination weapon that consists of a 4 foot long wooden or metal traveller's staff with a deringer in the grip. A lock, generally a spring or catch, holds the handle solidly to the staff.

Use: Refer to the mastery relating to the deringer if using the pistol, and to that of the club if using the staff as a bludgeoning weapon.

PISTOL-SWORD

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	varies	80	60	5b-c	1	2	1

Rk.	Sword	Defence	Special
Ba	1d8	–	–
Sk	1d12	H: –1/1	Disarm, Parry 1
Ex	1d12+3	H: –2/2	Disarm (Ds –1), Parry 2
Ad	2d6+6	H: –3/3	Disarm (Ds –2), Parry 2
Ma	2d6+8	H: –4/3	Disarm (Ds –3), Parry 3

Rk.	Pistol	Range	Special
Ba	1d8	10/30/100	Fragile
Sk	1d10	15/40/100	–
Ex	1d10+2	20/50/100	–
Ad	1d10+4	25/60/100	–
Ma	1d10+6	30/70/100	Delay (s)

Appearance: The pistol-sword is a combination in the form of a long sword, with a gun barrel welded to one of the blade's faces at the start of the hilt and a priming system positioned on the weapon's outer guard, in a way that is both easily reachable and usable.

Statistics: The pistol's priming system can be wheellock (115 gp), snaphance (125 gp), or flintlock (135 gp), and its Cost varies based on the priming system, while the other statistics remain unchanged.

Use: The pistol-sword can be used as a warhammer in melee, with a risk of exploding (1-3 on d20 if used as a

sword while loaded, or a 50% chance if struck by another weapon whilst loaded, for example if used to parry).

Anyone who can use the pistol-sword can use the long sword with the same degree of mastery.

Special: Fragile: Because of the delicate priming system, whenever the weapon is damaged and loses over 50% of its Hit Points, the priming system is considered compromised and it is impossible to use the weapon as a pistol until it is repaired.

REVOLVER (PISTOL, DRUM)

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
T	varies	30	30	6a-b	1	var.	6

Rk.	Range	Damage	Special
Ba	40/120/280	1d6+2	Stun
Sk	50/130/280	1d6+4	RoF+1
Ex	60/140/280	1d6+6	RoF+2, RT −1
Ad	70/150/280	1d6+8	RoF+2, Delay (s), RT −1
Ma	80/160/280	1d6+10	RoF+3, Delay (s), RT −2

Appearance: The revolver is a pistol characterised by the fact that it can fire in repetition more cartridges contained in a rotating cylinder (drum) that turns around its axis (for this it is also called the drum pistol). It has a butt, barrel, drum, trigger, a dog on the top of the butt and behind the drum, which allows the rotation of the drum and the stopping of the drum in alignment with the barrel. It represents an evolution of the old pepperbox since, unlike the latter, it only has one barrel and the drum rotates allowing it to fire several bullets one after the other down the same barrel (therefore making the revolver lighter and more manageable). The first versions were muzzle-loaders and used the percussion system and the use of cardboard cartouches, while the more modern versions are breechloaders with bullets.

Statistics: Although the revolver's mastery is independent of its priming system, the latter does affect the Cost and RT:

Percussion revolver: Cost 220 gp, RT 4 (1 rnd for every 3 cartouches + 1 rnd for every 3 fulminate caps)

Breechloading revolver: Cost 250 gp, RT 2

Special: Stun: using the revolver as a melee weapon it is possible to strike the opponent holding the barrel and using the pommel as a bludgeoning weapon. In this case the damage caused is only 1d4, and each shot that hits requires the victim to make a ST to avoid the stunning.

SHOTGUN

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	280 gp	90	70	6b	1	2	6

Rk.	Range	Slug	Shot	Special
Ba	20/60/140	1d8+3	1d8	Scatter
Sk	30/70/140	1d8+5	1d8+2	–
Ex	40/80/140	1d8+7	1d8+4	RoF+1
Ad	50/90/140	1d8+9	1d8+6	RoF+1
Ma	60/100/140	1d8+11	1d8+8	RoF+2, Delay (s)

Appearance: The shotgun is a portable firearm that consists of a smooth iron or steel barrel fixed to a wooden stock that terminates in a widened end for the shoulder called the butt. The shotgun is a breech loading gun with a tubular magazine with a mobile breech and a pump action loading system and developed from the blunderbuss and double-barrelled gun (basically a single-barrelled gun, which can be used with cartridges of shot or single slugs).

Use: The shotgun is a single-barrelled version of the double-barrelled gun, with a pump action loading and expulsion system, which allows a greater rate of fire than the classic double-barrelled gun. It can be used either as a common hunting gun (using cartridges of shot), or as a gun for big game (with projectiles of large calibre, called single shot or "slug"), although with limited range. It can be loaded with one type of ammunition at a time, therefore only firing single slugs or cartridges of shot.

Special: Scatter: If the shotgun is loaded with a cartridge full of shot, once fired the shot scatters from the barrel and can injure any target within a certain area. In practice each shot has a +1 bonus to the Attack Roll, giving it a modifier based on range as follows: Short +2, Medium +1, Long +0. Moreover, the Attack Roll can also damage any other targets within a certain radius of the main target based on their range (based on the Attack Roll and the target's AC to know if he has been hit): Short: 10 foot radius; Medium: 3 foot radius. Beyond medium range it is ineffective against targetes adjacent to the main target (the shot is too scattered to have any effect).

LIST OF OILS AND EXPLOSIVES

The Cost listed below refers to areas where the materials are easily acquired. For areas in which the materials are rare, double the given Cost; for areas in which the materials are unknown, quintuplicate the Cost.

EXPLOSIVE, LIQUID (NITRO-GLYCERINE)

Unit	½ pint. (flask)
Cost	10 gp
Technological Level	Gunpowder Age (5b)

The liquid explosive is also called explosive potions or nitro-glycerine and is a yellowish liquid, made with a mixture of glycerine and nitric acid. It is a highly unstable liquid explosive, which can detonate either because of temperature (over 30°C) or vibrations. To refine nitroglycerine requires an artificer's laboratory and at least 14 points in the *Create explosives* general skill: the check has a −4 penality and if failed by over 5 points, the compound explodes and causes the same amount of damage that he was attempting to produce. One dose (½ pint) of explosive potion creates a detonation (which is a supersonic, high pressure blast) in a 6 foot radius that causes 2d6 points of damage (2 EU) to all present, including objects; it is allowed a ST vs. Dragon Breath (or Destruction for objects) to halve the damage. For larger quantities of nitroglycerine, every ¼ pint of liquid involved in the explosion causes 1d6 hp and the sphere's radius increases by 3 feet.

Every time that an attempt is made to throw a vial of nitroglycerine, as the material is unstable and unsafe, needs a Dexterity check: if it fails the explosive becomes unstable and explodes in the subject's hand, vice-versa it detonates only at the moment of impact. Moreover, if it is exposes to temperatures above 30°C, it immediately explodes, while if it receives a strong knock (e.g. during a fall) it has a 50% chance of exploding.

EXPLOSIVE, SOLID (DYNAMITE)

Unit	10 oz. (stick)
Cost	30 gp
Technological Level	Gunpowder Age (5c)

Dynamite is made with a mixture of nitroglycerine (75%) and an absorbant substance like flour or sawdust (25%), which transforms the nitroglycerine into a more stable granular compound a less controllable mixture than common blackpowder. To prepare dynamite requires an appropriate artificer's laboratory and at least 15 points in the *Create explosives* general skill: the check involves a –4 penalty and if it fails by over 5 points, the compound detonates and causes the same damage that he was attempting to produce.

Dynamite is available in tiny sized candles (8 inches long, 1 inch diameter) strengthened by a cardboard covering that contains the absorbent soaked in nitroglycerine and an external primer (usually a fuse that allows the explosive to be primed bt bringing fire into contact with the dynamite). A stick of dynamite is equivalent to 3 EU and provokes a detonation in a 10 foot radius sphere, which causes 3d6 hp to each creature or object hit (ST vs. Dragon Breath or Destruction for half). It isn't possible to make large sticks of dynamite as the resulting compound is too unstable: the dose of a candle is purposely designed for maximum effect with minimum risk. If a larger explosion is desired, several sticks are tied together and exploded with a single fuse.

Each time that someone uses dynamite he has to be cautious, as it is made from nitroglycerine. In particular, dynamite has the opposite problem to liquid explosive: at particularly low temperatures (under 1°C), the nitroglycerine tends to sweat and ooze from the compound, becoming instable and susceptible to jolts (50% chance of detonating after abrupt movement).

OIL, FLAMMABLE

Unit	2 pints (flask)
Cost	5 gp
Technological Level	Bronze Age

Flammable oil is generally used to light lanterns and spotlights. It burns slowly with great heat, thus it cannot be used to cause explosions.

The oil showers on things or people and then burns inflicting 1d4 hp per ½ pint, covering a 10 inch radius surface per ½ pint used, and burns for a number of rounds equal to the quantity of ½ pints of oil used.

Each round after the first, the harmful effect of the oil lessens by 1d4 damage. Each object or creature struck by the oil must make a ST vs. Fire or Death Ray to not catch light until the oil is exhausted, with a penalty equal to the number of rounds that the oil has burnt for: if the ST succeeds there are no other effects, but if failed it continues to suffer 1d4 hp each round until the flames are tamed (an *Extinguish flames* check each round or a Wisdom check with a –4 penalty).

Example: 2 pints of oil covers a 6 foot diameter surface and burns for 4 rounds causing 4d4 hp in the first round, 3d4 in the second, 2d4 in the third, and 1d4 in the fourth before being exhausted (unless it sets fire to other materials). In the fourth round, each object or creature must make a ST with a –4 penalty: if it succeeds, it means that the flames have not taken hold, but if it fails the target continues to suffer 1d4 hp each round until the flames are tamed.

FIRE OIL (LIQUID FIRE)

Unit	2 pints. (flask)
Cost	10 gp
Technological Level	Iron Age

The fire oil or liquid fire is an alchemical substance created for martial aims by the Byzantines (and due to this it is also known as Greek Fire) whose composition has always remained a mystery. It is a very oily compound (perhaps a mixture of pitch, saltpetre, sulphur, naptha, and quick lime) normally held in a wineskin or terracotta vessel, which is later sprayed or thrown against the enemy and burns (it immediately ignites on contact with fire). The particular thing of fire oil is that, because of the chemical reaction of the quick lime, it cannot be extinguished with water (which instead gives it strength, like pitch and inflammable materials) but only with vinegar, and this makes it a particularly lethal weapon against wooden boats or structures. Two pints of fire oil causes 2d6 points of damage per round in a 3 foot radius area and continues to burn without other flammable materials, exhausting itself after an hour. The presence of 2 lbs of pitch or 2 pints of fresh water increases the damage by 1d6 for 1 round. Only using at least 1 pint of vinegar for every 2 pints of liquid fire is it possible to put it out with a successful *Extinguish flames* check with a –2 penalty (or a Wisdom check with a –6 penalty).

OIL, EXPLOSIVE

Unit	2 pints (flask)
Cost	20 gp
Technological Level	Steel Age

Explosive oil is an alchemical substance purposely created for martial use, altering the common inflammable oil to create explosions. Only an expert with the *Create explosives* or *Alchemy* general skill can create this substance (its fabrication cost is half the market price listed above).

Explosive oil resembles inflammable oil although it has a more reddish colour and burns causing 1d4 points of damage per pint to each thing (objects or creatures) that it touches (that increase by a 1½ foot radius per

pint). The difference is in the fact that 1d2 rounds after being lit the fire reacts with the oil and generates an explosion of 5 foot radius per pint that inflicts 1d6 hp per pint, burning for a round.

Every object or creature struck by the flaming oil must make a ST vs. Fire or Death Ray with a –1 penalty to the ST for each 1 pint of oil used to not catch fire, suffering 1d4 fire damage each successive round, until the flames are put out (an *Extinguish flames* or a Wisdom check with a –4 penalty).

Example: 2 pints of oil cover a surface of 6 feet diameter and cause 2d4 hp by burns, but 1d2 rounds after having been lit the oil explodes, causing 2d6 hp damage to all objects and subjects within a 10 foot radius, with a good chance of setting light to those within the area of the explosion (ST with a –2 penalty).

SMOKEPOWDER

Unit	Ounce
Cost	1 gp

Cost of raw minerals
2 ounces of vermeil: 2 sp
1 ounce of steel seed: 1 sp

Technological Level   Gunpowder Age (5a)

Smokepowder is a compound of magical substances with great explosive properties. To obtain it mix two ounces of vermeil with one ounce of steel seed, and the mixture is heated for 3 hours in a cauldron until the seeds fracture and form a very fine silvery red powder with an end weight of about 2 ounces (1 coin). Only an expert with the *Create explosives* general skill that has practised in the Savage Coast knows the secret technique to create smokepowder, which can only be acquired in the Savage Coast, the only place in which it has any effect on Mystara, as it combines with the vermeil in the surrounding air to burn in the presence of a spark or flame. Thanks to its deflagranting property, it is employed to allow firearms to function in the Savage Coast.

Finally, the use of smokepowder quickens the process of the depletement of cinnabryl worn by the Inheritors, with effects that can be devastating for the latter (see the section relating to the Red Curse in the *Tome of Mystara – Volume 1* for further information on the effects of depletement of cinnabryl).

BLACKPOWDER (OR GUNPOWDER)

Unit of measure	2 ounces. (charge or dose)
Cost	1 gp

Cost of raw minerals
1½ oz of saltpetre: 4 sp
⅓ oz of carbon: 7 cp
¼ oz of sulphur: 6 cp

Technological Level   Gunpowder Age (5a)

Blackpowder (also called gunpowder) is a substance that burns in an explosive manner, and is used as the propellant for firearms. Gunpowder is formed from a mixture of 75% of saltpetre (potassium nitrate), 13%

charcoal, and 12% sulphur, minerals easily found in nature, which can be combined to create gunpowder only by an expert with the *Create explosives* general skill. The combustion of blackpowder produces a *subsonic* deflagration wave (as opposed to the *supersonic* detonation of high explosives), and therefore belongs to the category of deflagrating explosives (warm materials that, alight, heat adjacent layers of cold material, setting it on fire), useful in the controlled explosion of a firearm, but less suitable for the demolition of fortifications.

LIST OF EXPLOSIVE WEAPONS

EXPLOSIVE CANDLES

The candles have cardboard covering about 8 inches long and 1 inch wide that are thrown by hand and explodes once the lit fuse comes into contact with the powder compressed in the covering. The explosive contained in the stick can be gunpowder, smokepowder, or dynamite, and its power is measured in Explosive Units (EU). The explosive power of the various compounds are as follows:

TABLE 3.4: EXPLOSIVE UNITS OF THE VARIOUS CANDLES

Explosive	Doses (Weight/Enc.)	Cost	E.U.
Gunpowder	10 (550g / 11 cn)	10 gp	1 (1d6)
Smoke powder	10 (300g / 6 cn)	10 gp	1 (1d6)
Dynamite	1 (250g / 5 cn)	30 gp	3 (3d6)

The encumbrance listed above includes the powder and covering (2 oz or 1 coin), to which is added the weight of the fuse (1 EU is the minimum quantity of gunpowder or smokepowder for a candle).

The fuse is made by the artificer as needed and is made from thin hemp corn covered with powder. The fuse burns at a rate of ½ inch per second (6 inches per round) and a 6 inch piece costs 3 cp and weighs 1½ oz (¾coin).

The candle size always remains the same, but it is possible to gather them together in groups (called packs) to create more potent explosions. The size of the packs varies according to the number of candles present: from 1 to 3 candles are tiny sized (T), packs from 4 to 6 candles are small sized (S), packs from 7 to 9 candles are medium sized (M), while picks with 10+ candles are large sized (L).

The explosion caused by candles of gunpowder or smokepwder is a deflagration (or subsonic explosion), while that of dynamite candles is a detonation (supersonic explosion). The explosion affects creatures and structures within a sphere of a radius in feet equal to the 3 times the E.U. used, and inflicts 1d6 hp per EU to all the creatures, or 1d6 HP x EU to objects, or finally 1 Structural Point for every 3 EU employed to large buildings. Any creature, object, or structure caught in the explosion can attempt to halve the damage suffered with an appropriate ST (Dragon Breath for creatures, Destruction for objects and structures), with a cumulative –1 penalty to the ST for every 5 EU used.

Moreover, the explosion also produces a shock wave

that, if sufficiently potent, can literally move people and things. The table below shows the size of the creatues affected by the shock wave based on the UE involved in the explosion:

E.U.	1	2	4	8	16	32
Size	T	S	M	L	H	G

Creatures of that size or smaller are automatically thrown to a distance in feet equal to three times the radius of the explosion in the opposite direction to the centre of the deflagration. Thereby suffering a further 1d4 hp for each 10 feet thrown, halved with a ST vs. Death Ray or with an *Acrobatics* check; if the ST or the check fails moreover, remain stunned for 1d4 rounds. Creatures of larger size remain on their feet if the make a Balance check (or a Dexterity check with a –4 penalty), otherwise they fall to the ground and lose 1d4 hp, as well as being stunned for per 1 round. Creatures of two or more sizes larger aren't moved by the shock wave, but must still make a ST vs. Death Ray to not br stunned for 1 round.

It is possible to throw the candles by hand to a range that depends on the relative size of the candle to the character's size and Strength (see table 3.6 below); candles larger than the subject cannot be thrown.

TABLE 3.6: CANDLE RANGE

Candle Size	Range
< 3 sizes	6 ft x Strength
< 2 sizes	5 ft x Strength
< 1 size	3 ft x Strength
Equal	1½ ft x Strength

Example: a medium size soldier with Strength 10 that wants to throw an explosive candle (tiny size) has a maximum range of 50 feet. If he uses a pack of 4 candles (small size) he could only throw it 30 feet.

Before the throw the DM makes an Intelligence check: if it fails, it means that the subject has miscalculated the time or length of the fuse, and the explosion happens 1 round early (1-2 on d4) or late (3-4 on d4) in respect to the desired round. This also means that the candle could burst in the character's hand, or be picked up by the enemy and thrown back.

To throw the candle to a specific area requires a Dexterity check, with modifiers similar to those of missile weapons based on range (the range is determined by the character's Strength: the first number gives the short range, the second medium, and the maximum the long). If the check fails, the object's deviation is determined with the roll of a 1d8:

TABLE 3.7: DEVIATION OF THROW

1	forward	5	back
2	forward right	6	back left
3	right	7	left
4	back right	8	forward left

The distance from the aim point is always 1d12 feet, but it cannot be more than 6 feet beyond maximum range:

Example: The buccaneer Roy (Strength 15, Dexterity 10, size M) throws a 1 EU candle (size T) towards a target 20m away (its Range is 21/42/63). The Dexterity check fails, and the candles lands 4 feet (4 on 1d12) to the left (7 on d8) in respect to the target point, without damaging the target (as the range ofthe explosion is 3 feet).

GRENADE

A grenade is a hollow container that holds a mixture that releases its potential once the container is destroyed. There are two types of grenade based on the type of container or their use: mortar bombs (with a thick enough container) and hand grenades (with a more fragile container). The statistics given below for encumbrance already take into account the full grenade.

Hand grenade	Cost: 2 gp	Enc: 15	Size: T

The hand grenade is made from thin earthenware, terracotta, or ceramic, and is therefore very fragile, so that its breaks upon first impact: each time it impacts it has a 10% chance of not breaking (roll 1d10 for each throw). The hand grenade follows the same rules relating to the throwing of candles in terms of accuracy and range.

Mortar bomb	Cost: 5 gp	Enc: 40	Size: S

The mortar bomb is usually spherical and has a stone covering of thickness equal to ¼ of the ball's radius, sufficiently thick to resist the action of the launching charge and the battering in the mortar barrel, but capable of breaking with a single hit on a hard surface (stone, rock, iron, wood) at the end of its trajectory. The chance that the grenade doesn't break if it hits a hard surface is 10%, while against softer surfaces (earth, sand) it increases to 50% (roll 1d10 with each throw).

Both the hand grenade and mortar bomb can be filled with various substances, which determines the types of grenade available (usually poisons or compounds that act on contact or inhalation), and based on the effect adds a certain value to the grenade's base cost. Any grenade that releases the effect of the compound contained inside it within an impact radius that depends on its size (unless the grenade's description says otherwise): 3 foot radius for tiny grenades, 6 foot radius for small grenades. The effect only affects all those within the grenade's area when the grenade breaks.

Blinding (+5 gp): contains a mixture of phosphorous and explosive powder and a hole to insert the fuse. When the burning fuse reachs the grenade's interior, the powder explodes and interacts with the phosphorous creating a bright explosion that doesn't cause damage but temporary blindness for 1d4 rounds to all present within a 20 foot radius for hand grenades or within a 20 foot radius for mortar bombs, unless the victim makes a successful ST vs. Paralysis.

Explosive (+10 gp/EU): an explosive grenade is usually filled with explosive oil, dynamite, smokepowder, or gunpowder. In the case of explosive oil, gunpowder, or smokepowder it also has a small opening in which is inserted a fuse, which must be lit before it is thrown. The explosive grenade follows the detailed rules for the

candles in regards to the Intelligence check for the right fuse. The hand grenade only contains 1 dose of oil or 1 EU (1d6) of explosive (blackpowder, smokepowder, or dynamite) and creates an explosion that affects a 3 feet radius sphere. The mortar bomb instead contains upto 3 doses of explosive oil or upto 6 EU (6d6) of esplosive (blackpowder, smokepowder, or dynamite) and affects a sphere of 3 feet radius per EU used. It is possible to halve the damage with a successful ST vs. Dragon Breath.

Entangling (+10 gp): contains a semi-liquid glue-like substance that however doesn't stick to containers covered in a particular resin, but when the grenade is broken it sticks to the victim and surrounding area slowing movement (if the victim is larger than the grenade) or entangling (if the victim is of equal or smaller size than the grenade), unless he makes a successful a ST vs. Paralysis. Entangled victims have their movement rate halved and a –2 penalty to all Dexterity checks and Attack Rolls. Whilst trapped, victims cannot move or attack (like the *web* spell). Both the effects continue until the substance is dissolved (it is sufficient to wash it in salt water) or physically burn it away (this also causes 1d4 hp to the imprisoned victim).

Incendiary (+ Cost of the oil doses): contains fire oil or inflammable oil (1 dose for hand grenades, 3 doses for mortar bombs) and a hole in which a fuse is inserted. The fuse is lit and the grenade thrown, which upon impact breaks open and releases the incendiary oil. Anyone present in the area can attempt to avoid all the damage with a successful ST vs. Dragon Breath (in this case he has escaped before coming into contact with the burning oil).

Tear gas (+15 gp): contains a compound that upon contact with the eyes causes tears that continue for 1d6 minutes that completely blind the victim, unless he makes a successful ST vs. Poison. The tears can only be stopped earlier with *neutralise poison*.

Smoke (+5 gp): contains a mimimal amount of explosive powder mixed with grass and substances able to produce smoke, and has a fissure in which a fuse is inserted. When the burning fuse ignites the explosive, this lights the smoking substance and the deflagration cracks the grenade, emitting a cloud of gas that expands to a 6 foot radius for hand grenades and a 10 foot radius for larger grenades and obscures the sight of all within the area (like *darkness*). The cloud remains in the area for 1 minute or as long as it isn't blown away by a wind of at least 6 mph (weak).

Paralysing (+30 gp): contains a substance that upon contact with a victim's skin causes a nervous paralysis for 1 turn unless he makes a successful ST vs. Poison.

Suffocating (+50 gp): contains a compound that once inhaled closes the victim's respiratory system causing it to suffocate and death after two minutes, unless he makes a successful ST vs. Poison or receive the correct cure (an antidote or a *neutralise poison* spell).

Soporific (+30 gp): when the grenade splits open it releases a powder that if inhaled causes the victim to immediately faint and sleep for 1d4 turns, unless he makes a successful ST vs. Poison.

Stun (+20 gp): contains pepper powder mixed with other irritating substances that upon penetrating the victim's respiratory system causing convulsive coughing and sneezing that for 1d6 rounds stuns and prevents the victim from speaking clearly, unless he makes a successful ST vs. Poison.

Irritant (+5 gp): contains an irritating compound that upon contact with the skin of a living creature affects it, unless it makes a successful ST vs. Poison. The effect causes a –1 penalty to all ST, skill checks, and Attack Rolls of the subject for 1d6 turns; the irritation can be eliminated with common or magical unguents.

EXPLOSIVE ARROWS AND BOLTS

The artificer can tie to an arrow or bolt an explosive connected to a fuse, which must be lit before the bolt is fired. Before firing, an Intelligence check is made: if successful, the projectile explodes at the moment of impact as desired, vice-versa the fuse is too short (explodes in flight) if the check fails by 1-5 points, or bad fuse (no explosion) if failed by 6+ points; if it is a critical failure, the bolt explodes in the subject's hand. It isn't possible to insert more than one candle into each bolt, and the Attack Roll suffers –2 penalty because of the bad balance, as well as to see its range reduced by 30%.

MORTAR, PORTABLE

Size	Cost	Enc.	H.P.	T.L.	RoF	RT	# Pr
M	40 gp	200	80	5a	1	3	1

Range	Damage	Special
100/200/300	varies	see Grenade

Appearance: The portable mortar is a cylinder of medium length in stone or bronze that serves to launch grenades using a small explosive charge (gunpowder or smokepowder) and an external matchlock priming system.

Use: The portable mortar needs 10 powder charges (gun or smoke) to launch the bomb. The mortar's advantage is that it can fire the shells to a height of 150 feet, thus overcoming very high obstacles. However, the mortar must be well positioned to hit the target with the right trajectory. It needs an *Artillery* skill check (or an Intelligence check with a –4 penalty), with an additional –1 penalty for every 30 feet beyond short range: if the check succeeds and the target is a fixed point, the grenade automatically hits it, while if it is moving (person, structure, or both) make an Attack Roll modified by the distance to the target (the portable mortar's THAC0 is 18). If the check fails, the trajectory is wrong and the grenade suffers a deviation (see table 3.7) of 15 feet for every point that the skill check failed by in a randomly chosen direction. With a critical failure the grenade drops exactly on its launch point (with disastrous consequences for those present).

ROCKET, PRIMITIVE

Size	Cost	Enc.	H.P.	T.L.
S	30 gp	70	30	M

Range	Damage	Special
150/300/600	3d6	Explosion

Appearance: The primitive rocket is a Chinese invention, and consists of a bamboo tube closed at one end, full of a combustable mixture and with a head full of explosives, usually tied to a 1 ½ foot long stick and with a fuse that protrudes from the rear of the bamboo.

Use: The first rockets were only used for fun, with the intent of creating spectacular pyrotechnic wonders. It was later thought to use rockets for martial uses, by increasing the dosage of gunpowder contained in the head of the rocket. Once the rocket's fuse is lit, it is possible to aim it towards the objective for a round before the fuse is consumed and the spark ignites the fuel: after which, the rocket uses the propulsive force created by the explosion of the fuel to fly to the objective, and explodes upon impact, or at the end of the round (if between time it hasn't hit anything), when the spark reaches the explosive head and the rocket has exhausted its momentum (thus once it has covered its entire range). Once it explodes, the rocket is destroyed and cannot be repaired (the rockets are single use explosive projectiles).

Special: Explosion: the rocket explodes and inflicts fire damage on all within 10 feet.

TABLE 3.8: ALPHABETICAL LIST OF FIREARMS

Weapon	Size	Damage	Range	RoF	RT	# Pr	Cost	Enc.	H.P.	T.L.	Basic Special Effects
Arquebus	L	1d10	30/60/200	1	3	1	80 gp	160	90	5a	–
Blunderbuss	S	1d10	20/40/120	1	2	1	100 gp	80	60	5b	Grapeshot
Bombard, Hand	M	1d12	20/40/150	1	4	1	40 gp	120	70	5a	Inaccurate, Recoil
Carbine	M	1d8+4	100/200/500	1	1	2	300 gp	70	60	6b	–
Deringer, breechloader	T	1d6	10/20/40	1	1/2	1	150 gp	20	20	6b	Delay
Deringer, percussion	T	1d6	10/20/40	1	1	1	130 gp	20	20	6a	Delay
Dragon	T	1d8	10/20/60	1	2	1	70 gp	60	40	5b	Grapeshot
Gun, 2-Barrelled	M	2d10	20/60/120	2	3	2	180 gp	120	100	5c	Superior damage, Recoil
Gun, 3-Barrelled	M	3d10	20/60/120	3	4	3	210 gp	135	110	5c	Superior damage, Recoil
Gun, 4-Barrelled	M	4d10	20/60/120	4	5	4	240 gp	150	120	5c	Superior damage, Recoil
Gun, 5-Barrelled	M	5d10	20/60/120	5	6	5	270 gp	165	130	5c	Superior damage, Recoil
Gun, 6-Barrelled	M	6d10	20/60/120	6	7	6	300 gp	180	140	5c	Superior damage, Recoil
Gun, 7-Barrelled	M	7d10	20/60/120	7	8	7	330 gp	195	150	5c	Superior damage, Recoil
Gun, Double-barrelled	M	1d8	20/60/400	1-2	1	2	220 gp	60	50	6b	Recoil, Scatter
Gun, Gatling	L	1d8	40/80/160	10	2	100	2,000 gp	2500	250	6b	Arc of fire
Gun, Harpoon	L	2d6+2	120/240/390	1	2	1	120 gp	300	150	5a	Impale (15 HD)
Gun, short-barrelled	S	1d8+3	20/50/120	1	2	4	240 gp	60	40	6b	Scatter
Musket, flintlock	M	1d10+2	60/120/400	1	2	1	160 gp	100	70	5c	–
Musket, matchlock	M	1d10+2	60/120/400	1	3	1	110 gp	100	70	5a	–
Musket, percussion	M	1d10+2	60/120/400	1	2	1	170 gp	100	70	6a	–
Musket, snaphance	M	1d10+2	60/120/400	1	2	1	150 gp	100	70	5c	–
Musket, wheellock	M	1d10+2	60/120/400	1	2	1	130 gp	100	70	5b	–
Pepperbox 3-shot	T	1d6	10/20/80	1	3	3	varies	40	40	5-6	–
Pepperbox 4-shot	T	1d6	10/20/80	1	4	4	varies	40	40	5-6	–
Pepperbox 5-shot	T	1d6	10/20/80	1	5	5	varies	40	40	5-6	–
Pepperbox 6-shot	T	1d6	10/20/80	1	6	6	varies	40	40	5-6	–
Pistol, 2 barrelled	T	1d6	10/30/80	2	3	2	150 gp	60	50	5c	Superior damage, Recoil
Pistol, 3 barrelled	T	1d6	10/30/80	3	4	3	170 gp	65	55	5c	Superior damage, Recoil
Pistol, 4 barrelled	T	1d6	10/30/80	4	5	4	190 gp	70	60	5c	Superior damage, Recoil
Pistol, Elephant	T	2d8+4	30/100/200	2	1	2	330 gp	70	40	6b	Recoil, Delay (s)
Pistol, flintlock	T	1d8	10/40/120	1	2	1	130 gp	50	50	5c	Stun
Pistol, matchlock	T	1d8	10/40/120	1	3	1	80 gp	50	50	5a	Stun
Pistol, percussion	T	1d8	10/40/120	1	2	1	140 gp	50	50	6a	Stun
Pistol, snaphance	T	1d8	10/40/120	1	2	1	120 gp	50	50	5c	Stun
Pistol, wheellock	T	1d8	10/40/120	1	2	1	100 gp	50	50	5b	Stun
Pistol, wheellock, horse	S	1d8+1	20/40/240	1	2	1	120 gp	60	60	5b	Stun
Pistol-axe	M	1d8	10/30/100	1	2	1	varies	80	60	5b-c	Fragile
Pistol-crossbow	S	1d8	10/30/10	1	2	1	150 gp	70	50	5b	Double shot, Fragile
Pistol-dagger	T	1d6	10/20/40	1	2	1	varies	50	50	5b-c	Fragile, Armour piercing
Pistol-hammer	M	1d8	10/30/100	1	3	1	varies	90	60	5b-c	Fragile
Pistol-key	T	1d4	–/10/20	1	3	1	80 gp	10	6	5c	Fragile
Pistol-knife	T	1d6	10/20/40	1	2	1	varies	30	30	6a	–
Pistol-shield	M	1d6	10/20/80	1	3	1	80 gp	80	70	5a	AC bonus
Pistol-staff	M	1d6	10/30/100	1	1	1	varies	50	30	6a	–
Pistol-sword	M	1d8	10/30/100	1	2	1	varies	80	60	5b-c	Fragile
Revolver, Breechloader	T	1d6+2	40/120/280	1	2	6	250 gp	30	30	6b	Stun
Revolver, Percussion	T	1d6+2	40/120/280	1	4	6	220 gp	30	30	6a	Stun
Shotgun	M	1d8+3	20/60/140	1	2	6	280 gp	90	70	6b	Scatter

CHAPTER 4: SIEGE ENGINES

INTRODUCTION

The term siege engine (or war machine) to describe a vast range of huge, fixed or armoured weapons, moveable only by a squad of trained personel, and purposely designed to cause huge damage to large structures or a vast numbers of enemies with a single blow. Siege engines are therefore ideal instruments to defeat more easily a multitude of enemies in the open. This category also includes artillery pieces; the siege weapons or machines created since antiquity to destroy enemy fortifications and make holes in their defences (usually a wall or pallisade) to conquer a specific location (often a city or castle). Siege engines also include weapons that can throw projectiles a great distance (via springs, counterweights, or gunpowder), allowing the attacker to destroy the enemy without directly exposing himself to reprisals.

SIEGE THEORY (SIEGECRAFT)

A siege is a war situation in which an army surrounds and controls the access to a location (fortified or less) in the aim of forcing the defenders to surrender or to conquer them by force. Sieges came into being due to the invention of the first fortifications, which in the real world foolowing the epoch of the Sumerian city of Ur (about IV millennium bc), when some rulers of the past had the good idea of encircling their own city or the villages they controlled with fortifications of various types (walls, palisades, earthworks, and ditches), to protect it from the incursions of common raiders, brigands, and rival nobles. On Mystara the first fortifications appeared several thousand years before the appearance of man, during the period of the giants. Afterwards, the same construction techniques were also learnt by the humans of theThonian civilisation, which built the first town walls to protect themselves from their enemies around the year 4500 BC.

A siege can be of two types: passive or active. In the former case it simply isolates the enemy and allows the besieger to wear down the enemy's ability to resist due to the cutting of supply lines and escape routes. In this type of siege siege engines aren't deployed: it is sufficient to deploy a huge force on the field surrounding the enemy position to exhaust every desire by the besieged, while the besiegers gather material, to build shelters and feed them, in the surrounding countryside, while the besieged must hide behind their walls and use whatever food resources they have available, in the hope that the besieger will give up before they are exhausted. With the aim of conquering a fortress or position by hunger, military operations usually begin in summer, before the produce of the new harvest can be added to the stores of the besieged. In the same period, moreover, it is easier to exhaust water supplies as rain is less frequent. The only truely passive way to accelerate the surrender in a passive siege is by destroying the enemy's water or food reserves with acts of sabotage (often by infiltrating spies into the besieged city in the hope of locating the opponent's stores to destroy or poison them). In some cases, the besieger can quite quickly use more drastic and crafty methods, like paying someone to betray their own people and allow the besieging army to enter the city by surprise (open a hiiden door), or to deliberately infect food or animals with a contagious disease and throw them into the enemy camp to contaminate the inhabitants and force them to leave to escape the consequent epidemic and death.

Active sieges involve a concrete and violent attempt to defeat the defences of the besieged with force, by destroying the cover behind which they shelter and fight the defenders. It can be assumed that the first examples of siege engines were made to conduct offensive sieges, to make sieges quicker and less expensive. Indeed, in theory, an offensive siege is much shorter than a passive siege, and therefore the cost of provisions is reduced, it is easier to relieve the pressure and stress that build up in the besieging soldiers (who otherwise become nervous and uncontrollable if forced to endure long periods of inactivity as in the case of passive sieges), and probably because the dead on the field don't need paying.

HISTORY OF SIEGE WEAPONS

The first siege weapons would certainly include the ballista, already known by the classical age: invented by the Greeks, launching huge spears or spherical stones singularly or in small groups (based on the model). Shortly after the ballista the invention of the catapult, mostly needed to throw heavier weights against the opponent and cause massive damage to the structure. Thanks to the progresses in the siegecraft technology a series of other siege weapons were developed destined to join ballistae and catapults: including the trebuchet (which is similar to the catapult but exploits a throwing system based on a counterweight rather than the catapult's torsion system), the ram (used to break open gates), the tortoise (a shed to shelter under while using the ram or executing engineering work to sabotage the enemy defensives), and the siege tower (a multi-floored tower able to flank the wall to overcome or knock it down or strike the besieged from a higher position). These ranged war machines of classical and medieval engineering would later be supplanted by the creation of cannon during the Renaissance period, following the discovery of the lethal black powder.

WAR MACHINES

Unlike siege weapons and artillery pieces, which are singular weapons maneuvered by a crew of artillerymen, true war machines are always huge armoured structures with cover (frames of bone, wood, or metal covered by hides, planks, large shields or scales) that inside, as well as housing the crew, also contain one or more artillery

pieces (the most classic example of the war machine is the siege tower, described more later). These machines have various shapes and dimensions based on their main purpose for which they were built and the civilization that built them, but are always characterised by their great offensive capacity and by the fact that just their presence incites terror in the hearts of the enemies that must face the potential threat (they are often created in the form of huge monsters and covered in terrifying pictures, threatening banners, long animal fangs, bones, blades, spikes, and real skulls to strengthen the aura of terror of the enemies, in particular the machines built by the humanoids).

To build a war machine (or juggernaut), it is necessary that an expert (with the *Construct war machine* or *Carpentry* skill) develop the blueprints (skill check) and then supervise the workers. Based on his ability (skill value or rank, according to the rules used) it is possible to make a machine of a certain type:

TABLE 4.1: WAR MACHINE STATISTICS

Ability/Rank	Machine	AC	S.P.	Load	Wpn Slots
11 or less/ 1	Mediocre	7	5	10	2
12-15 / 2-5	Decent	6	10	20	4
16-19 / 6-9	Good	5	20	40	8
20+ / 10+	Excellent	4	30	80	16

AC: the Armour Class offered by the machine's covering.

S.P.: Structural Points of the machine (the equivalent of Hit Points for huge structures). If reduced to half its SP, the machine can no longer move, and each third of SP lost reduces the machine's AC by 1 point.

Load: the number of people that the machine may accomodate as its crew.

Weapon Slots: the space available for weaponry, each weapon occupies a certain slot based on its size (2 slots Large, 4 slots Huge, 8 slots Gargantuan).

The builder spends 1,500 gp per level of the machine (so an excellent machine costs 6,000 gp) but receives in terms of experience 200 xp per level of the machine once he has successfully finished its construction (and only then).

The builder needs 1 week per level of the machine to develop the project: if the skill check fails, the designer knows that there are numerous defects and must restart the project; with a critical failure instead, he doesn't notice anything and begins the construction work that however is pointless before it starts, and the machine collapses in a thousand pieces before it is finished. With a successful check, the engineer can procede with the construction, which takes a week for every 500 gp of the project's value during which the builder is totally employed in supervising the work: if it is left for more than a day, the work is interrupted and only resumed when the designer returns, unless he is replaced by another with the skill to take his place. At the end of the construction period, the builder is called to make a new

skill check: if successful the machine functions as planned, but if failed there are critical structural imperfections that prevent its use, and he must spend half again in preventative methods (to replace some of the material); with a critical failure, the machine collapses in a thousand pieces as soon as it is moved.

A war machine requires 1 HD of creatures to pull it for every 5 SP (including the SP of the weapons contained there). If there aren't sufficient creatures to pull it, the machine cannot move. The movement race of a war machine is never higher than 30 feet per round (usually 10 feet per round), and must be guided by the head artilleryman or by the designer. The war machine increase the Battle Value (see the War Machine rules in the Companion set or *Rules Cyclopedia*) of the troops that manoeuvre it or to which it is associated based on its level of efficiency and the artillery that has been installed as follows:

Weapon	BV
Light	+2
Medium	+5
Heavy	+10

TABLE 4.2: MODIFIERS TO BV OF WAR MACHINES

Machine	BV
Mediocre	+2
Decent	+4
Good	+6
Excellent	+8

In the case of ordnance (cannon) used in battle, the BV listed above for a siege engine is doubled.

Moreover, when a war machine enters the battlefield, if there are none present within the enemy ranks the enemy troops must make a Morale roll (one for each group) with a penalty for the level of efficiency of the machine (from –1 to –4), and each failure causes a penalty to the BV of the troop equal to double of the level of efficiency of the war machine.

LIST OF SIEGE WEAPONS

The following list of weapons comprises an extensive list of classical and fantasy siege engines and war machines. Below is a legend to understand the abbreviations that define the weapon.

LEGEND

Weapon Name: The name (other names, if any, follow between parentheses) by which the weapon is known.

If the phrase "see [another weapon]" is included after the name, it means that anyone who can use one of the two weapons can also use the other.

Size: gives the size of the machine according to the abbreviations of Table I (see Introduction). Siege weapons are never individual weapons, but must be operated by a group of artillerymen.

Cost: market price of the weapon in gold pieces (gp) in medieval or renaissance settings. Note that the weapon's

true construction cost is usually half of that listed.

In less developed civilizations, the cost of a siege engine rises if an attempt to build it is made in an area with a lower TL than that of the piece, since their superior effect depends on the TL of the civilisation that developed it:

1 TL of difference (e.g. Iron and Bronze): cost x2

2 TL of difference (e.g. Iron and Stone): cost x4

Over 2 TL of difference the weapon is viewed as an artifact and probably sells for ten times its cost (if it is ever sold).

Enc.: encumbrance of weapon in coins (10 cn = 1 lb).

SP: The weapon's Structural Points[3] (see *Tome of the Magic of Mystara – Vol. 3* for further details on SP). If a weapon loses SP, it becomes less effective. This gives a cumulative –1 penalty to Attack Rolls for every 30% of lost points.

TL: Technological Level. Gives the level of technological development in which it is possible to find this type of weapon (see *Introduction*). It is also available at higher levels of technological development.

AC: Armour Class of the artillery piece or war machine. It usually indicates how difficult it is to hit and damage the machine (usually with other siege weapons) based on its robustness.

RT: Reload Time, the number of rounds that the individual needs to reload the weapon. Reloading takes a full round for the weapon's personel, who therefore cannot make any other actions. If at least half of the personel are under a *haste* effect, the RT falls by 1 round; if all the personel are hasted, the RT is halved (the minimum RT is 1 round).

Note that the real reload time of siege weapons is infinitely higher to that given in this manual (it is at least a minute for the ballista and several minutes for the trebuchet and catapult): it was however chosen as a convenient solution to make the artillery pieces playable within a normal combat. However (particularly during a battle) it is possible to consider that the RT indicates the *minutes employed* (rather than rounds) to make the situation more realistic: in this case however it should be remembered that the actions of subjects not employed with the war machines are measured in rounds (1 minute = 6 rounds) and that therefore they have many more chances to act than an an artillery piece.

Crew: gives the siege engine's crew, or the minimum number of personel needed to operate the machine in the best way. If the number is lower, the Attack Roll suffers a –1 penalty and the Reload Time increases by a round for each missing individual; if however more than half the

---

[3] If using the *Spelljammer* rules, the damage listed here for siege weapons and firearms remains the same. The only change to make is to the SP of the ships: adopt the rules of *Spelljammer* (few SP) for quicker and more lethal combats, or totally adopt the rules of *Champions of Mystara* (many SP) for better ship survivability and longer combats.

personel are missing, the machine's reload time is doubled.

THAC0: the weapon's accuracy and the efficiency of its blows. The THAC0 gives the roll needed to hit AC 0 and is fixed based on the type of war machine used.

Range (P or D): the range of the weapon in feet. The first number gives the short range (s), the second the medium range (m), and the third the maximum range that the weapon can reach. Note that in the case of siege weapons the Dexterity and Strength modifiers of the artillerymen aren't added to the Attack Roll, as the weapon's effectiveness depends only on the THAC0 of the weapon and skill check of the artillerymen. The letter I or D indicated the artillery piece's trajectory type:

I: Indirect (parabolic). The minimum range to the target for an indirect fire weapon is always 100 feet. Weapons with a parabolic trajectory must be well positioned by the head artilleryman, who must calculate the right trajectory to strike the target. Before each shot it is necessary to make an *Artillery* skill check (or an Intelligence check with a –4 base penalty), modified by the distance to the target based on the range of the weapon: +0 to hit targets within short range, –2 within medium range, –4 within long range. If the check is successful and the target is a fixed point, the projectile automatically hits it, while if it is moving (person, structure, or both) it makes an Attack Roll based on the THAC0 of the weapon used. If the check fails, the trajectory is wrong and the projectile suffers a deviation (see table 3.7) of 30 feet for each point that the roll failed by in a randomly chosen direction. With a critical failure the shot hits the firing point, damaging both the weapon and the crew.

D: Direct (zero elevation). The minimum range of a target for a direct fire weapon is always 20 feet.

Damage: the amount of damage caused by the weapon. Do not add the modifiers derived from the Strength of the crew, as for siege weapons the damage is fixed and depends from the power of the piece, as well as any magical bonus of the weapon or projectile. The listed damage is of two types:

Damage SP. Structural Damage; the Structural Points removed from a building or structure hit by the weapon in question. In the case of critical hits (20), the structure must make a ST vs. Destruction to avoid double damage (the weapon has struck a particularly critical or vunerable point). Remember that siege weapons that don't automatically cause structural damage provoke the loss of 1 SP for every 50 hp inflicted (see the rules in the *Tome of Magic of Mystara, vol. 3*).

Damage HP. Personal Damage; the damage suffered by any creature with Hit Points that finds itself in the shot's trajectory.

Special: the specific capabilities of the artillery piece or that can be used by those operating the weapon. All the special effects are explained in detail in the notes relating

to the individual weapon.

Note: after the weapon's statistics the weapon's description is given and there can be sections that refer to the Statistics or variants of the weapon, and explanations regarding its use or some of its particular special effects.

BALLISTA

Appearance: The ballista is a siege engine similar to a large or huge crossbow (based on its type) mounted on a support, whose bow is pulled, thanks to a torsion mechanism to optimise its performance, by two artillerymen. The supporting chassis rests on the ground thanks to a tripod, thus giving greater accuracy to the shot and the option of installing it both on fixed positions (towers, bastions) and mobile (ships and war wagons). The length of the bolts is standardised at 4¼ feet. Technological progress has progressively allowed larger ballista, culminating in the creation of heavy ballista, capable of firing 6 foot long bolts to a considerable distance.

BALLISTA, LIGHT (SCORPION)

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	90 gp	5,000	1	3	7	1	2

THAC0	Range (D)	Damage SP	Damage HP
16	*50/100/150*	1	1d10+15

Scorpion (Carroballista): the scorpion is a small, easily transportable torsion ballista, invented to be more manageable and versatile on the battlefield. The reduced size of the weapon allows it to be also employed on wagons, thereby gaining the name of carroballista. Generally the length of a scorpion's bolts is 3 feet (M).

BALLISTA, MEDIUM

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	120 gp	7,000	1	3	7	2	2

THAC0	Range (D)	Damage SP	Damage HP
17	*100/200/300*	1d2	1d10+20

BALLISTA, HEAVY

Size	Cost	Enc.	SP	TL	AC	RT	Crew
H	150 gp	10,000	2	3	7	3	2

THAC0	Range (D)	Damage SP	Damage HP
18	*125/250/375*	1d4	2d10+20

BALLISTA, DOUBLE OR CHAIN

Size	Cost	Enc.	SP	TL	AC	RT	Crew
H	250 gp	10,000	2	4	7	4	3

Range (D)	Damage SP	Damage HP	Special
100/150/200	1d6	4d10+20	KO Area

Appearance: This heavy ballista is designed to simultaneously fire two bolts at a distance of 6 feet apart. The bolts are connected by a 10 foot long robust rope or steel chain, which hits anything on its trajectory.

Statistics: Anyone struck by the two chained bolts, anywhere along the trajectory, suffer the listed damage.

Use: This ballista serves to strike more enemies simultaneously and stun them. After having struck at

least one target of large size or larger, the bolts lose momentum and terminate their course falling to the ground, and the same occurs after striking 4 medium size beings or 8 beings of small size or smaller.

If directed against a ship's mast (an aimed blow with a –5 penalty to the Attack Roll), the structure must make a ST vs. Destruction and if it fails it is unmasted (which reduces the Maneouvrability Factor by a rank).

Special: <u>KO Area</u>: Any creature of medium size or smaller present along the trajectory of the bolts and chain (which is a strip with a length equal to the range and 10 feet wide) must make a ST vs. Dragon Breath (Dodge): if the ST succeeds, it means that it has somehow avoided the chain, but if failed it suffers 2d10 bludgeoning damage (independent of their AC) and is violently thrown to the ground, with a chance of 30 % + hp lost of fainting for 2d6 rounds. Creatures of large size or greater hit, as well as suffering the entire damage of the bolts also have to make a ST vs. Paralysis to not be held by the chain for 1d4 rounds.

BALLISTA PNEUMATIC – SEE BALLISTA, MEDIUM

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	150 gp	6,000	1	4	6	2	2

Range (D)	Damage SP	Damage HP	Special
100/200/300	1d3	2d8+20	Resistence

Appearance: This is a metal medium ballista which replaces the torsion mechanism with compressd air (the first historical application on a weapon).

Use: Particularly used on ships, as the salt rich sea air quickly corrodes the rubber hanks that provides the force for the common ballista.

The pneumatic ballista has a better offensive ability than the traditional torsion ballista but it is more expensive and is usually produced in medium size as the technology doesn't allow the effective application of compresed air to larger machines.

BALLISTA, REPEATING

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	300 gp	8,000	1	4	7	0	2

Range (D)	Damage SP	Damage HP	Special
100/150/200	1d2	1d10+15	Jam

Appearance: Progress in classical mechanics permitted the creation of a repeating ballista (from the Greek *polybolos*, or "throwing many missiles"), in practice a medium ballista capable of launching numerous bolts is quick time. The repeating mechanism is operated by a crank that activates the device through a chain transmission, while the bolts are deposited in an open topped hopper magazine, which feeds the device by gravity.

Statistics: The hopper magazine contains up to 10 medium size bolts and the ballista fires at a maximum of 1 per round against a target whilst it has ammunition (RoF zero). An artilleryman can insert 1 dart per round into the magazine while the ballista is in use: in practice

is is never necessary to stop as long as there is a full crew operating it.

Special: <u>Jam</u>: With a natural Attack Roll of between 1 and 3, the repeating ballista jams and it requires a turn to unjam.

BOLT THROWER

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	60 gp	6,000	1	2	7	1	2

THAC0	Range (P)	Damage SP	Damage HP
17	*75/150/225*	1	1d10+10

Appearance: The bolt thrower (from the Greek *oxybolos*) is the oldest version of the ballista, which is a crossbow of large size mounted on a fixed support, whose bow is pulled via a tension mechanism operated by a pair of artillerymen.

CANNON, FLAMETHROWER

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	200 gp	5,000	1	3	6	3	2

THAC0	Damage SP	Damage HP	Special
17	1 SP/5 IP	varies	Range, Ignite

Appearance: The flamethrower cannon is formed from a bronze cuboid container with supporting feet full of inflammable liquid (petrol, flammable oil, Greek Fire, etc.), with a tube on the front and a sort of bellows at the rear, and a support that holds a burning ember a few inches distance from frontal tube.

Statistics: The Reload Time refers to the refilling of the tank with 4 pint skins of oil, considering that the full tank contains 12 pints and can therefore fire upto 6 jets before it needs refilling.

Use: Once full the container with the inflammable liquid (it cannot hold more than 12 pints, as the bellows aren't sufficiently powerful for more), the ember in front of the cannon is lit, the target is fixed, and the bellows are squeezed to force 2 pints of liquid from the cannon's mouth by the strength of the compressed air. The liquid is ignited when it passes over the lit ember, and produces a 60 foot long fiery jet that ignites everything along its path; lacking obstacles, the jet lands and sets light to a 6 foot area. If making an Attack Roll against a living target, the AC is calculated without the protection of the worn armour (although a shield still counts).

Special: <u>Range</u>: The flamethrower's jet of fire can strike any target within 60 feet.

<u>Ignite</u>: Any target hit by the jet of fire must make a ST vs. Death Ray (or vs. Fire) and if the ST succeeds it means that the fire doesn't catch, otherwise the target is set alight. A creature burnt by the flames suffers cumulative fire damage every time the flames burn: the check suffers a cumulative −1 penalty per successive round and the damage depends on the liquid used (see the various types of oils in Chapter 3), without the chance of a ST to reduce the damage. After 1 minute the fire inflicts 1 Incendiary Point (see the *Extinguish flames* general skill) and for every 5 IP the structure loses 1 SP.

CATAPULT

Appearance: The catapult is a siege weapon that uses an arm to throw with curved shots large projectiles of 100 lb (light catapult), 200 lb (medium catapult), or 400 lb (heavy catapult). Between two vertical mountings is horizontally set a coiled rope, in the middle of which is fixed a wooden arm. The far end of the arm terminates in a type of spoon on which are loaded blocks of wood or metal, which forms grapeshot or flammable liquids enclosed in a container. The name derives from the Greek *kata pelta*, or "through the shield" (the pelta is the small leather and wood shield of the Greek peltasts, and indeed the catapult originally fired bolts capable of penetrating the less sturdy armour).

Use: To activate the weapon, the arm is lowered horizontally; the projectile is placed in the cup and then freed by means of the release. The arm returns with force and throws the projectile, which continues the movement received by the impulse, leaving the arm and describing a parabola.

Catapults were usually assembled on location, and armies carry with them few or no pieces of such engines, as wood is usually available on site.

CATAPULT, LIGHT

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	150 gp	12,000	2	3	7	3	4

THAC0	Range (P)	Damage SP	Damage HP
16	*200/250/300*	1d3	1d10+20

CATAPULT, MEDIUM

Size	Cost	Enc.	SP	TL	AC	RT	Crew
H	200 gp	15,000	3	3	7	4	5

THAC0	Range (P)	Damage SP	Damage HP
17	*250/325/400*	1d4	1d10+30

CATAPULT, HEAVY

Size	Cost	Enc.	SP	TL	AC	RT	Crew
H	250 gp	18,000	4	F	7	5	6

THAC0	Range (P)	Damage SP	Damage HP
18	*300/400/500*	1d6	1d10+40

MANGONEL

Size	Cost	Enc.	SP	TL	AC	RT	Crew
G	300 gp	20,000	4	4	7	5	8

THAC0	Range (P)	Damage SP	Damage HP
17	*100/200/300*	1d8	3d10+30

Appearance: The mangonel is a Medieval weapon similar to a catapult, consists of a pivoting shaft on a support. At one end is fixed a sling that holds a heavy mass of up to 450 lb (it could be a basket of intertwined cords or leather straps), at the other end are fixed the cords for the traction.

Use: The difference between the trebuchet and the mangonel is in the traction: the mangonel uses human strength (through the cords) while the trebuchet uses a counterbalance. The mangonel in terms of range and projectile weight was superceded from the beginning of

the XIII century by the trebuchet, which, however, to be used needs a greater number of human specialists.

ONAGER

Appearance: The onager is a war machine for firing solid masses similar to the catapult. It is formed from a massive wooden chassis, at times wheeled, in whose central part is horizontally positioned the propulsion organ formed from a single, large bundle of elastic material (generally hemp rope or in some cases ropes made from long, interwoven human hair or animal tendons always forming a large cord). In the centre of this rope is an arm, made from a sturdy pole, mounting at its upper end a sling in which are placed the mass that makes up the projectile. Finally, in front of the pole is is an adjustable sloped surface that determines the arm's throwing angle. The onager can be of small size (mostly used on ships or on fortified terraces) or much larger, and according to its size is capable of throwing stones or various projectiles of 50 lb (light), 100 lb (medium), and 200 lb (heavy) to a variable range between 600 and 1,800 feet.

Use: The arm is forced down, against the tension of twisted ropes or other springs, by a windlass. When released, the arm suddenly swings back to its original position thanks to centrifugal force. When the arm strikes a sloped, padded surface a ring slips from its retaining nail and releases on end of the sling which throws the projectile towards the target. weighted sling swung outwards through centrifugal acceleration, one end would release, as with a staff-sling, and the projectile would be hurled forward.

The onager represents technical innovation that surpasses the ballista. The latter indeed can only be loaded with bolts or stones, while the cup of the onager allows the use of bursting incendiary ammunition, as well as being easier to build. Moreover the onager, due to the flexibility of its firing system, permits both direct fire (at zero elevation) and indirect fire (parabolic), particularly effective at overcoming city walls.

ONAGER, LIGHT

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	200 gp	8,000	1	4	7	3	4

THAC0	Range (P/D)	Damage SP	Damage HP
15	200/300/400	1d3	2d8+15

ONAGER, MEDIUM

Size	Cost	Enc.	SP	TL	AC	RT	Crew
H	250 gp	12,000	2	A	7	4	5

THAC0	Range (P/D)	Damage SP	Damage HP
16	250/400/550	1d4	2d10+20

ONAGER, HEAVY

Size	Cost	Enc.	SP	TL	AC	RT	Crew
H	300 gp	16,000	3	A	7	5	5

THAC0	Range (P/D)	Damage SP	Damage HP
17	300/450/600	1d6	2d10+30

PROJECTILES FOR SIEGE WEAPONS

Below are listed all the bolts and projectiles of classic siege weapons. For their damage, refer to the weapon to which it is associated: the type of damage is always piercing, while the size of the bolt is always one size smaller than that of the weapon, unless indicated otherwise in the bolt's description. Remember that is also possible to throw jars full of combustable or flammable liquid (see flammable oil) with a catapult, mangonel, or trebuchet, although they aren't listed among the standard projectiles.

Type	Cost	Enc.	Damage
Bolt, Chained	10 gp	250	see Ballista, Double
Bolt, Light	3 gp	60	see Ballista, Light
Bolt, Medium	4 gp	90	see Ballista Medium
Bolt, Heavy	5 gp	120	see Ballista, Heavy
Stone, Light	1 gp	500	see Stonethrower, Light
Stone, Medium	2 gp	1000	see Stonethrower, Medium
Stone, Heavy	4 gp	1500	see Stonethrower, Heavy

One particular note is reserved for projectiles destined for weapons with a parabolic trajectory (mangonel, onager, catapult, and trebuchet). The term projectile not only indicates any boulder or deliberately shaped spherical balls for the parabolic weapons, but also masses of objects, stones, and rubbish enclosed in a sack or by a cord net that are fired as anti-personel loads (these loads don't cause structural damage but only personal damage in a 10 foot area around the impact point). The loads of this type can be used by any of the four siege weapons mentioned above without problem: the only limitation is the weapon's maximum weight capacity, the range remains fixed (for simplicity), while the damage falls by 1 point for category of weight lower then the weapon's minimum; the same reduction is also applied to the personal damage. If the reduction brings the structural damage to a value of less than 1, it simply means that the combination of projectiles used in that siege weapon is too light to cause structural damage and only cause personal damage.

Example: a medium catapult can fire loads of 20, 50, 100, or 200 lb, while the damage is 1d4 SP with 200 lb shots, 1d3 SP with 100 lb shots, 1d2 SP with 50 lb shots, and 1 point of structural damage with 20 lb shots.

Type	Cost	Enc.
Load of 20 lb	2 sp	200
Load of 50 lb	5 sp	500
Load of 100 lb	1 gp	1,000
Load of 200 lb	2 gp	2,000
Load of 400 lb	3 gp	4,000

RAM

Size	Cost	Enc.	SP	TL	AC	Crew
L	40 gp	4,000	200	2	7	4

THAC0	Damage SP	Damage HP	Special
17	–	1d10+10	1 atk / 2 rnd

Appearance: The ram is a large beam, usually made

from the trunk of a tree, with one end reinforced by a metal cap. The cap often has the form of a ram's head, from which the weapon gets its name.

Use: The ram is used by making the head of the beam forcibly and repeatedly smash against the target until it breaks through (+10 to the test) or destroys it. The force is produced by soldiers that run supporting the trunk from both sides, until it violently impacts against the target. If the trunk is fixed to a gallery, the number of personel needed is halved.

SIEGE TOWER

Appearance: The siege tower is an armoured, hollow, wooden tower (with wheels at the bottom to permit movement) with more floors inside in which the besiegers shelter and from which they bombard the besieged with artillery pieces. A tower must always be high enough to overlook the enemy walls, and is in practice an evolution of the scaling ladders used in earlier sieges. In some cases it can also be covered with hides treated to resist fire, to make the tower more resilient.

Use: A siege tower is a classic siege engine made to measure to exceed a specific wall (below, however, are three types of tower based on height), and usually built after having obtained reliable information on the height and conformation of the wall and surrounding ground (as such, in most sieges, the towers are made on location, after a careful measurement of the enemy defences by the generals).

The tower is hollow inside and only has three walls, leaving the rear side uncovered (as it isn't attacked from that side). From the open side the besiegers can enter the tower and push it or have it pulled by animals inside and bound to the structure via ropes and yokes, while other soldiers ascend the tower's various levels via internal ladders position themselves to assault the enemy defences in anticipation of the final climb. The front wall of the tower, in fact, has slits and observation posts to watch the movement on the enemy walls and to target the enemy with missile weapons while remaining behind the cover of the tower's wooden walls. On the highest floor, as well as any siege weapons, is a rather wide wooden ramp and with curved spikes on the front, which is extended beyond the wall to anchor the tower to the enemy's bastions and permit access with no chance of the besieged dislodging the tower.

In other cases, the tower can be higher than the wall and with a small ballista and merlons on the top to target the besieged and oblige them to leave the bastions, and once in position, a huge section of the side that faces the wall is opened and falls to the level of the bastion, and crossing over this improvised bridge the besiegers can penetrate beyond the castle's wall and invade it.

Statistics: Towers with walls covered in protective skins cost 30% more than standard towers.

A tower with a shed on the upper floor costs and weighs 20% more than a standard tower.

Moreover each tower has a certain number of floors (Floors) covered or uncovered (C or U, the uncovered floor is always the last) and space used to install weapons (Weapon Slots): remember that within the tower it is only possible to install direct fire siege weapons, which each weapon occupies a specific space based on its size (2 slots Large, 4 slots Huge, 8 slots Gargantuan), while at the top of the tower it is also possible to place weapons with a parabolic trajectory only if the top is uncovered (without a shed).

Special: Cover: the front and side walls of the tower grants total cover to the soldiers within as long as the tower has at least 50% of its Structural Points remaining, and if there are skins present the structure gains a +5 bonus to all ST vs. Fire. If the SP drop below 50% the cover offered by the tower and the ST bonus of the skins vary based on the remaining SP:

- upto 40% SP: ¾ cover (–6 to AC) and +4 ST;
- upto 30% SP: ½ cover (–4 to AC) and +2 ST;
- upto 20% SP: ¼ cover (–2 to AC) and +1 ST;
- under 20% SP: the roof has been completely destroyed and no longer provides any cover or ST bonus to the structure against fire.

If the tower has a shed on the upper floor, the cover is also extended to the occupants of that floor.

TOWER, 20 FEET (RAMP 10 FEET)

Size	Cost	SP	TL	AC	Crew
H	3,000 gp	6	2	7	var.

Wpn Slots	Floors	Special
4	1 C+ 1 U	Cover

TOWER, 30 FEET (RAMP 12 FEET)

Size	Cost	SP	TL	AC	Crew
G	4,500 gp	20	3	7	var.

Wpn Slots	Floors	Special
8	2 C+ 1 U	Cover

TOWER, 40 FEET (RAMP 20 FEET)

Size	Cost	SP	TL	AC	Crew
G	6,000 gp	30	3	7	var.

Wpn Slots	Floors	Special
16	3 C + 1 U	Cover

STONETHROWER

Appearance: The stonethrower (from the Greek *lithobolos*) is a ballista that mounts a cord with a widening similar to a sling, in which the bolts are replaced by smooth spherical stones of variable weight from 20 lb (200 cn) in the light stonethrower, upto 100 lb (1,000 cn) in the heavy version.

Use: The stonethrower is the oldest version of the catapult invented by the Greeks and is usually fired at zero elevation, although it is tilted at about 20°-30° to aim at the areas raised above the walls (towers, keeps, etc.). The larger stonthrowers weren't used by the Romans, who preferred to use the (more versatile) onager.

STONETHROWER, LIGHT

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	100 gp	5,000	1	F	7	1	3

THAC0	Range (D)	Damage SP	Damage HP
16	100/150/200	1d2	2d8+10

STONETHROWER, MEDIUM

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	140 gp	8,000	2	F	7	2	3

THAC0	Range (D)	Damage SP	Damage HP
17	75/125/175	1d3	2d8+20

STONETHROWER, HEAVY

Size	Cost	Enc.	SP	TL	AC	RT	Crew
L	180 gp	10,000	2	F	7	3	3

THAC0	Range (D)	Damage SP	Damage HP
18	50/100/150	1d4	2d8+30

TORTOISE

Size	Cost	Enc.	SP	TL	AC	Crew
H	150 gp	8,000	6	3	7	8

THAC0	Damage SP	Damage HP	Special
17	1	2d10+20	1 atk/2 rnd, Cover

Appearance: The tortoise is a 20 foot long sturdy ram hung by ropes from an armoured structure (a small wheeled castle) and covered by a shed. The structure that surrounds the ram completely covers it with the exception of a hole from which the beam protrudes to strike, also protecting the numerous soldiers assigned to its operation. The outside of the structure is clad with damp hides, thus protecting it from the fire with which the defenders could set it alight (from which the name tortoise comes). The tortoise is usually powered by the crew, but in many cases it is easier to use beasts of burden to transport it.

Use: The tortoise is an evolution of the ram and is mainly used to batter the walls and thicker gates (+10 bonus to the check). To use the ram, the ropes are pulled behind the beam and, achieving the maximum angle of traction of the trunk on the castle, are released so that the head of the weapon strikes the target with as much force as possible.

Special: <u>Cover</u>: the shed of the tortoise grants total cover to the soldiers inside as long as it still has at least 50% of its Structural Points remaining, and the hides that cover the structure grants a +5 bonus to all ST vs. Fire of the tortoise. If the SP drops below 50% the cover offered by the tortoise and the bonus to the ST of the hides baries based on its remaining SP:

- upto 40% SP: ¾ cover (–6 to AC) and +4 ST;
- upto 30% SP: ½ cover (–4 to AC) and +2 ST;
- upto 20% SP: ¼ cover (–2 to AC) and +1 ST;
- under 20% SP: the roof has been completely destroyed and no longer provides any cover or ST bonus to the structure against fire.

TREBUCHET

Size	Cost	Enc.	SP	TL	AC	RT	Crew
G	400 gp	24,000	5	4	7	5	8

THAC0	Range (P)	Damage SP	Damage HP
17	150/300/450	1d6+2	4d10+30

Appearance: The trebuchet is a siege engine of gargantuan size. It can be considered a sort of catapult, limited however by its size and fixed position. Moreover, it replaces the elastic propulsion of the catapult with the lever principle. It consists of a huge wooden arm positioned at the highest point, on a supporting structure large and sturdy enough to survive the force and tension which the machine undergoes during its employment. The arm, obtained from a straight tree trunk, is asymmetrically mounted on a horizontal pivot at the point at which it meets the supporting structure (the fulcrum), so that the arm exploits the power of the lever; the sturdier and heavier end is only a short distance from the pivot, while the other end is much longer. At the shorter end is a box or a large basket, filled with boulders or other materials heavy enough to act as a counterweight. At the other end of the arm is hung a hook to which is fixed a type of large sling, within which is placed the projectile that varies in weight from 200 to 400 lb.

Use: Used exclusively in sieges, it was the largest indirect fire weapon available to Medieval armies. The counterweight trebuchet derives from the simpler Chinese traction trebuchet, and reached Europe around 500 AD During the reload phase, the thiner end of the shaft is lowered with the aid or cords and anchored to a hook connected to a release lever. At the planned time, the lever is released and the effect of the counterweight fires the projectile. This exceptional engine can fire the heaviest boulders upto the considerable range of 1,000 feet. Although deadly against walls, the trebuchet is mainly used to strike the structures inside the fortifications that, like granaries, wells, and cisterns, are of strategic importance. The destruction of stores, indeed, often means the immediate surrender of the besieged.

The ammunition used varies: it can be smooth stones, but also simple masses weighing some hundreds of pounds. Various tactics to break the morale of the besieged, include the macabre practice of firing the heads of dead soldiers and the launching of infected animal carcasses with the aim of creating epidemics, therefore enacting scenarios very close to those of a bacteriological war.

It was also the most powerful artillery weapon of the Middle Ages, its only defects was its lack of accuracy and the low firing rate, compensated however by the huge destructive potential that can, over the course of a few hours, even destroy a small fortress. The size, large amount of manpower needed to use it, difficulty of employment and cost, however, limited the spread of this

siege weapon. This is also confirmed by the fact that each of these machines was given its own name (as happened later with the great artillery pieces of the Great War).

ORDNANCE

Ordnance or cannon are all weapons of war fired by means of gunpowder and ablt to develop an offensive capacity greatly superior to that of traditional siege engines. Ordnance are inventions only available in civilisations of the Gunpowder Age and can be of three types based on trajectory: mortars (parabolic), cannons or colubrine (direct fire), and howitzers (mixed), each with a different power based on calibre (interior diameter of the tube or the diameter of the projectile).

In artillery fire the parabolas described by the shot are divided into first (direct fire or at zero elevation) and second (indirect fire or parabolic) arcs. The first arc departs from the straight line that in theory is obtained by firing at zero elevation, up to the parabola that allows the projectile to achieve the best range, ideally 45°. Higher (and therefore the firing angle in respect to the ground) elevations shorten the range but allow it to overcome higher obstacles. Second arc fire is normally less accurate than that of the first arc.

CANNON: ordnance that fire directly (zero elevation), with a long heavy metal barrel (bronze or iron) and usually mounted on a wheeled carriage that allows it to be moved.

The cannon used on ships are similar to those on land, however, considering the limited vertical space available on the decks of ships, instead of resting on a tall, large wheeled carriage it rests on a gun carriage with four wheels of reduced size. Moreover, to reduce the recoil of the piece due to the action of the shot and to return it to action there is a system of cords and pulleys that limits the recoil and therefore the force needed to return the cannon to their line of fire (obviously this same system helps to hold the cannon firm if the ship rolls). The disposition of cannon on a ship's decks only permit sideways fire. While sailing the cannon are held in cover on the decks behind closed portals, to avoid, in case of rolling, water entering the gun ports. When combat is expected, the doors are opened and the guns run out. The larger the calibre of the cannon mounted on a ship, the less the cannon that can be carried, as the more powerful recoil would unbalance the vessel to much and risk it overturning.

The **culverin** (from the Latin *coluber*, "snake") is a bronze cannon mounted on a gun carriage or a wooden axis and with a longer barrel than a cannon but with a smaller calibre, which allows greater range and stability, although the culverin both weighs and costs more than a normal cannon. The smaller culverins fire a number of nut sized balls, while the largest are cast from a single piece of bronze, and able to fire in quick succession. Culverins have good manageability, easy to reload, and

have iron balls and long range with a relatively small charge. The carriages are somewhat interchangeable, according to the circumstances, allowing them to be used on both land and sea without great risk of recoil.

The culverin's walls are twice the thickness of a normal cannon's, therefore it costs double that of a standard cannon, weighs 30% more than a cannon of the same calibre and is ⅓ longer. The culverin moreover uses a quantity of 10 powder charges times the cannon's calibre for each shot (while normal cannon use half the powder), but has double range at zero elevation (and only fires at zero elevation). A light culverin causes 1 more point of structural damage while a medium culverin causes 2 SP more, and the culverins stop at a maximum of calibre 48 (after which they become too expensive and cumbersome), therefore there are only light and medium culverins.

MORTAR OR BOMBARD: an indirect fire piece of artillery initially built with prismatic rods of wrought iron positioned like the slats of barrels and later welded and reinforced with iron bands which are shrunk around the barrel; first made in iron and later in bronze and other metal alloys. It consists of three parts: the short, double diameter front (bore) (as such they are also called double cannon), destined to receive the stone or metal ball, the longer rear (throat), of lesser diameter, to hold the powder, and the wooden chassis (bed) to which are fixed the two metal parts.

The mortar normally isn't mounted on a wheeled carriage, but must be transported disassembled into its main parts and later assembled in position, or can already be assembled and mounted on a carriage, transported and dropped of at its firing position. Elevation is obtained by raising the front part of the barrel with beams, wedges, or burying the tail, and the artillerymen reduce the recoil by means of cords tied to stakes hammered into the ground. An advantage of this weapon is the possibility of firing sufficiently heavy projectiles, so that they destroy the defensive fortifications more quickly, with sufficient range to avoid, most of the time, any fire at the artillery made by the defenders. The bombard is nothing but a large bored mortar (usually a bombard is a heavy mortar).

HOWITZER: firearm of huge calibre, with a large metal barrel (iron, cast bronze or steel) mounted on a wood or metal gun carriage with two large wheels and a system able to alter the elevation of the barrel through a crank.

The distinctive characteristic of the howitzer in respect to cannon is the ability of firing in both the first and second arcs, while cannon only fire at zero elevation, while mortars only fire indirect (parabolic). As a consequence of their primary use of the second arc howitzers have shorter barrels than cannon of the same calibre, which thus limits their range at zero elevation to ¾ of that of normal cannon.

TABLE 4.3: STANDARD CANNON STATISTICS BASED ON CALIBRE

Cal.	Useful Range	Cannon Cost	Cannon Length	Cannon Weight	S.P. Damage	H.P. Damage	S.P.	Cannon Name	Culverin Name
½	150 ft	90 gp	3 ft	280 lb	1	1d10+5	1	Robinet	
1	300 ft	120 gp	4 ft	450 lb	1d2	2d6+6	2	Falconet	
3	450 ft	150 gp	5 ft	620 lb	1d3	3d6+6	4	Falcon	
6	600 ft	180 gp	6 ft	950 lb	1d4	5d6+6	6	Minion	Quarter
9	750 ft	210 gp	7 ft	1,250 lb	1d5	8d6+6	8	Saker	
12	900 ft	300 gp	8 ft	2,750 lb	1d6	1d6×10	10	Quarter	Demi
18	1,050 ft	400 gp	9 ft	3,000 lb	1d8	1d8×10	12		Third
24	1,200 ft	500 gp	10 ft	3,500 lb	1d10	1d10×10	14	Demi	Culverin
32	1,350 ft	600 gp	11 ft	4,000 lb	2d6	2d6×10	16	Siege	Royal
48	1,500 ft	800 gp	13 ft	4,500 lb	2d8	4d4×10	18	Battery	Double
60	1,650 ft	1,000 gp	15 ft	5,000 lb	5d6	5d4×10	20	Wallbreaker	
90	1,800 ft	1,200 gp	18 ft	5,500 lb	6d6	6d4×10	22	Double	
120	1,950 ft	1,400 gp	20 ft	6,000 lb	7d6	7d4×10	24	Serpentine	
150	2,100 ft	1,600 gp	22½ ft	6,250 lb	8d6	8d4×10	26	Wyvern	
180	2,250 ft	1,800 gp	25 ft	6,500 lb	9d6	9d4×10	28	Basilisk	
200	2,400 ft	2,000 gp	27 ft	7,000 lb	10d6	10d4×10	30	Dragon	

Range: the range given above is that used at zero elevation (also called "point-blank") of a cannon. The useful indirect range can be incremented up to 10 times, but the further away it is from the useful range the higher the angle's deviation error, which risks it missing the target most of the time (so there are few attempts made to hit targets beyond double the useful range). Indirect fire cannon must however be well positioned by the head artilleryman to hit the target. It needs a skill check (or Intelligence check with a –4 base penalty), with an additional –2 penalty for each multiple of the useful range (for example if the shot is within double the useful range, the check suffers a –4 penalty, within quadruple a –8 penalty, etc.). If the check succeeds and the target is a fixed point, the projectile automatically hits it, while if it is moving (person, structure, or both) make an Attack Roll based on the THAC0 of the cannon used (18 for light cannon, 16 for medium cannon, 14 for heavy cannon). If the check fails, the trajectory is wrong and the projectile deviates (see table 3.7) by 30 feet per point the check failed by. With a critical failure the projectile explodes on the launch point (with disastrous consequences for all present).

Damage SP: Structural damage (SP) to buildings of standard cannon (for culverins the damage is increased by 1 SP with light culverins and 2 SP with medium culverins).

Damage HP: Standard damage (HP) to creatures hit by solid or chained shot. Any shot suffered from medium and heavy cannon also requires a ST vs. Death Ray with a penalty equal to calibre / 10 or die regardless of the hp lost.

SP: Structure Points of the cannon. If a weapon loses SP for any reason, it becomes less effective: which gives a –1 cumulative penalty to the Attack Roll for every 30% of points lost. Moreover, when the SP drop below 50%, with each shot there is a 1 in 6 chance that the cannon explodes (the chance increase by 1 point for every 10% of points lost under 50%).

The **Rate of Fire** for cannons depend on tonnage: 1 salvo every 3 rounds for light cannon and 1 every 6 rounds for medium cannon, while for heavy cannon the rate is equal to the calibre divided by 5 (e.g. 1 shot every 2 minutes for cal. 60). This isn't because the heavy cannon are slower to reload (the procedure is always the same), but because it is necessary to let the barrel cool sufficently before reloading to avoid breaking the cannon due to the intense heat produced in the explosion.

The **Crew** of arillerymen needed to move cannon depends on the ordnance's tonnage: light cannon need 6 men, medium cannon 8 men, and heavy cannon 10 men. If the are less than the required number of crew, the Attack Roll receives a –1 penalty and the Reload Time increases by 1 round for each missing individual.

If later the cannon need moving to a different position, it always requires another 10 men in addition to the crew listed above for light and medium cannon. Heavy cannon are too difficult to reposition over the course of a battle, and require beasts of burden to pull them when they are moved.

THAC0 and AC of cannon depend on its power and size.
- Light cannon (cal. ½-9): THAC0 18, AC 6.
- Medium cannon (cal. 12-48): THAC0 16, AC 5.
- Heavy cannon (cal. 60-200): THAC0 14, AC 4.

The Armour Class of artillery pieces moreover vary based on its position.
- In the open: own AC.
- Behind cover: own AC + bonus based on the concealment provided by the barrier.
- On mobile structures (ships, wagons, etc.): AC of the structure or weapon's AC + bonus given by half the Manouvrability Factor (MF 5: +2, MF 3: +1, MF 1 or less: +0), based on which AC is better.

CANNON PROJECTILES

Taking the name shell the shot fired by howitzerts and cannon, which as well as spinning during their journey don't have a flat base like the ammunition for light weapons (while shot from mortars are called bombs, that don't spin). In particular balls can be distinguished from shells as the former are spherical shot, while the latter are usually hollow tubes with a rounded tip. In this section the term shell is used in a neutral manner to mean shells, balls, and mortar bombs.

The **weight of a projectile** is equal to 10 coins times the calibre (while in pounds is equal to the calibre) and the sizes are tiny for light cannon, small for medium and heavy cannon.

The shell strikes any target within 1,500 feet in the same round in which it was fired, while for targets at greater range it takes 1 round for every 3,000 feet km beyond the first 1,500 ft to reach its destination (it is therefore usually useless trying to hit moving targets over 3,000 feet away).

It needs 5 powder charges by the cannon's calibre to fire a projectile (or double for culverins).

The types of shot fired by cannon are:

SHOT: a piece of solid metal (usually iron) or stone (the oldest) of spherical (ball) or pointed (shell) shape that caused bludgeoning damage to all on its trajectory.

Creatures along its trajectory can make a ST vs. Dragon Breath (dodge) with a penalty based on the calibre type (–2 light, –4 medium, –8 heavy) to completely avoid the damage, while structures make a ST vs. Destruction with the same penalty for half damage. The shot loses momentum and terminates its course after striking a creature or structure of a certain size based on the cannon' calibre that fired it: Light: Large size, Medium: Huge size, Heavy: Gargantuan size.

Damage: see standard damage.

Cost: 3 gp for all light calibres (from half to 9), 5 gp for medium (from 12 to 48), 10 gp for all heavy calibres (60+).

SHELL: a hollow ball or shell full of explosive powder with a fuse which is lit the moment the ball is fired and that burns long enough to detonate upon reaching the target. Some cannon balls instead have a wooden shell full of gunpowder with a fuse hammered into the top of the shell. The shell bursts open at its destination increasing the damage derived from the shot with an explosion. It is used for both (especially) direct and indirect fire.

Damage: the explosion damage is based on the quantity of explosive used +2d6 hp for light cannon (+2 dice for each superior category by the shell's splinters). ST vs. Dragon Breath (ST vs. Fire for items or structures) with a –2 penalty to halve the damage.

Explosion: sphere with a diameter based on the EU used

Cost: cost of the ball is based on the cannon's diameter and and the explosive used.

CASE SHOT: A thin walled, iron shell or ball full of small lead balls in a solution of tar and sulphur, with an internal fuse. Upon firing, the fuse is lit and is usually made to explode in flight, so the balls and the alchemical solution rain down on the targets. This indirect ammunition is only useful against personnel.

Damage: 3d6 hp for light cannon (+3 dice for each higher category). ST vs. Dragon Breath with a –2 penalty for half damage.

Explosion: 20 foot diameter sphere for light cannon (doubled for each higher category).

Cost: 10 gp for light cannons (+10 gp for each higher category).

CANISTER SHOT: A thin walled, iron shell full of balls of iron or lead and sawdust. When it explodes, the covering bursts and from the cannon's mouth a squall of grape shots exits at incredible speed that expands in a cone, with an effect similar to a shotgun. Used as direct fire anti-personel artillery (useless against structures).

Damage: 3d6 hp for light cannon (+3 dice for each higher category). ST vs. Dragon Breath with a –1 penalty per damage size.

Explosion: 30x10 feet cone for light cannon (doubled for each higher category).

Cost: 10 gp for light cannons (+5 gp for each higher category).

GRAPE OR CHAIN SHOT: this type of shot can appear as a thin walled iron shell full of iron or lead balls connected by a mesh of metal rings (*grapeshot*), or as two iron balls connected by a chained (*chainshot*).

Used at zero elevation against troops or to unmast ships, it has a reduced area (cylinder rather than cone) than cannister.

After having hit at least a large sized creature or structure, the shot loses momentum and fall to the ground, and the same occurs after having hit 4 beings or medium size or 8 of smaller size or smaller.

If targeted against the masts of a ship (the aimed shot causes a –4 penalty to the Attack Roll), the structure must make a ST vs. Destruction and if it fails is unmasted (reducing the Manouvrability Factor by a rank). The shot is only effective against ships of a certain tonnage based on the calibre of the cannon:

Light cannon: max 30 ton Medium cannon: max 60 ton Heavy cannon: max 100 ton

Special: KO Area: Any creature of large size or smaller present along the shot's trajectory (which is a strip whose length is equal to the range and a maximum of 12 foot wide) must make a ST vs. Dragon Breath (Dodge): if the ST succeeds, it means that he has avoided the chain in some manner, but if it fails he suffers the full damage (despite his AC) and is violently thrown to the ground, with a 30% + hp suffered chance of fainting for 1d6 minutes. Creatures of huge size or larger do not suffer the KO chance, and don't fall.

Damage: 3d6 hp for light cannon (+2 dice for each category higher).

Explosion: cylinder 12 feet diameter 36 feet long within the cannon's range.

Cost: 10 gp for light cannons (+5 gp for each higher category).

CANNON EQUIPMENT

Below are listed several common tools used to perform the various procedures needed to fire a cannon.

The **swab** (cost: 1 gp, encumbrance: 60) is a wool covered wooden cylinder mounted on the end of a staff. After it has been soaked in water, the swab is inserted into the mouth of the cannon to cool the barrel and extinguish any remaining embers.

A **sponge** (cost: 1 gp, encumbrance: 70), which is strips of cloth attached to a staff, that is pushed inside the cannon to dry the water residues left by the swab.

The **worm** (cost: 2 gp, encumbrance: 70), a metal tool similar to a corkscrew mounted on the end of a staff, is then used to scrape away the residues of powder and ferrous materials (the fouling) remaining in the cannon after the shot.

The **ladle** (cost: 2 gp, encumbrance: 60), a type of shovel at the top of a staff, is then used to insert the gunpowder into the cannon's barrel.

The **ramrod** or *rammer* (cost: 1 gp, encumbrance: 70) instead is a stocky wooden cylinder on the end of a shaft that is used to push the projectile (ball or shell) down the barrel.

Finally the *portfire* (cost: 5 gp, encumbrance: 10), is a small metal baton with a slow burning match at the far end that allows the artilleryman to directly ignite the powder in the cannon's touch hole and fire the shot without using a fuse.

CHAPTER 5:
DISTRIBUTION OF WEAPONS AND ARMOUR ON MYSTARA

TECHNOLOGICAL LEVELS ON MYSTARA

This final chapter tackles in detail the availability of weapons and armour in the various regions of Mystara, assigning in particular a very precise Technological Level to the nations and known areas based on the canonic information contained within the official supplements and as much as possible extrapolating on the scantily detailed areas. Furthermore, for each of the more important nations there is a list of the weapons and armour that are known and used there. Any that aren't present in this list are atypical of these regions, although is is possible to replicate certain armour or weapons of the same TL if the smiths and armourers have examples at their disposal (see the *Armourer* and *Smith* skills in the *Manual of General Skills*).

Below is a list, in alphabetical order, of the nations of Mystara and their Technological Level, separating those nations of the outer world from those cultures present in the Hollow World. Some nations and geographic areas, due to the fact that they have very large regions or are inhabited by clearly different civilisations with different levels of technological development regions.

OUTER WORLD

Addakia: Bronze (lizardkin) or Iron (humans/humanoids)

Aeryl: Iron

Alatian Islands: Steel

Alfheim: Steel

Alphatia: *Gunpowder*

Arypt: Bronze (Steel in Vanya's Rest)

Atruaghin: Stone (Bronze for the Children of the Tiger)

Bayou: Stone (Ator and Shazak), Bronze (Cay)

Bellayne: Gunpowder

Bellissaria: Steel in the civilized kingdoms, Iron among the humanoid tribes

Borea: from Bronze to Iron depending on culture

Brasol: Iron

Broken Lands: Iron

Cathos and Vacros: Steel

Cestia: Iron

City States of the Hulean Gulf: Gunpowder (firearms only fuction within the Gulf region)

Cynidicea: Iron

Darokin: *Gunpowder* (Iron in the Orclands)

Davanian City States: Iron

Denagoth: Steel (humans & elves) or Iron (humanoids)

Eshu: Iron

Esterhold: Steel in the cities, Bronze elsewhere

Ethengar: Iron

Eusdria: Steel

Five Shires: Steel

Frosthaven: Steel

Ghyr: Steel

Glantri: *Gunpowder* (possible differences among the Principalities).

Graakhalia: Iron

Heldannic Territories: Steel

Herath: Steel

Hinterlands (Thratia): Steel within the Thyatian garrisons, elsewhere is Iron.

Hule: Steel

Hyborea: Steam in the Quarik city state, Stone elsewhere

Ierendi: Steel (Steam on Honour Island)

Isle of Dawn: Steel (except the Lost Plateau which is Stone, and the humanoids regions remain Iron).

Izonda: Iron (humans & humanoids) or Bronze (lizardkin)

Jibarù: Stone

Jungle Coast: from Stone to Iron depending on tribe

Karameikos: Steel

Lands of the Wallara: Stone

Minaea: Steel

Minrothad: *Gunpowder* (Steam on the Fortress)

N'djatwaland: Iron

Nentsun: Stone

Nimmur: Bronze

Northern Wildlands: Iron

Norwold: Steel in the human dominions, Iron in the areas dominated by giants and humanoids

Oceania: N/A (only inhabited by night dragons)

Ochalea: *Gunpowder*

Oenkmar: Iron

Orc's Head Peninsula: Iron

Ostland: Steel

Pearl Islands: Steel

Pelatan: Iron

Qeodhar: Steel

Renardie: Gunpowder

Robrenn: Iron

Rockhome: Steam (without gunpowder)

Savage Baronies (*Los Guardianos*): Gunpowder

Serraine: Steam

Shadowlands: Steel

Sind: Steel

Soderfjord: Steel

Steppes of Jen: Bronze

Steppes of Yazak: Bronze or Iron depending on culture

Sylvan Realm: Iron

Tanegioth: Steel in the Isle of Alvar, Stone in the others

Tangor: Steel (tanagogre) or Iron (humanoids)

Thonia (New): Steel

Thorin: Steel

Thyatis: *Gunpowder*
Ulimwengu: Stone
Undersea & subaquatic peoples: from Iron to Steel
Varellya: Iron
Vestland: Steel
Vulcania: Steel (giants & tanagoro), Steam (gnomic communities and Snartan Empire)
Wendar: Steel
Western Orclands: Iron
Yanifey Islands: Iron
Yavldom: Steel
Ylaruam: Steel

Note 1: When the TL Gunpowder is in *italics* it means that either gunpowder (or smoke powder) is absent as it is not one of the Savage Coast regions (the only areas on Mystara where gunpowder and firearms exist and work), or that there are alternative alchemical explosives to the classic Renaisannce weapons.

Note 2: All the regions dominated by the humanoids have an Iron Age TL. As such, among the humanoids it is a common and important practice to recover weapons and armour from the battlefield: as they cannot forge steel items these types of products hold an inestimable value in the goblinoid tribes!

Note 3: Regarding the civilizations of Patera (the invisible moon), it is possible to assume the following TLs:
Kompor-Thap: Iron
Malacayog: Iron
Myoshima: Steel
Selimpore: Steel
Surabayang: Bronze

HOLLOW WORLD

HUMAN CULTURES
Antalians: Iron
Azcans: Bronze
Brute-men: Stone
Jennites: Iron
Merry Sea Pirates: from Iron to Gunpowder (no gunpowder)
Milenians: Iron
Neathar: Stone
Nithians: Iron
Oltecs: Bronze
Shahjapur: Steel
Stonehaven: Steel
Tanagoro: Bronze
Traldar: Bronze

NON HUMAN CULTURES
Beastmen: Stone
Dwarves, Kogolor: Iron
Elves, Blacklore: Electronic (artificial)
Elves, Gentle Folk: Bronze
Elves, Icevale: Iron
Elves, Schattenalfen: Steel
Gnomes, Oostdokian: Steam (without gunpowder)
Hutaakans: Iron
Kubitts: Iron
Lizardmen, Malpheggi: Bronze

Orc, Krugel: Iron

ARMOUR AND WEAPONS OF EACH CULTURE

Below is a list of the more important nations and civilizations of the outer world and of Hollow World (including the empire of Myoshima on Patera, the invisible moon). For each nation or civilization are shown the typical and most widespread weapons and armour within that region or culture, and which are commonly used by soldiers, guards, and adventurers that live or come from that area. As well as the common armours, any special armour (see chapter 1) that may be found there (however rare) are also listed. Note that armour not listed for a given civilisation are irrepairable if the region's TL is inferior to the armour's (vice-versa are simpily considered uncommon or obsolete), and that where it is possible to repair common metal armour it is also possible to repair partial armour.

OUTER WORLD

ALFHEIM (TL: 4)

Armour	Leather, Studded, Cuirboulli, Hide, Brigantine, Chainmail, Banded, Plate-mail, and Sylvan Armour
Weapons	Axe (throwing), Baton, Blowgun, Bolas, Bow (composite, short), Crossbow (heavy, light), Dagger, Dart, Dirk, Halfpike, Heaven & earth blade, Javelin, Knife (deer antler), Whip, Mace (heavy, light), Morningstar, Quarterstaff, Ring (moon or sun), Sabre, Sap, Siangkam, Sling, Spear, Staff (chain, ringed), Staff (spear), Staff-Sling, Stick (throwing), Stiletto, Blade, sun & moon, Sword (bastard, long, short), Tonfa

ALPHATIA (TL: 5)

Armour	All normal; Bone, Demonic, Spider, and Sylvan Armour
Weapons	All (varies according to kingdom)

ATRUAGHIN (TL: 1)

Armour	Protective skins, Furs, Slat, Hide; Leather for the Children of the Tiger
Weapons	All Stone Age except Boomerang, Bow (long), Dirk, & Star (throwing). The Children of the Tiger are TL: 2 & also have access to Dirk, Shield (knife, spiked), Sword (short) & use bronze & obsidian blade teeth.

BELLAYNE (TL: 5)

Armour	Padded, Leather, Studded, Cuirboulli, Hide, Breastplate, Scale, Brigantine, Lamellar, Chainmail, Banded, Plate-mail
Weapons	Baton, Bec-de-corbin, Bow (composite, long, short), Crossbow (all types), Dagger (all types), Dart, Dirk, Firearms (TL: 5b), Gisarme, Glaive, Grapple (war), Halberd, Katana, Lance, Mace & chain, Mace (heavy, light), Main-gauche, Mancatcher, Morningstar, No-dachi, Pike, Quarterstaff, Rapier, Sap, Scythe (heavy), Siangkam, Spear, Staff (feather, normal, three piece, two piece), Stiletto, Sword (bastard,

	great, long, short), Sword cane, Tachi, Tonto, Wakazashi, War claws, Whip

BROKEN LANDS (TL: 3)

Armour	Protective skins, Furs, Slat, Leather, Plated, Hide, Breastplate, Chainmail; Bone and Demonic Armour
Weapons	Aspergill, Axe (battle, double-bladed, double, throwing), Blade & ring, Blowgun, Bolas, Bow (long, short), Chain (war), Club, Dagger, Dart, Dirk, Falchion, Falx, Grapple (war), Javelin, Katar, Mace (heavy, light), Machete, Morningstar, Net, Pike, Quarterstaff, Sabre, Sai, Scourge, Scythe (military), Siangkam, Sling, Spear, Sword (bastard, short, executioner's, long), Tonfa, Voulge, War claws, Whip (all types)

DAROKIN (TL: 5)

Armour	Padded, Leather, Studded, Breastplate, Brigantine, Plated breastplate, Chainmail, Banded, Plate-mail, Full plate
Weapons	Aspergill, Axe (battle, throwing), Bec-de-corbin, Bow (long, short), Claymore, Crossbow (all types), Cutlass, Dagger (all types), Dart, Dirk, Falchion, Fork, Garrotte, Gisarme, Halberd, Halfpike, Hammer (throwing, war), Javelin, Katar (all types), Lance, Lasso, Mace & chain, Mace (heavy, light), Main-gauche, Morningstar, Partisan, Pike, Quarterstaff, Ranseur, Rapier, Sap, Scythe (military), Shield (all types), Spetum, Staff (ringed), Stiletto, Sword (bastard, long, short, grain), Sword cane, Tarch, Tonfa, Whip

DENAGOTH (TL: 4)

Armour	Furs, Leather, Plated, Studded, Hide, Breastplate, Scale, Chainmail, Splint, Banded, Plate-mail; Bone, Demonic, and Sylvan Armour
Weapons	Aspergill, Axe (all types), Bardiche, Bow (long, short), Crossbow (heavy, light), Dagger, Dirk, Fork, Garrotte, Glaive, Hammer (war), Mace & chain, Mace (all types), Machete, Pike, Quarterstaff, Ranseur, Scourge, Scythe (military), Shield (all types), Spear (double, normal), Staff (war), Sword (bastard, great, short, double, long, grain, sickle), Voulge, Whip (all types)

ETHENGAR (TL: 3)

Armour	Leather, Plated, Breastplate, Brigantine, Plated breastplate, Lamellar, Chainmail
Weapons	Axe (throwing), Baton, Blade & ring, Bolas, Bow (long, short, composite), Dagger (normal, double), Dart, Garrotte, Half moon (whip), Javelin, Katar, Kris, Lasso, Morningstar, Phurbu, Pike, Quarterstaff, Sabre, Sai, Sap, Scourge, Siangkam, Spear (chain, normal, staff), Staff (normal, ringed, spiked, strangler's), Sword (short, executioner's, grain), Two & three piece staff, Voulge, Whip

FIVE SHIRES (TL: 4)

Armour	Padded, Leather, Plated, Studded, Breastplate, Brigantine, Lamellar, Chainmail, Banded, Plate-mail
Weapons	Baton, Blowgun, Bolas, Bow (short), Dagger*, Dart, Dirk*, Garrotte, Hammer (throwing)*, Javelin*, Jitte, Mace* (heavy, light), Machete*, Misericord*, Net, Pike*, Quarterstaff*, Sabre*, Sai, Sap, Siangkam, Sling, Spear*, Staff-Sling, Stiletto*, Sword* (bastard, long, short), Tonfa, Trident*, Whip*

*the weapons marked with an asterisk have been resized for creatures of Small size.

EUSDRIA (TL: 4)

Armour	Padded, Studded, Scale, Brigantine, Chainmail, Banded, Plate-mail, Full plate
Weapons	Halberd, Aspergill, Axe (battle, double-bladed, long), Bow (long, short), Crossbow (heavy, light), Dagger, Falx, Fork, Gisarme, Glaive, Halfpike, Hammer (war), Javelin, Mace & chain, Mace (heavy, light), Mallet (war), Misericord, Morningstar, Pick (military), Pike, Scythe (military), Shield (all types), Spear, Staff (war), Stiletto, Sword (great, long, short)

GLANTRI (TL: 5)

Armour	Padded, Leather, Studded, Brigantine, Plated breastplate, Chainmail, Banded, Plate-mail; Bone and Sylvan Armour
Weapons	Axe (battle, throwing), Bec-de-corbin, Bow (long, short), Claymore, Spetum, Crossbow (all types), Dagger (all types), Dart, Dirk, Falchion, Fork, Garrotte, Gisarme, Glaive, Halberd, Halberd (sabre), Halfpike, Hammer (throwing, war), Javelin, Katar (all types), Kris, Lance, Lasso, Mace & chain, Mace (heavy, light), Main-gauche, Morningstar, Partisan, Phurbu, Pike, Quarterstaff, Ranseur, Rapier, Sabre, Sap, Scourge, Scythe (military), Shield (all types), Siangkam, Staff (ringed), Stiletto, Sword (bastard, short, executioner's, long, grain), Sword cane, Tonfa, Voulge, Whip

HULE (TL: 4)

Armour	Padded, Furs, Leather, Studded, Breastplate, Scale, Brigantine, Lamellar, Chainmail, Splint, Banded, Plate-mail; Bone and Demonic Armour
Weapons	Aspergill, Axe (all types), Bardiche, Blowgun, Bow, (composite, long, short), Chain (bladed, war), Chakram, Club, Crossbow (double, heavy, light, repeating), Dagger, Dart, Dirk, Falchion, Fork, Garrotte, Gisarme, Glaive, Halberd, Halfpike, Javelin, Kris, Kukri, Mace & chain, Mace (heavy, light), Machete, Morningstar, Net (barbed), Phurbu, Pike, Quarterstaff, Ring (moon or sun), Scimitar, Scourge, Siangkam, Sling, Spear, Staff (spiked, war), Sword (chain, executioner's, great, long, nine ring, short), Tonfa, Voulge, War claws, Whip (all types)

IERENDI (TL: 4)

Armour	Cord, Leather, Studded, Cuirboulli, Breastplate, Scale, Chainmail
Weapons	Axe (throwing), Baton, Blade & ring, Bow (long, short), Chain (war), Club, Crossbow (heavy, light), Dagger (normal, double), Dart, Fork, Grapple (war), Harpoon, Javelin, Mace (heavy, light), Manople, Net, Quarterstaff, Ranseur, Sabre, Sai, Sling, Spear, Speargun, Staff (war), Stiletto, Sword (long, short, grain), Trident, Trident (Hooked)

KARAMEIKOS (TL: 4)

Armour	Padded, Leather, Studded, Scale, Brigantine, Chainmail, Banded, Plate-mail; Sylvan
Weapons	Aspergill, Axe (battle, long), Bardiche, Bow (long, short), Crossbow (heavy, light), Dagger, Dirk, Falx, Fork, Gisarme, Halberd, Hammer (war), Javelin, Mace & chain, Mace (heavy, light), Morningstar, Partisan, Pick (military), Pike, Quarterstaff, Scythe (military), Shield (all types), Spear, Staff (war), Stiletto, Sword (great, long, short)

MINROTHAD (TL: 5)

Armour	Paper, Padded, Cord, Leather, Studded, Cuirboulli, Breastplate, Scale, Brigantine, Plated breastplate, Lamellar, Plate-mail
Weapons	Axe (throwing), Bardiche, Baton, Bow, (all types), Chain (segmented), Crossbow (all types), Cutlass, Dagger (all types), Dirk, Falchion, Halfpike, Hammer (war), Harpoon, Machete, Main-gauche, Manople, Pike, Rapier, Sabre, Scourge, Speargun, Staff (feather), Stiletto, Sword (tiger claw, bastard, long, short, grain), Sword cane, Trident, Trident (hooked), Whip

NIMMUR (TL: 2)

Armour	Breastplate, Scale, Plated breastplate, Lamellar
Weapons	Axe (battle, double-bladed, double, throwing), Bow (long, short), Chain, Club, Dagger, Dart, Dirk, Hammer (double), Javelin, Mace (heavy, light), Maul, Net, Pike, Quarterstaff, Scourge, Sling, Spear, Staff (spiked), Star (throwing), Sword (short, sickle), Whip

NORTHERN REACHES (TL: 4)

Armour	Furs, Cord, Leather, Plated, Studded, Hide, Scale, Brigantine, Chainmail, Splint, Plate-
Weapons	Axe (battle, double-bladed, long, throwing), Bow (long, short), Dagger, Falx, Fork, Harpoon, Javelin, Mace (heavy), Mallet (war), Misericord, Morningstar, Pike, Ranseur, Scourge, Scythe (war), Shield (spiked), Spear, Speargun, Sword (bastard, great, long, short), Voulge, Whip

OCHALEA & MYOSHIMA (TL: 4)

Armour	Padded, Paper (Jigap), Furs, Cord, Leather, Studded, Plated (Tatami Do), Hide, Breastplate (Tanko), Scale, Brigandine (Yoroi), Lamellare (Keiko), Chainmail (Kusari katabira), Banded Mail (Hotoke Do), Plate
	(Do-maru)
Weapons	Aspergill, Axe (battle, long, throwing), Baton, Blade & ring, Blade, Heaven & earth, Blade, sun & moon, Blowgun, Bolas, Bow, (composite, long, short), Chain (segmented, war), Crossbow (all), Dagger (all), Dart (shuriken), Fan (war), Garrotte, Glaive, Grapple (war), Halberd, Half moon (normal, double), Javelin, Javelin (light), Jitte, Katana, Kiseru, Knife (deer antler), Mace (all types), Machete, Mancatcher, Ninja-to, No-dachi, Pick (military), Rake (war), Ranseur, Ring (moon or sun), Sabre, Sai, Scythe (chain, heavy, military), Siangkam, Spear (chain, double, moon & star, normal, staff), Staff (all), Stiletto, Sword (tiger claw, bastard, chain, short, nine ring, executioner's, long, grain), Tachi, Tonfa, Tonto, Trident, Trident (hooked), Wakazashi, War claws, Whip (all types)
Weapons	Axe (battle, double-bladed, long), Bow (long, short), Crossbow (heavy, light), Dagger, Dirk, Falx, Fork (scaling), Gisarme, Glaive, Halberd, Halfpike, Hammer (war), Javelin, Mace (heavy, light), Mace and chain, Misericord, Morningstar, Pick (military), Pike, Scythe (straight), Shield (spiked, knife, sword), Spear, Staff (war), Stiletto, Sword (great, long, short)

RENARDIE (TL: 5)

Armour	Padded, Leather, Studded, Breastplate, Brigantine, Chainmail, Banded, Plate-mail
Weapons	Axe (throwing), Bec-de-corbin, Bow (long, short), Crossbow (all types), Cutlass, Dagger (all types), Dart, Dirk, Falx, Firearms (TL: 5b), Fork, Garrotte, Gisarme, Glaive, Halberd, Halberd (sabre), Halfpike, Hammer (throwing, war), Lance, Mace & chain, Mace (heavy, light), Main-gauche, Morningstar, Partisan, Pike, Quarterstaff, Ranseur, Rapier, Sap, Scourge, Scythe (military), Spetum, Stiletto, Sword (bastard, great, short, executioner's, long), Sword cane, Voulge, Whip

ROBRENN (TL: 3)

Armour	Furs, Padded, Slat, Leather, Studded, Cuirboulli, Hide, Scale, Brigantine, Chainmail
Weapons	Aspergill, Axe (battle, double-bladed, throwing), Bow, (composite, long, short), Dagger, Dirk, Falx, Fork, Javelin, Mace (heavy, light), Machete, Mallet (war), Pike, Quarterstaff, Ranseur, Sap, Scythe (military), Shield (spiked, knife), Sling, Spear, Staff (spiked, war), Staff-Sling, Sword (bastard, long, short), Voulge

ROCKHOME (TL: 6)

Armour	Plated, Studded, Scale, Plated breastplate, Lamellar, Chainmail, Banded, Plate-mail, Full plate; Mechanical Armour
Weapons	Axe (battle, double-bladed, hammer), Bec-de-corbin, Crossbow (all types), Dagger, Halfpike, Hammer (throwing, war), Mace & chain, Mace (heavy, light), Mallet (war), Maul,

	Morningstar, Pick (miltary), Shield (lantern), Sword (long)

SAVAGE BARONIES (TL: 5)

Armour	Padded, Cord, Leather, Studded, Cuirboulli, Breastplate, Scale, Brigantine
Weapons	Crossbow (all types), Cutlass, Dagger (all types), Dart, Dirk, Firearms (TL: 5b), Lasso, Mace & chain, Mace (heavy, light), Machete, Main-gauche, Rapier, Shield (lantern), Staff (feather), Stiletto, Sword (long, short), Sword cane, Whip

SHADOWLANDS (TL: 4)

Armour	Leather, Studded, Breastplate, Scale, Lamellar, Chainmail, Banded, Plate-mail; Spider
Weapons	Axe (throwing), Blade, heaven & earth, Blowgun, Bolas, Crossbow (heavy, light), Dagger, Dart, Dirk, Halfpike, Javelin, Mace & chain, Mace (heavy, light), Misericord, Morningstar, Net, Quartertaff, Sap, Sling, Spear (chain, normal, staff), Staff (normal, chain), Staff-Sling, Stiletto, Sword (bastard, great, long, short), Whip

SIND (TL: 4)

Armour	Padded, Cord, Leather, Studded, Cuirboulli, Breastplate, Scale, Brigantine, Plated breastplate, Lamellar, Chainmail, Banded, Plate-mail; Bone
Weapons	Axe (battle, double-bladed, long, throwing), Bardiche, Baton, Blade & ring, Blowgun, Bow (long, short, composite), Chakram, Crossbow (double, heavy, light), Dagger, Dart, Dirk, Fakir's Horns, Falchion, Fang (long, short), Garrotte, Glaive, Grapple (war), Javelin, Katar (all types), Kris, Kukri, Mace & chain, Mace (heavy, light), Machete, Maru, Morningstar, Net (barbed), Pata, Phurbu, Pick (miltary), Pike, Ring (moon or sun), Sabre, Scourge, Scythe (military), Siangkam, Sling, Spear (double, normal, triple), Staff (all types), Sword (chain, executioner's, great, long, nine ring, short, sickle, tiger claw, whip), Tonfa, Trident, War claws, Whip (all types)

THYATIS (TL: 5)

Armour	Padded, Studded, Cuirboulli, Breastplate, Scale, Plated breastplate, Lamellar, Chainmail, Banded, Plate-mail, Full plate; Bone, Demonic, Sylvan
Weapons	All except firearms

WENDAR (TL: 4)

Armour	Furs, Leather, Studded, Breastplate, Hide, Brigantine, Chainmail, Banded, Plate-mail; Sylvan
Weapons	Aspergill, Axe (throwing), Baton, Blade, heaven & earth, Blade, sun & moon, Bow (composite, long, short), Crossbow (heavy, light), Dagger, Dart, Dirk, Fork, Gisarme, Halberd, Halfpike, Javelin, Knife (deer antler), Mace & chain, Mace (heavy, light), Morningstar, Pike, Quarterstaff, Ring (moon

	or sun), Sap, Scythe (military), Siangkam, Sling, Spear (normal, staff), Staff, Staff (ringed), Staff-Sling, Stiletto, Sword (bastard, great, long, short), Tonfa, Whip

YLARUAM (TL: 4)

Armour	Leather, Studded, Cuirboulli, Scale, Plated breastplate, Chainmail, Plate-mail
Weapons	Baton, Bolas, Bow (long, short), Crossbow (heavy, light), Dagger, Dirk, Fakir's Horns, Falchion, Half moon (normal, double), Javelin (normal, short), Kinzhal, Lance, Lasso, Mace & chain, Mace (heavy, light), Maru, Misericord, Morningstar, Pike, Quarterstaff, Sap, Scimitar, Scourge, Sling, Spear, Spear (double, triple), Staff (spiked, war), Stick (throwing), Stiletto, Sword (bastard, double, grain, short), Whip (all types)

HOLLOW WORLD

ANTALIANS (TL: 3)

Armour	Protective skins, Furs, Leather, Studded, Hide, Scale, Chainmail
Weapons	Axe (battle, double-bladed, throwing), Bow (long, short), Dagger, Harpoon, Javelin, Mace (heavy, light), Mallet (war), Maul, Morningstar, Pike, Spear, Sword (long, short), Voulge

AZCANS (TL: 2)

Armour	Protective skins, Padded, Slat, Leather, Plated, Hide
Weapons	Axe (battle, throwing), Bolas, Bow (short), Club, Dagger, Dart, Dirk, Fang (short), Garrotte, Javelin, Lasso, Mace (heavy, light, spiked), Net, Quarterstaff, Sap, Scourge, Shield (spiked, knife), Sling, Spear, Staff, Staff-Sling, Sword (short), Tonfa, Whip

BEASTMEN (TL: 1)

Armour	Furs, Slat, Leather, Hide
Weapons	All Stone Age except Star (throwing), & including Shield (knife, spiked)

BRUTEMEN (TL: 1)

Armour	Protective skins, Furs, Slat, Hide
Weapons	All Stone Age except Boomerang, Bow (long), & Star (throwing)

DWARVES, KOGOLOR (TL: 3)

Armour	Leather, Plated, Studded, Scale, Brigantine, Lamellar, Mail
Weapons	Axe (battle, double-bladed), Bow (composite, short), Club, Crossbow (heavy, light), Dagger, Hammer (Throwing), Javelin, Lasso, Mace (heavy, light), Mallet (war), Maul, Morningstar, Pick (military), Pike, Quarterstaff, Shield (spiked, knife, sword), Sling, Spear, Sword (long, short), Voulge

ELVES, BLACKLORE (TL: 5)

Armour	Padded
Weapons	Crossbow (hand, repeating, & six-shooter), Dagger, Flame-torch (damage: 1d8 + ignite, range: 30 ft., 10 charges), Staff, Sword cane, Taser (1d6 debilitating), Tonfa

ELVES, GENTLE FOLK (TL: 2)

Armour	Padded; Sylvan
Weapons	Baton, Blowgun, Dagger (normal, double), Dart, Net, Quarterstaff, Sap, Siangkam, Staff (normal, spear), Tonfa

ELVES, ICE VALE (TL: 3)

Armour	Furs, Leather, Studded, Scale, Brigantine, Lamellar, Chainmail
Weapons	Axe (battle, throwing), Blade, heaven & earth, Bow (composite, long, short), Crossbow (heavy, light), Dagger, Dart, Dirk, Javelin, Mace (heavy, light), Morningstar, Net, Quarterstaff, Sap, Shield (knife, spiked), Sling, Spear, Staff-Sling, Sword (bastard, long, short)

ELVES, SCHATTENALFEN (TL: 4)

Armour	Leather, Studded, Breastplate, Scale, Lamellar, Chainmail, Banded, Plate-mail; Spider
Weapons	Blowgun, Bolas, Crossbow (heavy, light), Dagger, Dart, Dirk, Halberd, Javelin, Mace & chain, Morningstar, Net, Pike, Quarterstaff, Sap, Spear, Staff-Sling, Stiletto, Sword (bastard, great, long, short), Whip

HUTAAKANS (TL: 3)

Armour	Leather, Plated, Breastplate, Scale, Plated breastplate, Chainmail
Weapons	Crossbow (heavy, light), Dagger, Hammer (Throwing), Mace (heavy, light), Quarterstaff, Sling, Staff-Sling, Stick (throwing), Sword (short), Whip

JENNITES (TL: 3)

Armour	Padded, Leather, Plated, Scale, Brigantine, Lamellar, Chainmail
Weapons	Axe (throwing), Battleaxe, Bolas, Bow (composite, long, short), Dagger, Javelin, Lasso, Mace (heavy, light), Net, Quarterstaff, Sabre, Sling, Spear, Staff-Sling, Sword (bastard, short), Whip

KUBITTS (TL: 3)

Armour	Leather, Plated, Studded, Cuirboulli, Breastplate, Scale, Plated breastplate, Lamellar, Chainmail
Weapons*	Axe (battle, throwing), Blowgun, Bow (short), Crossbow (heavy, light), Dagger, Dirk, Falx, Fork, Hammer (war), Mace (heavy, light), Morningstar, Pike, Quarterstaff, Ranseur, Sabre, Scythe (military), Shield (spiked, knife), Sling, Spear, Sword (bastard, long, short), Voulge, Whip

*all kubbitt weapons have been resized for Tiny-sized creatures.

LIZARDMEN, MALPHEGGI (TL: 2)

Armour	None
Weapons	Axe (battle, brol, double-bladed, throwing), Blowgun, Club, Dagger, Dirk, Javelin, Mace (heavy, light), Morningstar, Net, Scourge, Shield (spiked, knife), Sling, Spear, Staff, Staff, Sword (short), Trident, Whip

MERRY SEA PIRATES (TL: 3-5)

Armour	Paper, Padded, Cord, Leather, Studded, Cuirboulli, Breastplate, Brigantine
Weapons	All, with a particular liking per: Crossbow (light), Dagger, Falchion, Machete, Sabre, Scourge, Sword (bastard, long, short, grain), Whip (3), Crossbow (double, repeating), Glaive, Manople, Speargun (4), Crossbow (hand), Cutlass, Main-gauche, Rapier, Staff (feather) (5)

MILENIANS (TL: 3)

Armour	Leather, Plated, Studded, Cuirboulli, Breastplate, Scale, Plated breastplate, Chainmail
Weapons	Axe (battle), Bow (long, short), Crossbow (heavy, light), Dagger, Dirk, Falchion, Gastrophetes, Javelin, Mace (heavy, light), Net, Pike, Quarterstaff, Sarissa, Scourge, Shield (spiked, knife, sword), Sica, Sling, Spear, Staff-Sling, Sword (short, sickle), Trident, Whip

NEATHAR (TL: 1)

Armour	Protective skins, Furs, Slat, Hide
Weapons	Axe (battle), Blowgun, Bolas, Boomerang, Bow (long, short), Club, Dagger, Dirk, Harpoon, Javelin, Javelin (light), Lasso, Mace (spiked, light), Net, Quarterstaff, Sling, Spear, Stick (throwing), Tomahawk

NITHIANS (TL: 3)

Armour	Leather, Plated, Cuirboulli, Breastplate, Scale, Plated breastplate, Chainmail
Weapons	Aspergill, Axe (battle, hammer, mace, throwing), Baton, Bow (long, short), Dagger, Dirk, Falchion, Javelin, Mace (heavy, light), Net, Pike, Quarterstaff, Sabre, Scourge, Shield (sword), Sling, Spear, Staff, Staff-Sling, Stick (throwing), Sword (short, sickle), Whip

OLTECS (TL: 2)

Armour	Protective skins, Furs, Padded, Slat, Leather, Plated, Hide, Scale
Weapons	Axe (battle), Baton, Blowgun, Bolas, Bow (long, short), Club, Dagger, Dart, Dirk, Javelin, Mace (heavy, light), Net, Quarterstaff, Shield (spiked, knife), Sling, Spear (normal, forked), Sword (short, sickle)

ORCS, KRUGEL (TL: 3)

Armour	Protective skins, Furs, Slat, Leather, Plated, Hide, Breastplate, Scale, Chainmail; Bone
Weapons	Axe (battle, throwing), Bow (long, short), Club, Crossbow (heavy, light), Dagger, Javelin, Lasso, Mace (heavy, light), Morningstar, Sabre, Scourge, Sling, Spear, Staff, Sword (bastard, long, short), Whip

TANAGORO (TL: 2)

Armour	Protective skins, Leather, Hide
Weapons	Baton, Blowgun, Bolas, Boomerang, Bow (long, short), Club, Dagger, Dart, Dirk, Fakir's Horns, Javelin, Knife (throwing), Mace (spiked, light), Net, Quarterstaff, Sling, Spear, Staff, Staff (spiked), Staff-Sling, Sword (sickle), Trident

TRALDAR (TL: 2)

Armour	Leather, Plated, Studded, Cuirboulli, Breastplate, Scale, Plated breastplate
Weapons	Axe (battle), Bow (composite, long, short), Club, Dagger, Dart, Dirk, Javelin, Mace (heavy, light), Net, Quarterstaff, Sica, Sling, Spear, Staff-Sling, Sword (short, sickle), Trident

169